

# THE GREAT NET PANTHEON

Version 3  
Steven R. Hamby 23/9/93

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## Introduction.

I first started to compile this work in June 1992. At the time I was beginning to put together a new gaming world for my own use. I had written some new deities for this world called Ogygia, but was beginning to run short of inspiration. Thus, I asked for help from the contributors to the ADND-L (ADND-L@UTARLVM1.UTA.EDU) and Forgotten Realms (REALMS@OSSI.COM) lists. I decided that it would be a good idea to share these new Gods, Goddesses, and Demi-Gods with other list members, and so the Great Net Pantheon came into being.

It has taken well over a year to reach this stage and yet it is still not complete; in fact it will never be complete as long as the creativity and the imagination of other list members continues to create new deities.

I hope you enjoy this work, and that it proves useful and inspirational to you.

I will be trying to improve and expand this work in subsequent versions, so if you have any comments, advice, corrections (especially spelling), or contributions, then please send them to me at the following address:

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Steven R. Hamby. 13/12/92

## About the Great Net Pantheon.

I have formed this work into two major parts and an appendix. The first part deals with the new Gods that people have created for use within their games of ADND. Though grouped alphabetically, they will be cross referenced by spheres of control to make choice of deity simple and quick. This section also includes the re-writes of some of the Demons and Devils of the first edition Monster Manual as deities. I did this for those who would like to see these beings "reborn" in the second edition game. In many cases it will not state a power level for a particular deity as I believe it up to the individual GM to decide how strong he/she would be in their world. For instance, in a mainly agricultural society Frethenti would be classed as a Greater Deity, whilst in a war-like society he would only be classed as a Lesser Deity.

The second part will consist of existing deities that people have re-written or updated for use in their campaigns. These are again grouped by author, but are not cross referenced as there are in some cases two re-writes of the same deity. Finally, the appendix contains a light-hearted list of Gods who have strange worshippers and followers. This is included for those who wish to try to put some humour into their campaigns; though I'm not guaranteeing that these will work.

### Contributors to the Great Net Pantheon

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—  
THE NEW DEITIES.

Adventurers	Lukane
Agriculture	S'yl
Air	Elondar
Animals	Bhon, Geryon
Art	Deneir
Bards	Garjarvan, Rushlyn, Tilvaretu
Beserkers	Frenzick
Birds	Elondar
Chaos	Geryon, Zattaze
Crops	Frethenti
Darkness	Da,har Su'revar
Dead, the	Eregul
Death	Eregul, Ulbreg
Despair	Dispater
Destruction	Tabrahil, Setesh
Disease	Aphyx
Drow	Pimpliel
Duty	Ibrahim
Dwarves	Albrecht, Tobrig, Ulbreg
Elves	Elondar, Tilvaretu
Evil	Asmodeus
Exploration	Albrecht
Farming	S'yl
Fate	Lyganver
Fields	Frethenti
Foresight	Delusha
Forestry	Orion
Forests	Brogine
Gamblers	Lukane
Harmony	Lisori
Harvests	Frethenti
Healing	Lor, Manitaga, Treaton
Hunting	Orion
Justice	Ibrahim
Knowledge	Nethlar, Vofos
Land, the	S'yl
Lies	Baalzebul
Life	Flor, Treaton
Light	Orin
Love	Lisori
Loyalty	Ibrahim
Luck	Lyganver
Luck, good	Lukane
Mages	Kaeal
Magic	Albrecht, Kaeal
Martyrs	Manitaga
Metalwork	Tobrig
Mining	Tobrig
Mind, the	Neodig beowulf
Mischeif	Azril
Music	Rushlyn, Tilvaretu

Musicians	Rushlyn
Nature	Brogine, Treaton
Night	Da'har Su'revar
Obedience	Ibrahil
Pain	Gilveus
Peace	Lisori
Pestilence	Aphyx
Poetry	Rushlyn
Prophecy	thmus
Psionics	Neodig Beowulf
Seasons	The Seasons
Seduction	Terra
Shades	Da'har Su'revar
Sky	Elondar
Spells	Zattaze
Storms	Tabrahil
Strength	Cyr
Sun	Delusha
Symbols	Deneir
Temptation	Terra
Theives	Da'har Su'revar, Pimpliel
Torture	Gilveus
Travellers	Garjarvan
Trickery	Azril
Trolls	Gadraka
Undead	Orcus
War	Creergus, Hubris, Ulbreg
Wanderers	Vofos
Water	Kir
Weather	Elondar, Tengri
Writings	Deneir

## **Albrecht, Dwarven God of Magic**

Armour class :	-3	Hit points :	154
Attacks :	2	Damage/attack :	1d10 +5 + str. bonus
Move :	12	Size :	M (4')
Magic resist. :	75%	Alignment :	NG
Worshippers :	unknown	Symbol :	8 pointed silver star
Plane :	unknown		

W: 15 P: - M: 22 R: 11 S: 23 I: 25 W: 20 D: 21 Co: 24 Ch: 22 (25)

Albrecht (in my world) was the original God of the Dwarves, responsible for the creation of the race and the definition of their ethics. He was also the God of dwarven magic, which was totally different from that of the magic of the Elves (which later races such as humans learnt to call their own). Dwarven magic dealt with two principles, those of contagion and sympathy. Simply stated these laws are:

Contagion - once together, always together.  
Sympathy - like objects will always react in a like manner.

Albrecht was also afflicted with wanderlust and loved to explore the known worlds and planes of existence. He was also responsible for the discovery of new planes of existence and it was whilst exploring a new world that he found a gateway through to a new world. Albrecht entered this new world and was never seen again, though it is still believed that he will return one day. After the loss of Albrecht Dwarven magic went into decline, until in this age it is completely unknown.

Albrecht was described as a tall but thin dwarf with silver hair and grey eyes. His favourite weapon was an adamantite and silver club which was equivalent to a +5 defender. Rumours of appearances of Albrecht have been reported many times since his disappearance, but none have been proved. It is said by some that he is still around but has been profoundly changed by his experiences and is now reclusive, only appearing in times of great need.

## **Asmodeus the Devil Lord**

Armour class :	-7	Hit points :	199
Attacks :	2	Damage/attack :	4-16 +4 + str bonus + special
Move :	12" / 24"	Size :	M (6'6")
Magic resist. :	90%	Alignment :	Lawful evil
Worshippers :	Any evil	Symbol :	Ruby rod
Plane :	Nine hells		

W: 20 P: 15 M: - R: -S: 24 I: 20 W: 23 D: 21 Co: 24 Ch: 19

Asmodeus is the leader of the Gods of Evil, a group of evil deities who are constantly trying to take dominion over all the planes of existence. Currently they hold dominion only upon the Nine Hells.

Asmodeus appears as a very handsome and charming human male of indeterminate age. He is always sporting the latest fashions for the time and place he appears in. Only at the fruition or the failure of his plans will his true evil be seen.

Asmodeus can always see those who are invisible and exudes an aura of fear that causes those of less than 8 hit dice to either flee or pay homage to him, those of or above 8 hit dice must save versus death magic or react similarly. The range of this fear is 25' radius. Once per day he can cast one each of the symbol spells, unholy word, raise dead, and wish.

Asmodeus uses a rod of purest ruby as his attack weapon, which acts as a +4staff and inflicts 4d4 damage. Those struck by the rod must save versus death magic or suffer the effects of a cause serious wounds spell. The rod may also upon command release a cone of frost, a jet of acid, or a bolt of lightning as if it were the breath weapon of a 12 hit dice dragon of the appropriate species. Priests of Asmodeus may wear any armour and shield but can only use staves and pole arms as weapons, they can however specialise in them as fighters can. Priests of Asmodeus can cast detect invisibility and fear three times per day each, and cause serious wounds once per day. Spheres allowed to priests of Asmodeus are:

- Major - all, charm, healing (reversed), divination, combat. Minor - necromantic, protection, animal, sun (reversed).

### **Baalzebul, Lord of Lies**

Armour class :	-5	Hit points :	166
Attacks :	3 (fist/fist/bite)		
Damage/attack :	3d8 + str bonus / 3d8 + str bonus / 2d12 + poison		
Move :	9" / 24"	Size :	L (12')
Magic resist. :	85%	Alignment :	Lawful evil
Worshippers :	Rogues and any evil		
Symbol :	Black fly	Plane :	Nine hells
W: 10 P: - M: 12 R: 17 S: 22 I: 23 W: 17 D: 25 Co: 20 Ch: 13			

Baalzebul appears as a giant sized human, however his head has the horns of a bull and the eyes of a fly, and his neck is segmented like the body of a maggot. His mouth is filled with razor sharp teeth and his fingers end in 8 inch talons. He is a master at the art of subterfuge and his schemes are invariably complex and filled with plans within plans. Though disgusting to look to look upon he is able to charm those who come into contact with him by the lies he tells and the power of his voice, which is rich and melodic. Those who speak with him must make a save versus paralisation or become charmed as if the persons intelligence was half its current level.

Baalzebul is a very sadistic and cruel God who delights in making others suffer, even his own priests. It is said that Baalzebul never kills his enemies but holds them on either the fifth or sixth level of the Nine Hells where he constantly tortures them but never allows them to die.

The bite of Baalzebul infects his victims with an extremely strong poison. Those bitten must save versus poison (at -3) or die; those that save, though, suffer 3d10 points of damage and must make a second save at the same penalty or enter a hallucination filled coma-like state for 3d4 turns.

Baalzebul can cast the following spells once per day:-

Charm monster, false seeing, geas, mass charm, unholy word, symbol of pain, and symbol of insanity.

Priests of Baalzebul may wear any armour, shield, or weapon allowable for a normal cleric. They may, however, also use a dagger with which they can backstab their enemies as if they were a thief of the same level, poison is also usable upon this weapon. Priests of Baalzebul have the ability to cast charm person as if they were a magic user, and may cast one such spell per day for every 5 levels of experience.

Spheres allowed for priests of Baalzebul:-

Major - All, Charm, Combat, Protection, Animal (insect spells and creeping doom only).

Minor - Divination, Sun (reversed), Necromantic, Healing.

## **Brogine, Lord of Forests**

Armour class : -5                      Hit points : 135  
Attacks : 3                              Damage/attack : d8 +4 + str bonus  
Move : 18                                Size : M (6' 6")  
Magic resist. : 45%                    Alignment : CG (N tendencies)  
Worshippers : Druids, rangers  
Symbol : Treant                        Plane : Gladsheim  
W: 15 P: 14 M: - R: - S: 24 I: 19 W: 23 D: 22 Co: 24 Ch: 23

Brogine is a woodland diety that usually takes the form of a large treant, though on occasion He has taken the form of Satyrs and Centaurs. In treant form he is a 15 hit dice treant with clerical spell abilities.

He never takes humanoid form but will aid any creature that respects the woodlands and forests that he protects.

Brogine can also cast entangle 3 times per day and always moves as if under a pass without trace spell. When not in treant form Brogine attacks with a +4 club that does d8 damage and with which he gets 3 attacks per round.

Brogine has a great fear of fire and will do anything to prevent the spread of fire in his forests. For this reason druids of Brogine may not use any spell that involves the use of fire, either cast, from scroll, or from magic item. However, druids of Brogine receive a 50% bonus to either duration or effect for any spell that protects against heat or flame. Brogine's druids also may use the spell Animate Tree which is similar in effect to animate rock except that the duration is 1 turn/level and it effects 1 tree per three levels of the cleric. It is still a 7th level spell. Brogine has only Druids, rangers, and other woodsmen as His worshippers; though it is rumoured that some wood elves have taken to worshipping Brogine rather than their own Gods of the woods. Druids of Brogine are subject to the arms and armour restrictions of the 1st ed. ADND druid.

Spheres allowed:-

Major - all, divination, healing, plant, protection, summoning, weather.

Minor - animal, combat, creation, guardian, necromantic, sun

## **Creagus, hound of Battle**

Armour class : -8                      Hit points : 250  
Attacks : 3                              Damage/attack : As weapon + str bonus + 2  
Move : 15                                Size : M ( 6'7" )  
Magic resist. : 40%                    Alignment : CN (with good tendencies)  
Worshippers : Warriors                Plane : Gladsheim  
Symbol : Full faced helm in shape of hounds head  
W: 20 (Paladin) P: 9 M: - R: - S: 25 I: 16 W: 19 D: 23 Co: 24 Ch: 21

Creagus appears as a large powerful human clad in pure silver full plate with a full faced helm in the form of a hounds head. If he pushes the visor back (no other way, if they ever get the chance to try) his face is revealed as that typical of any veteran mercenary warrior, scarred and worn looking, and in Creagus' case sporting a drooping grey moustache reminiscent of a hounds whiskers.

Creegus may use any weapon and uses it as if specialised with that weapon, though his favoured weapon is a two-handed sword. Creegus can install a wildbeshaker-rage in any fighter he chooses (no save) except paladins and Rangers. This rage lasts for 20 rounds and though Creegus can cast it at will, it will only work on one person at a time. Once a day Creegus may summon the War-pack. This is a horde of huge hounds that look similar to a Great Dane. These are:- 5+3 hd, ac 0, Thac0 14, Mv 15, 2 attacks, d8 damage/attack. Their jaws lock on a natural 20 and do an automatic 2d8 damage each following round until the hound or the victim is dead, or ordered to release by Creegus. There are usually 10-60 (10d6) hounds in the pack (but the number may be adjusted by the DM to suit his/her needs). Though Chaotic Neutral Creegus does have good tendencies and in a good versus evil battle will favour the good side.

Priests of Creegus may wear any armour and use the fighter Thac0 tables. They may also choose one edged weapon and specialise in it. They have no access to the healing sphere and may not pick the healing and herbalism proficiencies.

Spheres allowable to priests of Creegus

Major - All, Combat, Animal, War, Summoning.

Minor - Necromantic, Protection, Divination, Guardian.

### **Da'har Su'revar, God of darkness, shades, and night.**

Armour class :	-4	Hit points :	98
Attacks :	4	Damage/attack :	d6+2 +3 + str bonus
Move :	18	Size :	M (5'10")
Magic resist. :	75%	Alignment :	CN (G-E tendencies)
Worshippers :	thieves/CN	Symbol :	Black flame
Plane :	Limbo		
W: 7 (ranger) P: 13 M: - R: 19 (thief) S: 22 I: 17 W: 24 D: 25 Co: 22 Ch: 15			

Da'har is virtually never seen, either in avatar or God form, preferring to blend into shadows or crowds and is therefore a prime choice for thieves. On the rare occasions that an avatar of da'har is seen it appears as an average human male, slightly stooped and thin, with brown hair and mismatched eyes; the left green and the right brown. He usually wears leather armour and fights with two magical flenches (a broad bladed short sword that does d6+2/d8+1 damage) of +3 enchantment. It is rumoured that Da'har started in life as a normal human but attained Godhood during his career as an adventurer.

Da'har's thieving skills are 99% in all things except move silently, hide in shadows, and hear noise. Move silently and hide in shadows are both 100%, whilst hear noise is 80%.

Priests of Da'har can wear the armour allowable to any normal cleric but when using leather armour they are able to operate as a thief of the same level (see 2nd ed DMG page 23 for average skills/level table) with respect to hide in shadows, move silently, hear noise, and climb walls. They can also use those weapons available to any normal cleric plus the short sword and the flenche.

The spheres allowable to these priests are:-

Major : all, charm, divination, necromantic, summoning, sun (reversed).

Minor : animal, elemental, guardian, protection.

## **Delusha, Matron mother of sun and foresight**

From: adamri@morekypr.bitnet

Delusha is the matron mother of the Sun and foresight.  
Delusha's symbol is the Sun.

Priests or Priestess' of Delusha cloak themselves from head to toe, they deprive themselves from the sun as a form of patronage. Their rituals are held at dawn and dusk. The strange thing about followers of Delusha is that they must see visions for their Matron to speak to the world. To do this it usually involves a white powder which is absorbed through the nasal passage (usually a hallucinogenic). The holiday's fall on the Soltices. The Spring solstice of the sun is a grand holiday and the Priests disrobe and gather in the fields naked and absorb the Matron's divine light.

The Winter solstice is also a holiday but it is one of fear. The Priest hold up in their monasteries and hold vigils until dawn as to count the hours until the Matron brings the sun back. They believe this is the day that the dead may walk the earth.

The preferred weapon of the followers of Delusha is: staff or Scythe The shock factor of a pale white, cloaked figure with a scythe walking through a battle usually strikes fear into enemies mistaking them for DEATH.

The alignment of the Priest of Delusha is normally : Chaotic Neutral This is because after trying to have visions using hallucinogens for so long they tend to go insane.

The Priests upon second level receive a pouch from the church which has been blessed by Delusha herself. The bag produces a handfull of drugs a day and can be only opened by followers. The reason is Delusha has cast a Glyph of Warding on the pouches so that only a true believer can open them, (reason why only second level priests can have one and not first).

I really like playing and running characters of this faith. One stoner in a serious party of Hack and Slashers can really be funny. There are no race limitations. Have fun role-playing this out!

## **Elondar, Elven Goddess of the Sky, Air, Birds, Weather.**

Armour class :	-2	Hit points :	87
Attacks :	2	Damage/attack :	2d6 +4 + str bonus
Move :	24 (48)	Size :	M (5' 4")
Magic resist. :	70%	Alignment :	CG
Worshippers :	Elves	Symbol :	Dove
Plane :	Happy hunting grounds		
W: - P: 17 M: 13 R: 5 S: 20 I: 24 W: 25 D: 21 Co: 19 Ch: 23			

Elondar is the Elven deity that has precedence over the area above the lands. She appears in one of two forms - either as a female white dove or as a female elf. Her elven form has pale ivory skin, white hair, blue eyes, and large dove-like wings upon her back; she only ever wears white and is spotless at all times. Elondar uses an ivory staff as a weapon. This staff also has the power to cast resurrection 3 times per day, heal 4 times per day, polymorph other (bird forms only) 3 times per day, and regenerate twice per day.

Elodar's avatars (and Elondar herself if she appears) never touch the ground in any way, their feet are always 3 inches above the surface and will use telekinesis to pick up objects from the ground.

Though Goddess of weather she has no power over its destructive elements e.g. storms and hurricanes; these are under the influence of a stronger God. However, it is Elondar who brings the good weather that usually follows such destructive forces.

Elondar is not a particularly martial deity but will certainly defend herself and her chosen favourites, either with the aid of a champion, an avatar, or in desperate circumstances will fight herself. Priests of elondar can not wear armour, though they can use all shields. Weapons are restricted to those normally allowed clerics, except they may choose either the short bow or short sword (not both) at the expense of two weapon slots. At 6th level a priest of Elondar may assume an avian form once per day, which lasts for one hour per level; though they may not choose the form of any bird larger than an albatross and it must be a bird of natural origins. At 9th level priests of Elondar can predict the weather for the next three days with 100% accuracy, and for the following six days with an accuracy of 75%. At 12th level priests of Elondar may cast the mage spells of fly and telekinesis once each per day as bonus spells. At 14th level they may also cast wind walk once per day as a bonus spell and can carry one person per 4 levels of experience rather than one per 8 levels.

Spheres allowable for priests of Elondar:-

Major - All, Animal, Astral, Summoning, Sun, Weather.

Minor - Healing, Guardian, Divination, Combat, Plant.

Only elves and half-elves may be priests of Elondar

### **Frenzick the Wild, God of Berserkers**

From: Brian baker <Brianj@morekypr.bitnet>

Armour class :	-2	Hit points :	152
Attacks :	4	Damage\attack :	2-20 +6 + str bonus
Move :	15	Size :	M (6'3")
Magic resist. :	25%	Alignment :	Chaotic neutral
Worshippers :	Warriors/beserkers	Symbol :	Red whirlwind
Plane :	Limbo		
W: 20 P: - M: - R: - S: 18/00 I: 14 W: 17 D: 17 Co: 18 Ch: 7			

GREAT AXE (2-20) +4 (Allows him twice the normal attacks)(sp +1,+2)

Chain +4

Horn of Summoning (This horn allows him to summon anywhere from 20 to 200 beserkers to join in a battle. The beserikers arrive within three rounds. The sound carries for about 1 mile and any beseker within this area cannot resist the call of frenzick)

Frenzick the Wild is from my own world. He is the patron of Berserkers and his priests are more warriors than healers. The method of worship is only while in battle. He is typically viewed as a large man who is bare chested with long red hair and a mid chest length beard of the same colour. In battle he weilds a great axe which causes 2-20 pts.

Frenzick is said to have been raised in the wild country by the master of the hunt (Deities and Demi-gods). He is said to have the savagrey of a wolf, the strength of the bear.

Those beserkers who die in battle while shouting his name join him to fight in his realm.

Priests of Frenzick may use any type of armour and any type of weapon though many prefer to fight without armour when in a beserk frenzy and will use long swords and/or axes to fight with. They may also use two weapons as a ranger would and use the warrior tables for Thac0 and saving throws.

Spheres allowed to priests of Frenzick are :-

Major - combat, all, war, guardian, elemental (air only).

Minor - necromantic, protection, healing, sun, creation.

### **Frethenti, God of Fields, Crops, and Harvests**

Armour class :	-3	Hit points :	107
Attacks :	2	Damage/attack :	2d8 +4 + str bonus
Move :	12	Size :	M (5' 11")
magic resist. :	72%	Alignment :	LN (G tendencies)
Worshippers :	Farmers	Symbol :	Scythe
Plane :	Nirvana		
W: 12 P: 16 M: 13 R: - S: 20 I: 25 W: 23 D: 20 Co: 23 Ch: 22			

Frethenti is the Lord of fields, crops, and the harvest. He appears as a ruddy faced, heavily built human typical of any common farmer. He always carries a scythe and this is His preferred weapon in combat. It is a +4 defender with a blade of silver and a haft of ebony. Frethenti is not only the Lord of fields, he is the lord of the creatures that inhabit the fields and will protect them at times of danger i.e. harvest time and ploughing.

It is rumoured that at harvest-time Frethenti's avatar will appear, to help any of his worshippers who have difficulty in bringing in the harvest. His scythe and his strength allow him to work at more than four times a normal human's speed and without rest or food.

Frethenti's scythe is always sharp and totally silent in both combat and harvesting, and will never break no matter what it hits. It is rumoured that his avatar once came to help an old farmer bring in his crop during a storm, and that during his harvesting of the corn cut clean through an obscured rock, about the size of a medium shield, without even noticing.

Priests of Frethenti are only allowed to use any non-metallic armour and wooden shields. They can use the following weapons - bill, flails, scythe, sickle, fork, and staff.

Spheres allowed are:-

Major - all, creation, divination, plant, wards, elemental (water only), summoning (but can only use wall of thorns, weather summoning, and creeping doom).

Minor - animal, healing, protection, sun, weather.

## **Gadraka, True God of the Trolls**

Armour class : -3      Hit points : 212  
Attacks : 5 (claw x 4/bite) Damage/attack : 2d6/2d6/2d6/2d6/2d12  
Move : 18      Size : L (12')  
Magic resist. : 60%      Alignment : Chaotic Evil  
Worshippers : Trolls      Symbol : screaming face  
Plane : Abyss  
W: 18 P: 8 M: 12 R: 7  
S: 25 I: 15 W: 16 D: 14 Co: 25 Ch: -2

Gadraka is the brother to Vaprak the Destroyer, and his most hated enemy. Gadraka hates Vaprak as he believes his brother a traitor for accepting the worship of ogres. Gadraka appears as an immense but otherwise normal troll, except for the glint of intelligence which lights his eyes. His skin is rock grey and his hair is jet black.

Gadraka is incredibly fast and agile, having five attacks in a normal round. He attacks twice with each claw and once with a bite; he never uses weapons. A successful hit from Gadraka's claws forces armour to make a saving throw versus crushing blow. Failure means the AC value of the armour is decreased by 1, it does not effect the magical value of the armour. When the armour is equal to AC 10 (not including magic) it is totally destroyed. The bite of Gadraka has a similar ability but also injects the victim with a virulent poison that induces madness. Saves are at -4, failure causes the victim to become violently insane, screaming and attacking beings at random each round. This madness can only be cured by a wish.

Trolls attacked by Gadraka do not regenerate any of the damage he inflicts upon them and gain no saving throws against his poison.

Gadraka is only susceptible to damage from +2 or better magical weapons and regenerates at 6 hp per round. However, Gadraka is still susceptible to damage caused by both fire and acid, and also holy water.

Gadraka may teleport without error 3 times per day and may also cast unholy word once per day.

Troll shaman of Gadraka may attain 7th level and can cast spells from the following spheres:-

Major - All, Combat, Divination, War.

Minor - Guardian, Necromantic, Elemental.

## **Garjarvan, Watcher of the Way**

From Grabbit Wileucan (mblank@utvvm.bitnet or s206@utcmusic.bitnet)

Armour class :	-5	Hit points :	132
Attacks :	2/round	Damage/attack :	3-30/3-30 + special
Move :	unlimited	Size :	Man-sized
Magic resist. :	30% (60% when on any road or trail of any kind)		
Alignment :	Neutral-Good	Symbol :	a crossroads
Worshippers :	Travelers and bards		
Plane :	Prime Material		
W: 15 P: 25 M: 20 R: 25 S: 20 I: 23 W: 23 D: 20 Co: 19 Ch: 24			

Description: Garjarvan appears as either a gnarled old man, a wandering young warrior or a beautiful maiden who has lost her way. He will most often use his warrior form to fight with if he has to fight. When he attacks he can either cause someone to become lost everytime they go anywhere until an attonement is cast by one of his clerics or he can cause a person to be transported anywhere within the prime material plane. Sometimes he does both. When he is not walking to where he is going he rides a pegasus which can travel anywhere in any plane at will. Garjarvan's temples are a welcome sight to any traveller. They will give a free night's stay and a hot meal to any traveller who asks. It is customary, however, to give the temple a donation if the traveller can afford it.

### And now the paladins:

Champions of Garjarvan

Ability requirements and all restrictions (with alignment altered to NG) are the same.

Spell spheres:

Major: Travelers (Tome of Magic), Weather, Elemental

Minor: Protection, Healing

### Granted powers:

+2 on all saves

Generate Circle of Power with (NG) Holy sword (see PHB)

Immune to Disease

Protection from Evil, 10' radius

Can walk anywhere there is earth (mud, dust, sand) as if it is a smooth road

Lay on Hands 1/day

Cure disease 1/week/level

Will never trip or slip due to natural forces (ice, oil) and gains a +2 vs. spells which cause these effects.

Call warsteed at 9th level (5% chance for it to be a pegasus)

### Duties:

Protect travelers who cannot protect themselves.

