

CASTLES & CRUSADES

OF GODS & MONSTERS



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by

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Upon the edge of our visible world lies an ethereal world we do not completely understand. Where we stand the world is solid, we can touch it and partake of it as our senses allow, but we always know that beyond this world lies something else. This nameless space is incomprehensible to us but lures us to it, calling us to be a part of something greater than ourselves.

The recent movie, *Thirteenth Warrior*, captured this ethereal world better than anything in recent memory. Toward the end, when the Viking Warriors stand against the unknown enemy they say a prayer to their ancestors; “Lo there do I see my father. Lo there do I see my mother . . .” Suddenly we are catapulted into another world; the picture is bigger than us all, bigger than the adventure those warriors have embarked upon, greater still than those people they are saving and the horror they face. The fear of death fades in the hope of different future. Their landscape changes from one of monsters to gods. Their adventure has greater meaning.

Castles & Crusades has long needed this jolt. We had work deep in progress at one point, but that didn’t turn out as we had hoped, so last year we revisited the project. We invited James M. Ward to give us his take on a book of pantheons and what he pitched us was a marvelous new approach to the topic. Are gods able to interact with our adventuring characters, and if so can our adventurers overcome them, manipulate them, or have power over them. This is an age old argument in the gaming world and one that has no real answer. The CK allows what the CK allows.

But Mr. Ward bypassed the argument with an approach that was both very fresh but mired in ancient custom. To continue our Viking theme, as I am very partial to Vikings, the Norsemen told stories of how the gods assumed human form and walked amongst men. These avatars of the gods were far more like humans than gods and ran mortal risks despite their own immortality. Odin walking amongst men disguised as an old mendicant is a common enough theme. And this is in a nut shell what Jim laid upon the table before us. He sought to present the gods in their avatar forms, not their divine forms so that these avatars could take a greater role in the game. One where gods have become monsters.

The notion clicked immediately and settled itself into our rather guarded C&C collective. Here we had an approach to the pantheons we all love to play and portray in our role playing games that made the gods playable. You can affect the god without it having an effect on the god, for if you meet this creature from the beyond, it is more likely than not only an avatar of the god, a shadow of his figure. The whole concept linked the books, soon to be titled *Of Gods & Monsters*, to the very grounded approach of *Castles & Crusades*. Gone were the meta-gaming concepts and arguments. Those remain in the domain of the Castle Keeper, but here is a book loaded with gods portrayed as very playable figures in the game and with them a host of monsters, spells, and artifacts.

Of Gods & Monsters strengthens the foundation by adding another tower to the bastion that is this Crusade.

A NOTE OF ADVICE

As a side note it is important to understand the role of rules in *Castles & Crusades*. The casual reader might notice that some of the powers granted to character patrons of deities are powerful; others of course will disagree and find that “it is a small matter.” But whether great or small remember the Castle Keeper is the final arbiter of what flies and does not fly at their table. That is always the case, with all rules, no matter the source of the rule: the Castle Keeper is the final arbiter.

The powers granted to the player characters in these pages are easy to use and may give characters some ability they may not have otherwise possessed. By showing fealty to a god, that god might be inclined to give that character an ability or power in return. For those inclined to play this strictly by the book, take heed, for the god’s that grant the abilities require a payment in return; these abilities only come when your knee is bent and sacrifice rendered. And the Castle Keeper and Player both should always remember that as easy as a god give, a god can take away. And it is the Castle Keeper who interprets whether the services rendered are pure and good enough.

But no matter the direction of your game, remember, have fun.

Stephen Chenault
He Who Sits on the Elephant’s Back
July 2009

PREFACE

A bit from the designer of this product.

I've spent 30 years working on RPGs and this latest product is one of my best. ***Of Gods & Monsters*** is designed to be a useful product for all players and referees to increase their role-playing fun.

I've never liked the thought that the gods can't react with player characters. History is filled with legendary beings touching heroes. ***Of Gods & Monsters*** gives the player new chances to interact with their deities. The book is filled with new spells, artifacts, monsters, and deities very willing to come down and knock your door down at need.

Player's should never be able to successfully cast a charm spell at Loki, the Father of all Lies. In ***Of Gods & Monsters***, the very human-like avatar of Loki comes down to interact and help his people. Some heroes and monsters have a problem with that, how about you?

