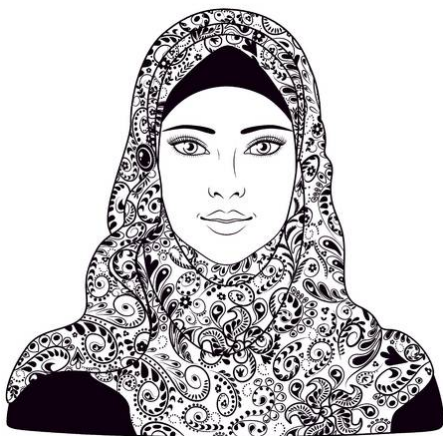


The Deities & Demigods of the WORLD OF GREYHAWK

by DON TWISTBUCK

The Baklunish Pantheon



MAT'UR

(The Gentle One)

Greater Goddess

Rain, compassion, sleep

ARMOR CLASS: -7

MOVE: 21"

HIT POINTS: 300

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8 +4 (magic weapon bonus) +7 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80%

SIZE: M (5' tall)

ALIGNMENT: Chaotic neutral

WORSHIPPERS' ALIGNMENT: Chaotic

neutral, neutral, chaotic good

SYMBOL: Stylized rain cloud

PLANE: Limbo

CLERIC: 15th level rashaw

FIGHTER: 9th level ranger

MAGIC-USER.: 13th level magic-user

THIEF: Nil

MONK/BARD: 10th level bard

PSIONIC ABILITY: I

Attack/Defense Modes: All/all

S:19 I:22 W:25 D:20 C:19 CH:23

Mat'ur is the goddess of rain, compassion, and sleep, regarded as the

most gentle of the Baklunish deities, hence her title. She is the mother of Geshtai.

Mat'ur dwells in Limbo, in a land of peaceful clouds and warm, gentle breezes. A tribe of kenku of special strength and ability serve her, each of whom has 9 HD and can only be harmed by magical weapons. Members of Mat'ur's personal guard are armed with *spears of sleep* +2, which cause *sleep* (as per the spell) to all whom they hit, but which can effect creatures up to 6+6 HD.

Mat'ur herself appears most often as a matronly woman wearing a light green thobe (a type of long dress with winged sleeves) with yellow embroidery. She wears jewelry of amber exclusively, which is sometimes called "Mat'ur's tears" in reference to a folktale in which she wept for an entire year to mourn for the death of her daughter Geshtai. Moved by her show of grief, the rest of the gods restored Geshtai to life, and her mother's tears became all of the amber found in the world.

Mat'ur is never armed. However, in addition to her formidable powers as a greater goddess, Mat'ur is also able to cause any creature with less than 10 hit dice to sleep for up to 24 hours (her choice), as long as that creature is within line of sight. A saving throw with a -2 penalty is allowed. In addition, once per week she can cause any creature with up to 10 hit dice within her line of sight to sleep for up to 100 years. During this time, the creature effected will not age. A specific condition for waking the creature can be set by the goddess at the time the sleeping curse is set upon it. No saving throw is allowed.

Manur, being demure and gentle, is regarded somewhat disdainfully by more vital deities such as Al'hatha, Al'ydor, and Ya'huth. She is on good terms with her daughter Geshtai, as well as the moon gods Malthebaal and Waadi.

Rashaws of Mat'ur are usually women, but men make up approximately 20% of the priesthood. Women wear robes of

green with yellow embroidery, while men wear the opposite; yellow robes with green embroidery.

Mat'ur's temples are restful places, with tinkling fountains mimicking the sounds of rain, soft lighting, and cushions for those in need of rest. They will often have attached sleeping-houses, which are free to the homeless and to travelers, although they offer few amenities other than a place to sleep.

Services to Mat'ur are quiet affairs, combining the sprinkling of rain-water on the faithful with the singing of soft lullabies. Sermons consist of imprecations to show mercy and compassion to others. Temples and lay followers of Mat'ur are often leading sources of alms to the poor and needy.

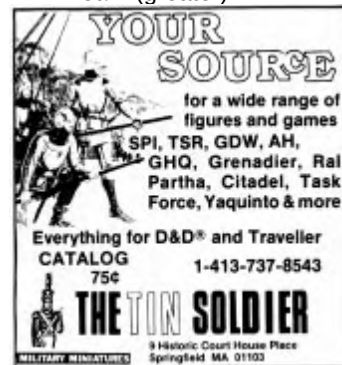
Large idols of Mat'ur show a maternal woman with a kindly face carrying a palm frond in the left hand. Small idols are about six inches across, and oval in shape. They show a palm frond, a frog, and a hand.