Prevent the destruction or blocking of a road of any kind

Aid those in need of aid

Prevent war if at all possible (threatens travellers everywhere)

End wars quickly if they cant be prevented

Thes paladins usually wind up working with the priests of peace until war breaks out, then they can put a priest of the war god to shame.

## **Gilveus, the Golden Warrior, God of pain and torture**

From Ethan Roe (roeeb%morekypr.bitnet)

Armour class: -3                      Hit points:            203  
Attacks:                                2                      Damage/attacks: As weapon +5 (or 1-6 +5) + str. bonus  
Move:                                    12                     Size:                   M(6'2")  
Magic resistance: 50%                Alignment:            CE  
Worshippers:    very few for he is a servant of the God Pimpliel  
Symbol:                                A large Black Dragon  
W: 20 P: - M: - R: - S: 18/81 I: 15 W: 20 D: 18 Co: 21 Ch: 19

Gilveus appears as a human, large, clad in the blackest, darkest plate armor you can imagine. The face mask is gold colored and is in the shape of a devil. His eyes glow a bright red. Gilveus has the ability to see any invisible objects and people. He has an arsenal of weapons (all of which are at least +1 and of fine quality) and can wield them as if specialized in each.

Gilveus had a sword fashioned by his master for his use, it is called Backlash. Backlash is a sword of wounding +4, with the bonus of electrical damage on Gilveus' command. The sword fully charged has 20 charges, but he can only use up to 4 charges at a time. One charge does 1-6 electrical damage. Backlash regains one charge every 6 hrs.

Once per day Gilveus can power word blind/stun/kill. He can also produce flame, wall of fire, detect evil/good, detect magic, and charm person or monster once per day.

Gilveus is a very young God and when he first journeyed to Mafisto's land he was nearly destroyed. Gilveus was rescued by Pimpliel who immediatly commanded him to serve as his general.

Gilveus commands a troop of 100 of Pimpliels Golden Warriors.

If Gilveus should ever raise his face mask any one seeing his face must save vs. paralysis or turn to stone.

Gilveus is immune to all fire based attacks. He can't be hit by less than a plus 2 weapon. Holy water causes 1-6 points of damage to him unless he saves vs. poison, then it has no effect.

## **Lyganver the Fickle, Goddess of luck and fate**

Armour class :	-4	Hit points :	120
Attacks :	2	Damage/attack :	1d10 +5 + str bonus
Move :	18	Size :	M (5'8")
Magic resist. :	75%	Alignment :	N
Worshippers :	any	Symbol :	imbalanced scales
Plane :	concordant opposition		
W: 10 P: 12 M: 12 R: 18 S: 20 I: 22 W: 21 D: 25 Co: 19 Ch: 24			

Lyganver is the Goddess of luck and fate, though she tends to be unreliable hence she is often referred to as Lyganver the Fickle.

She appears extremely rarely, but when she does appear it is always as a young female of either human or half-elven aspect. Her favoured weapon is a large staff (6') made from pure mithril silver, which inflicts 1d10 damage plus appropriate bonuses. Her theiving abilities are 95% in all categories except read languages.

Priests of Lyganver may alter an attack or save roll by 1 once per day for every four levels, though it is random in effect (01-50 = +1, 51-00 = -1). This can be cumulative by level, but can not be carried over to the next day if not used e.g. either +/- 2 once per day or +/-1 twice per day at 5th level.

They may wear any armour upto and including chain mail and any shield. Weapons are restricted to those normally allowed a cleric.

Any item associated with chance or luck always works at twice its normal value (irrespective of plus or minus) when used by priests of Lyganver.

Spells cast by priests of Lyganver will not always work, the chance of them failing is 25% minus 1% per level. However, spells cast at priests of Lyganver have a 10% plus 2% per level chance of not affecting them. It is for these reasons that she is referred to as the Fickle. Priests of Lyganver also gain first level thief abilities at 5th level and advance at one thief level for every four priest levels they attain. However, they can not use these abilities in ANY form of armour, even leather.

Spheres allowed to priests of Lyganver are:-

Major - All, Divination, Protection, Numbers, Summoning, Healing.

Minor - Combat, Necromantic, Sun, Weather, Creation.

## **Manitaga - the child God, God of Martyrs**

Armour class : 0      Hit points : 120  
Attacks : 1      Damage/attack : d4 + str bonus  
Move : 24      Size : M (4' 9")  
Magic resist. : 70%      Alignment : NG  
Worshippers : Martyrs and healers      Symbol : Hand supporting bottle  
Plane : elysium  
W: - P: 24 M: 9 R: -  
S: 20 I: 23 W: 25 D: 21 Co: 21 Ch: 24

Manitaga was born to humble parents in a small but strategically important border castle. From an early age he was able to cure people at will (equal to a cure light wounds spell) and became revealed as a healer through-out the surrounding area.

Manitaga was born during a time of civil war. This was a dangerous time with the whole country in chaos and armies of both sides roaming the countryside fighting and conscripting the serf classes. One day a rebel army approached the castle where Manitaga lived demanding food and warriors to support their cause.

However, the Lord of the castle was loyal to the High King and would not grant his aid. The rebel army attacked the castle and bloody battle raged within and around the castle walls for over ten days. Eventually the rebel army was defeated and fled into the countryside to regroup. Manitaga was asked by the Lord to heal the defenders of the castle so that they would be strong if the rebels returned. Manitaga, however, healed the rebel wounded as well as the defenders and unknowingly healed the rebel commander who fled after his army.

Several weeks later the rebel commander returned with a force twice the size of his original force and again attacked the castle. This time the battle raged for nearly a month before the rebels were again forced to withdraw. During the battle all three of the Lord's sons were killed and the Lord fell into a mood of black hatred. The army of the Lord was decimated, only a twentieth of its original size remained alive, and nearly three fifths of the common people of the castle had been killed by the fires and siege equipment that had virtually destroyed the castle.

When it was discovered that Manitaga had healed the rebels as well as the defenders the Lord ordered him tried for treason. The Jury found him guilty and bound him over to the Lord for sentence. Still in his black mood of grief and hatred the Lord ordered Manitaga to be hung, drawn and quartered for his crimes.

Manitaga's parents fled to the High King to plead for their son's life and begged the High King to intercede on their behalf. The High King agreed to do so and they returned to the castle.

However, they were too late. The Law stated that a condemned man had seven days in which to appeal for clemency before execution was carried out. The Lord had broken the Law and ordered Manitaga killed the morning after he'd sentenced him to death. The High King pronounced the Lord an exile and stripped him of all lands and title. The High King then ordered a memorial to be built in the memory of Manitaga and his remains were removed from the unconsecrated ground in which they'd been buried and re-interred beneath the memorial in the castle burial grounds. Over the years this memorial became a shrine to those in need of healing or in fear of persecution and in less than a century Manitaga came to be revealed as a God.

Manitaga is not an aggressive God and has few combat abilities. His avatar fights as a priest of 20th level but uses no weapons. He can charm person and charm monster at will with a -4 to the victims saving throws and elven resistance is reduced to 45% for elves and 15% for half-elves. He will only use this ability to stop his victims attacking someone or to prevent attacks upon himself, he will never use those charmed to attack some other creature. He can only be harmed by magical weapons that are greater than +3 and is able to heal himself at will. He can cast cure light wounds at will on other people but recipients may not receive more than 3 in 24 hours. Manitaga is able to cast cure serious wounds 3/day, cure critical wounds 2/day, and heal 1/day on other people but may only be blessed with one of these spells once per day.

He can also teleport without error upon himself or another 3/day cast at 20th level magic use. Manitaga and his avatar appear as a nine year old boy of any humanoid race.

Priests of Manitaga may wear no armour but may use those weapons and shields usable by a normal priest. If using a staff then they use it as if specialised in that weapon as a fighter. However, they must only kill when there is no better alternative. They can not use spells from the combat sphere or any other spells in an offensive manner. Nor can they refuse healing to those that ask for it except if they are evil or harbour evil intent to another. They gain a bonus of +2 to their cure light wounds spells, +3 to their cure serious wounds, and +5 to their cure critical wounds spells.

Necessary non-weapon profs are healing and herbalism, though they are treated as being doubly proficient in both. They also gain +1 to saving throws versus any offensive magic, and +4 to the reverse of any healing spells. Spheres allowable are:- Major - Healing, All, Necromantic, Protection, Charm. Minor - Divination, Sun, Guardian, Creation

### **Neodig Beowulf, Demi-God of the Mind**

From: PHY\_SHAFFER@EDU.VALPO.EXODUS

Neodig started as a humble mage in the City of Bast. He rose quickly in power with the famous adventuring company, The Claws of Bast. When that legendary group retired, Neodig soon chafed under the position of Magus in the court of Norom. He continued to adventure across many spheres, eventually wandering to Kara-Tur. There he was impressed by the discipline shown in the common people, and most specifically with the martial arts, finding them to be a great compliment to his psionic abilities. After many great adventures Isis allowed Neodig to become a demigod.

Role Playing Notes: Neodig is an adventuresome spirit, who is very concerned with the mental well being of his followers. As such any great crisis that causes much mental pain and disorder may warrant a visit from Diggy's avatar. Also Neodig is always giving his Clerics new materials to heighten their mental prowess. More than one high priest of Neodig has a copy of Plato's Republic, or Aristotle's Metaphysics.

Stats:

Alignment: Neutral Good                      Worshipers Alignment: Any Non-Evil  
Area of Control: Psionics, The Mind    Symbol: Greek Letter Psi

Priesthood:

Alignment: Any Non-Chaotic Non-Evil

Ability Score Requirements: Co: 11 I: 12 W: 15

Prime Requisites: Con, Wis

Races: Human, Halfling, Dwarf, Gnome, Elf, Half-Elf

All Clerics of Neodig are multiclass clerics/psionicists similar to the cleric/mages of Isis.

Weapons and Armor Allowed: Martial arts abilities only

Weapon Proficiencies Earned: 4 at 1st level, 1 at 4th, 5th, 8th, 10th, 12th, 15th, and 16th levels, and 2 at 20th level

Hit Dice: 1d6

## Spheres

Major Access: Thought, Divination, Healing, Necromancy, All, Numbers, Travelers

Minor Access: Time, Creation, Charm, Protection, Wards, Law

### Powers:

1st) Detect and analyze any mental illness, disorder, or problem

3rd) Meditate as a Shukenja

5th) Soothing Word 3/day

10th) Immunity to mind affecting spells as if they had a 25 int and wis.

### Non Weapon proficiencies

Required: Counselling, Education, Reading/Writing

Recommended: Artistic Ability, Religion, Spellcraft

## Duties

Priests of Neodig are expected to develop their mind to the limits of their abilities. They are expected to develop their bodies through their practice of the martial art, for the body is the casing of the mind. They are expected to spend at least one turn each day meditating on the mysteries of the mind. They may marry. They are also to serve their community in counseling the troubled, advising those seeking wisdom, and above all, eliminating insanity wherever they find it. They are also to serve as educators of any who seek knowledge, especially teaching the ways of logic and critical thinking. However, in most Egyptian societies, the task of doling out knowledge is left to the priests of Thoth. They may NOT ingest any chemical that would alter the workings of their mind. This includes alcohol.

### Neodig's Avatar

When Neodig became a demigod, he made his material body into his avatar. The avatar is usually traveling the spheres in a ship the size of a small asteroid, powered by a psijamming helm. It looks quite like the Deathstar, however Diggy does not take kindly to people calling him 'Darth'.

Psionist 16 Mage 5

S: 15 D: 18 Co: 25 I: 25 W: 25 Ch: 18

MV: 12' fl 48' Sz: 6'

Mr: 70% mortal magic, 40% demigod, 10% higher powers.

AC:-5 HD:20 Hp: 160

Att#: 3/1 Damage: 1-10 Thaco:1

Psionics: ALL Sciences, Devotions, Attacks, and Defences PSPs: 595

Neodig regains psp at twice the normal rate because of his natural ability to meditate. Neodig only fails his power checks at a 20 no matter what. However when it does fail no detrimental effects occur, and the normal Psp loss is incurred.

### Special Attacks And Defences

Neodig knows all of the martial arts special abilities in Oriental adventures. He learned this by studying Geet Kwun Do under Sogra, the GrandMaster of Petals. Neodig has sage abilities in eight fields: Psionics, Inner Planes, Outer Planes, Human Religions of Toril, Oerth, Aerth, And Alexandria, and the Culture Of Kara-Tur. He can show the thoughts of any contacted creature upon any surface. Because of his wide travels and powers of logic, Neodig has a 65% chance to legend lore any artifact he comes across. He can use a gaze attack which will cause any sentient creature to be charmed, feeble-minded, confused, or put to sleep. All saves versus these attacks are made at -3. Neodig also has all of the abilities of his clerics (i.e. the abilities gained at 1st, 3rd, 5th, and 10th levels.)

Magic Items:

Circlet of Rapid Regeneration, The Staff of Neodig, and The UFP Tub.

### The Staff Of Neodig

The staff of Neodig was created by Neodig when he first became a god. It is a neutral good aligned staff with an intelligence of 19, and wisdom and constitution of 18, and many psionic powers. It has 300 psp's and an ego of 50. This six foot staff is made of an unknown light blue substance which is seemingly unbreakable. Atop the staff is a head made of silver. The face is fully animate, which allows the staff to communicate through speech. The staff knows all languages. The back, top, and sides of the skull just above the ears is made of crystal, which operates as a mirror of mental prowess. The staff rarely leaves the side of Neodigs Avatar, but has been lent out to especially faithful preists on important mission for the faith. It has the following psionic powers:

Clairsentience:  
Sciences:  
Aura Sight  
Sens. to Psi. Imp.

Psychokinesis:  
Sciences:  
Create Object  
Molec. Rearrangement  
Telekinesis

Devotions:  
Dangersense  
Know Direction  
Poison Sense  
Radial Navigation  
Spirit Sense

Devotions:  
Control Light  
Control Sound  
Create Sound  
Inertial Barrier  
Molecular agitation  
Molecular Manipulation  
Soften

PsychMetabolic:  
Sciences:  
None

Devotions:  
Cause Decay  
Cell Adjustment

PsychoPortation:  
Sciences:  
Banishment  
Probability Travel  
Teleport  
Teleport Other

Telepathic:  
Sciences:  
Mindlink  
Probe  
Superior Invisibility  
Tower of Iron Will  
Psychic Crush

Devotions:  
Dimension Door  
Dimension Walk

Devotions:  
Conceal Thoughts  
Contact  
ESP

MetaPsionic:  
Sciences:  
Psychic Surgery  
Ultrablast

Identity Penetration  
Invisibility  
Soundlink  
Synaptic Static  
Telempathic Projection  
Truthear

Devotions:  
Convergence  
Psionic Sense  
Retrospection  
Stasis Field

Note to DM's: While many would consider this staff to be too powerful, even for an avatar, I would direct them to Horus's Avatar (Legend and Lore, Page 100) who is running about with a +5 vorpal/defender/holy avenger/luck blade, or Thoth's Avatar's Staff of Command, Curing, The Magi, Striking, and Power.

#### UFP Tub

The Tub was created by Neodig to be his steed. It is a bathtub two meters long, one meter wide, and one meter high. It is made of adamantium, which gives it an armor class of -3, hit points of 100, and hull points of ten. It can walk on the flippered feet that extend from each corner at 12', swim at 6' and fly at 12' maneuverability class. It has an intelligence and constitution of 18, 100 psp's, and an ego of 20. It has the following psychportive powers: Probability Travel, Teleport, Teleport Other, Dimension Door, and Dimension Walk. The main power of the Tub is its spell/psionic jamming ability. Whenever anyone sits in the Tub and activates this ability all spells and psp's are drained from them. The Tub uses these to power itself for spelljamming journeys. It has a Ship's Rating equal to the level of the user. In an air envelope (tactical speed), with Neodig piloting, the Tub moves at a maximum speed of 357 mph.

#### **Orin, Lord of Light, Dawn bringer**

from: The Grim Reaper <scythe@EDU.WASHINGTON.U>

Armour class : -5  
Hit points : 150  
Attacks : 1  
Damage/attack : 1-10 + special  
Move : unlimited in sunlight (can teleport anywhere sun shines)  
Size : Man-sized  
Magic resist. : 60% (99% when in sunlight, 40% in darkness)  
Alignment : Neutral-Good  
Worshippers : Everyone venerates Orin as the sun god. Especially those who slay undead.  
Symbol : a rising sun Plane : Elysium  
W: 12 P: 25 M: 25 R: 20  
S: 20 I: 24 W: 25 D: 21 Co: 20 Ch: 25

Orin's avatar almost always appears as a tall man in shimmering gold robes. He has been known to appear as animals, usually birds (especially eagles). Animal forms will be physically perfect and often have golden eyes. When his avatar strikes someone with the staff that he always carries when in human form, the person is permanently blinded by an intense burst of light. This blindness can only be removed by a priest of a good deity of at least 9th level. Any weapon striking the avatar of less than +2 enchantment is absorbed by the gold robes. The avatar can cast spells relating to light at will, in addition to other actions during the round.

#### Temples:

Temples of Orin are usually refuges for the wounded. However, there are also temples as guardians nearby to strong sources of evil, especially undead.

And now the paladins:

Champions of Orin

Ability requirements and all restrictions (with alignment altered to NG) are the same.

Spell spheres:

Major: Travelers (Tome of Magic), Weather, Elemental

Minor: Protection, Healing

Granted powers:

+2 on all saves

Generate Circle of Power with (NG) Holy sword (see PHB)

(The Holy sword for paladins of Orin is a long sword of +1 to +5 enchantment. It dispels magic as a holy sword, can generate a sphere of light as a sunblade, and dispels magical darkness 50% of the time if thrust into it.)

Immune to Disease

Protection from Evil, 10' radius

Detect Undead at will

Detect Evil as a basic paladin

Lay on Hands 1/day

Cure disease 1/week/level

Turn undead as a priest 2 levels lower.

Call warsteed at 10th level (5% chance for it to be a pegasus)

Duties:

Destroy all types of undead

Aid those in need of aid

Heal those who require it

Bring the power of light into the dark world

Spread knowledge and culture (enlightenment)

Pimpliel

From Ethan Roe (ROEEB@morekypr.bitnet)

AC: -4, -6, -8 (depending on the form taken)

HP: 308

Att: Human form: 2 Demon form: 4 or 2 Dragon Form: As Dragon age 12

: 1-4 1 tail: 1-4 + poison As Dragon

weapon 1 bite: 1-6, or with weapon

Move: 12, fl 24 Demon form, fl 30 dragon form

size: 6', 12', as largest black Dragon

Magic resistance: 60%

Alignment: C/N

Worshippers: Thieves and Drow

Plane: His plane is a small pocket that can be moved about by Pimpliel's will. It exists outside of another's plane.

Pimpliel is good at hiding himself and his plane.

W: 32 P: - M: 15 R: 20

S: 23 I: 21 W: 19 D: 20 Co: 20 Ch: 22 Cu: 10 (in human form)

Pimpliel owns a large castle which sits in a pocket of space. The castle actually sits in darkness. It is guarded by Pimpliel's Golden Warriors. (HD: 10, Damage: by weapon {weapon +1}) Pimpliel's Golden warriors are almost neutral in alignment. They are stupidly brave, and follow orders very well. Gilveus is his supreme general. Also Black Dragons will guard him.

Pimpliel's favorite weapon is a military fork +5, it also acts as a sword of wounding. Pimpliel's favorite thing to do is bring people into his service, especially other gods or important/famous people. Besides Gilveus, Pimpliel has another servant, her name is Terra, Goddess of Temptation. She is chained to his throne, the chain is unbreakable.

## **The Seasons**

From: Petri J Kokko <pkokko@fi.hut.vipunen>

Our world has only five gods, namely Winter, Spring, Summer, Harvest, and Autumn. As you would guess, there are five seasons in the year (named after the gods), and each season is the Time of Power of one god. (The names are translations from my language, Finnish, as I did not want them to have any strange sounding names, but if someone would like to have the original names they are (in order): Talvi, Kevat, Kesa, Sato, Syksy)

Winter, the Weeper of the Weak, Strengthgiver, is the god of those who believe in might, that with might and power you can bring good into the world, that you should compete, grow in strength, and eliminate the weaknesses so that the world would grow stronger.

Spring, the Fortune of Lonely Men, Newgiver, is the god of those who believe in individual rights, that everyone has his chance to get happy with his life, and that no rule is fair, if it suppresses the individual, even if it is for the good of the whole. The rights of one surpasses the rights of a community.

Summer, the Peace of Souls, Friendmaker, is the god of those who believe in helping each other, in compromising with their goals, so that no one is left out.

Harvest, the Caretaker of Communities, Orderbringer, is the god of those who believe, that teamwork is the key, that a group can achieve better than the sum of individuals, that the members of a community should work towards the good of their group, and that in so doing they are also enhancing their own welfare.

Autumn, the Closer of the Circle, Harmony, is the god of those who believe in a balance, that no god is better than another, that no one has the right to destroy completely anything, be it a god, religion, race, or species. With as many species and viewpoints as possible, the world is rich.

The alignments of these gods is a bit difficult, for I define them in another way than the ADD-guides (It was sent to the list last spring, if I remember correctly, and it was that post with stated every alignment in a positive way). Anyway, the alignments are:

Winter - evil  
Spring - chaotic  
Summer - good  
Harvest - lawful  
Autumn - neutral

The spheres of the gods (and the spells they can give), varies with the culture in which they are revered (There are currently two cultures, flavored among the Europe of the Middle Ages, and the feudal Japan, and they have different spheres for the gods). However the gods should be "independent of each other", and so each should have different spheres (except the general sphere), an equal amount of them, and with a maximum capacity (to the 7th level). Commonly Winter has combat, Spring has weather, Summer has healing, Harvest has protection, and Autumn has the flora&fauna -spheres.

The priesthood of Winter has an organization much like the military, but the organizations are only local, i.e. they have no far reaching organization like the priests of Harvest. However, they do not commonly fight each other (only as a side-effect of other wars). Winter is the religion of choice of soldiers, and in times of war, almost everyone seeks strength and support from him. At other times people still seek Winter's help for hunting, or even for raiding (common among barbarians).

The priesthood of Spring, has no organized structure, and it really does not need it. Individual priests travel across the lands, encouraging people to trust themselves, and to try for a better life (much like the "american dream"). Spring is the god of choice of thieves, adventurers, soldiers of fortune, and generally those with an individual mind. Common people turn on Spring when they have problems concerning love, chance and similar matters.

The priesthood of Summer is organized like the travelling beggar- priests. They have orders of rank among them, but they tend to work alone, because they are not great in number. People turn to the priests of Summer for healing and support. Summer is mostly the god of the poor.

The priesthood of Harvest is the most organized, and it is the most powerful religion in most civilized countries. It is organized much like the catholic religion of the Middle Ages, with its churches, cathedrals, and monasteries. Only Harvest has paladins among his followers. Common people turn to Harvest in big decisions, for it is he, who gives the community food, and protection. It is also the religion of choice of the nobles, for he gives them the right to rule.

The priesthood of Autumn are like the druids, wandering in wilderness, and keeping the balance. Common people call on Autumn very seldom, but revere him deeply, because it is believed that without Autumn Time stops and the year cannot begin anew. The ceremony of Autumn is held when the leaves fall from the trees. The people will light several big fires, and join to hear tales and songs of travelling bards.

The priests are not limited with their choices of armor or weapons, BUT they must act like they teach. Most commonly priests of Winter have weapons and armour of war. Priests of Spring use only light armor and usually just one weapon (but they use it well, VERY well). Priests of Summer are happy with their staves and robes. Priests of Harvest have been seen with almost any armor and weapon, but one particular temple or church uses only one type of weapon and armor. Priests of Autumn won't need armor nor weapons, for they have the support of Nature.

The abilities of the gods aren't that necessary, for these gods won't have a physical form, and as such cannot be harmed by physical or normal magical means (the only time that comes to mind would be a battle similar to that of Raistlin and Takhisis in the Dragonlance Legends, a RARE thing, that would most likely destroy the world). Nevertheless, I won't object if someone created them, after all "whose campaign, his rules", as the saying goes.

## **Setesh, God of destruction (intermediate god)**

From: Michael Fassbender <MFASSBEN@EDU.INDIANA.UCS>

Setesh, also known as Sutekh, Seth and Set, is very similar to the being referred to as Set in the Legends and Lore tome (the latter deity being more properly known as Typhon-Set), but he is in fact far older. He is not a god of evil, but rather a god of destruction, the end that awaits all things of the Earth by virtue of their transitory nature. The destruction that he brings is no more malicious in intent than are the desert heat and storms that he personifies. Paradoxically, like with Shiva of the Hindus, the death and destruction that he brings are fundamental components of the divinely-ordained order of things; the exception that enforces the rule, he violates Ma'at in order to uphold it. Indeed, Ra is believed to have expressed this thought by saying, "Let Set be given unto me as a son, and he shall speak through the thunder, and men shall fear him."

It is Setesh, and not Typhon-Set, who is the son of Geb and Nut, one of four born at once, the others being Osiris, Isis and Nephthys. In the darkest moment of his existence, Setesh indeed did murder Osiris, who was in turn vindicated by Horus. This is not the only aspect of Setesh, however; he is also a warrior-god, believed to guide the pharaoh and his men in training and battle. He slays, but he also protects those under his care, especially those whose nomes (regional districts) revere them, until their time has come to die.

In some areas, Setesh's reputation became sullied by resemblances to Baal, a Mesopotamian god much hated in the regions in question. This decline allowed an opportunistic evil godling (perhaps a baatezu Lord) to gain followers by masquerading as a genuinely evil incarnation of Set; only wicked, perverse Egyptians turned to this new cult, but such people can surely be found in every culture.

Role-playing notes: Setesh is a thunderous, dark god who is rightly feared, but is also unswervingly loyal to those who are his own, be they from a community looking to him as their patron, or an individual dedicated to him, by choice or by parental decision. Egyptians with red hair, for example, are often entrusted to his care, as this hair coloration was usually associated with Setesh. (Viz. the Pharaoh Seti I, named after Setesh for precisely this reason.)

Statistics: AL n; WAL any; AoC desert heat, destruction, warriors; SY Set-Beast, sometimes python or goat.

Setesh's Avatar (fighter 20, necromancer 20)

Setesh's Avatars typically appear as a man with the head of a creature often known as the Set-Beast. This creature, while not absolutely identified, resembles a jackal, but is noted for its flat-tipped ears; it may, in fact, be a form of wild dog now extinct in Egypt, known as a dhole. Setesh may, at will, appear as a Set-Beast, a python or a goat, instead of his hybrid form. He can call upon any school of magic save Illusion/Phantasm or Enchantment/Charm.