In creating a product like this, I'm looking to appeal to the largest number of players. I truly believe that what I have done will increase the role-playing fun of all gamers. Let me give you a few examples. Let's say the Castle Keeper is big into the Norse pantheon of gods. All players are encouraged to pick a Norse deity. One day the player character is going to the temple of Baldur to make a sacrifice and as he comes to the alter Baldur's spear appears and it's obviously appeared for you. Now, the player character has a great adventure. He must find out why he has the god's spear and he must do something with it. Naturally, the clerics aren't telling him anything. Or the characters are walking down the road and suddenly at a deserted crossroads, an inn appears and an old man with an eye-patch comes out and invites the party into the inn for drinks and food. It seems he's having a problem and he would like the player character group to help. If that isn't enough, now imagine the player group riding in the mountains. A storm appears in the distance and then the group can hear the sounds of battle. They approach and find one large warrior fighting a band of storm giants. The characters feel the need to join in. The warrior is very appreciative and wants the group to go into the mountain to find the giant's stronghold and fight them some more. Is it wise to say no to the avatar of Thor?

The avatars are supposed to find their worshipers and give them work. Often, the artifacts the avatar uses are supposed to be presented to player characters to encourage them to go on to difficult quests. The spells in the book are supposed to be fun for the spell casters to use in an adventure. The creatures are there to present new and unknown creatures for the characters to battle. Only time will tell if this product is wanted. You all know what I hope.

James M. Ward
Spring of 2009

INTRODUCTION

The gods and goddesses are not meant to be battled by mortals. A player character should never be able to force a deity to do anything. In the many fantasy campaign games where deities exist, they watch and take strength from worshipers, but always from a position above or below the prime material plane.

CASTLE KEEPER AND DEITIES

These deities provide a benefit to the player character when that character follows the ways of a certain deity. That was the feeling in the past and it's the general feeling now. The players are supposed to find a pantheon they like with powers they would like to have and select that one for play. The Castle Keeper then gives them quests sent from the deity they have picked. All of these deities have goals to spread their faith as far as possible and to as many as possible. Player characters who aren't clerics are still supposed to help in the creation of temples and the spreading of the religion. The gods give their special artifacts to their worshipers (i.e. player characters) to help them in difficult quests.

WHY AVATARS

In the beginning, gods came down and laid about all they wanted with their thunders and lightning. All too soon, there weren't any worshipers left in their lands to appreciate them. In addition, they kept fighting each other and a god against a god is too even a fight. A lot of gods were lost that way. A bright young god came up with the concept of avatars. A tiny bit of the spirit of a deity was sent down to the material plane to make a mortal. That mortal was expendable with no harm down to the god when the mortal passed away. The avatar absorbed all of the pleasures of the mortal they made. Avatars battling avatars was an interesting experience for the deity, and the resultant winner felt great about themselves.

GOD-LIKE ATTRIBUTES

SCORE	BONUS	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
20	+4		+1 init				Fascinate as 4 th level Bard
21	+4	Use 2-handed weapons w/1 hand	+10 feet on normal move	Immune to disease	Wiz/Ill receive extra 4 th level spell	Cler/Dr receive extra 4 th level spell	Charm as 3 rd level wizard
22	+5		+2 innit	Can sustain damage up to -1 before falling unconscious.		Turn double the number of undead	
23	+5	Throw rocks as hill giant	Dodge and take ½ movement	Delay poison as a 5 th level ranger	Wiz/Ill receive extra 5 th level spell	Cler/Dr receive extra 5 th level spell	Fascinate as 5 th level bard
24	+6		+3 innit				
25	+6	Strike +1 magical creatures with fist		Double natural healing	Wiz/Ill receive extra 6 th level spell	Cler/Dr receive extra 6 th level spell	Inspire as 10 th level knight
26	+7		+4 innit				
27	+7	Throw rocks as frost giant		Regenerate 1hp per round	Wiz/Ill receive extra 7 th level spell	See ethereal and astral creatures	Fascinate as 6 th level bard
28	+9		+5 innit				
29	+9				Wiz/Ill receive extra 8 th level spell		Cause fear as 10 th level wizard
30	+10		+6 innit	Regenerate 2 hps per round			

AVATAR HIT POINTS: Avatar's never take the maximum amount of hit points they could, because they have a sense of fairness that has them take less than they are able. They come down as very powerful mortals, but their attribute scores and hit points scores aren't nearly as high as they could make them using their full god powers. They always appear as adults, in perfectly-formed bodies according to their standards of perfection.

AVATAR EQUIPMENT: Avatar equipment is always of the best quality and they usually hold two items that are amazing artifacts. The gods can use whatever they want using the best adamantine or mithril. Their cultures are the primary limiting factor for what they bring down to the Material plane. If their worshipers don't know about plate mail, the avatar isn't going to be using that type of armor.

WHAT HAPPENS AFTER: An avatar comes down to the prime material plane with one or two goals in mind. Usually, they are there to help their worshipers with some project. They could appear and work with their people for hundreds of years and never show signs of aging or they could just come down for a day of fun and games. Usually, their non-artifact equipment stays behind when they leave to be useful to the worshipers while the body of the avatar vanishes into dust.