Small idols can be used to invoke the following powers:

- *Sleep* (least)
- *Aid* (lesser)
- *Cloudburst* (greater)

Large idols can be used to invoke the following powers:

- *Hypnotic Pattern* (least)
- *Dispel Exhaustion* (lesser)
- *Dream* (greater)





AL'YDOR

(The Lover of Life)

Lesser Goddess

War, wine, lust

ARMOR CLASS: -1 or -6

MOVE: 21"

HIT POINTS: 199

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8 +8 (strength bonus/magic bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 60%

SIZE: M (6' tall)

ALIGNMENT: Chaotic neutral

WORSHIPPERS' ALIGNMENT: Any

SYMBOL: Dagger in a wine cup

PLANE: Limbo

CLERIC: 13th level rashaw

FIGHTER: 18th level fighter

MAGIC-USER.: Nil

THIEF: Nil

MONK/BARD: 7th level monk

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:23 I:18 W:19 D:25 C:19 CH:20

Al'ydor is a sybaritic goddess with an insatiable lust for all of the pleasures in life, whether they be of love, of the vine, or of the sword. She appeals to people of all walks of life, and many do her honor even if they do not necessarily hold her as their singular patron deity.

Al'ydor can appear in many different forms, but her favorites are a beautiful dancer with raven-black hair, a fierce Amazon with shining black armor, and a coal-black dragonne. Her first two forms can be human, centaur, mermaid, or djinn, as she desires. In her warrior guise, she is often seen riding her dappled-grey Pegasus Windstrider. Windstrider has twice the normal hit dice, maximum hit points, and can only be harmed by +1 or better weapons. She can change from form to form in but a single segment. In no

form is she ever demur; she is always brash and loud, full of mirth and bawdiness.

In warrior form, she wears plate mail +3 and is armed with a lance +2/+4 vs. *lawful creatures*, as well as the +3 *short sword Waster*. Any creature hit by Waster will become slightly intoxicated, then moderately intoxicated, greatly intoxicated, and finally comatose. See the *Advanced Dungeons and Dragons™* *Dungeon Masters Guide*, pp. 82-83, for the full effects of intoxication. She will sometimes lend out Waster to handsome swains involved in bar fights where she is disporting herself incognito.

In her more alluring dancer form, her kiss will have the same effect as a hit from Waster, should she wish it. She almost always does, at least to a point.

Al'ydor is on good terms with all of the Baklunish gods save Al'hatha, whom she sees as too stolid, and Ya'huth, who is just a killjoy. She even inexplicably enjoys the company of Nasri and Kadar, and can bring out their seldom-seen pleasure-seeking sides.

She is great friends with a number of deities outside the Baklunish pantheon as well. Al'ydor and the Suel god Norebo are on especially good terms, and she and Olidammara once went on a drunken debauch across Oerth that lasted for nearly a century. It is also said that she and Stratis, Heironeous, and Hextor have a mutual respect for one another as warriors, and will sometimes fight together, or against one another, for the sheer joy of battle.

Although she has a home on Limbo, the great pleasure-house known as the Eternal Gardens of Delight (or, alternately, the Gardens of Eternal Delight), she is often found wandering in disguise across the material plane, seeking carnal pleasure or battle, or both.

Al'ydor's rashaws can be male or female. They take twice as much alcohol to get intoxicated as other characters of their race.

Temples dedicated to Al'ydor are pleasure houses, furnished for comfort, revelry, and carnality. Services are essentially drunken revels that break out into fights, near-orgies, or both.

Large idols of Al'ydor are almost always images of the goddess in black dragonne form (statues and mosaics are most common). Occasionally a life-sized statue of the goddess in one of her other common forms will be found as well. Small idols are cups forged with a dagger permanently embedded within, forming the sign of the goddess.