Str 25 Dex 20 Con 20  
Int 23 Wis 23 Cha 23  
MV 15 SZ 7' MR 50%  
AC -4 HD 20 HP 160  
#AT 1 THAC0 -6Dmg weapon or 2d20+14 (bite)

Special Att/Def: When Setesh's avatar attacks, he does so with spells and with weapons or his powerful bite. Anyone bitten must save vs. poison or be instantly slain. He can only be hit by +3 or better magical weapons.

### Duties of the Priesthood

The priests of Setesh, in addition to performing their service to the deity, often minister to soldiers. They are rare outside of nomes dedicated to him, but are usually respected.

Requirements: AB standard; AL any; WP any; AR a; SP all, combat, guardian, healing, necromantic, protection, weather; PW nil; TU nil.

### **Terra, Queen of seduction and temptation**

from Ethan Roe <roeeb@morekypr.bitnet>

Armour class: -4  
Hit points: 78  
Attacks: 2(punch or kick)    Damage: 1-8  
Move: 15  
Size: M(5'7")  
Magic resist.: 50%  
Alignment: LE  
Worshippers: very few  
Symbol: a large Black Dragon  
Plane: Pimpliel's  
W: 20 P: - M: - R: -  
S:20 I:17 W:14 D:22 Co:18 Ch:24 Cu:25

Terra has the Death kiss. Save vs. Poison -4 or die. Terra can use these spell like abilities as if 20th level Magic user.

Charm person, Charm monster, Detect magic, Dispel magic, fly, Know align, Polymorph self, Produce Flame, Read languages, Read magic, Teleportation, Wall of Fire, Fireball, Fulfill another's Wish.

Special Abilities: Infravision, Trueseeing, and she can give any one being 5% Magic resistance If they already have magic resistance of higher than 5% it has no effect.

She can use a gate ability to summon 2-5 Golden Warriors. Terra never uses weapons.

Tilvaretu, Elven Goddess of Music and bards

Armour class : -3  
Hit points : 92  
Attacks : 2  
Damage/attack : by weapon +3 + str bonus  
Move : 15  
Mize : M (5' 2")  
Magic resist. : 60%  
Alignment : NG  
Worshippers : Elves, bards, musicians, etc.  
Symbol : Golden flute  
Plane : Elysium  
W: 12 P: 12 M: 9 R: 19 (bard)  
S: 21 I: 22 W: 25 D: 24 Co: 20 Ch: 25

Tilvaretu, the Elven Goddess of music, appears in many guises; though always as a female elf. She is revered not only by elves but by bards and musicians of many other races. Tilvaretu is said to have provided the inspiration for many of the songs of the elves, and has been reported to "speak" to composers of any race who are in need of inspiration.

It is said that Tilvaretu was the creator of music and was responsible for giving this music first to the elves and then to the other civilised races. Tilvaretu prefers not to engage in combat and will instead use her music and singing to lull or charm the aggressor.

If a bard is in trouble or a life threatening situation due to his music, singing or tales then he may call upon Tilvaretu for aid. There is a 35% chance that aid will arrive immediately, else it will take 2d4 turns. The aid will come either in the form of one or more other bards, a charm or teleport spell, or in extreme cases an avatar of Tilvaretu herself.

Priests of tilvaretu must take the Singing and Musical instrument non-weapon proficiencies at first level (singing = 1 slot dex -1, Instrument = 1 slot dex -1). However, they get one of the following as a bonus every 3rd level, starting from 2nd level.

Etiquette (1 slot cha 0), Dancing (1 slot dex 0)

Ancient history (1 slot int -1)

Priests of Tilvaretu are limited to studded leather armour, but can use any shield and those weapons allowed a bard. They must also have a minimum stat of 14 in both dexterity and charisma.

To advance in the hierarchy of their church (i.e. go up a level) priests of Tilvaretu must write either a song, a piece of music, or a tale of their adventures.

Spheres allowed to priests of Tilvaretu are:-

Major - All, Charm, Summoning, Sun, Healing.

Minor - Combat, Guardian, Numbers, War.

Plus any spell with music or song in the title (priest or mage spells) and Legend lore as a bard of the same level.

## **Tobrig, God of Dwarves, mining and smithing**

Armour class : -5  
Hit points : 127  
Attacks : 4  
Damage/attack : 3d4 +3 +str bonus  
Move : 9  
Size : M (4' 7")  
Magic resist. : 25%  
Alignment : NG  
Worshippers : Dwarves (esp. miners and smiths)  
Symbol : Double headed Warhammer  
Plane : Elysium  
W: 16 P: 9 M: - R: -  
S: 25 I: 19 W: 23 D: 20 Co: 24 Ch: 20 (23)

Leader of the dwarven pantheon, Tobrig is the true essence of all that is considered dwarvish. Short and broad, strong and gruff, He wears both red beard and hair long full bodied. He is war-like and quick to anger, though He is just and fair in His dealings. In battle He wears magical plate armour and fights with a double headed (one at each end of the haft) war hammer that is a +5 weapon. The hammer is called Knee-capper and is similar in effect to a vorpal sword except that it breaks the knee caps of large or greater size creatures rather than severing heads.

Tobrig was not always the leader of the pantheon, being merely the God of mining and metalwork. His father Albrecht was the first leader, but disappeared leaving the eldest of His two sons in his position. It is rumoured that Albrecht crossed reality to an obscure universe to found a new race of dwarves but died there in some unknown skirmish.

As the God of metalwork He will sometimes instill a particular dwarven smith with the ability to create a weapon or suit of armour with such skill that it can be ensorcelled to aid its wielder/wearer in combat. The God himself will instill the work with the amount of magic He feels is suitable. Priests of Tobrig can wear any armour and use any type of shield but are limited to blunt weapons only, like normal clerics.

They may cast spells from the following spheres:-

Major : all, elemental (fire and earth), creation, combat, protection.

Minor : healing, divination, sun, elemental (air and water).

Priests of Tobrig can also cast detect precious metals and locate object 1/day each at any level and cast them as if they were 9th level. They may also choose the weaponsmith or armourer proficiency at no extra cost.

## **Treaton, the Life Giver, God of the Living**

From Ethan Roe (ROEEB@morekypr)

Armour Class: -10  
Hit points: 364  
Attacks: 1  
Damage/attack: 2-24 or by weapon +14  
Move:30  
Size:124' tall  
Magic resist.: 40%  
Alignment: LN  
Worshippers: Elves, woodland beings.  
Symbol: A Golden Acorn and a Tree behind it.  
W: 14 P: 32 M: 20 R: -  
S:25 I:23 W:25 D:16 Co:20 Ch:24 Cu: He's a tree.

Treaton is a Treant. He can appear as any form he chooses. His spells consist mostly of healing or nature. Treaton can cause one tree to become a treant one a week. Treaton usually doesn't have weapons but when he does carry one it is a giant sized mace +4 of Disruption.

Treaton will appear hostile or grumpy at any time but he is kind and will not attack an unarmed or unthreatening opponent. He will demand respect from everyone. Anyone harming the forest, the animals, or something like that is in for a terrible beating, perhaps to the death, but usually not. If Treaton were ever killed or completely destroyed then nature would be messed up severely for a long time until nature healed itself. For instance the seasons would not change. Or maybe they would change but too quickly. Animals would take on alignments rather than just neutral this does not effect familiars.

## **Ulbreg, Dwarven God of War and Death**

Armour class : -7  
Hit points : 152  
Attacks : 4  
Damage/attack : 2d8 +4 +str bonus  
Move : 6  
Size : M (4' 5")  
Magic resist. : 20%  
Alignment : CG  
Worshippers : Dwarven warriors  
Symbol : Skull  
Plane : Olympus  
W: 20 P: 12 M: - R: -  
S: 25 I: 17 W: 19 D: 20 Co: 25 Ch: 17 (19)

Ulbreg is the Dwarven God of War and Death. It is he who calls Dwarves to battle and decides who shall live and who shall die. He appears as a large dwarf with only a short beard, his face is never seen as he always wears a skull-faced horned helm. His pure mithril plate armour is covered by a full length maroon cloak, and he wields a large two-handed mace. This mace is a +4 mace of speed, that gives +4 to initiative, one extra attack per round, and does 2d8 damage per strike. Priests of Ulbreg can use any armour and shield, but are limited to those weapons normally allowed a cleric. However, they use fighter tables for their Thac0 and may specialise in the mace as a fighter. If a magical staff mace is ever used by a priest of Ulbreg it will also gain the benefit of +2 to their initiative and one extra attack every other round. Spheres allowable for Ulbreg's priests are:- Major - All, Combat, War, Healing, Necromantic (but not raise dead, resurrect, or reincarnate, unless reversed)  
Minor - Protection, Guardian, Divination, Summoning.

## **Vofos, God of Wanderers and Knowledge**

From: DEL HART <HART6686@edu.plattsburgh.cc.splava>

Armour class : 0  
Hit points : 100  
Attacks : 1  
Damage/attack : d6 + str bonus or as staff carried  
Move : 15  
Size : 5' 7"  
Magic resist. : 80%  
Alignment : Neutral Good  
Worshippers : travellers , sages  
Symbol : maze  
Plane : astral plane  
W: - P: 7 M: 18 R: -  
S: 19 I: 25 W: 23 D: 20 Co: 20 Ch: 24

One of our more favorite quasi-god is VOFOS. VOFOS is a wanderer always in search of more knowledge and experiences. He is rumored to have a gigantic complex on the astral plane which consists of a maze so large as to contain micro ecosystems of the creatures which he's found "interesting".

Near the center is his palace which supposedly covers a square mile. VOFOS spends his time animating several different mortal forms which he's created from scratch exploring different worlds/planes. No one is sure how many forms he animates and experts put this number between less than a dozen to about a hundred. He does maintain his major part of his mind and power in his true form on the astral plane where he is either in his palace meditating, maintaining the different ecosystems or "walking" through the astral just exploring.

Most of his mortal forms are characterized by a simple person that carries a walking staff (usually of some kind of magical nature) and travels from place to place. It is not unknown for him to join an adventuring group but in general he dislikes violence and killing in specific.

## **Zattaze, Demigod of Spells and Chaos.**

From: Darrin E. Meade.

(contact via phy\_shaffer@exodus.valpo.edu)

Zattaze was born a child with magic already in him and part of his environment, his parents being a Priestess of Bast and an Arch-mage in the city of Greyhawk on the planet Oerth. The time period this took place in is so long ago that even the greater gods have trouble remembering. All that could be said about Zattaze's age is that he is very ancient. His parents perished with his mother's church and his small school of apprentices fighting an onslaught brought about by the mage that resided in the Valley of the Mage. Zattaze was taken under wing by a friend of his father's by the name of Warr. Warr was a powerful lord in need of a magus of the court. So he took Zattaze in and paid for his training in the best schools of magic. Upon reaching the higher levels of magic, Zattaze then created many wonderful and powerful magic items for Warr, when combined with his fighting skill, made Warr one of the most powerful men on Oerth. Zattaze then took the notion to become a cleric of Thoth, rising to great levels with his strong faith and combination of intelligence and wisdom. By this time, Warr ruled a large part of Oerth, none daring to overthrow him and his powerful mage/cleric. Warr became afflicted with Melancholy of Might, an insanity to which there is no cure. Melancholy of Might is when someone becomes so powerful there is nothing left to do, so in a fit of boredom, Warr took his life leaving everything to Zattaze.

Zattaze, not being one for rulership, let the lands he owned find their own way. He kept the castle and money and then decided to travel to the Orient, where he learned the secrets of the Shukenja, and through prayer with Thoth, learned the ways of the Shukenja. He had thus become acquainted with every spell-casting occupation there was. He traveled far and wide learning new spells and making very powerful magic items. He then went to Valley of the Mage to take over and bring revenge to his parents. He decimated the puny mage living there and sold his soul to Pazuzues (which was to become a regular thing he did to people he despised). His love for cats and direct communication with Thoth brought about the attention of Bast, who fell deeply in love with the powerful mage. They had a fling for a few centuries in which Zattaze created Scout in her name. She eventually left him, afflicting him with a kind of chaotic nature.

Not evil nor good, just supremely chaotic. This coupled with the affliction Melancholy of Might he soon acquired drove him to bring about large chaotic events which upset balance and brought about the attention of the Gods. Instead of destroying him, Thoth asked that he be ascended into the position of demi-god status, where he could work his chaos in order to maintain balance, but also he could be supervised when needed. They all agreed, accept Set, who was overruled. Upon his ascension, Zattaze was granted his own sphere of control, and special powers granted only to him.

#### ROLEPLAYING NOTES:

Zattaze loves chaos, he thrives on events that make people get very confused as to what happens next. He is very egotistical, narcissistic, cocky, and self-centered. He hardly ever obeys rules, thinking he has the right to do anything. He does not believe in good or evil, just different degrees of intense chaos. He still has a love for felines and magic. Zattaze loves to intervene in mortal affairs. Much to the dismay of the Gods and mortals. He doesn't always help the mortals he intervenes for, rather, just stirs up a lot of trouble and then leaves. He will send his avatar on these occasions: the harming of a feline, 40%, the creation of a useful spell 40% (not essentially useful to him because he could just wish for things, but useful in the realms of normal magic). Upon the creation of a new spell, if the priest offers it to Zattaze as a gift, there is a 75% chance that Zattaze will share one of his personal spells with the priest (the spell will be of equal level). However, if it is a useless spell, the mage may find himself with a minor, irritating curse. If a cleric prays for his intervention (10%), this usually ends up causing the cleric a great deal of chaos and death is usually more worthwhile.

Zattaze has these objects:

Sphere of Annihilation, Rod of Cancellation, Orb of Wishes, Orb of Permanency

Orb of Spells (Int: 20, Wis: 19, Ego: 63. 20th level caster, can cast every spell Zattaze can).

Orb of Sight and Sound: Int: 23, Wis 23, Ego 66. 20th level caster, can cast every spell Zattaze can). This item has the scrying abilities of a crystal ball, with the ability to cast spells through it. Its reach is the known dimension including planes and some pocket dimensions in the known dimensions.

Mirror of Worlds:

This 5' x 5' circular, upright mirror acts just like the Orb of sight and sound except that it is also extra-dimensional in its viewing. I.e. Krynn, Greyhawk, Forgotten Realms, Marvel World, pocket dimensions) etc. It can cast the number of gate spells equal to the level of the caster/wk. However, the Mirror is not intelligent.

Ring:

Doubles the power of all spells, area of effect, damage, range, etc.

Spell Turning

Lower Resistance

Staff:

Doubles the power of all spells.

Any spell that requires touch have a range of at least 1'/lvl.

Circlet:

Doubles the power of all spells.

All non-detection spells

All protection spells

Psionic barricade

Bracers:

Doubles the power of all spells

Ability to cast 3 spells/rd.

All spells have a curse that raises the the character's saving  
throw 3 points.

AoC: Spells and Chaos

Align: Chaotic

Pr.Align: Any Chaotic

Plane: Limbo

Symbol: Open Book

Wo.Align: Any Chaotic

Races: Any

Non/Weap/Prof: Normal

Granted: None

Reccomended: Spell craft and Concealed Somatics

Duties/Devotions: Normal prayer, spreading the faith. Acquire spells.

Marriage: No

Mission: Learn magic, teach magic, cause chaos

Vigilance: Lawfullness, stupididy

Rights of priesthood:

Church Trial: Yes

Coronation: No

Tithes: Donations

Excommunication: Only for traitorous acts

Rule: Yes

Restrictions:

Armor: None

Shield: None

Celibacy: Are you insane?

Chastity: Never

Clothing: Egyptian style, either shaved head or hair below center back (no in-between), and holy symbol on  
necklace

or on staff.

Ability Scores:

Int: 16, Wis: 16

Prime Requisites:

Int, Wis

Spheres: (See Below)

#### POWERS OF PRIESTHOOD

1. Major access to all spheres of control.
2. Ability to cast any spell the priest encounters.  
Including M+User, Wu-Jen, and Shukenja.
3. Can cast any spell (if level permits) off of a scroll.
4. Always allowed a saving throw versus spells.
5. Priests can do spell research just like mages, but if the new spell is successful, they have to offer it to Zattaze before he will give them the power to cast it.

#### RESTRICTIONS OF PRIESTHOOD

1. No armor
2. Only allowed two weapons (including weapon prof) of dagger and staff.
4. 1d4 for hit points
5. Attacks as a wizard

Note: Clerics of Zattaze can teach a mage any mage spells they have in their prayer books (Excluding spells that are not fitted to the mages class) because they have to inscribe their prayer books much like a wizard.

#### SCOUT, AVATAR OF ZATTAZE

Scout was created when Bast and Zattaze happened upon a hunter who had just shot a white jaguar. Well, upon seeing this Bast unleashed her full fury and killed the hunter. Then Zattaze captured his soul and gave it to Pazuzues as a present. Zattaze then healed the Jaguar and realized she was going to deliver kittens. So Zattaze and Bast kept this creature for a pet. The Jaguar had 5 white kittens. Zattaze released 4 kittens along with their mother, and in a vow of love made the statement if anyone finds these kittens or their mother and show them nothing but respect and kindness, they may ask me for one favor within my power. If, however, they harm these animals, my wrath will be quick and prolonged. The other kitten Zattaze kept and used all of his powers to mutate the cat into a half-man, half-cat Jaguar (looks like a werecat). The cat had amazing intelligence and Zattaze took the newly made life as an apprentice. Scout learned quickly and became a very powerful mage\cleric. They had many adventures together and became very close, best friends. So when Thoth told Zattaze the good news about being ascended into the ranks of the Gods, Zattaze made Scout his avatar so in a way, they could still adventure together.

#### ROLE PLAYING NOTES:

Scout is the type who is happy to be alive (or created being the correct word). But he does not like cruelty to animals, and he does not like being challenged. He is cocky, but not as much as Zattaze (his personal joke being Zattaze is the Demi-god of Chaos and Cockiness). He is slightly chaotic, but doesn't go into cruelty chaos like Zattaze. He loves to learn and to teach, he can be very gentle and fun loving depending upon the situation. He can also be very deadly.

## SCOUT'S ABILITIES

MAGE: 20 CLERIC: 20\*

STR: 25 DEX: 25 CON: 21 INT: 23 WIS: 24 CHR: 19

MV: 36' SZ: 6' HD: 20 HP: 140

AC: -6 MR: 40%

Algn: Chaotic Good

ATT: As Cat

Scout can choose to be full human, half-man & half-cat (the cat being of his choosing from cheetah to sabre tooth and all inbetween), and full cat (any cat he chooses). When in half form, he uses the attack tables as the cat he choose for that day plus strength.

Scout can also phase, this is not magical but a natural ability, it is the ability to have the molecules pass through any solid, liquid, or gas. Scout can be affected by certain magic in this state, but cannot be physically hurt. He cannot cast in this state, he cannot attack in this state. When performing this ability, it is the only thing he can do. Scout is allowed a saving throw versus all magical spells and spell like effects. Scout can detect and see ethereal, astral, and invisible creatures with his white eyes, which the slits are red.

### Cat's Cradle

Scout has the natural ability to triple his size and speed. This gives him triple attacks he can make in one round. (Mixing this with the avatar ability to triple size you then have a X9 modifier).

\*These include the Druid, Shukenja, and Wu-Jen spells and abilities.

### Scout's Magic Items \*

#### Circlet of the Cat:

Mind Blank is permanently up.

Allows 75% MR to spells and spell like powers.

Spell absorption up to 50 spell levels which he can then weave into his own spells.

Anti-control (stops effects of any mind control)

Prayer: which gives friends +6 to save vs. spell and spell like effects, and gives enemies a -6 to save vs. spell and

spell

like effects.

Feedback: See Spell on Zattaze

Anti-scry: Allows no detection from any scrying magical or psionics

#### Bracers of Feline Grace

Allows the ability to cast three spells in one round.

Triples damage, other spell abilities, range, duration, and area of effect of all spells.

Has the In-Hand spell Zattaze created.

AC: 0

Fly: 278'

Teleport without error

#### Scout's Ankh

Heal

Regeneration 5hp/rd

Ressurrection 2x/day

Cure disease

Restoration

Ring of Kittens

Anti-port

Stop port

Gate

Transfer (transfers spells that require touch into a green ray that only misses if user misses his save).

+3 to all saving throws.

Shield of Force

Can call these items from Zattaze once per day:

Orb of Sight and Sound

Orb of Annihilation

Dimensional Mirror

Satan's Sword : +4 Vorpal, Sv. vs. Void, Sv. vs. Trap the Soul, Sv. vs. Imprisonment.

\* Scout's Items were made with the help of Zattaze, Thoth, Isis, and Neodig. These items can only be taken away if enough dispel magic spells are cast to dispel: an anti-dispel magic, wish, ancient bless, stay, stay port, and an anti-in-hand spells, if all these prove successful, Scout would still get the benefit of a saving-throw. They cannot be yanked physically from him unless the wish, stay, and ancient bless spells are removed. Scout can send any one, or all at the same time back to at a mere thought, no matter where he or the items may be.

### **The following deities are all from the pantheon of Ristonfer**

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## PANTHEISTIC DEITIES AND THEIR PLAYER CHARACTER PRIESTS

### THE PANTHEISTIC VIEW

All Pantheists recognize the existence of all the gods in the Pantheon. The gods of Good, Evil, Law, Chaos and Neutrality all have their functions. Certainly, Humanity cannot begin to understand all the reasons gods do things, but at the very least is vaguely aware of the general spheres of influence of the individual gods. The general World

View of Pantheists is that there is too much in the world to be controlled and tended for one entity, no matter how powerful, to handle. they believe in Greater, Intermediate and Lesser Powers, for there are greater, intermediate and lesser forces in the world.

It can be assumed that there is general cooperation among denominations (Pantheism is the Religion) that have similar goals. For example, followers of Deneir and Nethlar have much common ground on which to stand. Florians and those that venerate Aphyx, god of Disease, on the other hand, would make strange bedfellows. There is not in recorded history a religious war between Pantheistic denominations.

### THE DEITIES

#### **AZRIL**

Lesser Power

Portfolio: Mischief, Trickery

Alignment: Chaotic Evil

Azril is called upon by those who wish his aid to nefarious ends. He is popular among assassins, bandits and the like. There are no Priests of Azril. Some say he is just another aspect of Lukane. Azril is said to "visit" those who have bad luck.

### **APHYX**

Intermediate Power

Portfolio: Disease and Pestilence

Alignment: Chaotic Evil

Ability Requirements: Wis 9, Con 12, Cha less than 10.

NWP Required: None

Weapons Allowed: Whip, scourge, staff, any clawing-type weapon

Armor Allowed: None

Major Spheres: All, Creation (in reverse only), Divination, Healing (reverse only), Necromantic, Summoning

Minor Spheres: Sun (reverse only), Combat

Granted Powers: Summon 2-12 rats (75%) or giant rats (25%) once per day. 5th Level: Cause Fear once per day for every two levels above 3rd. 7th Level: Cause Disease 1/day; and additional once per day every other level.

Turn Undead: Turn and Command

Limitations: May not use spells to heal in any circumstance, including self.

Priests of Aphyx gather for dark and terrible purposes. It is rumored that they are behind the Plague of 3A62. They wear grayish, tattered robes with deep cowls that are always pulled up. They will pull back the cowls to use the Cause Fear power, revealing their horrible visages. Physical self-deprecation is common among Priests of Aphyx. Many also keep rats and giant rats as pets and servants. Player Characters may not be Priests of Aphyx.

### **BHON, Beast Father**

Intermediate Power

Portfolio: Animals

Alignment: Chaotic Good (Neutral)

Ability Requirements: Str 11, Wis 12, Con 12, Cha 12

NWP Required: Animal Handling (bonus) and Riding, Land-based (bonus), Endurance.

Weapons Allowed: Long/short bow, net, lasso, staff, club, dart, dagger, knife

Armor: Up to studded leather

Major Spheres: All, Animal, Creation, Guardian, Healing, Plant, Protection

Minor Spheres: Combat, Divination, Sun, Travelers

Granted Powers: May Heal one animal per day per level. At 3rd Level:

May cast Animal Summoning I once per day. At 6th Level: Develop followers, as per the Ranger class, but only animals. The DM has a table.

At 9th Level: May cast one additional Animal Summoning of any kind per day. This is cumulative with the 4th level power.

Turn Undead: No

Limitations: May only kill game animals for food for himself or those not able to hunt.

Priests of Bhon are called Beastmasters, and have no religious organization. Their primary duty is protection of animals of all kinds, especially in the wild. They are against the domestication of animals as pets, but understand the need for domestication of food animals (cattle, etc.). Beastmasters will sometimes travel with adventuring parties, and almost never with other Beastmasters. Rangers and druids may also venerate Bhon; a PC may be a multi-classed warrior/priest of Bhon.

### **CYR (Mountain Lifter)**

Lesser Power

Portfolio: Strength and Might

Alignment: Any

Ability Requirements: Wis 9, Str 15, Con 13

NWP Required: Endurance

Weapons Allowed: Battle Axe, club, mace, maul, morning star, 2-handed sword, war hammer, and any other weapon that requires strength to wield.

Armor: All

Major Spheres: All, Combat, Healing, Necromantic (in respect to poison only)

Minor Spheres: Elemental, War, choice of either Law or Chaos, based on alignment.

Granted Powers: At 5th level: Immunity to paralysis. At 7th Level:

Immunity to undead life-draining touch. At 9th-Level: Immunity to the spells Chill Touch, Energy Drain,

Enervation, Ray of Enfeeblement and Vampiric Touch. Priests of Cyr may roll for exceptional strength, and are allowed fighter's constitution bonuses.

Turn Undead: No

Limitations: May not gather material wealth of any kind. A Cyrite may have clothing, armor, no more than 3 weapons (may be proficient in more than he owns), a mount (never a pack animal) and a small amount of survival gear (blankets, etc).

Regardless of alignment, Cyrites tend to be loud and aggressive, and either brave or foolish (some say they go hand-in-hand). They love to go on adventures where they will be able to display their personal strength and the abilities of their god. They love competition, and will always take some small token of a victory. They will quickly disassociate themselves from cowards, and will certainly not heal them, though how harsh a judge they are is left up to the individual character. While there are shrines to Cyr, there is no religious hierarchy.

### **DENEIR (Lord of Glyphs and Images)**

Intermediate Power

Portfolio: Written Language, Symbols, Graphic Art

Alignment: Neutral or Lawful Good

Ability Requirements: Wis 14, Int 14

NWP Required: Read/Write (bonus); Artistic Ability (bonus-at 50%);

Ancient Language (written);

Weapons Allowed: One-handed bludgeoning

Armor: To banded, no shield

Major Spheres: All, Astral, Creation, Divination, Guardian, Healing, Protection, Summoning

Minor Spheres: Combat, Sun, Wards

Granted Powers: Gain +4 to saving throws against harmful affects of books, scrolls, runes, and other magical writing, including effects of books handled by the wrong class. Where there is no save, a normal saving throw is allowed.

Basic Identification of Runes: The Priest needs to make two intelligence checks. The first will allow them to identify the types of person who left the rune, (Ranger, Ugoth, Merchant), the second will allow them to determine the general meaning (warning, good food, ambush). At 7th Level: Gain basic understanding of Caerwyth. The Priest gains the proficiency at a level equal to Intelligence, and will gain an additional 5% per level thereafter. This understanding will not enable them to cast Wizard spells, but it may enable them to read tomes, inscriptions, etc., and know the capabilities of those who inscribed it.

Turn Undead: No

Whereas Priests of Nethlar are interested in the knowledge itself, Deneirians are interested in the forms in which knowledge is recorded. Obviously, the two have a close working relationship. Deneirians may find dusty old tomes, and instead of paying attention to the content of the book, delight in the strange, heretofore undiscovered language in which it is written. Deneirian Priests also love art, and all have at least a small amount of training in drawing, sketching and painting. Deneirian shrines are unlikely to store books or scrolls. Annually, on 15 January, Priests celebrate the Deneirian Runefest; on this day, they add another tattoo to their collection, as a symbol of both their faith to the deity and ascension of their station. A new 1st-level spell is available for this.

### **EREGUL (The Dark)**

Intermediate Power

Portfolio: Death, the Dead

Alignment: Lawful Evil

Ability Requirements: Wis 9, Con 15

NWP Required: None

Weapons Allowed: Scythe, sickle

Armor: None

Major Spheres: All, Astral, Divination, Healing (reverse), Necromantic, Time

Minor Spheres: Protection, Sun (reverse)

Granted Powers: At 3rd Level: Double the effectiveness of any spell concerning the dead (i.e.-Animate Dead) including range, duration and numbers affected. At 5th Level: Immunity to the affects of life-draining force (undead, etc.). At 9th Level: Triple the effectiveness of any spell concerning the dead. At 12th Level: Quadruple effectiveness of any spell concerning the dead. At 19th Level: Finger of Death, once per day. May drain all the life energy from a victim (saving throw vs. Death Magic at -1 for every two levels the victim is below the caster to negate) and transfer it to himself. He will temporarily gain those levels, and function effectively at that level for the next 12 hours.

Turn Undead: Turn normally, but command as Priest two levels higher

Limitations: Tribute. Must deliver one human/demi-human sacrifice per day or lose spell capabilities until one is delivered.

Priests of Eregul dress in all black at all times. They avoid the sun as much as possible to develop pallid skin, even going to the extent of using paints and dyes to make themselves as pale as they possibly can. They have the single-minded purpose of providing their master's realm with as many souls as is possible. They are particularly fond of "assisting" the injured and dying on their way.

### **FLOR(Lady Mercy)**

Intermediate Power

Portfolio: Healing, Life

Alignment: Any good

Ability Requirements: Wis 10, Int 10, Con 12

NWP Required: Healing (bonus), Herbalism (bonus), Read/Write and Religion

Weapons Allowed: Lasso, Net, Staff (for Defense only)

Armor: None

Major Spheres: All, Creation, Divination, Healing, Necromantic, Protection, Summoning, Wards, Time, Travelers

Minor Spheres: Charm, Guardian, Plant, Sun

Granted Powers: +2 to save vs. all poisons and diseases. Lay on Hands for 2pts/level once per day; Soothing Word at will; At 3rd Level: Analysis and Identification (Int check required) of diseases and poisons.

Starting at 3rd level, and for every 3 levels thereafter, the Florian adds +1 to healing spells (i.e.-Cure Light Wounds heals 1d8+1, etc.). There is no upward limit to this. Gains +2 to hit for defensive maneuvers with staff, such as parry, pull/trip, etc.

Turn Undead: Yes

Limitations: May not take sentient life. If a Florian ever knowingly takes a human or demi-human life, he will utterly and irrevocably lose all powers as a Florian. If he is party to the taking of a life, his powers will remain, but he will lose 3 hit points a day until he finds his own (but acceptable) method of atonement. During this time, his spells and powers will not work on himself. Florian Priests receive 6-sided hit dice.

The Florians are the Bringers of Mercy to the sick and infirm. They will use any means at their disposal to help anyone. They will not "save" heir spells for their friends, but use them as needed. If they have the ability to heal someone, they will, even if that person is an enemy. They may, of course, choose to prioritize those to be healed as they see fit. Their responsibilities as healers extend only to humans, demi-humans and humanoids, unless the individual chooses otherwise. Florians are prone to traveling about the countryside, helping whomever they can whenever they can.

### **HUBRIS (Lord of Battles)**

Greater Power

Portfolio: War

Alignment: Lawful Neutral

Ability Requirements: Wis 9, Str 13

NWP Required: Blind-fighting, endurance

Weapons Allowed: Battle axe, bows, dagger, knife, lance, maul, mace, polearms, spear, swords, warhammer.

Specialization in one is required.

Armor: All

Major Spheres: Combat, War, Law

Minor Spheres: Necromantic, Protection, Healing

Granted Powers: At 3rd Level: Incite Berserker Rage, up to 3 times as many people as Priest has level. This gives followers (and only Warriors) +2 to hit and twice as many attacks per round, for two rounds per level of the Priest.

The Priest must select beforehand how many rounds the rage will last, but it must be at least three. He cannot control it afterward.

The incited will stay conscious up to and including -5 hit points. At -6, however, they will die. If an incited Warrior is between 0 and -5 when the rage wears off, he will die if not immediately tended to (the following round at the latest). If the rage is in effect after all enemies are slain, then the incited will attack any living thing, including their friends, each other, and the Priest until the rage wears off. Berserkers suffer -2 to their Armor Class while enraged.

Hubrians, called Warbringers, exist to promote and participate in battle. They are conquerors, and will lead by power and force, crushing the bodies and spirits of the weak. They do not revel in death and destruction, for they know that the vanquished will better serve them in their armies than in graves. A popular Hubrian saying is "Better served as a slave with a sword than an enemy with a grave." Hubrians respect authority a great deal, but leader must be worthwhile. They will never follow a weak leader. An adventuring Hubrian Priest will always lead a party unless there is someone he recognizes as competent authority. Otherwise, he will leave a party he cannot lead.

### **IBRAHIL (The True)**

Intermediate Power

Portfolio: Duty, Loyalty, Obedience, Justice

Alignment: Lawful Good

Ability Requirements: Wis 15, Con 12

NWP Required: None

Weapons Allowed: Any two-handed

Armor: Any, no shield

Major Spheres: All, Combat, Creation, Divination, Guardian, Protection, Law

Minor Spheres: Healing, Necromantic

Granted Powers: Complete Immunity to Charm spells and spell-like effects. At 3rd Level: Use Command once per week. At 5th Level: Gain +2 to saving throws against harmful effects of undead. If there is normally no save, one with no bonuses is allowed. At 9th Level: Ultimate Wisdom.

Once per week, may use this ability to make the wisest choice in a dilemma. This option will not necessarily bring boon, for there are sometimes no-win situations. To use this ability, the Priest must spend an entire turn praying for guidance. At 10th Level: Gain followers, as both a Priest and Warrior, combining the two.

Turn Undead: Yes

Limitations: Priests of Ibrahim may not break their word. If they do, they will immediately and irrevocably lose all their abilities as a Priest. If they compromise their word, they must seek an Atonement from another, higher-ranking Priest of Ibrahim, who will most likely send them on some quest for penance.

Priests of Ibrahim are not prone to quick decisions, unless the obviously right one presents itself immediately. Truth is exceedingly important to them, as mentioned above. They tend to make poor leaders, for they are unwilling to make the compromises that some leaders tend to. Their organization is much stronger than most of the other Pantheistic orders; they sponsor several select organizations that have been known to foster adventuring.

### **KAEAL (Of the Weave)**

Intermediate Power

Portfolio: Magic, magic-users

Alignment: Any, predominantly chaotic

Ability Requirements: Wis 12, Int 13

NWP Required: Spellcraft (bonus), Read/write, Ancient Language

Weapons Allowed: Dagger, staff, knife

Armor: None

Major Spheres: All, Astral, Divination, Elemental, Healing, Summoning, Thought, Numbers, Wards

Minor Spheres: Animal, Guardian, Necromantic, Plant, Protection, Sun, Weather

Granted Powers: Voice of Command twice per day. At 3rd Level: Gain Infravision (doubles for demi-humans); At 5th Level: May substitute Wizard spells from a single school (chosen by the Priest before reaching 5th level) for normal Priest spells. The Priest must have these spells in a spell book and know them, but need not memorize them to be able to cast.

Effectively, those Wizard spells become Priest spells. At 8th Level: Shapechange. By the time he is 5th level, the Priest of Kaeal should have chosen a Heartbeast, an animal with which he has an affinity and or appreciation (approval of DM is required, though it should come out in roleplaying). At 8th level, he may shapechange into that animal at will. He cannot cast spells in that form. 10th Level: Ability to change into giant form of the Heartbeast.

Limitations: Priests of Kaeal receive 4-sided hit dice.

There are many names for Priests of Kaeal, not all of them complimentary. The most popular is Weavemasters or Grammarians. There are two schools of thought among Weavemasters. Some worship the deity, while others venerate the spirit of the Weave, thought to be the force from which the power of magic is drawn. There is little structure to the religion, and it's followers are few. A Kaealian shrine is likely to be anywhere, though, as Priests tend to set up holy places on whims rather than with forethought. Most Priests of Kaeal are multi-classed Wizard/Priests (who may be specialists), an option which is open to Humans.

### **KIR (Spirit of the Fury)**

Greater Power

Portfolio: All bodies of water

Alignment: Chaotic Neutral

Ability Requirements: Wis 9, Con 12

NWP Required: Navigation (bonus)

Weapons Allowed: Trident, net, harpoon

Armor: None

Major Spheres: (With respect to water life/creatures only) All, Animal, Elemental, Plant, Protection, Summoning, Travelers, Weather

Minor Spheres: Creation, Divination

Granted Powers: Make all saves vs. water-based spells and spell-like effects at +4. Gain one additional spell per spell-level allowed per day that must come from the Elemental Water sphere. At 3rd Level: Secure Aquatic Familiar. The Priest is empowered with the ability to Summon a familiar from a body of water with which he is familiar with a 100% chance of success. The exact familiar will vary based on the specific body of water. The Priest will effectively function as a Priest one level higher when in or within 100 yards of the body of water from which is familiar has been

summoned. Note that the familiar may not be removed from the water and transported around. If the Priest is more than 100 yards away from his body of water, then he will function at one level lower. At 9th Level: Call Storm. On a body of water the size of a large lake or greater, the Priest may call a storm into existence. The storm will obscure vision and make movement on the body of water impossible. It will capsize a rowboat or smaller, has a 50% chance of capsizing a boat up to 40 feet long, and a 5% chance of capsizing a larger vessel. The DM should adjudicate instances of people and things being pitched overboard as he sees fit. At 13th level: Ability to survive on the Elemental Plane of water for 1 hour, and an additional hour for every level over 13th. This ability is not conferred to associates.

Turn Undead: Only those connected with the water (Lacedon, Sea Zombies, etc)

Priests of Kir will make every effort to keep themselves within reach of a body of water. It is from water that they draw their power, which makes them particularly powerful in a water-based campaign. Away from water, the powers of the Priest wane. In a desert environment they are totally ineffective. Priests of Kir are called Waterlords, and refer to themselves as Servants of the Sea.

### **LISORI**

Greater Power

Portfolio: Love, Peace, Harmony

Alignment: Any good

Ability Requirements: Wis 11, Cha 15

NWP Required: Etiquette (bonus)

Weapons Allowed: None

Armor: None

Major Spheres: All, Charm, Creation, Healing, Divination, Protection, Guardian, Sun, Wards, Travelers

Minor Spheres: Necromantic

Granted Powers: Soothing Word at will. At 3rd Level:

Charm/Fascination once per day. Opponent's saving throws suffer a -1 penalty for every three levels of the Priest. At 5th Level: Aura of Protection, 10' Radius. Receives +1 to natural Armor Class, and an additional +1 for every two levels above 5th (no limit). In addition, should a hostile creature attempt to penetrate the radius, they must make a saving throw vs. paralyzation or be held fast for 5-20 rounds. The Priest may allow anyone or anything inside the radius at will. At 7th Level: Immunity to Charm spells. At 9th Level: Gains the knowledge of the brewing of potions similar to the Philter of Love. Must still have the facilities for brewing the potion. At 11th Level: Aura of Peace. Once per week may cause all hostile activities within their field of vision to come to a cease for one hour per level of the Priest.

Turn Undead: Yes.

Limitations: May not, under any circumstance, attack another sentient being with the purpose of doing harm. This includes weapons and spells. Should a Lisorian do so, they will automatically and irrevocably lose all powers as a Priest of Lisori. There are no exceptions. Peacebringers receive 4-sided hit dice.

The major focus of the religion is Peace, and Love is more a sidelight. The Priests go on many pilgrimages promoting their ideals, and wandering Lisorians, also called Venutians, are a common sight in the Kingdoms. They make wonderful arbiters, and more than one high-ranking Lisorian has used his ability to prevent the onset of war. Due to the limitations placed upon them, Priests of Lisori do not make particularly good adventurers, and do not fit well with adventuring parties, whose lives are often violent. Lisorians will avoid Hubrians and Cyrites at all cost, but will not antagonize them in any way. For all the peace, love and harmony that they bring into the world, Venutians are detested by many, probably out of jealousy for the internal peace they themselves do not have. Hubrians especially will take great measures to destroy anything of Lisorian make, including Priests.

### **LUKANE (Lady Luck)**

Lesser Power

Portfolio: Good Luck, adventurers, gamblers

Alignment: Chaotic Neutral or Chaotic Good

Ability Requirements: Wis 14, Dex 13

NWP Required: Gaming (bonus)

Weapons Allowed: Any allowed to Rogue

Armor: To studded Leather

Major Spheres: All, Charm, Creation, Divination, Sun, Chaos, Numbers, Time

Minor Spheres: Combat, Protection

Granted Powers: Once per day may influence a single die roll in their favor. This can be one of their own, an ally or an opponent. The change is can be one (plus or minus) per three levels of the Priest.

Turn Undead: No

There are few Priests of Lukane in the Kingdoms, though she is venerated by many, and many live by her graces. It is unclear why she smiles on some and not on others. This is probably due to her fickle and chaotic nature.

### **NETHLAR**

Intermediate Power

Portfolio: Knowledge

Alignment: True Neutral or Lawful Neutral

Ability Requirements: Wis 14, Int 12

NWP Required: Read/Write (bonus), Local History (bonus), Ancient History, Skuldavian

Weapons Proficiency Required: Wrestling. Priests of Nethlar are +2 to hit when using wrestling maneuvers and suffer no penalties when wearing armor.

Weapons allowed: One-handed bludgeoning

Armor: Up to Banded, no shields.

Major Spheres: All, Astral, Divination, Protection, Summoning, Thought, Time, Numbers

Minor Spheres: Combat, Healing, Guardian, Sun

Granted Powers: At 3rd Level: Cast Identify once per day when within shrine or temple to Nethlar or when within the radius of Protection from Evil. At 10th Level: May cast Legend Lore once per week when within shrine or temple to Nethlar.

Limitations: Priests of Nethlar receive 6-sided hit dice.

Priests of Nethlar, called Lore Bringers, are great collectors and storers of Knowledge. They are adept at storytelling (but not necessarily entertainment) and will freely share most of the less arcane knowledge that they have gained. Their duties include serving for 3 weeks a year at any shrine to temple as a Scribe (this includes adventuring Priests), and is done as a gesture of faith and an act of penance for any sins they may have committed in the past year. Before becoming a Priest of Nethlar, an individual must spend one year as a Temple Scribe in order to show his dedication to the faith and be in an environment of learning. Temples to Nethlar are called Libraries, and are decorated as such, with fewer religious trappings than other temples. Written materials are not collected at shrines.

## **ORION**

Lesser Power

Portfolio: Forestry, Hunting

Alignment: Chaotic or Neutral Good

Ability Requirements: Wis 10, Dex 12

NWP Requirements: Set Snares (bonus)

Weapons Allowed: Short bow, long bow, net, lasso, spear, javelin

Armor: To Studded Leather

Major Spheres: All, Animal, Elemental, Plant, Sun, Travelers

Minor Spheres: Guardian, Healing, Protection, Weather

Granted Powers: When hunting for food, gain +1 to hit for every three levels of the Priest. May be bow specialists if desired. At 3rd Level: Call Woodland Being once per week. At 5th Level: Move Silently through woods or forests. If Priest chooses, he may move in the forest without his footfalls making a sound. This extends only to himself; he may not imbue associates with this ability. At 7th Level: Pass Without a Trace at will in the forest.

Turn Undead: No

Priests of Orion, called simply Huntsmen, are caretakers and protectors of forested lands. They do their best to keep encroaching civilization from destroying their idyllic sylvan lands. They hunt only for food and survival, but venerate the Spirit of the Hunt. They have no religious hierarchy, the spirit being passed down from one Priest to an apprentice of his own choosing. The Priest rarely invokes the name of Orion, instead calling on the spirit of the forest. Warriors and rangers may be multi-classed as Priests of Orion.

## **OTHMUS (Star Eyes)**

Intermediate Power

Portfolio: Prophecy

Alignment: Neutral

Ability Requirements: Wis 13, Int 13

NWP Requirements: Astrology (bonus)

Weapons Allowed: Dagger

Armor: None

Major Spheres: All, Astral, Charm, Divination, Summoning, Thought, Time, Numbers

Minor Spheres: Guardian, Protection, Sun

Granted Powers: True Sight. Once per week for every two levels of the Priest, he may invoke the power of the True Sight, and reveal (to himself) all that is false in a radius of 25 yards. This includes illusions, secret doors, hidden and concealed traps, people and objects. Hidden refers to items that have been deliberately placed to avoid being found. It would not, for example, reveal the contents of a chest, but it would show that the chest had a false bottom. At 5th Level: Insight. This allows the Priest to cast the equivalent of the Wizard spell ESP, once per day. At 6th Level (and beyond): For every level hereafter, the Priest gains an additional 5% to the possibility of making a correct prophecy, to a maximum of 99%. This is for any Divination the Priest makes at any time.

Turn Undead: No

Limitations: Priests of Othmus receive 4-sided hit dice

Priests of Othmus are called Oracles in most of the Kingdoms, but referred to as Stargazers on the island of Kiron. Rarely will they be seen in an adventuring situation, preferring to stay in the relative safety of cities and the courts of kings.

### **RUSHLYN**

Intermediate Power

Portfolio: Music, Musicians, Bards, Poetry

Alignment: Neutral or Chaotic Good

Ability Requirements: Wis 9, Dex 13, Cha 15

NWP Requirements: Musical Ability (bonus)

Weapons Allowed: Staff, sling

Armor: None

Major Spheres: All, Charm, Creation, Healing, Protection, Sun

Minor Spheres: Combat, Divination, Guardian

Granted Powers: Allowed three musical instruments for every Musical

Ability slot. Soothing Word at will. +4 to saves vs. all

Charm spells. At 3rd Level: Charm /Fascination 3 times per day. At 9th

Level: Song of Suggestion (as Wizard spell Suggestion) once per day.

Turn Undead: No

Limitations: Priests of Rushlyn receive 6-sided hit dice. Priests of Rushlyn are few and far between in the Kingdoms.

Many venerate his spirit and dedicate their lives to music, but few feel the calling to raise it to the point of religion.

There is no organized church, and few shrines to this deity.

### **S'YL (Earth Father)**

Greater Power

Portfolio: Agriculture, Farming, the Land

Alignment: Neutral

Ability Requirements: Wis 9, Con 14

NWP Requirements: Agriculture (bonus)

Weapons Allowed: Scythe, sickle, flail, hammer

Armor: None

Major Spheres: All, Animal, Combat, Creation, Elemental, Plant, Sun, Weather, Time

Minor Spheres: Divination, Protection

Turn Undead: No

Granted Powers: Priests of S'yl receive 10-sided hit dice and are allowed Warrior's constitution bonuses. They gain +1 to their saving throws vs. poison for every 3 1/2 points of constitution (similar to dwarves). At 4<sup>th</sup> Level: Gain the ability to construct a Scarecrow (see Monstrous Compendium).

Priests of S'yl are leaders in rural communities. They see to the protection of farmers and their crops. They use their powers in an effort to assure good harvests and continuation of the land. Particularly blessed S'ylarites will have abundant crops for years on end. They do not make particularly good adventurers.

### **TABRAHIL (The Destroyer)**

Intermediate Power

Portfolio: Destruction, Storms

Alignment: Chaotic Evil

Ability Requirements: Wis 9, Str 14

NWP Required: Weather Sense (bonus)

Weapons Allowed: Heavy bludgeoning (mace, maul, etc.)

Armor: To Field Plate

Major Spheres: All, Astral, Combat, Elemental, Summoning, Sun, Weather, Chaos

Minor Spheres: None

Granted Powers: Double strength and effectiveness of all Weather spells involving destruction. At 7th Level: Call Storm. Once per week, the Priest can call down a storm that lasts for a turn per level of the Priest. The storm (type determined by the Priest) obscures all vision beyond 10 feet and reduces a creature's effective movement rate to 1. The storm takes a full turn to call and cannot be called off.

Turn Undead: No

Limitations: Must use powers to destroy things. Spells will not be effective in an effort to create something.

Tabrahilian Priests, known as Hands of Doom, exist solely to be incarnations of their god. They will attempt to lay waste to whatever they can, having little regard for life, human or otherwise. They seek power by destroying what others have. They are rarely subtle. In the Kingdoms, it is considered back luck to have one cross your path. Wherever there has been some great natural or manufactured disaster, the Hands are likely to be skulking about.

### **TENGRI**

Intermediate Power

Portfolio: Weather

Alignment: Chaotic Neutral

Ability Requirements: Wis 11, Con 13

NWP Required: Weather Sense, 2 levels (both bonus)

Weapons Allowed: Heavy bludgeoning (maul, mace, etc.) and net

Armor: None

Major Spheres: All, Astral, Combat, Elemental, Summoning, Sun, Weather

Minor Spheres: Charm, Healing

Granted Powers: Add 10% per level to effectiveness of all Weather spells. Gain +4 to saving throws vs. spells and spell-like effects that duplicate weather or come from weather creatures. At 7th Level: Call Storm. (see Tabrahil).

At 9th Level: Once per week, Conjure Air Elemental. This Elemental will be 16 hit dice and under the control of the Priest. The chance of the Elemental breaking free is 15% minus half the Priest's Level, to a minimum of 1%. At 11th Level: Wind Walk once per week.

Turn Undead: No

Priests of Tengri are known as Wind Walkers in the Kingdoms. They tend to dress in blue and yellow flowing robes that always seem to catch the breeze in a way to billow most impressively. Tengrish Priests are normally very arrogant and self-important, but are not necessarily selfish.

## VARIOUS RE-WRITTEN DEITIES AND PANTHEONS

### **The Cthulhu mythos.**

From: MFASSBEN@edu.indiana.uics

Well, this is the first post of a series, in which I will send out my renditions of the Cthulhu Mythos for 2nd Edition AD&D. For those of you using 1st Edition, I'd recommend adapting these rather than simply using the 1st printing DDG descriptions, as these are closer to the descriptions in the original stories (where applicable), or the spirit of these stories (where not).

Please bear in mind that, with the exception of the shoggoth (to appear later), none of these have been playtested. Comments are welcome.

Adelheyde

### **BACKGROUND**

The divinities of the Cthulhu Mythos, or the Yog-Sothoth Cycle of Myth as it has been more appropriately termed, are native to a semi-insular complex of planes adjacent to the Material Planes. Within this complex are a Parallel Material Plane, a shadow plane coterminous with the Parallel Material and a large adjacent plane known as the Dreamlands, which serves as both an Afterworld for the Material Plane, and a home to an indigenous population as well. Transport from this complex to the Material Planes, or vice versa, is accomplished through the shadow plane and either the astral or ethereal planes, to which the shadow plane is also adjacent.

Within this complex of planes, an extended clan of deities have ruled since time immemorial. Their great power may in fact be attributable to their monopoly over an entire set of planes. Aeons ago, however, war broke out within this clan over an ethical dispute related to the permission or proscription of Black Magic. The advocates of Black Magic, henceforth known as the Great Old Ones, were narrowly defeated by its opponents, known as the Elder Gods. Defeat held an awful price for the Great Old Ones: all of the divinities in this complex of planes have among their available avatars one Primary Avatar, which is the only avatar that may operate within their Parallel Material Plane, and which cannot leave their home complex. With their defeat in this great War, the Primary Avatars of the Great Old Ones were imprisoned by the Elder Gods under the power of the greatest magic that they could devise, the Elder Sign. As long as the Elder Sign is efficacious, it is sovereign in controlling the Great Old Ones and their supernatural minions; however, as the warring factions were so nearly equal in power, even this greatest of magicks has only temporary effectiveness. One day, when the stars are right, the Elder Sign will lose all power over the Great Old Ones, and they will once again be free to do as they please within their domains.

The relative isolation of their home complex of planes yields a similar effect on their abilities on the other Material Planes. With one exception, Nyarlathotep, an avatar of one of the Great Old Ones cannot enter any crystal sphere in which his worship has not been established. For this reason, in their quest for power in order to prepare for their return at home, the Great Old Ones have attempted to spread their worship into other Material Planes, so that they may be capable of action there, as well. It is most likely under such circumstances that an AD&D party will encounter the Great Old Ones and their minions.

## **AZATHOTH (The Daemon Sultan, the Blind Idiot God) (greater god)**

Azathoth is nominally the head of the pantheon known as the Great Old Ones; since the Great War against the Elder Gods, however, Azathoth has been robbed of his mind, and therefore does nothing save exist and writhe mindlessly to the tune of daemon flautists.

Azathoth is utterly amorphous, and resides in his own massive court, which is perhaps arbitrarily referred to as the Center of the Universe. There he is surrounded by other equally blind, idiotic and amorphous dancers/musicians, and his every need (rare as such things might be) is served by Nyarlathotep.