Small idols can be used to invoke the following powers:

- *Sobriety* (least) [removes one "step" of drunkenness per use]

- *Fascinate* (lesser)
- *Protection from Normal Missiles* (greater)

Large idols can be used to invoke the following powers:

- *Strength* (least)
- *Suggestion* (lesser)
- *Tenser's Transformation* (greater)



HADYAN

(The Father of Magi)

Lesser God

Magic, knowledge, scholarship

ARMOR CLASS: 0

MOVE: 21"

HIT POINTS: 199

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d4 (+2 strength bonus, +4 magic bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 100%

SIZE: M (6' tall)

ALIGNMENT: Neutral

WORSHIPPERS' ALIGNMENT: All

SYMBOL: Endless Knot

PLANE: Concordant Opposition

CLERIC: Nil

FIGHTER: Nil

MAGIC-USER.: 20th level magic-user,

20th level illusionist

THIEF: Nil

MONK/BARD: Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/all

S:18 I:25 W:20 D:20 C:20 CH:19

Hadyan is said to be the deity who brought the arts of magic to the Baklunish countless centuries ago. It was the impassioned pleas by the devotees of Hadyan which finally convinced him to share with them the secret of the Rain of

Colorless Fire. However, even the god was appalled by the result, and since then has refrained from directly aiding the researches of any Baklunish magic-users. It is whispered that this is one reason the arts of magic have not advanced as quickly or as notably in the Baklunish lands as they have in the Flanaess to the east.

Hadyan appears as a stereotypical wizardly type, with long white hair and beard, a silken caftan of intricate weave with mystical symbols, and a tall conical turban. His clothes are always red and white in various combinations. He bears a staff that combines the powers of a *staff of the magi* with a *staff of power*. His caftan functions as a *robe of the archmagi*. He carries a *dagger +3*, but has never engaged in actual combat, preferring to deal with enemies through magic.

Hadyan does not need to memorize spells; he can cast any spell as if he had memorized it. Spells are regained automatically the following morning, as if he had rested and studied.

Hadyan dwells on the plane of Concordant Opposition, in the Tower of Arcana.

All of the Baklunish gods get along at least amicably with Hadyan, and he with them. He and Boccob, the Eastern god of magic, are also on good terms, although they are both of an aloof nature, and thus don't normally seek out one another unless the need is especially dire. Boccob's servant, Zagyg, once pledged himself to Hadyan's service for a year and a day on a whim, but it is unknown of the Father of Magi ever took him up on his offer. The archmage Mordenkainen is said to sometimes become involved (or involves himself) in Hadyan's affairs, which often involve searches for some powerful magic artifact. The archmage has both aided and opposed the interests of the god in the past.

Rashaws of Hadyan will often study magic at some point in their careers, either before or after taking the red-and-white caftan of their order. Temples to the god are unremarkable, save that they will also serve as centers for magical research and organizations of magic-users, if any should be nearby.

Small idols of Hadyan are specially-woven knots that seem to have no ends (the secret of their weaving is closely guarded by the rashaws). Large idols show the god in human form, and are life-sized and intricately painted.

Small idols can be used to invoke the following powers:

- *Read magic* (least)
- *Wizard lock* (lesser)
- *Dispel magic* (greater)

Large idols can be used to invoke the following powers:

- *Pyrotechnics* (least)
- *Fireball* (lesser)
- *Enchanted weapon* (greater)



MOUQOL

(The sharp-eyed one)
Lesser God

Trade, negotiation

ARMOR CLASS: -3

MOVE: 24"

HIT POINTS: 202

NO. OF ATTACKS: 4

DAMAGE/ATTACK: See below (+8 for strength)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 60%

SIZE: M (6' tall)

ALIGNMENT: Neutral

WORSHIPPERS' ALIGNMENT: Any

SYMBOL: Balance

PLANE: Elemental Planes

CLERIC: 9th level rashaw

FIGHTER: 12th level fighter

MAGIC-USER.: Nil

THIEF: 13th level thief

MONK/BARD: Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/all

S:20 I:23 W:21 D:20 C:18 CH:23

Mouqol is the god of merchants, negotiations, trade, and reciprocity. He teaches that nothing comes without risk, but that ultimately everyone takes one risk too many. The key to life is knowing when to stop. Legends portray him wandering throughout the Baklunish Empire, and among the lands of the genies, wheeling, dealing, and bringing disparate sides of disputes together with mutually-beneficial agreements.

Unlike many Baklunish deities, Mouqol has a small following outside the Baklunish basin, particularly in Flanaess lands in close proximity to it, such as Bissel and Perrenland. Jannee rashaws dedicated to the god of trade are many, and merman rashaws are not uncommon in and around the Drawmij Ocean.