Role-playing Notes: None whatsoever. Azathoth cannot be role-played in the traditional sense; not, at least, to any degree of satisfaction.

Statistics: AL cn; WAL any insane, or any worshipper of the Great Old Ones; AoC essence of the Universe; SY Seven-pointed star

### Azathoth's Avatar

Azathoth's Avatars appear only when summoned, and hence initially fill only the area of the summoning. If angered, however (which is no difficult deed), Azathoth grows as it attacks, giving it a 50 yard reach at the end of the first round, and doubling its reach every subsequent round, until Azathoth loses track of what it is doing and leaves.

Str 25 Dex 20 Con 25  
Int -- Wis -- Cha -7  
MV None Sz var MR 75%  
AC -2 HD 37.5 HP 300  
#AT 1-6 THAC0 - Dmg as below

Special Att/Def: Anyone viewing Azathoth must save vs. spells at -6 or go permanently insane. Azathoth can attack with from 1 to 6 pseudopods, with his THAC0 varying according to the number attacking, as follows: 1=10, 2=0, 3=2, 4=5, 5=10, 6=12. Damage is devastating, however, at 1-100 hp. It's also highly corrosive, weakening any structural material, destroying any wood, stone a yard or less thick, or metal a foot or less thick. The range of the pseudopods also determines the radius of blasted earth. If the avatar is slain, it is in fact returned to Azathoth at his court.

### Duties of the Priesthood

The priests of Azathoth are utterly mad. Azathoth does not know about them, nor does he grant them spells. Of course, they could care less.

Requirements: AB standard, plus insanity; AL cn or ce; WP any; AR a;  
SP none; PW nil; TU nil.

## YOG-SOTHOTH (The All in One) (greater god)

Yog-Sothoth is effectively the regent of the Great Old Ones, as he is the most powerful member of the group with a mind to speak of. Yog-Sothoth holds sway over all of space-time; in the home planes of the Mythos, Yog-Sothoth is both outside of, and coterminous with, all of space and all of time, while in all other planes, he has access to all times and space.

Depending upon the aspect that he wishes to emphasize, he can appear alternately as a slimy amorphous mass covered with tentacles, or as a mass of glowing orbs. At will, he can gate any subject or worshipper of the Mythos, or any supplicant, from any one time and/or place to another.

Role-playing Notes: Yog-Sothoth is amoral by human standards. He is never malicious regarding most petty mortals, as they are so many ants in his eyes. In his form as the Umr at'Tawil, he can even be moderately benevolent. Rare and powerful are they who could attract the especial attention of Yog-Sothoth, or any other Great Old One, for good or ill.

Statistics: AL ce; WAL any evil, or cn; AoC time, space; SY Y rune (or equivalent)

Yog-Sothoth's Avatar (fighter 20, wizard 20, psionicist 20)

Yog-Sothoth's Avatars appear as he can, and their attack modes vary accordingly. In the home set of planes, or in any plane where he does not have an established following, he can only send his avatar into the Prime Material if it is gated in by mortal spellcasters. Often, he will arrange for a gate in order to beget progeny (viz. the Whateley twins) upon one or more of the locals, for use as catspaws.

Str 25 Dex 20 Con 25  
Int 25 Wis 23 Cha -7  
MV 18" SZ 50'd MR 50%  
AC -2 HD 20 HP 160  
#AT var THACO 1 Dmg as below

Special Att/Def: In its tentacled form, it can attack 12 times per round, causing 1d8+14 damage per hit. In its globular form, it has two available attack forms: it can strike one character with one of its corrosive globes, causing loss of 1d6 Con, or shoot a silver bolt, causing death (save vs. death or die) or destruction (non-magical items ruined) to everything in a 5-foot radius of the target point. All who see him must save vs. death or go insane for a number of months equal to the character's intelligence.

### Duties of the Priesthood

The priests of Yog-Sothoth are multi-classed priest-mages, and are particularly interested in divinations, gates, summonings, and time. Sacrifices are performed regularly, usually in the form of sentient life. Making it possible for Yog-Sothoth to enter, and to expand his power, are the chief goals.

Requirements: AB standard, plus 12 Int; AL ce; WP any; AR none; SP all, astral, combat\*, divination, necromantic, numbers\*, summoning, time, weather\*; PW nil; TU nil.

## **NYARLATHOTEP (The Crawling Chaos) (greater god)**

Nyarlathotep completes the unholy triad with Azathoth and Yog-Sothoth, and is the Messenger of the Great Old Ones. Nyarlathotep is the only Great Old One free to move his Avatars at will among the home planes of the Mythos, as he was exempted from the bondage of the Elder Sign. Nyarlathotep moves at will among the Great Old Ones and any other races; he can even enter planes and crystal spheres where the Great Old Ones are unrepresented without difficulty. He cannot, however, personally summon aid from his own Mythos in such places; he can only seek support elsewhere, or dupe others to bring in aid.

Nyarlathotep can take a myriad forms, traditionally referred to as 1,000 but more likely infinite in number. Most common are his humanoid form (a tall hairless man with jet-black skin), an amorphous form quite similar to Azathoth and Yog-Sothoth, and an as-yet unidentifiable form completely encased in darkness, which is linked to magical crystals of trapezohedral shape.

Role-playing Notes: Nyarlathotep has the most subtlety and panache of his kind when dealing with mortal races. He holds them in the same contempt that the others do, but often conceals this, even deigning to be seen as human himself. He bears messages from, and rallies support for, the Great Old Ones. Given his choice, he would sooner inspire madness than simply slay mortals that irritate him.

Statistics: AL ce; WAL any evil, or cn; AoC communication with and among the Great Old Ones; SY Faceless Sphinx, cat o' nine tails, black-garbed pharaoh, or shining trapezohedron.

Nyarlathotep's Avatar (fighter 15, wizard 20, psionicist 20, cleric 15, thief 15)

Nyarlathotep's Avatars can appear in any of the forms that he can take himself. Statistics must be determined for each individual form; these given here apply to his humanoid form, the one that mortals are most likely to see, gods willing. While he will appear odd, it will not be egregiously so, for most individuals in fantasy worlds have seen far stranger individuals as a matter of course. The Black Man will be little more than a curiosity until he chooses to reveal his true nature.

Str 19 Dex 20 Con 20  
Int 25 Wis 25 Cha 19  
MV 15" SZ M MR 50%  
AC 2 HD 20 HP 160  
#AT 1or2 THAC0 1 Dmg as weapon

Special Att/Def: His very presence acts as a charm upon humans, humanoids and non-magical animals (+4 to save if good, -4 if evil). Those that fail do his bidding, or else act utterly chaotically. No non-sentient creature can harm him, even if charmed. He will usually be armed with the most technologically-advanced weapon available in the given plane and time, but rarely if ever engages in combat. Nyarlathotep knows all spells of his Mythos, and all standard spells as well. His preferred mode of attack is to summon assistance, however. Once per round, he can summon any one Mythos monster, if the plane and crystal sphere recognize the Mythos; if not, he has a 75% chance of gating in one Fiend from the Lower Planes, modified by the power of the Fiend summoned (+5% for least, +0% for lesser, -15% for greater tanar'ri, -25% for true tanar'ri or greater baatezu or yugoloths). Again, such a gate can be opened once per round. If the Avatar is brought to 0 or fewer hp, it will collapse, and reform as one of the other available forms. It is generally advisable to escape from Nyarlathotep, if the appropriate protective magicks are unknown.

### Duties of the Priesthood

Nyarlathotep has no priesthood, as he is never worshipped independently of the rest of the Mythos. Rather, he is the common thread that binds all of the Great Old Ones together in their exile, and is therefore worshipped by all who revere the Great Old Ones.

## **CTHULHU (The Great) (Intermediate God)**

Cthulhu is one of the key members of the pantheon known as the Great Old Ones, and as such is worshipped under a number of names, most of which in some way resemble Cthulhu: Tulu, Chac and Tlaloc are three obvious examples. Cthulhu is often referred to as the high priest of the gods, a designation that reflects not merely his power, but also his status and degree of leadership in their pantheon. He enjoys a special affinity with water, and since the imprisonment of his primary avatar, he is also strongly associated with sleep and dreams. He is consequently a very important power in the Dreamlands, in the region known as the Belly of Ammit.

Cthulhu's primary avatar flew to Terra from the depths of space, and ruled over a significant empire until the Great War. After the narrow defeat of the Great Old Ones, Cthulhu's avatar was imprisoned in his capital city of R'lyeh, wherein he sleeps until the end of the Elder Sign and its power. Cthulhu is worshipped as a god of the sea, sleep and dreams, and chief patron of the Deep Ones.

Cthulhu's physical form is somewhat malleable: he can alter any aspect or detail to suit his purposes; he will always be recognizable, however, as a vaguely anthropoid creature with a cephalopoidal head, and a pair of wings on his back.

Role-playing Notes: Cthulhu is amoral by human standards. He is not truly malicious regarding petty mortals, as they are so many ants in his eyes. Rare and powerful are they who could attract the especial attention of Cthulhu, or any other Great Old One, for good or ill.

Statistics: AL ce; WAL any evil, or cn; AoC sea, sleep, dreams (usually nightmares); SY Image of Cthulhu.

Cthulhu's Avatar (fighter 20, wizard 20, psionicist 20)

Cthulhu's Avatars appear as he does, with the same warping powers.

Str 25 Dex 20 Con 25  
Int 25 Wis 23 Cha -7  
MV 18/36 SZ 100' MR 60%  
AC 2 HD 20 HP 160  
#AT var THAC0 1 Dmg as below

Special Att/Def: They can scoop up 1d3 opponents in their claws and crush for 22d6 hp damage; if the head is close enough, up to four opponents can be attacked by tentacles as well, crushing for 11d6. They are immune to the effects of water, cold, and vacuum, and can summon 10-100 Deep Ones, if any are in the vicinity. They can only be hit by +2 or better weapons, regenerate 10hp of damage per round, and if "slain", they explode in a noxious gas, and reform in 1d10+10 minutes. Of course, this is rarely necessary; all who see him must save vs. death or go insane for a number of months equal to the character's intelligence.

### Duties of the Priesthood

The priests of Cthulhu are determined to bring about the return (or advent) of their god to their given world. Offerings in the form of sentient sacrifice are performed regularly, with the intent of using the attendant magical power to help bring about this goal, if possible, as well as doing him the highest honor.

Requirements: AB standard; AL ce; WP any; AR none; SP all, combat, divination\*, elemental (water only), necromantic, summoning\*, weather; PW nil; TU nil.

## **DEEP ONE**

CLIMATE/TERRAIN: sea, coast  
FREQUENCY: very rare  
ORGANIZATION: tribal/city  
ACTIVITY CYCLE: any  
DIET: omnivore  
INTELLIGENCE: very (mean)  
TREASURE: Z  
ALIGNMENT: chaotic evil  
NO. APPEARING: 1-100  
ARMOR CLASS: 3  
MOVEMENT: 12"/24"  
HIT DICE: 4  
THACO: 17  
NO. OF ATTACKS: 2 or 1  
DAMAGE/ATTACK: 1-4/1-4 or weapon  
SPECIAL ATTACKS: nil  
SPECIAL DEFENSES: nil  
MAGIC RESISTANCE: nil  
SIZE: M(6')

**Appearance:** The Deep Ones appear as anthropoid amphibians, with fishlike heads. They have both infravision and normal sight.

**Combat:** In battle, they can attack with their claws, or use weapons. Due to their great strength (18), they cause +2 to damage.

**Habitat/Society:** Deep Ones live in large undersea cities, often near populated shores. While they are evil, they are not particularly aggressive, being more inclined to seek the worship of their neighbors than their destruction. They are the servants of Cthulhu and his lieutenants Dagon and Hydra, and the furtherance of their goals are the primary interests of the Deep Ones. To that end, they seek to expand their influence and numbers by accepting human worship and expanding their own numbers.

**Ecology:** Deep Ones are immortal, as long as they are not slain by violence. They are capable of breeding with humans (and possibly certain demi-human or humanoid races), in such a way that the child is born human in appearance, but grows progressively batrachian in appearance and/or manner. Between the ages of 21 and 40 (1d20+20), the hybrid will undergo a transformation: within a few months, he will develop into a full Deep One. Typically, he will then take to the sea and live with his nonhuman ancestors (often stretching back many generations).

**Variants:** Deep Ones are a standard humanoid race, indeed more intelligent than most humans. In consequence, many individuals will have character classes, with unlimited advancement as fighters and clerics (of Cthulhu), although they are limited to the 16th level of advancement as mages. Some physiological aspect of the Deep Ones' brains prevent them from retaining spells of ninth level, a source of considerable frustration to them. However, given both their origins and the influx of new genetic material due to their mode of reproduction, the chances of mutants capable of casting ninth level spells are high.

For more information, see "The Shadow Over Innsmouth" and "The Thing on the Doorstep" by H.P. Lovecraft.

## **ELDER THING**

CLIMATE/TERRAIN: sea, land, space  
FREQUENCY: very rare  
ORGANIZATION: city  
ACTIVITY CYCLE: any  
DIET: ?  
INTELLIGENCE: high (mean)  
TREASURE: A  
ALIGNMENT: lawful neutral  
NO. APPEARING: 1-8  
ARMOR CLASS: 6  
MOVEMENT: 18"/12"  
HIT DICE: 8  
THAC0: 13  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 1-6 x3  
SPECIAL ATTACKS: nil  
SPECIAL DEFENSES: immune to heat and cold  
MAGIC RESISTANCE: nil  
SIZE: L(9')

Appearance: Elder Things appear as barrel-shaped creatures with starfish heads and bases, and membranous wings radiating from their bodies.

Combat: In combat, they can attack with three of their tentacles, although they would prefer to send in their slaves or use more advanced weaponry.

Habitat/Society: Elder Things live in quite organized cities, both on planetary surfaces and underwater. They are quite advanced scientifically, especially in the biological (particularly genetic) sciences, and all share a deep scientific curiosity. They created the shoggoths, and are capable of significant biological research leading to the creation of an astounding variety of creatures. It is believed that they started the process of evolution on the planet Terra in the home planes of the Mythos. They will typically use, if possible and necessary, the most advanced weapons available; usually these will be more advanced than those of their opponents.

Ecology: Elder Things are capable of flying through space with a Ship's Rating of 4. They have no need of air for breathing.

Variants: Some colonies of Elder Things that have long been on the ground without occasional forays into space have atrophied wings, robbing them at least partially of their spelljamming powers.

For further information, see "At the Mountains of Madness" by H.P. Lovecraft.

## **SHOGGOTH**

CLIMATE/TERRAIN: any  
FREQUENCY: very rare  
ORGANIZATION: nil  
ACTIVITY CYCLE: any  
DIET: ?  
INTELLIGENCE: low to average  
TREASURE: C  
ALIGNMENT: chaotic evil  
NO. APPEARING: 1-4  
ARMOR CLASS: 1  
MOVEMENT: 9"  
HIT DICE: 20  
THAC0: 1  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 3-30/3-30  
SPECIAL ATTACKS: nil  
SPECIAL DEFENSES: immune to weakness, paralysis, charm  
MAGIC RESISTANCE: 30%  
SIZE: L (15'+ diameter)

Appearance: The Shoggoth appears as a huge, bubbling amoeba. If desired, they can create a vast array of tools from their bodies.

Combat: In combat, they grasp with their pseudopods and both crush and pull at the same time (decapitation is the signature of a shoggoth attack). Fire and electricity cause only 1/2 damage to a shoggoth. Physical weapons cause only 1 hp damage per hit, and the shoggoth regenerates 2 hp per round until slain.

Habitat/Society: Shoggoths were created as slaves by the Terran Elder Things, but in time they rebelled against their Masters and took to their own devices. Many live in former Elder Thing cities, while others now serve the Great Old Ones.

Variants: Shoggoths vary considerably; some may be larger or smaller, others stronger, while others more intelligent.

For more information, see "At the Mountains of Madness" by H.P. Lovecraft.

## **GREAT RACE OF YITH**

CLIMATE/TERRAIN: land, space  
FREQUENCY: very rare  
ORGANIZATION: city  
ACTIVITY CYCLE: any  
DIET: liquids  
INTELLIGENCE: high (mean)  
TREASURE: nil  
ALIGNMENT: lawful neutral  
NO. APPEARING: 1-10  
ARMOR CLASS: 5  
MOVEMENT: 15"  
HIT DICE: 8  
THAC0: 13  
NO. OF ATTACKS: 2 or 1  
DAMAGE/ATTACK: 1-8 x2 or weapon  
SPECIAL ATTACKS: lightning gun  
SPECIAL DEFENSES: immune to magical control  
MAGIC RESISTANCE: nil  
SIZE: L(10')

**Appearance:** The Great Race currently inhabits forms that resemble broad-based cones with four tentacles sprouting from the top. Two tentacles end in claws, while one ends in trumpet-like ears and the fourth ends in a globe sporting three eyes and several small tentacles.

**Combat:** In combat, they can attack with their two claws (as above), but they prefer to use their lightning guns: short range 100 y; 32 charges/pack, one round to reload; any number of charges can be used per shot, but each charge beyond 4 has a 5% cumulative chance of burning out the gun; each charge causes 1d10 points of damage due to electricity, save vs. wand for half.

**Habitat/Society:** The Great Race is quite civilized, living in highly advanced cities. They are quite adept at psionics, and the average Great Race member has the power of an 8th level psionist. They practice time travel, or more properly mental projection through time. They are also voracious consumers of knowledge, and have built up vast libraries.

**Ecology:** The Great Race (in their current forms) feed only on liquids, and reproduce only rarely.

For more information, see "The Shadow Out of Time" by H.P. Lovecraft.

From: MFASSBEN@EDU.INDIANA.UCS

Greetings,

Following this message is the third and final installment of my AD&D adaptation of H.P. Lovecraft's Cthulhu Mythos. I would like to thank everyone who sent me private messages about the previous installments; as I have not had access to ADND-L over the past three weeks, I will have to check the archives to see if there were any responses posted to the net.

Thematically, this is the catch-all section. It includes Hastur and Shub-Niggurath, who are in a sense "wedded", the Fungi from Yuggoth who worship Shub-Niggurath and the Byakhee who appear to be servants of Hastur; Cthugha and his servitors, the Fire Vampires; and Ithaqua, the Wendigo or the Walker on the Wind.

Adelheyde

### **SHUB-NIGGURATH (The Black Goat of the Woods with a Thousand Young) (greater goddess)**

Shub-Niggurath represents the essence of fertility among the Great Old Ones, which pantheon is already quite fecund as it is; she is also strongly associated with the forces of the element of earth. While she is not the equal of Azathoth or Yog-Sothoth in the grand scheme of things, she is by far the most widely worshipped of the Great Old Ones, and one or more of her masks are revered in nearly every culture of Terra in the home material plane of the Mythos. It is this broad popularity that gives her her status as a greater goddess. She is most often identified as female, but as the veritable essence of procreation, she can also be male or hermaphroditic. She can and does reproduce in all three modes; most famous, however, is her mating-partnership (often anthropomorphized as a "marriage") with Hastur.

Shub-Niggurath is almost never seen in her natural form, which doubtless involves a number of tentacles and a considerable amount of primordial slime.

Role-playing Notes: Of all the Great Old Ones, Shub-Niggurath is the most benign in her attitudes toward mortals. While her motives in this are not certain, it is likely that she actively courts worship in this fashion, thereby enhancing her own power to advance the goals of the Great Old Ones.

Statistics: AL ce; WAL any; AoC fertility; SY black goat

Shub-Niggurath's Avatar (wizard 20, priest 20, psionicist 20)

Shub-Niggurath's Avatars almost never appear in her natural form, preferring one of her masks, whichever is most appropriate to the viewer. For example, an audience comprised of those from a Hindu culture would be faced with an avatar indistinguishable from one of Kali, while Celts would see a man bearing the antlers of a stag on his head, and would be known as Cernunnos; her witches, for that matter, would likely see a humanoid creature with the head of a black goat, referred to by some as "Baphomet", which is also the name given to her symbol, especially if her head is depicted in frontal view, circumscribed by an inverted pentagram. (This is the idol the Templars were accused of worshipping.) The powers of her Avatar will vary according to form; where appropriate (as in the case of her Cernunnos-form), substitute druid for priest.

Str 24 Dex 19 Con 25  
Int 25 Wis 20 Cha -4 or 25  
MV var SZ 100'd MR 55%  
AC 4 HD 20 HP 160  
#AT var THAC0 1 Dmg as per form

### Duties of the Priesthood

There are many different kinds of priest serving Shub-Niggurath, and these will differ from each other according to the priests' cultures and the masks that they worship. A priest of Shub-Niggurath as Ishtar would be indistinguishable from a real priest of Ishtar; the same rule applies whether the mask is of Cybele, Chalchihuitlicue, Hecate, Kali or Cernunnos.

Naturally, the real divinities that resemble her masks will resent her intrusion in planes where THEY hold sway. In a more pastoral environment, priests of Shub-Niggurath may be druids; whether they are neutral or chaotic evil will depend upon the level of revelation, while all other particulars remain standard. Under active persecution, her worshippers may be witches instead; in some cases, her priests worship her in her true nature, as the Great Old One Shub-Niggurath. It is this comparatively rare group that is described below.

Requirements: AB standard; AL ce; WP any; AR none; SP all, animal, charm, combat\*, creation, elemental earth, healing, plant, weather\*; PW nil; TU nil.

### **HASTUR (He Who Must Not Be Named) (intermediate god)**

Hastur is the half-brother of Cthulhu and mate of Shub-Niggurath. Like them, he enjoys a special affinity with one of the elements, in his case air. He is also in some way associated with flight through space, and is thus more widely recognized in Wildspace than on the ground.

Hastur's natural form is rarely seen, but it is believed to be bloated and scaly, and somewhat fluid. Like his half-brother, he also has octopoidal and reptilian elements in his appearance.

Role-playing Notes: Hastur is even more aloof regarding mortal affairs than most of his kin.

Statistics: AL ce; WAL any evil or cn; AoC air, space; SY image of Hastur.

Hastur's Avatar (fighter 20, wizard 20, psionicist 20)

Hastur's Avatars usually appear as massive creatures, rather reptilian in face and form, with tentacles covering much of his body. This last aspect appears to be a familial trait.

Str 25 Dex 21 Con 23  
Int 22 Wis 23 Cha -4  
MV 36/36 SZ 600' MR 50%  
AC -2 HD 20 HP 160  
#AT 2 THAC0 1 Dmg 20-200 each

Special att/def: Hastur's avatars regenerate 5 hp/round, and can summon 2-20 byakhee. Creatures that fly naturally cannot attack Hastur.

### Duties of the Priesthood

The priests of Hastur are little different from most priests of the Great Old Ones, in that they shower adoration upon an entity that could care less about such things, save for the enhanced power such worship brings; their only expectation is to work for the freedom of the Great Old Ones (in the home planes) or their introduction into other planes. They are rather common in Wildspace, though held as abominations by most other cults.

Requirements: AB standard; AL ce; WP a; AR a; SP all, combat, elemental air, weather; PW nil; TU nil.

## THE FUNGI FROM YUGGOTH

CLIMATE/TERRAIN: land, space

FREQUENCY: very rare

ORGANIZATION: enclave

ACTIVITY CYCLE: any

DIET: ?(they DO live on Yuggoth...)

INTELLIGENCE: average (mean)

TREASURE: nil

ALIGNMENT: chaotic evil

NO. APPEARING: 2-12

ARMOR CLASS: 4

MOVEMENT: 15"/30"

HIT DICE: 5

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: grapple and drop

SPECIAL DEFENSES: immune to cold, dark and vacuum

MAGIC RESISTANCE: nil

SIZE: L(8')

**Appearance:** The Fungi from Yuggoth resemble lobsters with wings. They can fly through space with a Ship's Rating of 2. When they speak, they do so with a buzzing, droning voice.

**Combat:** All impaling-type weapons cause only the minimum possible damage when they hit. If they hit a single target with both of their claws, they can grapple and take flight (make a strength check at half-strength to break free). It will then drop the opponent from a devastating height.

**Habitat/Society:** The Fungi come originally from Yuggoth, but often set up enclaves on other worlds. They are remarkable surgeons, capable of removing the brain from the body and keeping it alive and active indefinitely. They worship Shub-Niggurath and Nyarlathotep in particular.

**Ecology:** Very little is known about their ecology. It seems that they would need very little of anything to survive, as they come originally from Yuggoth (i.e., Pluto, which was surmised by some scientists but not in the least bit verified in Lovecraft's day).

## **BYAKHEE**

CLIMATE/TERRAIN: space, ground  
FREQUENCY: very rare  
ORGANIZATION: none  
ACTIVITY CYCLE: any  
DIET: blood  
INTELLIGENCE: average  
TREASURE: none  
ALIGNMENT: chaotic evil  
NO. APPEARING: 1-4  
ARMOR CLASS: 5  
MOVEMENT: 6"/24" (A) or Sr5  
HIT DICE: 10  
THAC0: 11  
NO. OF ATTACKS: 2 or 1 special  
SPECIAL ATTACKS: bite with blood drain  
SPECIAL DEFENSES: nil  
MAGIC RESISTANCE: 20%  
SIZE: L (20')

**Appearance:** The byakhee look much like a fiend or a gargoyle, but with a largely decayed appearance and avian and insectoid influences. They stand bipedally, but prefer to move by flight.

**Combat:** In battle, they can opt for two claw attacks, or a vicious bite causing 1d10 damage; in the latter event, it will remain attached to the victim and drain 1d6 Constitution from him each round (including the first) until the victim has died of blood loss or the byakhee is killed or driven off. It will not attack another opponent until it is finished feeding. Lost Con will return with rest (1 day per point lost). It can teleport without error at will. 25% of Byakhee have an intelligence between 14 and 18, and these will have spell-like powers as well; normally, such spells are those associated with Hastur.

**Habitat/Society:** Byakhee are often used as mounts as well as guards. This reduces their Maneuverability Class to C. They can fly through space as well as atmosphere, with a Ship's Rating of 5, and they are immune to the effects of vacuum or fouled air.

**Ecology:** Byakhee are an alien race whose ecological niche remains a mystery.

## **CTHUGHA (intermediate god)**

Cthugha is one of the more remote members of the pantheon, as his primary Avatar is imprisoned near the star Fomalhaut. Accordingly, his cult is far more common in Wildspace than on the ground. Cthugha always appears as an amorphous mass of fire with flaming tentacles.