Mouqol normally appears as a c young man with straight black hair. He wears fine

clothing, and is both charming and disarming, and naturally an excellent negotiator, almost always able to get his desired outcome. As needed, he wields a *dagger +3* and a light crossbow that shoots *bolts of wounding*.

Mouqol has no fixed abode, instead traveling with a vast merchant caravan consisting of an ever-growing number of enchanted horses and camels that wanders the elemental planes, traveling from one land of geniekind to the next in a stately procession. At each stop, he is warmly welcomed by the princes of the genies, and his routes, schedules, and wares are all carefully negotiated beforehand.

Mouqol is on good terms with all of the Baklunish gods, but he and the Oeridian god Zilchus have an ancient and great rivalry, stretching back to before the Twin Cataclysms. Each grand deal made by the one inspires the other to out-do his rival. This rivalry extends to their followers as well, and in much the same way. The two groups have been known to sign exclusive trade deals explicitly to lock the other out of a lucrative market, swoop in to buy goods out from under the other's nose, etc.

Temples of Mouqol are not only places of moneychanging and -lending, but serve as the physical centerpiece of the marketplace itself. Even when a temple is unavailable, an altar to Mouqol, covered with a colorful tent, will be present in the market. The marketplace itself, regardless of size, is itself a holy place.

Rashaws of Mouqol often double as merchants, moneychangers, and arbitrators. They only wear special vestments when overseeing rituals, and in everyday garb can be identified by their small idols. Rituals as such are rare; the hustle and bustle of buying and selling that takes place in the marketplace is in and of itself sacred.

Small idols of Mouqol are hand-held balances with the god's face on both plates. Large idols of Mouqol are of the same shape, but distinctly larger in size (between four and eight feet in height and width). They will often be made of precious metals, be adorned with gems, and show great workmanship.

Small idols can be used to invoke the following powers:

- *Detect illusion* (least)
- *Detect lie* (lesser)
- *Dispel illusion* (greater)

Large idols can be used to invoke the following powers:

- *Messenger* (least)
- *Locate object* (lesser)
- *Leomund's Secret Chest* (greater)

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By Don Twistbuck

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As many Astute Readers may have realized, in last month's issue of this Erstwhile Publication, several new monsters were mentioned in connection with the new spells of the rashaw cleric sub-class. Descriptions of these unique creatures were promised, and so they now appear, as if by rubbing t an enchanted lamp!

While most of these creatures are best known in the Baklunish lands both in and beyond the north and west of the Flanaess, some, particularly the new races of genies described herein, can be found anywhere that their djinni, efreeti, and other kin can be.



Buraq

FREQUENCY: Very rare

NO. APPEARING: 1-3

ARMOR CLASS: 3

MOVE: 12"/24" (see below)

HIT DICE: 5

% IN LAIR: 20%

TREASURE TYPE: D

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-4/1-4

SPECIAL ATTACKS: Magic use

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Neutral good

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: V / 205 + 5/hp

Buraqi (sing. buraq) are related to shedu and lammasu. They are native to the material plane, but share the ethos of Good with creatures of the upper planes and will often take up service with good-aligned deities and other powerful creatures. They appear as small winged horses with the heads of humans. They can carry up to 500# and still move at normal speed, walking and flying.

In addition to attacking with their front hooves, buraqi have the following magical powers:

- *Wind walk* three times per day (including one rider)
- *Protection from evil* at will
- *Astral spell* once per day (including one rider)
- *Divination* once per day
- *Negative plane protection* once per 6 turns
- One of the following per day:
 - o *Cure blindness*
 - o *Cure disease*
 - o *Remove curse*
 - o *Remove paralysis*

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Houri

FREQUENCY: Very rare
 NO. APPEARING: 2-8
 ARMOR CLASS: 5
 MOVE: 12"
 HIT DICE: 7
 % IN LAIR: 80%
 TREASURE TYPE: I
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1d4
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 25%
 INTELLIGENCE: Average
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: VII / 825 + 8/hp

Houris are a special sort of genie, highly prized as companions by genies of other sorts, including jannee. Although they are most often depicted as female, they can assume either sex as they please, but are always incredibly beautiful and alluring.