**Role-playing Notes:** Cthugha has no real interest in working with mortals, or any non-fire creatures.

**Statistics:** AL ce; WAL any evil or cn; AoC fire; SY flame

Cthugha's Avatar (fighter 20, wizard 20, psionicist 20)

Cthugha's Avatars almost universally appear in his natural form. When they appear, they are accompanied by Fire Vampires, as follows: outside of the home planes, 1-20; within the home planes, 1d100x10! These Fire Vampires will begin to ignite individual objects, while Cthugha will hover overhead and blast the entire area.

Str 25 Dex 25 Con 25  
Int 18 Wis 18 Cha -1  
MV 36" SZ 40y r MR 50%  
AC -6 HD 20 HP 160  
#AT 2 THAC0 1 Dmg 3-30 each

Special att/def: Only weapons of +3 or greater enchantment can even hit Cthugha's avatar; all others melt before contact. Even such strong weapons must make a save vs. breath weapon or be destroyed. The heat of his body does 5d10 hp of damage (save vs. breath for half) to all within 100 yards. It is immune to all heat and cold effects (the cold is dissipated before it reaches him). It can cast any fire spell (wizard or clerical) at the 30th level of ability, any two per round, and in the same round it can also lash out with two of its tentacles, for 3-30 hp of damage each. Those who see Cthugha must save vs. death magic at +2 or go insane for 2d4 weeks.

#### Duties of the Priesthood

The priests of Cthugha are usually pyromaniacs, and are usually spaceborne. On the ground they have a negligible cult.

Requirements: AB standard; AL ce; WP any; AR e; SP all, combat, elemental fire (including all mage spells of elemental fire through 7th level), summoning; PW 5) immune to the effects of normal fire; 10) take no damage from fire attacks; 15) take no damage from any fire source, even a star, for up to 3 weeks; 20) can live indefinitely upon a fire body or the elemental plane of fire -- no damage ever from any fire source; TU nil.

## **FIRE VAMPIRE**

CLIMATE/TERRAIN: space  
FREQUENCY: very rare  
ORGANIZATION: n/a  
DIET: n/a  
INTELLIGENCE: average  
TREASURE: nil  
ALIGNMENT: chaotic evil  
NO. APPEARING: 1-4  
ARMOR CLASS: -2  
MOVEMENT: 24"  
HIT DICE: 3  
THAC0: 17  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 2-20  
SPECIAL ATTACKS: nil  
SPECIAL DEFENSES: immune to material weapons  
MAGIC RESISTANCE: nil  
SIZE: S

Appearance: Fire Vampires look like tiny stars, and are similar to fire elementals.

Combat: In combat, they attack by touching objects and causing them to catch fire. Damage is 2-20 points per hit, or half that if a save vs. breath weapon is made. They take damage from water, however, at 1 hp/ half-gallon.

Habitat/Society: Fire Vampires live in fire bodies, and are believed to have originated near Fomalhaut.

Ecology: Fire Vampires have no place in the ecology at large.

## **ITHAQUA (lesser god)**

Ithaqua, also known as the Wendigo and the Walker on the Wind, is particularly recognized in cold wastelands, as he is associated with the freezing winds, snowstorms and other destructive forces of weather in such regions. Ithaqua typically appears as a huge cloud of fog or snow in a vaguely humanoid shape, with blazing red eyes. When passing overhead, it gives the optical illusion of two bright stars close together visible through a storm.

Role-playing notes: Ithaqua considers cold wastelands to be his special province, and if one of his avatars has taken up residence in such a realm, he will wander it aimlessly, preying upon travellers if he so chooses, and accepting human sacrifices from local inhabitants.

Statistics: AL ce; WAL any evil or cn; AoC cold storms, wastelands, etc.; SY two burning eyes in a human-shaped cloud of snow.

Ithaqua's Avatar (fighter 15, wizard 15, priest 15)

Ithaqua's Avatars almost universally appear in his natural form. He often stalks his wastelands, picking up human sacrifices and waylaying travellers; his victims are often discovered weeks or months later, frozen solid, and missing significant portions of their bodies.

Str 21 Dex 18 Con 20  
Int 18 Wis 18 Cha -1  
MV 24 SZ 20' MR 30%  
AC 2 HD 15 HP120

#AT 2 THAC0 5 Dmg 4-40 each

Special att/def: His most potent weapon is his ability of controlling weather, usable at will, with triple range and effects. If he is within 36 yards of his victim, he can pick him up and carry him away, or drop him from 1d10x10 feet (standard d6 damage per 10 feet fallen); if the victim resists, he must make a successful strength check, in which case Ithaqua must make a successful attack roll to pick him up. He may also attack with his claws. If he hits, grasping can follow automatically. Viewing Ithaqua requires that one save vs. death magic or go mad; after every three months, another save may be attempted to regain sanity. Should that same character ever see Ithaqua again, however, the madness returns automatically, and even hearing his howl in the wind requires a save at -3 to avoid recurrence.

#### Duties of the Priesthood

Ithaqua has no regular priesthood, as most of his worship is of a preventative nature. He does, however, have a few unscrupulous shamans in his service.

Requirements: AB standard; AL ce; WP any; AR b; SP all, combat, elemental air, summoning, weather; PW nil; TU nil.

Dawn is approaching fast, and I must close my post. As I wrote, however, and most particularly while I wrote about Ithaqua, I was very aware of the high winds that are still circulating outside. Now, in retrospect, particularly in light of the great storm that struck this weekend, I wonder why it is that I waited so long to send out this final installment. I have heard this referred to as the storm of the century on several occasions, and I must indeed wonder.

At any rate, a final caveat must be offered to DM's using the priesthood of Cthugha: do not inform the players in too much detail of the abilities available to them, as many players will clamour to take the role. Immunity to fire and wizard fire spells must surely be attractive in particular to those powergamers out there who see the sole aim of a campaign as the acquisition of power for their characters. The best solution to this problem is to bear in mind that in a Lovecraftian milieu, atmosphere and then plot come first. True, the character might have considerable power -- but then, give him assignments designed to bring the worship of Cthugha and of the other Great Old Ones into some other Plane of existence or Crystal Sphere. Force him to work with some of the monsters, or even an Avatar, of the Mythos. Sooner or later, the character will be irretrievably mad. Furthermore, there will be nowhere where a priest of Cthugha will not be hunted; remember, even in the home planes of the Mythos, the Great Old Ones are not yet free, and they still have enemies. Similar warnings apply to the other priesthoods, should players seek to play them. And finally, if the players should still wish to play them, then by all means let them, at least if you have no objection to running a campaign dominated by the Mythos, as it surely would be if one or more of the PC's followed its gods!

Good day, and enjoy the ghastliness that can spice up your campaigns!

Adelheyde

From: <TEL002@EDU.DRAKE.ACAD>

Note: Greater Deities (GD) can grant all levels of spells to their priests.

Intermediate Deities (ID) can grant all levels of spells to their priests, but to grant Quest spells they must have consent from the chief god of the pantheon.

Lesser Deities (LD) can only grant spells up to level six, inclusive.

Demigods (DG) can only grant spells up to level five, inclusive.

I write my priesthods based closely on the CPH's guidelines, but not quite as weak as they propose.

### GREEK DEITIES

#### APHRODITE (ID)-----

AoC: love, beauty

Req: WIS 9, CHA 16, non-evil

Wpn: bow, net, staff

Amr: any

MA: All, Charm, Guardian, Healing

ma: Creation, Protection, Thought, Wards

MI: as cleric

GP: 5) charm person (opposite sex only) 10) CHA increased to 18 15) arouse feelings of love as a philter of love on any intelligent being note: must release white doves every 10 days, throw art objects into the sea every new moon

#### APOLLO (Silverbow) (ID)-----

AoC: light, prophecy, music, healing

Req: WIS 9, any good

Wpn: staff, net, bow

Amr: nonmetal

MA: All, Charm, Divination, Healing, Sun, Thought

ma: Animal, Elemental, Necromantic, Plant, Time

MI: as cleric

GP: 1) turn undead 5) cure disease 10) heal

#### ARES (ID)-----

AoC: war, killing, strife

Req: STR 9, WIS 9, non-good

Wpn: any

Amr: any

MA: All, Combat, War, Weather

ma: Chaos, Elemental

MI: as cleric

GP: 12) raise dead

note: must multi-class with fighter (this is an exception to the rule that humans cannot multi-class)

**ARTEMIS (Archeress) (ID)-----**

AoC: hunting, wild beasts, childbirth  
Req: WIS 12, CHA 15, female, TN  
Wpn: club, sickle, dart, spear, dagger, scimitar, sling, staff, bows  
Amr: nonmetal  
MA: All, Animal, Elemental, Healing, Plant, Weather  
ma: Combat, Divination  
MI: as cleric  
GP: 7) ignore range penalties to archery up to 500 yards 14) complete control of animals within 1000 yards  
note: must remain chaste and avoid men

**ATHENA (Brighteyes) (ID)-----**

AoC: wisdom, crafts, war  
Req: WIS 9, LG, chastity  
Wpn: spear, swords  
Amr: any  
MA: All, Combat, Divination, Protection, Thought  
ma: Charm, Healing, War  
MI: as cleric  
GP: 5) regenerate 1 hp/turn 15) commune with Athena once/week (one question)

**CRONUS (Crookmind) (GD)-----**

AoC: sinister ambition  
Req: WIS 9, non-good  
Wpn: sickle  
Amr: any  
MA: (Cronus cannot grant spells)  
ma: (Cronus cannot grant spells)  
MI: as cleric  
GP: nil

**DEMETER (ID)-----**

AoC: agriculture  
Req: WIS 9, non-evil  
Wpn: sickle, club, flail  
Amr: nonmetal  
MA: All, Animal, Elemental, Healing, Plant, Time, Weather  
ma: Divination, Sun, Wards  
MI: as cleric  
GP: 1) plant growth 5) turn undead at -2 levels 10) control weather 20) create a potion of longevity for the priest's use only  
note: must return to Eleusis every February to help in the Lesser Mysteries (may miss if there is a good reason), must return every fifth year in September for the Greater Mysteries or lose all powers until they attend the next one (in five years)

**DIONYSUS (ID)-----**

AoC: mirth, madness  
Req: WIS 9, non-LG  
Wpn: staff, whip, net, may use poison  
Amr: any  
MA: All, Chaos, Charm, Healing, Plant  
ma: Creation, Weather  
MI: as cleric  
GP: 1) neutralize poison 10) CON is raised to 18  
note: must take the brewing NWP at 1st level

**GAEA (Mother Earth) (GD)-----**

AoC: fertility, health, prophecy  
Req: WIS 12, CHA 15, TN  
Wpn: club, sickle, quarterstaff, 'agricultural' weapons  
Amr: nonmetal  
MA: All, Animal, Elemental, Healing, Plant, Weather  
ma: Divination  
MI: as cleric  
GP: 1) turn undead 5) cure disease 15) divination  
note: use druid exp table

**HADES (ID)-----**

AoC: the dead, wealth  
Req: WIS 9, non-good, non-chaotic  
Wpn: any  
Amr: any  
MA: All, Elemental (ef), Necromantic (rev only for 4th and higher), Wards  
ma: Charm, Healing, Summoning  
MI: as cleric  
GP: 1) turn undead 3) see in darkness 5) darkness 10' radius 10) death touch (save or die) 20) regenerate 5 hp/round

**HECATE (ID)-----**

AoC: magic, moon, abundance  
(Hecate has no priesthood)

**HEPHAESTUS (Crookshank) (ID)-----**

AoC: smithing, crafts  
Req: STR 15, WIS 9, non-evil  
Wpn: hammer  
Amr: any made by a priest of Hephaestus  
MA: All, Combat, Creation, Elemental, Guardian, Healing  
ma: Divination, Sun, War, Weather  
MI: as cleric  
GP: 1) +1/level bonus to blacksmithing checks 5) can repair magical weapons and armor on successful proficiency check 10) can craft magical weapons and armor with a bonus of +1/3 levels (max of +5)  
note: must be kind to those with deformities, must take the blacksmithing  
NWP at 1st level

**HERA (GD)-----**

AoC: marriage  
Req: WIS 9, non-LG  
Wpn: club, cudgel, staff  
Amr: any  
MA: All, Charm, Divination, Healing, Protection  
ma: Combat  
MI: as cleric  
GP: 5) detect lie 12) clairvoyance centered on any acquaintance

**HERMES (Luckbringer) (ID)-----**

AoC: travel, trade, thievery, gambling, running

Req: CON 15, WIS 15, non-evil

Wpn: type B

Amr: none

MA: All, Chaos, Charm, Divination, Numbers, Protection, Travelers, Wards

ma: Guardian, Healing, Weather

MI: as cleric

GP: 1) -1 bonus to AC/level up to 10th 5) detect lie (no save) 10) always move as if hasted (movement and initiative bonuses only)

note: must take running NWP at 1st level (costs 1 slot), if they take bribe there is a 15% chance Hermes notices and takes offense

**RHEA (GD)-----**

AoC: fertility, life

Req: WIS 9, non-evil

Wpn: type B

Amr: any

MA: All, Animal, Elemental (e), Healing, Plant, Protection

ma: Charm, Creation

MI: as cleric

GP: 1) turn undead 8) summon rain on 2 mile radius

**POSEIDON (Earthshaker) (ID)-----**

AoC: water, earthquakes, creation

Req: WIS 9, non-good

Wpn: trident

Amr: non-metal

MA: All, Animal, Chaos, Creation, Elemental (ew), Healing, Weather

ma: Divination, Elemental (af), Plant

MI: as cleric

GP: 5) water freedom (as ring of swimming, water breathing) 10) control winds (direction only) for up to 8 hours 15) earthquake

note: must sacrifice a bull to the sea once a month

**URANUS (Father Heaven) (GD)-----**

AoC: sky

Req: STR 13, WIS 9, non-good

Wpn: any

Amr: any

MA: All, Astral, Combat, Elemental (a)

ma: Divination, Healing, Protection

MI: as cleric

GP: 1) turn undead 10) cast spells without any components

note: this is a secret cult, the priests pose as fighters

### **ZEUS (Thunderer) (GD)-----**

AoC: heavens, law  
Req: STR 14, WIS 9  
Wpn: spear  
Amr: any  
MA: All, Animal, Divination, Elemental (af), Protection, Weather  
ma: Combat, Elemental (ew), Healing  
MI: as cleric  
GP: 1) lightning bolt (1d4/level) 15) polymorph self

### **ANTEROS (LD)-----**

AoC: opposition to love  
req: WIS 10, CHA 12 or lower, non-good  
MA : All, Charm, Healing, Protection, Sun (reversed only, where applicable), Thought  
ma : Animal, Divination, Weather (reversed only, where applicable)  
GP : 1) immune to wizard spells of the Charm school, \_emotion\_ (hate) once/ day 3) incite berserker rage, turn undead as a cleric two levels lower  
wpn: any  
amr: shields only  
note: Anteros is a lesser goddess, and can only grant up to level 6 spells

### **AURORA (LD)-----**

AoC: dawn, morning  
req: WIS 10, CHA 13, good alignment  
MA : All, Astral, Charm, Divination, Elemental (a,f), Healing, Summoning,  
Sun  
ma : Animal, Creation, Necromantic, Plant, Protection, Time, Weather  
GP : 1) \_suggestion\_ thrice/day in non-combat situations, immune to level drains from undead, turn undead as cleric  
10) \_chariot of sustarre\_ once/day  
wpn: bows  
amr: none, no shields  
pen: only get d6 hit dice  
note: Aurora is a lesser goddess, and can only grant up to level 6 spells

### **CHAOS (LD)-----**

AoC: chaos, creation  
Req: WIS 12, INT 12, any chaotic  
Wpn: bows, crossbows, polearms, firearms (any that are not 'simple', must have some complexity)  
Amr: any  
MA: All, Astral, Chaos, Creation  
ma: Elemental, Numbers, Time  
MI: as cleric  
GP: 1) can cast wild magic as a mage half his level (these spells come from his normal priest spell allowance), he has magic resistance equal to his level against wild magic and Chaos spells  
note: Chaos is ultimately the creator of everything, but he is a god in decline

### **ENYO (LD)-----**

AoC: war

req: STR 13, WIS 9, non-lawful

MA : All, Combat, Healing, War

ma : Chaos, Necromantic, Protection

GP : 1) can specialize in one weapon, incite berserker rage 5) \_fear\_twice/day

wpn: battle axe, bows, dagger/dirk, knife, lance, maces, maul, polearms, spear, swords, warhammer

amr: any, and shields

note: Enyo is a lesser goddess, and can only grant up to level 6 spells

### **ERIS (Manymoan) (LD)-----**

AoC: discord

req: WIS 9, CHA 12 or less, non-lawful

MA : All, Chaos, Combat, Necromantic (reversed only where applicable)

ma : Animal, Healing (reversed only where applicable), War, Weather

GP : 2) \_confusion\_ once/day 7) \_chaos\_ once/day 9) \_fear\_twice/day

wpn: blowgun, bows, crossbows, dagger/dirk, javelin, knife, lasso, net, quarterstaff, spear, stiletto, sword (bastard, long, rapier, sabre, short)

amr: any, no shields

note: Eris is a lesser goddess, and can only grant up to level 6 spells

### **EROS (LD)-----**

AoC: love

Req: WIS 10, CHA 14, non-evil

Wpn: bows, lasso, net

Amr: none

MA: All, Animal, Charm, Healing, Necromantic, Protection, Summoning, Thought

ma: Creation, Divination, Guardian, Plant, Sun, Weather

MI: as cleric

GP: 1) \_suggestion\_, soothing word 2) incite berserker rage, turn undead 3) \_emotion\_ (friendship, happiness, or hope)

pen: d4 hit dice

### **HEBE (Cupbearer) (LD)-----**

AoC: youth

req: CON 12, WIS 12, must be under 25% of maximum base age when entering the priesthood

MA : All, Animal, Charm, Healing (normal only), Necromantic (normal only), Plant, Protection, Time

ma : Divination, Sun, Wards

GP : 1) immune to aging attacks and powers and side effects 5) turn undead as a cleric 4 levels lower with a +5 bonus to turn ghosts 10) can restore 1d4 years of youth onto a person, a person cannot benefit from this more than once in their lifetime 15) does not suffer negative ability modifiers due to aging

wpn: type B, mancatcher, net

amr: leather, and shields

note: Hebe is a lesser goddess, and therefore can only grant up to level 6 spells

### **HESTIA (ID)-----**

AoC: home, hearth

Req: WIS 14, non-evil

Wpn: type B, type P

amr: leather, padded, shields

MA: All, Creation, Guardian, Healing, Protection, Wards

ma: Animal, Divination, Elemental (f), Plant

MI: as cleric

GP: 1) turn undead, +2 to hit and saves when defending a home

### **HYPERION (LD)-----**

AoC: sun, moon, dawn, light  
Req: INT 12, WIS 12  
Wpn: any missile or hurled  
Amr: metal, and shields  
MA: All, Divination, Plant, Sun  
ma: Charm, Healing, Elemental (af), Necromantic, Protection  
MI: as cleric  
GP: 6) starshine 10) moonbeam 14) sunray  
note: Hyperion is the old god of the sun before Apollo, he is in decline

### **HYPNOS (LD)-----**

AoC: sleep  
req: INT 11, WIS 11, must be partially neutral  
MA : All, Astral, Charm, Divination, Healing, Thought, Time  
ma : Animal, Elemental (a,w,e), Necromantic, Protection  
GP : 1) immune to \_sleep\_ and \_nightmare\_, \_sleep\_ once/day 3) turn undead as a cleric two levels lower  
wpn: bows, dagger/dirk, dart, knife, stiletto, rapier, short sword, club, sap  
amr: nonmetal only  
note: Hypnos is a lesser god, and can only grant up to level 6 spells

### **IRIS (Goldenwing) (LD)-----**

AoC: rainbow  
req: WIS 12  
MA : All, Creation, Divination, Elemental (a,w), Sun, Weather  
ma : Healing, Numbers, Plant, Protection, Thought, Wards  
GP : 1) 60' infravision (double range to those that already have it), turn undead as a cleric one level higher 3) \_shield\_ once/day 6) \_rainbow\_ once/day 10) \_rainbow\_ twice/day, not cumulative with previous power (does not need to be in sight of a rainbow or have a component to use these powers)  
wpn: bows, crossbows, net, sabre, scimitar, sling (curved weapons)  
amr: none  
pen: uses d6 hit dice  
note: Iris is a lesser goddess, and can only grant up to level 6 spells

### **MNEMOSYNE (LD)-----**

AoC: memory  
Req: 16 INT, 9 WIS  
Wpn: dagger/dirk, knife, staff, sling, staff sling  
Amr: nonmetal  
MA: All, Astral, Charm, Divination, Law, Numbers, Thought, Time  
ma: Creation, Necromantic, Plant, Protection  
MI: as cleric  
GP: 1) have total recall 5) immune any spell that erases memory or knowledge, \_forget\_ once/day 7) immune to psionics that erase memory or knowledge

### **MORPHEUS (LD)-----**

AoC: dreams

req: WIS 14

MA : All, Charm, Divination, Guardian, Healing, Protection, Thought, Wards

ma : Astral, Chaos, Necromantic, Numbers, Sun (reversed only, where applicable), Time, Travelers

GP : 1) immune to \_nightmare\_ and \_sleep\_ 2) \_nap\_ once/day 3) \_dream\_ once/day 4) dream interpretation---if a dream has significant meaning a successful WIS check (with bonuses/penalties at DM discretion) means he has translated the dream correctly 8) turn undead as a cleric seven levels lower wpn: sap, net, lasso, club

amr: shields only

note: Morpheus is a lesser god, and can only grant up to level 6 spells

### **OCEANUS (LD)-----**

AoC: ocean

Req: WIS 9

Wpn: bill, club, harpoon, javelin, net, spear, cutlass, short sword, trident

Amr: shields only

MA: All, Animal, Divination, Elemental (w), Weather

ma: Chaos, Charm, Combat, Plant, Protection, War

MI: as cleric

GP: 3) water walk (double duration) 5) water breathing (self only, double duration)

note: he is the old god of the ocean before Poseidon, he is in decline

### **PAN (LD)-----**

AoC: music, parties, shepherds

Req: DEX 9, WIS 9, CHA 13

Wpn: any

Amr: leather, padded, studded leather

MA: All, Animal, Chaos, Charm, Summoning

ma: Astral, Divination, Healing, Plant, Protection

MI: as cleric

GP: 2) \_fear\_ once/day/2 levels 3) turn undead at -2 levels

note: musical instrument (panpipes) NWP as a bonus

### **PHOBOS (LD)-----**

AoC: fear

req: 9 STR, 9 CON, 9 WIS, must be partially neutral

MA : All, Chaos, Combat, Necromantic

ma : Charm, Healing, Protection

GP : 1) immune to all fear-causing spells and powers, \_fear\_ 4/day, can specialize in one weapon

wpn: battle axe, bows, lance, mace, spear, stiletto, swords, warhammer

amr: any and shields

note: Phobos is a lesser god, and can only grant up to level 6 spells

### **THANATOS (LD)-----**

AoC: death

req: WIS 9, celibacy, non-good

MA : All, Astral, Charm, Divination, Necromantic, Protection (or Healing, reversed only, where applicable)

ma : Chaos, Guardian, Sun, Time, Weather

GP : 1) \_fear\_ twice/day, command undead as an evil cleric (need not be evil)

wpn: battle axe, dagger/dirck, knife, lasso, scythe, sickle, stiletto, khopesh, short sword

amr: none

note: Thanatos is a lesser god, and can only grant up to level 6 spells, he is the god of death as opposed to the god of the underworld (Hades)

### **THEMIS (LD)-----**

AoC: justice  
Req: WIS 15, any lawful  
Wpn: hammer, spear, long sword  
Amr: any  
MA: All, Guardian, Healing, Law, Thought  
ma: Protection, Time  
MI: as cleric  
GP: 1) detect lie 3) \_command\_ 5) \_silence 15' radius\_

### **NORSE DEITIES**

#### **AEGIR (ID)-----**

AoC: sea  
Req: STR 9, WIS 9, ship captain  
Wpn: any  
Amr: nonmetal  
MA: All, Weather  
ma: Divination, Guardian  
MI: as fighter  
GP: 10) can breathe water  
note: they are actually fighters that get spells as a priest, d10 hit dice, fighter saves and THAC0, fighter advancement, etc.

#### **BALDUR (ID)-----**

AoC: beauty, charisma  
Req: WIS 9, CHA 16, non-evil  
Wpn: any  
Amr: any  
MA: All, Charm, Divination, Protection  
ma: Creation, Summoning  
MI: as cleric  
GP: 5) CHA raised to 18 12) members of opposite sex that look upon the priest must save vs spell or be charmed (as spell)

#### **BRAGI (ID)-----**

AoC: poetry, music  
Req: 12 DEX, 13 INT, 9 WIS, 15 CHA, non-evil  
Wpn: club, bows  
Amr: any  
MA: All, Charm, Divination, Healing, Protection, Thought  
ma: Astral, Creation, Numbers, Sun  
MI: as cleric  
GP: 3) can recall anything ever heard 12) dominate (as spell) by song  
note: humans can advance as multi-class priest/bards

### **FORSETI (ID)-----**

AoC: justice  
Req: WIS 16, LG  
Wpn: swords  
Amr: any  
MA: All, Charm, Combat, Divination, Law, Protection  
ma: Guardian, Healing, Numbers  
MI: as cleric  
GP: 1) turn undead 5) detect lie (no save) 12) ask one question/week of Forseti

### **FREY (ID)-----**

AoC: sunshine, rain, fertility, horses  
Req: WIS 9, any good  
Wpn: swords, club  
Amr: any  
MA: All, Animal, Charm, Protection, Sun, Weather  
ma: Divination, Healing  
MI: as cleric  
GP: 1) turn undead 5) charm horses 10) dispel rain or call rain over one acre/level  
note: must keep the peace

### **FREYA (ID)-----**

AoC: love, passion, human fertility  
Req: WIS 9, CHA 15, female, any chaotic  
Wpn: dagger/dirk  
Amr: none  
MA: All, Animal, Charm, Creation, Divination, Healing, Thought, Time  
ma: Astral, Chaos, Elemental (aw), Necromantic, Time  
MI: as cleric  
GP: 3) polymorph self into horse 6) predict the future of any individual with 10%/level accuracy (max 95%) 9) create a philter of love each time they advance

### **FRIGGA (ID)-----**

AoC: sky, domestic life  
Req: WIS 9, any lawful  
Wpn: dagger, club  
Amr: any  
MA: All, Creation, Divination, Plant, Sun, Weather  
ma: Animal, Guardian, Law, Wards  
MI: as cleric  
GP: 1) detect lie 10) summon storm (1d6 damage to all exposed people and structures, 1 turn/level)  
note: must be a married woman (if husband takes a second wife the priestess must divorce him)

### **HEIMDALL (ID)-----**

AoC: light, guardianship  
Req: STR 9, WIS 9, any lawful  
Wpn: swords, spear  
Amr: any  
MA: All, Guardian, Protection, Sun, Wards  
ma: Combat, Divination  
MI: as cleric  
GP: 1) turn undead 5) see up to 100 yards night or day in any weather 10) hear any sound within 500 yards  
note: must never allow someone to pass a post under their guard without their master's permission

**HEL (ID)-----**

AoC: death, disease

Req: WIS 9, female

Wpn: swords, poison darts

Amr: magical only

MA: All, Astral, Charm, Divination, Healing, Necromantic

ma: Combat, Creation, Sun (rev), Time

MI: as cleric

GP: 1) turn undead (command undead if evil) 5) immune to disease and poison 10) speak with any person dead for < 10 years 15) half damage from physical attacks

**IDUN (ID)-----**

AoC: youth, spring

Req: WIS 9, female, any good

Wpn: staff, sling

Amr: none

MA: All, Animal, Charm, Healing, Necromantic, Plant, Time, Weather

ma: Divination, Elemental, Protection

MI: as cleric

GP: 1) turn undead, never physically age past 18 2) natural AC of 5

**LOKI (ID)-----**

AoC: mischief, strife

Req: WIS 9, non-lawful

Wpn: any

Amr: any

MA: All, Chaos, Charm, Plant

ma: Creation, Divination, Summoning

MI: as cleric

GP: 5) mass suggestion 12) shape change

note: no real duties except carry out those instructions demanded by Loki himself, if the priest prays for personal gain there is a 1% chance/level an avatar will appear to help (no more than 3 times in his life)

**ODIN (GD)-----**

AoC: war, wisdom, poetry, knowledge

Req: STR 9, WIS 9

Wpn: any

Amr: any

MA: All, Divination, Thought, War

ma: Combat, Elemental, Protection

MI: as cleric

GP: 1) turn undead, +1 hp/level 10) THAC0 as fighter

note: must be a chieftain to be a priest of Odin, must not shirk from battle

### **SIF (ID)-----**

AoC: excellence

Req: WIS 9, any good

Wpn: any

Amr: any

MA: All, Combat, Elemental, Protection

ma: Divination, Summoning, Thought

MI: as cleric

GP: 5) raise one ability score of player's choice by one point for one day (renewable each day, or they can switch to a different stat) 10) advance directly to 11th level

note: must try to excel in all things

### **SURTR (LD)-----**

AoC: fire giants

(his priests are fire giant shamans and witch doctors)

### **THOR (ID)-----**

AoC: thunder, weather, sky, crops

Req: STR 16, WIS 9, non-evil

Wpn: hammer

Amr: any

MA: All, Combat, Elemental (aew), Protection, Sun, Weather

ma: Charm, Plant

MI: as cleric

GP: 1) turn undead 5) summon rain on 1 acre 12) lightning strike for 1d4/level

note: 2%/level he will send an avatar to a priest in dire need

### **THRYM (LD)-----**

AoC: cold, ice

(his priests are frost giant shamans and witch doctors)

### **TYR (ID)-----**

AoC: swordsmanship, courage, law

Req: STR 9, WIS 9, LG

Wpn: swords

Amr: non-magical

MA: All, Combat, Healing, Law, Protection

ma: Charm, Divination, Guardian

MI: as cleric

GP: 1) hold person 10) detect lie (always active) 15) detect invisible (always active)

### **VALKYRIES (LD)-----**

AoC: fallen heroes

Req: STR 9, WIS 9, CHA 14, female, non-evil, non-lawful

Wpn: any

Amr: any metal

MA: Combat, Healing (do NOT get All)

ma: Charm

MI: as fighter

GP: 1) turn undead

note: they are actually fighters with some minor spell ability (get d10 hit dice, THAC0, saves, and advancement as fighter, but no weapon specialization)

## FORGOTTEN REALMS

### **AURIL (Frostmaiden) (LD)-----**

AoC: cold  
Req: CON 13, WIS 12, any evil  
Wpn: type B, ice axe (hand axe)  
Amr: chain, and shield  
MA: All, Divination, Elemental (wae), Necromantic, Protection, Weather  
ma: Animal, Combat, Creation, Guardian, Healing  
MI: as cleric  
GP: 1) immune to natural cold and +3 to save vs. cold-based attacks (no damage if save, half if failed) 8) ice storm once/week 13) summon ice para-elemental as the conjure fire elemental spell once/week for every level over 12

### **AZUTH (The High One) (LD)-----**

AoC: mages, energy  
Req: WIS 14, INT 13, any lawful  
Wpn: type B, knife, dagger  
Amr: none  
MA: All, Astral, Charm, Combat, Creation, Elemental, Healing, Protection, Summoning  
ma: Divination, Guardian, Necromantic, Numbers, Sun, Weather  
MI: as cleric and mage  
GP: 1) can cast wizard spells as a mage half his level but they come from his priestly spell allowance--from one school only, spellcraft NWP as a bonus

### **BESHABA (Maid of Misfortune) (ID)-----**

AoC: mischief, bad luck, accidents  
Req: WIS 10, CE  
Wpn: type B  
Amr: plate, and shield  
MA: All, Chaos, Charm, Numbers, Protection  
ma: Summoning, Divination  
MI: as cleric  
GP: 1) once/day can lower another's save or attack roll by one

### **CHAUNTEA (Great Mother) (GD)-----**

AoC: agriculture  
Req: WIS 12, CHA 15, NG or TN  
Wpn: as druid  
Amr: as druid  
MA: All, Animal, Elemental, Healing, Plant, Weather  
ma: Divination  
MI: as druid  
GP: as druid

**CYRIC (The Dark Sun) (GD)-----**

AoC: death, murder, the dead, strife, tyranny, lies

Req: WIS 13, INT 13, any evil

Wpn: type B, long sword

Amr: any

MA: All, Charm, Necromantic, Sun (rev)

ma: Divination, Elemental, Healing

MI: as cleric

GP: 1) command undead at +2 levels, immune to fear and other emotion-controlling spells, can convert NPC followers of Bhaal and Myrkul and Bane if they fail a save vs. spell (with a +5 if he was a priest, +2 if he was higher level, -2 if he was lower level) 5) summon aerial servant (as the spell) once/day

**DENEIR (Lord of Glyphs and Images) (LD)-----**

AoC: literature, art

Req: WIS 15, INT 15, any good

Wpn: one-handed type B

Amr: banded

MA: All, Astral, Creation, Divination, Protection, Summoning

ma: Animal, Elemental, Guardian, Healing, Plant

MI: as cleric

GP: 1) turn undead, +4 to save vs. damage and malicious effects from books or scrolls or any magical writing (if no save is usually allowed he gets one anyway with no bonus), can speak any language Deneir can speak, can try to identify wards or runes (first INT check determines what kind of person left it, second INT check determines general nature of the mark)

**ELDATH (Goddess of Singing Waters) (LD)-----**

AoC: peace, pools, springs, druidic groves

Req: CHA 13, WIS 14, TN

Wpn: staves, clubs, stones, slings, staff slings (with restrictions)

Amr: none

MA: All, Astral, Charm, Divination, Elemental (w), Healing, Plant, Protection, Sun

ma: Animal, Creation, Necromantic, Wards, Weather

MI: as cleric, but none that harm others

GP: 1) can use any E/C spell regardless of sphere or level (must be of sufficient level to cast), remove fear once/day, can parry attacks (subtracting his STR bonus+1d6 points from opponent's attack roll, at 10th level it becomes STR bonus+1d10 points) 3) sleep once/day/3 levels 5) silence 15' radius once/day (one more per day for every additional 3 levels) 10) breathe water automatically 15) sanctuary spell in effect on him at all times  
pen: cannot fight except in defense of himself and comrades--cannot initiate attacks, charges or ambushes

**GOND (Wonderbringer) (ID)-----**

AoC: artifice, craft, construction

Req: WIS 14, INT 14, DEX 14, TN (can be a gnome, also)

Wpn: type B, firearms

Amr: plate

MA: All, Divination, Elemental, Protection

ma: Guardian, Healing, Thought

MI: as cleric, and magical r/s/w

GP: 1) +2 using these proficiencies: armorer; artistic ability; black-smithing; carpentry; engineering; pottery; weaponsmithing, open locks as a thief half his level (on average ability table, DMG)

**HELM (He of the Unsleeping Eyes) (ID)-----**

AoC: guardians, protection

Req: STR 14, WIS 13, LN

Wpn: type B

Amr: full plate, shields

MA: All, Guardian, Protection, Wards

ma: Divination, Healing, Thought

MI: as cleric, and crystal balls

GP: 1) +2 to his surprise roll if alone or +1 with others, glyph of warding (only one day/level, of any spell of level he can cast but doesn't have to be from a sphere he can cast), turn undead

**ILMATER (The Crying God) (ID)-----**

AoC: endurance, suffering

Req: CON 14, WIS 12, LG

Wpn: type B, scourge

Amr: none

MA: All, Charm, Creation, Guardian, Healing, Necromantic, Protection, Wards

ma: Elemental, Law, Summoning, Sun, Weather

MI: as cleric

GP: 1) +4 to saves involving endurance or resisting pain and +2 to CON checks for similar situations, endurance NWP as a bonus, can go without food and water for a number of weeks equal to his level (but has -1 to hit and damage for every 3 weeks without), can remove fear and negate baneful emotion-based spells on up to two people/day 12) during extreme torture/suffering the character can be possessed by a servant of Ilmater on request of the character (for the duration he endures the pain but takes no damage, he cannot move, and dispel magic drives the servant out)

**LATHANDER (Morninglord) (GD)-----**

AoC: spring, dawn, birth, renewal

Req: CHA 12, WIS 14, any good

Wpn: type B

Amr: plate, shields

MA: All, Creation, Elemental, Sun

ma: Guardian, Healing, Protection

MI: as cleric

GP: 1) turn undead (at +4 levels if the undead is affected by sunlight), +2 when using these proficiencies: appraising; artistic ability; juggling; musical instrument; pottery 3) faerie fire once/day

**LEIRA (Lady of the Mists) (LD)-----**

AoC: deception, illusion

Req: WIS 14, INT 12, DEX 11, CN

Wpn: type B

Amr: any (but cannot cast their spells or use spell-like powers in armor)

MA: All, Astral, Chaos, Charm, Divination, Thought

ma: Creation, Healing, Summoning

MI: as cleric, and those relating to illusion

GP: 1) can use illusion/phantasm scrolls w/o read magic 5) misdirection twice/day/5 levels 13) mislead once/day

pen: cannot use true seeing or any device that uses true seeing or they go insane (they can use the reverse, though)

note: they wear a silvered face mask that reflects gaze attacks and grants them a +3 to their saves vs. gaze attacks,

Leirans lie extensively

**LLIIRA (Our Lady of Joy) (LD)-----**

AoC: joy, happiness, dance, festivals

Req: CHA 13, WIS 13, CG

Wpn: lasso, net, type B in extreme circumstances

Amr: any

MA: All, Charm, Creation, Healing, Sun, Thought, Wards

ma: Divination, Guardian, Plant, Protection

MI: as cleric

GP: 1) turn undead, dancing NWP as a bonus, soothing word once/day (20' radius, 50%+2%/level of removing fear or other harmful emotion-affecting magic), +2 to hit when wrestling or using other nonlethal combat pen: all special abilities are revoked if he uses a weapon that causes actual damage (must meditate for a full day to regain them)

**LOVIATAR (Maiden of Pain) (LD)-----**

AoC: pain, hurt, torture

Req: CON 15, WIS 15, LE

Wpn: type B, whip, scourge

Amr: scale, shields

MA: All, Charm, Healing, Law, Necromantic, Sun

ma: Animal, Divination, Guardian, Summoning, Weather

MI: as cleric

GP: 1) pain touch once/day/3 levels (-4 to hit and -2 to DEX checks, for a number of rounds equal to his level)

note: they wear a special scale mail that is only AC 6, occasionally those who have done well in advancing her cause will be given a white wand that absorbs 1d10 spell levels when it disintegrates (only the one it was given to can use it)

**MALAR (The Beastlord) (LD)-----**

AoC: hunters, beasts, blood

Req: STR 13, WIS 12, CE or NE

Wpn: type B, claws of Malar, no missile weapons

Amr: any

MA: All, Animal, Combat, Summoning

ma: Healing, Elemental, War

MI: as cleric

GP: 1) hunting NWP as a bonus (with a +2 bonus) 3) can identify plants and animals and pure water with 98% accuracy 7) immune to charms of woodland creatures (like druids)

note: claws of Malar are 1 lb each, size S, type S, speed 2, damage 1d6/1d4, and there is no penalty for fighting with one on each hand--non-believers who use them will be hunted down

**MASK (Lord of Shadows) (ID)-----**

AoC: thieves, intrigue

Req: WIS 14, DEX 14, NE

Wpn: type B, knife

Amr: leather, studded leather, and padded only

MA: All, Astral, Charm, Divination, Guardian, Protection, Necromantic, Sun (rev)

ma: Combat, Healing, Thought, Travelers

MI: as cleric and thief

GP: 1) have the 8 thief abilities (as thief, 20 discretionary points/level), can use and understand thieves' cant

**MIELIKKI (Lady of the Forest) (ID)-----**

AoC: forests, rangers, dryads  
Req: STR 13, DEX 13, CON 14, WIS 14, any good  
Wpn: any  
Amr: studded leather  
MA: na  
ma: na  
MI: see below  
GP: see below  
note: Mielikki's priests are rangers

**MILIL (Lord of All Songs) (LD)-----**

AoC: poetry, song  
Req: WIS 14, INT 13, CHA 14, any good  
Wpn: type B  
Amr: any  
MA: All, Charm, Divination, Thought  
ma: Animal, Guardian, Healing, Summoning  
MI: as cleric  
GP: 1) turn undead, singing OR musical instrument NWP as a bonus, can enthrall (as the spell) an audience with song (except those with higher WIS or level/HD) 10) song of suggestion (as spell) once/day

**MYSTRA (Midnight, The Lady of Mysteries) (GD)-----**

AoC: magic  
Req: WIS 12, INT 14, any good  
Wpn: type B  
Amr: any  
MA: All, Elemental, Necromantic, Summoning  
ma: Astral, Charm, Creation, Healing, Wards  
MI: as cleric and mage (except magic scrolls)  
GP: 1) +2 to save vs. magic, unaffected by magic-dead or wild magic areas, detect magic once/day, spellcraft NWP as a bonus, turn undead  
note: Mystra is goddess of magic, while Azuth is god of spellcasters

**OGHMA (The Binder) (GD)-----**

AoC: knowledge, bards  
Req: WIS 14, INT 12, TN  
Wpn: any  
Amr: chain  
MA: All, Astral, Charm, Divination, Thought  
ma: Guardian, Healing, Protection, Time  
MI: as cleric  
GP: 1) +2 to hit while wrestling and suffer no penalties for wearing armor while wrestling, turn undead (at +4 levels vs. outer planar creatures) 3) identify once/day when in an Oghman shrine or in a protection from evil spell 10) legend lore once/week when in an Oghman shrine  
note: acknowledgments for ideas for modifications to this priesthood go to Beth Gaynor

**SELUNE (Our Lady of Silver) (ID)-----**

AoC: moon, stars, navigation

Req: WIS 14, CON 12, CG

Wpn: type B, prefer the 'moon's hand' (smooth-head mace that has a +1 to hit and damage in a priest of Selune's hands)

Amr: any

MA: All, Divination, Sun, Time

ma: Animal, Elemental (wa), Healing, Travelers

MI: as cleric

GP: 1) turn undead, 30' infravision, navigation NWP as a bonus, if infected by a CG lycanthrope they can control it as a natural lycanthrope

**SHAR (Mistress of the Night) (GD)-----**

AoC: dark, night, loss

Req: STR 14, WIS 12, any evil

Wpn: type B

Amr: chain, shields

MA: All, Charm, Divination, Necromantic, Sun, Time

ma: Astral, Animal, Elemental, Guardian, Protection

MI: as cleric

GP: 1) command undead, darkness once/day (plus once/day for every additional two levels), +1 to hit and damage and saves in darkness, -1 to hit and damage and saves in full moonlight 5) continual darkness once/day/5 levels 7) forget once/day

**SILVANUS (Oak Father) (GD)-----**

AoC: nature, druids

Req: WIS 12, CHA 15, TN

Wpn: as druid

Amr: as druid

MA: All, Animal, Elemental, Healing, Plant, Weather

ma: Divination

MI: as druid

GP: as druid

**SUNE (Firehair) (GD)-----**

AoC: beauty, love, passion

Req: WIS 12, CHA 16, CG (elves and half-elves may also be priests of Sune)

Wpn: darts, daggers, knives, bows, rapier, sabre, net, lasso

Amr: nonmetal, banded, splint

MA: All, Charm, Healing, Necromantic, Protection, Thought, Wards

ma: Creation, Divination, Guardian, Sun

MI: as cleric

GP: 1) turn undead, can attempt to charm (as spell) a member of opposite sex once/day (but if it fails she must meditate in a holy place before he can use it again) and the subject has a -1 to save for every point of CHA the priest has over 16

pen: if CHA ever drops below 16 they are cast out of the faith

note: those who have done a great service for Sune may be given a draught of Evergold which raises CHA by 2d4 for one day (to any others but priests of Sune it is poisonous), intense rivalry with Hanali Celanil

note: acknowledgments for ideas for modifications to this priesthood go to Beth Gaynor

### **TALONA (Lady of Poison) (LD)-----**

AoC: disease, poison

Req: WIS 14, CON 14, CHA 12 or less (mandatory, will be reduced by tattoos by others in the priesthood), CE

Wpn: type B, ceremonial poison dagger

Amr: any

MA: All, Astral, Combat, Divination, Healing (rev), Necromantic (rev)

ma: Charm

MI: as cleric

GP: 1) +4 to save vs. poison, normal save vs. potions that don't allow saves 3) can identify pure poison by smell

5) identify poison in drinks by a single drop (no effect) 7) identify poison in food by a single bite (no effect)

10) cause disease by touch once/day

### **TALOS (The Destroyer) (GD)-----**

AoC: storms, destruction

Req: STR 13, WIS 14, CE

Wpn: type B, javelin

Amr: any

MA: All, Combat, Elemental (wea), Sun, Weather

ma: Necromantic, Summoning

MI: as cleric, magic javelins

GP: 1) may turn or command undead 7) lightning bolt once/day plus once/day for every additional 3 levels (not

useable if wearing armor) 10) control weather once/day (cannot improve weather conditions)

### **TEMPUS (Lord of Battles) (GD)-----**

AoC: war

Req: STR 14, WIS 12, CN

Wpn: any

Amr: any

MA: All, Chaos, Combat, War

ma: Elemental (fe), Healing, Protection

MI: as cleric

GP: 1) can incite berserker rage in themselves and a number of others equal to their level for a full turn and if he runs out of enemies he must attack the closest living thing or suffer five points of damage/round until it wears off (+2 to hit, damage, and saves), they must choose a certain kind of weapon as their weapon of choice, this special weapon is consecrated to be +1 to hit and damage (if it is destroyed then they may consecrate another which takes a week at a temple), have the following NWP as bonuses: armorer; blind-fighting; charioteering; and weaponsmithing

pen: cannot have missile weapon unless they can be used in melee as well

note: spiked glove is 10 gp, size S, type P, speed 2, damage 1d4/1d4

note: acknowledgments for ideas for modifications to this priesthood go to Beth Gaynor

### **TORM (The True) (LD)-----**

AoC: duty, loyalty, obedience

Req: WIS 14, CON 12, LG

Wpn: type B

Amr: any

MA: All, Combat, Divination, Law

ma: Guardian, Healing, Protection

MI: as cleric

GP: 1) can turn undead or command them to perform tasks (such as guarding a passage), his henchmen regard him as if he has an 18 CHA, duration of divination and protection spells are doubled, command once/day

**TYMORA (Lady Luck) (ID)-----**

AoC: adventurers, skill, good fortune

Req: WIS 15, DEX 14, CG, (halflings can be priests of Tymora)

Wpn: type B

Amr: any

MA: All, Charm, Divination, Numbers

ma: Creation, Healing, Protection, Travelers

MI: as cleric

GP: 1) can modify one dice roll (declared before it is rolled) by 1 (d20) or 5%, a failed save resulting in instant death may be rerolled once

**TYR (The Even-Handed) (GD)-----**

AoC: justice

Req: WIS 9, LG

Wpn: type B

Amr: any

MA: All, Combat, Creation, Healing

ma: Divination, Necromantic, Protection

MI: as cleric

GP: as cleric

**UMBERLEE (The Bitch Queen) (ID)-----**

AoC: oceans, waves, sea winds

Req: WIS 13, CON 15, CE

Wpn: type B, trident, harpoon

Amr: leather, shields

MA: All, Animal (aquatic and marine animals only), Chaos, Creation, Elemental (wa), Summoning (aquatic and marine animals only)

ma: Charm, Combat, Plant, Protection, War

MI: as cleric

GP: 1) command aquatic undead, swimming NWP as a bonus 5) breathe water automatically 10) move through water as though they had a ring of free action, control weather once/day if by a large body of water (a lake is not good enough) 12) summon and control 1d4 sharks which arrive in 1d6 rounds (sharks must live in that area to be summoned)

**WAUKEEN (Merchant's Friend) (ID)-----**

AoC: trade, money, wealth

Req: WIS 14, INT 12, CHA 12, TN

Wpn: type B

Amr: any

MA: All, Divination, Numbers, Wards

ma: Charm, Guardian, Healing, Necromantic

MI: as cleric

GP: 1) can command and turn undead, appraising and gem cutting NWP as bonuses, can discern true metal from false

note: Waukeen was apparently destroyed in the Time of Troubles, as so his priests cannot receive 3rd or greater level spells

**GRUMBAR (Boss of Earth) (DG, elemental cult deity)-----**

AoC: earth

Req: ?

Wpn: club, dagger/dirk, knife, mace, maul, morning star, picks, scythe, sickle, sling, staff sling, stiletto, warhammer

Amr: chain, shields

MA: All, Elemental (e)

ma: three of the following: Elemental (fw), Divination, Combat, Protection, Time, Weather

MI: ?

GP: 3) can use 1st and 2nd level wizard spells of elemental earth as priest spells one level higher 5) can summon an earth elemental once/day for one hour (which is under the priest's control) and then it fades

note: they receive one 1st level follower of the same cult at every level divisible by 5

**KOSSUTH (Tyrant Among Fire) (DG, elemental cult deity)-----**

AoC: fire

Req: ?

Wpn: bill, dagger/dirk, knife, stiletto, swords (all)

Amr: chain, shields

MA: All, Elemental (f)

ma: three of the following: Elemental (ea), Divination, Combat, Protection, Time, Weather

MI: ?

GP: 3) can use 1st and 2nd level wizard spells of elemental fire as priest spells one level higher 5) can summon a fire elemental once/day for one hour (which is under the priest's control) and then it fades

note: they receive one 1st level follower of the same cult at every level divisible by 5

**AKADI (Queen of Air) (DG, elemental cult deity)-----**

AoC: air

Req: ?

Wpn: blowgun, bows, crossbows, dagger/dirk, dart, hand/throwing axe, javelin, knife, lasso, mace, net, scourge, sling, spear, staff sling, whip

Amr: chain and shield

MA: All, Elemental (a)

ma: three of the following: Elemental (fw), Divination, Combat, Protection, Time, Weather

MI: ?

GP: 3) can use first and second level wizard elemental air spells as priest spells one level higher 5) can summon an air elemental once/day for one hour (which is under the priest's control and then it fades)

note: they receive one first level follower of the same cult at every level divisible by 5

**ISTISHIA (Water Lord) (DG, elemental cult deity)-----**

AoC: water

Req: ?

Wpn: belaying pin, bill, harpoon, javelin, net, scourge, spear, cutlass, trident

Amr: chain and shield

MA: All, Elemental (w)

ma: three of the following: Elemental (ea), Divination, Combat, Protection, Time, Weather

MI: ?

GP: 3) can use 1st and 2nd level wizard elemental water spells as priest spells one level higher 5) can summon a water elemental once/day for one hour (which is under the priest's control and then it fades)

note: they receive one first level follower of the same cult for every level divisible by 5

**BEAST CULTS (DG, beast cult deity)-----**

AoC: the animal they represent

Req: WIS 9

Wpn: any two

Amr: non-magical leather, non-magical wood or hide shields

MA: All, Animal

ma: three of the following: Charm, Combat, Elemental (any two areas),  
Plant, Weather

MI: as cleric

GP: 1) one of the following: summon a number of creatures of the worshipped type (2d6 size S, 1d6 size M, 1d2 size L, 1 size H) which arrive in 1d3 turns once/day, OR transform into the type of beast he worships once/week for 3d6 turns

note: can choose to worship a monster as well (non-natural animal) but the granted power is not useable until 10th level

note: they receive one 1st level follower of the same cult at every level divisible by 5

**BANE (The Black Lord) (GD)-----**

AoC: strife, hatred, tyranny

Req: WIS 10, STR 12, LE

Wpn: non-missile type B, javelins

Amr: any

MA: All, Combat, Law, Necromantic

ma: Healing, Sun (rev), Thought

MI: as cleric

GP: 1) unaffected by fear magic 5) aura of fear with a 10' radius/level (those who fail to save run [70%] or attack the source of the fear) once/day

**BHAAL (Lord of Murder) (ID)-----**

AoC: death

Req: WIS 14, CON 12, LE

Wpn: type B, type P

Amr: chain

MA: All, Astral, Healing (rev), Necromantic (rev), Summoning

ma: Charm, Creation, Combat, Divination, War

MI: as cleric

GP: 1) turn or command undead 5) summon aerial servant once/day 10) plane skipping (priest and one person for every 2 levels over 10th travel to Bhaal's area of Gehenna and then back to the Prime Material at their destination, 10' in Gehenna is worth a mile on the Prime Material, it takes the priest a full turn to prepare for the jump in either direction, the travel is 100% reliable but he is not protected while in Gehenna)

**MYRKUL (Lord of Bones) (GD)-----**

AoC: the dead, decay, corruption, dusk

Req: WIS 14, INT 14, STR 14, NE

Wpn: type B

Amr: any

MA: All, Guardian, Healing, Necromantic (rev)

ma: Astral, Elemental, Time

MI: as cleric

GP: 1) command undead (can command triple the normal number of skeletons and zombies), immune to disease and parasites debilitating game effects (he can still die from something, but it won't affect him until then), +1 to save vs. death, feign death once/day 10) can summon a minor death once/week for 10 rounds (always initiative 1, THAC0 0, unaffected by cold, fire, electricity, sleep, E/C, AC -4, HD na, hp 33, #AT 1, damage 2d8, MV 12) 15) can call up a Hand of Myrkul (his hands flame for 6 rounds, if he touches someone and they fail to save vs. Death they crumble to dust but if they save the priest must do the same (no bonuses) or suffer the same fate, if they both save he can try to use the power again up to the 6 round time limit--this power is only useable once in his lifetime)

## NON-HUMAN DEITIES

Shamans choose three spheres from those allowed to priests. They can use tribal weapons in addition to those allowed the priesthood. They may use any armor. They can learn healing and herbalism for one slot each. They can never cast raise dead or resurrection.