Although they are made up of all of the elements, they do not dwell in the material plane, but in the various elemental (and para- and quasi-) planes, and always in splendid and beautiful surroundings. Their nature renders them immune to any harmful effects of elemental forces, and they are thus unaffected by magical fire, water, etc.

Houris can become *invisible* at will, and their great beauty allows them to *fascinate* at will with an effective comeliness of 19. Three times per day they can cast *improved*

phantasmal force, and once per day *spectral force*. Once per week they can cast *polymorph other*. Although they cultivate an air of a demure companion, they will often be in a position to get their companions to do what they want through a combination of magical compulsion and psychological manipulation.

They can speak all of the languages of genikind, and possess a form of telepathy that allows them to speak with most intelligent creatures. They can travel to any of the elemental planes, as well as the ethereal and material planes.

Although they can be enslaved like other types of genie, they will appear to take to their condition with enthusiasm. In fact, this is a ruse, and they will passive-aggressively make life miserable for their master without seeming to mean to do so, until finally they are freed simply to bring some semblance of order back into their master's life.

Princesses among the houri (1%) have 11 hit dice and can cast *limited wish* once per day, as long as it is for the benefit of another.

Weird, Air

FREQUENCY: Very rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 4
 MOVE: 12"
 HIT DICE: 3 + 3
 % IN LAIR: 50%
 TREASURE TYPE: I, O, P, Y
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Buffet
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic evil
 SIZE: L (10' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: VII / 775 + 8/hp

Air weirds are native to the Elemental Plane of Air. Like their cousins the water weirds, they are inimical to all living things, and will attack on sight. They appear as shimmering snake-like tendrils of air, and will form in two rounds wherever there is air for them to use. They strike as 6 hit die monsters, buffeting enemies, and push back a victim 1d6+4 feet unless the victim makes a successful save vs. paralyzation. Sharp weapons do only 1 point of damage to an air weird, while blunt weapons do full damage. Once they take damage equal to their hit points they are merely disrupted, and will re-form in 2 rounds. A *gust of wind* spell will slay an air weird, and water-based spells will *slow* it, but fire-based spells are ineffective. An air weird can control an air elemental by entering it 50% of the time.

Weird, Earth

FREQUENCY: Very rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 4
 MOVE: 12"
 HIT DICE: 3 + 3
 % IN LAIR: 50%
 TREASURE TYPE: I, O, P, Y
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Immobilization
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic evil
 SIZE: L (10' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: VII / 775 + 8/hp

Earth weirds are native to the Elemental Plane of Earth. Like the rest of their kin, they hate living creatures and will attack immediately. They form in two rounds, taking the shape of ropey snakes of earth and soil (they must have some sort of earth in which to form). They strike as 6 hit die monsters, and are fond of grabbing an enemies' legs and immobilizing them. After a successful hit, a weird will have immobilized an enemy if the victim fails a saving throw vs. paralyzation. Immobilized creatures can still attack and cast spells, but cannot move from the place they are standing. Blunt weapons do 1 point of damage, but sharp weapons will do full damage. If their hit points are brought to 0, they will simply re-form in 2 rounds. Cold-based spells will *slow* an earth weird, but water-based spells act as a *haste* spell. A dig spell will kill an earth weird. They can control earth elementals by entering them 50% of the time.



Weird, Fire

FREQUENCY: Very rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 4
 MOVE: 12"
 HIT DICE: 3 + 3
 % IN LAIR: 50%
 TREASURE TYPE: I, O, P, Y
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Blinding
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic evil
 SIZE: L (10' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: VII / 775 + 8/hp

Fire weirds are native to the Elemental Plane of Fire. As with all weirds, they loathe living creatures and will attack on sight. After two rounds in some sort of large fire source (such as a bonfire, burning brazier, etc.) they will take the form of a fiery serpent. Fire weirds attack as if they were 6 HD creatures, and will attempt to strike at the eyes of an enemy. If a fire weird hits, the target must make a successful save vs. paralyzation or be blinded for 1d6 rounds. All weapons only do half damage against a fire weird. If brought to 0 hit points, the fire weird will simply re-form in 2 rounds. Cold-based attacks will *slow* the weird, while fire-based attacks actually heal it by a number of hit points equal to the damage that would have been inflicted. An *affect normal fires* spell will kill a fire weird if cast upon it. Fire weirds can control fire elementals by entering their bodies 50% of the time.



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