Witch doctors cast wizard spells from one randomly determined school as a wizard of half their level, rounded up. They may use wizard magic items and take wizard proficiencies, but cannot wear armor.

Demihuman priests of their own deities may normally advance to 14<sup>th</sup> level. Priests serving other gods can advance to the normal level allowed to clerics.

### CORELLON LARETHIAN (GD)-----

AoC: magic, arts & crafts, music, war (elves) SY: crescent moon

Req: STR 11, INT 11, WIS 9, CG

Wpn: any

Amr: any

MA: All, Creation, Healing, War

ma: Astral, Chaos, Charm, Combat, Guardian, Protection, Sun, Thought

MI: as cleric

GP: 1) +2 CHA to elves, turn undead 5) +2 to save vs poison, automatic save vs spider venom 9) goblinoids save vs priest spells at -2

Sham: Req: WIS 9, good

note: d4 hit dice, LL 7

### LOLTH (ID)-----

AoC: spiders, evil, darkness (drow) SY: black spider w/ female

Req: WIS 13, female, CE drow head

Wpn: any

Amr: any

MA: All, Necromantic (rev only for 4th and above), Summoning, Sun (rev)

ma: Animal, Chaos, Charm, Combat, Divination, Guardian, Healing, Protection

MI: as cleric

GP: 1) immune to spider venom 3) command undead at -2 levels 5) dispel magic 3/day 9) true seeing 2 rounds/level 12) domination (males save at -4, elves do not get standard resistance)

note: very few surpass 16th level, and none surpass 22nd level - Lolth intervenes

### MORADIN (GD)-----

AoC: creation, smithing, craftsmanship, war (Dwarves) SY: hammer and anvil

Req: STR 13, WIS 9, LG

Wpn: any crafted, hammer first

Amr: metal

MA: All, Creation, Elemental (ef), War

ma: Combat, Healing, Law, Protection, Wards

MI: as cleric

GP: 1) turn undead, +2 CHA to other dwarves, weapons crafted by them are considered +1 for determining creatures hit (no attack or damage bonus) 5) +2 to hit with warhammer 9) prayer (ignores magic resistance of enemies, 1d3 hp cured on all dwarves in radius of effect at end of duration)

Sham: Req: STR 10, WIS 9, LG, LN, NG

note: d6 hit dice, LL 6, warhammer first weapon, metal armor only

**CALLARDURAN SMOOTHHANDS (ID)-----**

AoC: protection, earth, mining (svirfnebli) SY: gold ring w/ star pattern

Req: WIS 12, INT 12, TN, NG

Wpn: any, axe first

Amr: chain

MA: All, Elemental (e), Healing, Protection, Wards

ma: Combat, Creation, Divination

MI: as cleric

GP: 1) +2 to save vs drow spells 4) may subtract 5%/level from drow magic resistance 5) turn undead at -5 levels

7) 5%/level chance to summon 16 HD earth elemental for 6 turns

note: d6 hit dice

Sham: Req: WIS 9, nonevil

note: d4 hit dice, LL 5

**GARL GLITTERGOLD (GD)-----**

AoC: protection, humor, trickery, gemcutting, smithing (Gnomes)

Req: WIS 9, INT or DEX 11, LG, NG SY: gold nugget

Wpn: any, axe first

Amr: any

MA: All, Charm, Creation, Protection

ma: Combat, Divination, Elemental (e), Guardian, Healing, Necromantic, Sun, Wards, Weather

MI: as cleric

GP: 1) +5% to all thief skills if priest/thief (else HS 15%, MS 15%) 3) turn undead at -2 levels 5) Tasha's

uncontrollable hideous laughter 7) save at +2 vs illusion/phantasm 9) displacement (1 turn, as a cloak)

note: d6 hit dice

Sham: Req: WIS 9, CHA 10, CG, NG

note: d4 hit dice, LL 7, same weapon as priests

**YONDALLA (GD)-----**

AoC: protection, fertility (Halflings)

SY: shield

Req: WIS 9, LG

Wpn: any, shortsword first

Amr: any, must always wear shield

MA: All, Elemental (aew), Healing, Protection

ma: Animal, Combat, Creation, Guardian, Law, Plant, Sun, Wards, Weather

MI: as cleric

GP: 1) shield (can function with nonmetal armor), turn undead 5) bless (double duration) 7) create food and water

9) may negate 1d4 energy drains during remaining lifetime

note: d6 hit dice

Sham: Req: WIS 9, LG, NG

note: d4 hit dice, LL 6, must use shield

### **GRUUMSH (GD)-----**

AoC: war, territory (Orcs)

SY: single unwinking eye

Req: STR 15, WIS 9, LE

Wpn: any, spear first

Amr: any

MA: All, Combat, Law, War

ma: Elemental (ef), Healing, Summoning, Sun (rev), Wards

MI: as cleric

GP: 1) +1 to hit elves 3) aid (self only), command undead at -2 levels 6) heal self for 1d8/sentient creature slain in previous 24 hours 8) enchant spear to do double damage for 2 rounds/level

Sham: Req: WIS 9, STR 13, evil

note: d4+1 hit dice, LL 5, spear first weapon, witch doctors must use only reversed spells where applicable

### **MAGLUBIYET (GD)-----**

AoC: war, rulership (Goblins) SY: bloody axe

Req: STR 13, WIS 9, CHA 10, LE

Wpn: any, battle axe first

Amr: any

MA: All, Combat, Necromantic (rev for 4th and higher), War

ma: Charm, Creation, Divination, Healing, Protection, Summoning, Sun (rev), Wards

MI: as cleric

GP: 1) charm person 3) command at -2 levels 5) strength (1d4 targets by touch) 10) 1d6 weapons do double damage for 1 turn (must be touched)

note: d4 hit dice

Sham: Req: STR 11, WIS 9, CHA 9, LE, NE

note: d3 hit dice, LL 7, WDo allowed

### **U'LEK YOT (DG)-----**

AoC: good humanoids SY: upraised humanoid arm

Req: STR 12, WIS 13, good holding spear in

Wpn: any front of sun

Amr: up to chain

MA: All, Combat, Healing, Protection, Sun

ma: Animal, Elemental, Plant, Wards

MI: as cleric

GP: 1) turn undead 3) command 6) strength (self only) 10) cure serious wounds

note: d6 hit dice

Sham: Req: STR 9, WIS 9, good

note: d4 hit dice, LL 5

History : U'lek Yot was the first priest of Meriadar to become his disciple. For this he enjoyed much status among those kobolds and other humanoids that were disaffected with normal humanoid ways of life. Eventually the little kobold was raised to demigod status for his great service. One day though, on a mission on behalf of Meriadar, he saw a tribe of peaceful mongrelmen being killed by other humanoids. Suddenly annoyed at the idea of tolerant non-aggressive coexistence, he split with his master and formed his own cult. It preaches that humanoids must be forced to the path of goodness, so that they may survive, even if it means that some must die as an example. He regrets this, but feels it is necessary. Meriadar's way of pacifism and suffering under adversity are gone in U'lek Yot's priesthood. Priests are encouraged to forcefully attempt to sway other humanoids to this belief, and to friendship and cooperation with humans and demihumans.

### **SKLARNHERRA (DG)-----**

AoC: chaos, war (drow)

SY: drow fist clenched around ball of energy

Req: STR 14, CON 9, WIS 9, CE, CN

Wpn: any

Amr: any

MA: All, Chaos, Elemental (ef), Healing, War

ma: Combat, Necromantic

MI: as cleric

GP: 1) prot. from law (as prot. from evil, but vs lawful beings) 5) random causality 7) Nahal's Reckless Dweomer (tries to shape into priest spell), command undead at -6 levels 8) lightning bolt

note: males are allowed as priests, but do not reveal their identity to female priests (or they'll likely die)

### **EILISTRAEE (ID)-----**

AoC: good renegade drow, music, dance, swordplay

Req: DEX 16, WIS 9, any good, female

Wpn: any (swords preferred)

Amr: magical only

MA: All, Creation, Healing, Necromantic, Protection, Sun

ma: Animal, Charm, Combat, Elemental (afw), Weather

MI: as cleric

GP: 1) turn undead 4) magic missile 1/day (4 missiles) 6) \_enchanted weapon\_ by touch on bladed weapons only (1/day, they are +2 for 7 rounds regardless of how many hits they make or how many dispels are cast) 9) spell turning 1/day

note: Must aid all, and be kind, except in battle. Must sing, laugh, learn to cook and hunt game, learn new songs and dances, learn to play and make and repair instruments, practice swordwork, repay rudeness with kindness. Daily prayers are sung. Whenever a sword is first made or first used by a priestess, she can try to call down a blessing on it (45% chance--immune to rust and breakage for three months, can hit creatures only hit by magic weapons, and if of drow make it will not suffer sun or removal-from-radiation damage in that time). Must hire any bard or minstrel they meet for a song or two. If they meet drow not working evil they are to be aided, and given this message: "A rightful place awaits you in The Realms Above, in The Land of the Great Light. Come in peace, and live beneath the sun again, where trees and flowers grow." Must use swords in battle, unless none are available, then they will use other bladed weapons unless none are available. Must provide burial and a funeral song for fallen comrades, and comfort to the bereaved. Hungry travelers who offer no threats are to be fed. They wear long hair and dress practically. For rituals they wear as little as possible. They are to burn evil opponents slain in combat as an offering, unless they are edible and there is need for food. This deity is specific to the Forgotten Realms.

### **GORM GULTHYN (Fire-Eyes) (LD)-----**

AoC: guardianship and protection of dwarves

Req: STR 13, WIS 13

Wpn: any

Amr: any

MA: All, Combat, Guardian, Protection

ma: Divination, Elemental (e), Healing, Summoning

MI: as cleric

GP: 1) alertness and blind-fighting NWP as bonus, 10%/level of not being surprised, +5 to hit with missile weapons while at their guard-post (only +2 if they have not had time to examine the surroundings), always win initiative when at their guard-post

note: this deity is specific to the Forgotten Realms

**HAELA BRIGHTAXE (Lady of the Fray, Luckmaiden, Battle-sister) (DG)-----**

AoC: luck in battle (Dwarves)

Req: STR 9, WIS 12

Wpn: any

Amr: any, chain preferred, helm always worn

MA: All, Combat, Healing, Necromantic, Protection

ma: Creation, Guardian, Sun

MI: as cleric

GP: 1) weaponsmithing NWP as a bonus, +3 to DEX checks when trying to toss a weapon to a comrade or stick it in an object beside him so he can recover it, always win initiative ties

note: they are to have spare weapons or armor on hand at all times to give to beleaguered dwarves, it is bad form for the dwarves to return these, this deity is specific to the Forgotten Realms

**MARTHAMMOR DUIN (Finder-of-Trails, Watcher over Wanderers) (LD)-----**

AoC: protection of adventurers and explorers (Dwarves)

Req: STR 12, WIS 9

Wpn: any

Amr: any

MA: All, Combat, Protection, Wards

ma: Creation, Guardian, Healing, Travelers

MI: as cleric

GP: 1) \_find the path\_ 2/day (1 turn duration)

note: this deity is specific to the Forgotten Realms

**SHARINDLAR (Lady of Life) (ID)-----**

AoC: healing, mercy, love, fertility (Dwarves)

Req: WIS 11, female, any good

Wpn: type B

Amr: chain

MA: All, Charm, Creation, Divination, Guardian, Healing, Protection

ma: Elemental (e), Necromantic, Plant, Sun

MI: as cleric

GP: 1) if two or more priestesses perform a ritual involving sprinkling the ill with their own freshly let blood and water from the Lake of Gold (a place in their homeland where they usually perform rituals) there is a 10% chance, plus 20% per priestess, plus 20% if the one to be healed is favored by Sharindlar, that healing will be increased (2 hp/day, if he sustains no more damage) 3) turn undead at -2 levels

note: the fertility aspect is kept secret from non-dwarves, this deity is specific to the Forgotten Realms

**THARD HARR (Lord of the Jungle Deeps, Disentangler) (LD)-----**

AoC: wild dwarves

Req: WIS 9, wild dwarf

Wpn: type B

Amr: any

MA: All, Combat, Guardian, Healing, Plant, Protection

ma: Animal, Creation, Necromantic, Sun

MI: as cleric

GP: 1) plant growth 5) +1 to hit when defending a wild dwarf settlement

note: they must try to capture at least one opponent alive for questioning, they must not cut their beards (no penalty if someone else cuts his beard), this deity is specific to the Forgotten Realms

**BAPHOMET (LD)-----**

AoC: minotaurs, battle SY: maze

(Baphomet has no priesthood...yet)

**DEMOGORGON (LD)-----**

AoC: energy drains, domination (ixixachitl)

SY: forked tail

Req: WIS 13, CE, ixixachitl

Wpn: any

Amr: any

MA: All, Divination, Healing (rev), Necromantic (rev)

ma: Chaos, Combat, Summoning, Sun (rev)

MI: as cleric

GP: 1) half-damage from cold attacks 5) command undead at -4 levels, half-damage from fire attacks 10) if the priest energy drains a victim he regains 2d4 spell levels of cast spells

note: LL 11, 15 if vampiric

**JUIBLEX (LD)-----**

AoC: unknown (aboletths)

SY: raised pseudopod dripping slime

Req: WIS 9, evil

Wpn: any

Amr: any

MA: All, Elemental (ew), Necromantic (rev), Summoning

ma: Charm, Healing (rev), Numbers

MI: as cleric

GP: 1) immune to disease 5) Evard's black tentacles, command undead at -4 levels 9) summon black pudding to serve for 3 turns (underground)

**KOSTCHTCHIE (DG)-----**

AoC: strength, violence (frost giants)

SY: hammer

(Kostchtchie has no priesthood)

**SESS'INNEK (DG)-----**

AoC: civilization, domininion (lizard men)

SY: clawed green reptilian hand

Req: STR 14, WIS 9, shamans only

Wpn: any

Amr: any

MA: All, Combat, Necromantic (rev), Summoning, Sun (rev)

ma: Elemental (w), War

MI: as shaman

GP: none

note: d4 hit dice, LL 4 (lizard men), LL 7 (lizard kings)

### YEENOGHU (LD)-----

AoC: ghouls, gnolls, paralysis  
SY: triple-headed flail  
Req: WIS 9, CE  
Wpn: any, flail first  
Amr: any  
MA: All, Chaos, Protection, Summoning  
ma: Combat, Guardian, Healing, Sun (rev)  
MI: as cleric  
GP: 1) command undead (at +2 levels for ghouls)  
note: d6 hit dice, LL 9  
Sham: Req: WIS 9, CE  
note: LL 5, WDo allowed

### PRIESTHOOD OF ORCUS - (Demon Prince Of Undead)

Designed by: S C Lawley, u0e00@seq1.keele.ac.uk

Area Of Control - Undead

Requirements - Wisdom:13, Strength:12, Constitution:10, Chaotic Evil

Weapons Allowed - Club, Mace (first), Morningstar, Sap, Staff

Armour Allowed - Any

Experience Cost - +5%

MA: All, Combat, Guardian, Healing, Necromantic, Sun (reversed).

ma: Divination.

Spec: Summon Undead, Undead Regeneration, Unlife.

Add.: Cause Fear, Command, Protection From Good, Sanctuary, Hold Person, Dispel Magic, Cloak Of Fear, Dispel Good, Plane Shift, Aerial Servant, Animate Object, Word Of Recall, Creeping Doom, Gate (Demons Only).

GP: 1) Command Undead (with +1 to the chance to turn roll) and Turn Paladins as an evil cleric, Immunity To The Special Abilities Of Undead (The priest is immune to the special powers and attack forms of undead who have less hit-dice than his level, being automatically immune to those that allow a saving throw, and gaining a saving throw vs. Spells to avoid those that normally do not) 10) The Priest Can Summon Shadows Once Per Week, as the spell.

### RESTRICTIONS

- 1) - Magical Stone as well as animal and plant type spells are not granted.
- 2) - Non-worshippers cannot be raised unless a victim of similar level is sacrificed (preferably good or a worshipper of an opposed god).

### Summon Undead (Conjuration/Necromancy)

Level: 2.	Sphere: Necromantic.
Range: See Below.	Componants: V,S,M.
Duration: 1-8 turns + 1 turn/level.	Casting Time: 1 Turn.
Area of Effect: 100' radius/level.	Saving Throw: None.

Explanation/description: The nearest 2-12 undead of hit dice equal to or less than the level of the caster and within 100' per level of the priest, must travel to the caller at normal pace. The summoned undead will not be hostile, nor are they under the control of the summoner. They may act as they wish. Once they have arrived at the summoner, the undead may turn around and go back where they came from, attack anyone in their way, talk to the summoner, or perform any other action that seems reasonable to them. Unthinking undead (such as zombies and skeletons) with a purpose immediatly return to their station. Wandering, unthinking undead stay and wait for orders (for which the caster needs to use some form of undead control such as a potion, spell, or granted power) unless there are obvious foes besides the summoner to attack. The summoner must have bone dust that is scattered to the wind during the spell casting.

## Orcus-Priest spell list and casting times

### First Level

Analyze Balance 1r  
Cause Fear 1  
Combine\* 1r  
Command 1  
Cure Light Wounds 5  
Curse 1r  
Darkness 4  
Detect Evil 1r  
Detect Magic 1r  
Detect Poison 4  
Detect Snares & Pits 4  
Invisibility to Undead 4  
Protection from Good 4  
Putrify Food & Drink 1r  
Sacred Guardian 1  
Sanctuary 4

### Second level

Aid 5  
Augury 2r  
Chant 2r  
Defile 1T  
Detect Charm 1r  
Find Traps 5  
Hold Person 5  
Know Alignment 1r  
Silence 15' Radius 5  
Slow Poison 1  
Spiritual Mace 5  
Summon Undead 1T  
Wyvern Watch 5

### Third Level

Animate Dead 1r  
Cause Blindness/Deafness 1r  
Cause Disease 1r  
Continual Darkness 6  
Cure Serious Wounds 7  
Dispel Magic 6  
Extradimensional Detection 3  
Feign Death 1/2  
Glyph of Warding : Special  
Locate Object 1T  
Negative Plane Protection 1r  
Prayer 6  
Speak with Dead 1T  
Unearthly Choir\* 5

### Fourth Level

Blessed Warmth 4  
Cloak of Fear 6  
Focus\* 1 day  
Poison 7  
Uplift\* 12 hours

### Fifth Level

Atonement 1T  
Cure Critical Wounds 8  
Dispel Good 8  
Flame Strike 8  
Insect Plague 1T  
Plane Shift 1r  
Slay living 1r  
Unceasing Vigilance of the Holy Sentinel 1T  
Undead Regeneration 5

### Sixth Level

Aerial Servant 9  
Animate Object 9  
Blade Barrier 9  
Sol's Searing Orb 6  
Spiritual Choir\* 1T  
The Black Circle 6T  
Word of Recall 1

### Seventh Level

Creeping Doom 1r  
Destruction 1T  
Energy Drain 3r  
Heal 1r  
Gate 5 (Demons Only)  
Symbol 3  
Unholy Word 1  
Unlife 1r  
Wither 3r

### Undead Regeneration (Necromancy)

Level: 5. Sphere: Necromantic.  
Range: Touch. Componants: V,S.  
Duration: Instantaneous. Casting Time: 6.  
Area of Effect: 1 Undead. Saving Throw: None.

Explanation/description: By means of this spell the priest can "heal" an undead, restoring to its unlife a number of hit points equal to 1d6 plus the caster's level. Gaseous and intangible undead can be "touched" by a caster reaching into the space they occupy. The spell prevents normal undead attacks or effects of contact with undead from affecting the caster. The reverse of this spell, Drain Undead, inflicts a like amount of damage. Undead "drain" damage is not gained as healing or extra hit points by the caster. The same protections against undead powers are given to the caster as Undead Regeneration confers. Only undead can be affected by either version of the spell.

### Unlife (Necromancy)

Level: 7                              Sphere: Necromantic.  
Range: Touch                        Componants: V,S,M.  
Duration: Permanant                Casting Time: 1 round.  
Area Of Effect: Special            Saving Throw: None.

Explanation/description: This powerful magic enables the caster to create undead from corpses and skeletal remains. Undead take 20 turns (minus the level of the caster) to come to unlife, and upon appearance, will attempt to carry out one task or action stated in he spell-casting (typically, to attack the first creature other than the caster to enter the place where the spell was cast). The created undead is not otherwise under the control of the caster.

The caster has a 7% chance per level over 13 of successfully choosing the type of undead created. Otherwise use the following percentile table to determine what sort of undead the carrion is transformed into. Note that the undead created must be of a hit dice equal to or less than the level the corpse had while alive. If the table indicates a type higher than this the remains are animated as the most powerful type of creature they can be, i.e. an undead equal (or as near as possible) to the victim's original level, moving right to left along the table to determine this

Normally only a single undead can be created by this spell. Sometimes (2 in 6 chance) two or three may be inadvertently created if other carrion is within 20' of the casting. Types of extra undead are not selectable by the caster, nor are such extra undead obligated to carry out any task or refrain from attacking the caster, who may not even be aware of their existence.

The reverse of this spell, Go Down, causes a single undead to be reduced to lifeless remains (if non-corporeal it is reduced to dust forever). such remains (not dust) could be reanimated by later magic. The material componants for both forms of the spell are a pinch of dust, a drop of blood, a drop of water, and a fragment of bone.

#### Level Skeleton (D.M.s of or choice)

Caster	Zombie	Ghoul	Ghast	Shadow	Wight	Wraith	Mummy	Spectre	Ghost	Vampire	Other
14-16	01-12	13-25	26-36	37-48	49-57	58-64	65-71	72-83	84-87	88-93	94-00
17-19	01-10	11-23	24-34	35-46	47-55	55-62	63-69	70-81	82-82	86-91	92-00
20-22	01-08	09-21	22-32	33-44	45-53	54-60	61-67	68-79	80-83	84-89	90-00
23-25	01-06	07-19	20-30	31-42	42-51	52-58	59-65	66-77	78-81	82-89	90-00
26-28	01-04	05-17	18-28	29-40	41-49	50-56	57-63	64-75	76-79	80-89	90-00
29 +	01-02	03-15	16-26	27-38	39-47	48-54	55-61	62-73	74-77	78-89	90-00

## The Screwy Gods

From Daniel Waisley <LGLUMKA%BITNET.IUP@EDU.UTA.UTARLVM1>  
and Mylok Stormhand <TSCHADL1@ITHACA.BITNET>

From: LGLUMKA <LGLUMKA%bitnet.IUP@EDU.UTA.UTARLVM1>

About a week ago someone wrote something to the extent why don't paladins worship a god name Bob the god of nice guys who don't get dates. Well i decided to come up with more gods for the BOB pantheon

Gilbert - GOD of continually depressed nice guys

Wilbur - God of nice guys that are so happy-go-lucky that you want to kill them

Chuck - God of nice guys who never understand what you're implying

Fred - God of nice guys with no common sense

Steve - god of nice guys who are poor students because they spend too much time playing games and reading and writing mail

Duke - God of nice guys who finish last because they let the other people win now for the girls

Sara - GODDESS of delightfully wicked females who are actually not evil, and the guys think they are nice  
note NO BLONDS!!!! also this group has a large contingent of male hanger-ons

Susan - Goddess of Blondes with no brains She also has many many male hanger-ons

Wilma - Goddess of nice non blond girls who aren't teased this group doesn't have many hanger-ons Wilma also seems to either loose girls because the fact that they go bleach blond ( and follow susan) or they decide that they don't like this nice girl image and they want to have more fun ( and go to sara) She also has a tendency to loose male members to the delightfully fun Sara followers or the the delightfully not-all-thier susan followers (please note that sara does gain some of the bleach blonds who let their hair go back to normal and also blonds on A.I.)

( ps no offense against (flame proof suit) this is just meant to be a light hearted attempt at a little humour)

From: LGLUMKA <LGLUMKA%bitnet.IUP@EDU.UTA.UTARLVM1>

Some more gods to lighten up your day/night and to weigh down your quota

Ralf - God of dumb weakling fighters with delusions of grandeur

Mortimer - God of Insanely curious, clumsy alchemists

Phaedra - God of Schizophrenic Clerics

They all changed personallities at one time to clerics of another god and phaedra was no more

Jack - God of Humanoids who are REALLY nice guys a bunch of dumb adventures found their 3rd annual convention

and indiscriminately killed them all, they really didn't put up much of a fight since that wouldn't have been nice

Rob - God of pacifist berserkers ( he lasted all of 10 minutes after creation)

Mark - God of Assasins with bad foot odor

Dick - God of Bards who don't know when to stop singing (entering a dragons lairs, hiding away from the city guard, when the rest of the party tells him to) lick died because all his worshippers were deceased

Chris - God of low level mages who always wanted to be fighters, but their parents sent them magic school, so they enter melees with a dagger

Scott - God of Rangers who are their own racial enemy

Dan - God of really nice innocent guys who try to infiltrate evil demon worshipping secret societies

Jim - God of Minotaur con artists who specialise in using disguises

Erik - God of Giants who try to be really sneaky theifs

From: TSCHADL1@ITHACA.BITNET

What about GUS, the god of high level fighters that keep rolling ones?

or DUCKY, the god of human bards who sleep with beautiful Elven girls not knowing that they're really princesses, and consequently have an enntire Kingdom of Elves hunting their parties?

or LOU, the god of Fighters who thought 'Party' meant beerand chips?

or COP, the god of Paladins who like jelly doughnuts?

or ROWANDA, the goddess of women who don't take crap from NOBODY?

or KEROSENE, the god of low level, pyromaniac magic users who love the burning hands spell?

or SCA, the god of fighters who use foam swords and padded armor?

and where's MICKEY the god of overly-pacifistic, money-hungry, falsetto singinng bards with big ears and rodent fetishes?