ATTRIBUTE SCORES OVER 18: The gods in avatar form could have any attribute scores they wish. Their god-like sense of justice and fairness has them take lower scores. Even with their choice of lower scores, they often ignore the abilities given to them by the scores. Their hit points tend to be in the 130 hp range, just because that's what other avatars do. Their armor classes could be huge, but tend to be in the 20 range for most of the deities. They are walking the material plane seeking the feelings other mortals feel and because of this, tend to lower their powers on purpose.

AVATAR CHARACTER CLASSES: The gods can appear in whatever character class they wish, but they naturally tend toward a specific type. Isis, the goddess of magic, could easily make herself a druid or a cleric, but she likes being a wizard and so most of her avatars appear as wizards. In their avatar form, they are also able to ignore some of the normal conventions of the classes. They can have any specialization they wish. They could wear armor and still have no problem casting spells. In other words, they are a law unto themselves and can break the regular restrictions of the classes and mortals.

However, when they are in avatar form, they don't have their normal deity powers. They have to will themselves to death or die to exert any god abilities. When they make avatars, they want to experience what their worshipers experience, but with what they think is a slight advantage.

WHAT THE DEITIES DO

The gods are there to drive mankind into action. Their clerics are given specific messages, and they pass these thoughts down to worshipers (player characters), and those people are supposed to act on those quests. Deities noting their people just hauled in a huge treasure, say to themselves that it's time to build a new temple. Those same deities see if their best people (player characters) are about to take on tasks that are too tough for their current level, and suddenly, those characters deserve an artifact equipment loan.

INTELLIGENCE	
1-2	Animal
3-5	Inferior
6-8	Low
9-12	Average
13-15	High
16-17	Superior
18-21	Genius
22-25	Supra-Genius
26+	Deific

THE PANTHEONS

We couldn't do every god, there just wasn't room.

This is merely a historical treatment, as I want to emphasize the gaming aspect of each deity and pantheon. Elements are historical like Odin's Horse and Anhur's Sun Staff, but I didn't put in every legendary fact and concentrated on the fun of each historical deity.

Temples were often listed as possible targets for invading player characters. The Castle Keeper is supposed to take the suggestions listed and expand on them when their player characters need a fun place to go.

ARMOR

The gods in their avatar form can have any armor class they want into the high numbers. They usually decide on around AC 20, just trying to be fair to all the mortals around them. Often, they wear adamantite armor or mithril armor just because of the

awe it inspires. The advantage that armor gives them doesn't necessarily mean that's the armor class they take. Often, their attributes help with their armor class, but they ignore that advantage when they come to the prime material plane.

Armor doesn't affect the class abilities of the avatars. If a wizard avatar wants to be in plate mail and still use spells, that's not a problem for the deity making the avatar.

GRANTED ABILITIES

Before anyone writes a blistering critique about my being way too generous with my "Granted Abilities" section, I would like to make a few points.

During the Chinese Boxer rebellion, thousands of Chinese worshipers were tricked into believing they could not be hurt by bullets. Their priests stood several of them up against a wall and fired blanks at them and said, "See your faith makes you bullet proof." When hundreds of their numbers fell to the action of the defenders of the ambassador compounds, others were told those dead didn't have enough faith.

In the American Indian Creek War of 1811, Tecumseh was an Indian war leader whose religion firmly believed that if his warriors didn't eat the day before a battle, they would be more fierce and quick to strike and do damage. The American General knowing this deliberately stood back from battle with his army for three days. On the fourth day, he marched into the main Indian village and easily defeated the starving Indian army, a greater numerical force than his own.

In 1212, a supposed Children's Crusade sent thousands of nonmilitary types marching through Germany, France, and Italy to bring the faith to Muslims in the holy land. While there is some evidence it wasn't made up of children, the facts seem to be that they believed God would protect the innocent against the blades of the Muslims. The huge bands never made it out of Italy and many were sold into slavery.

People in general can do amazing things because of their faith. In game terms, that translates into faith doing magic, making my "Granted Abilities" even reasonable by the standards of my three examples.

Special note on Aihilde deities: the granted abilities can add to those in the After Winter Dark Campaign Folio at Castle Keeper's discretion.

EPIC CHARACTERS

There are a great number of epic player characters running around looking for something to do. One of the answers is for them to get embroiled with avatars. The good avatars have worldwide goals that the epic characters can help with. The evil avatars have worldwide goals that the epic characters can help stop. In either event, there will be some difficult times for characters that often have it too easy.

GODS OF AIHRDE

VAL-EAHRAKUN

The All Father created the Val-Eahrakun (Eternals) in the void. The most powerful of these are Corthain, Thorax, and Mordius. Most of the Val-Eahrakun have faded or hidden themselves or been bound by the Judgment of Corthain.

Clerics and paladins of the Val-Eahrakun deities have a 10% bonus in gaining experience.

Every five levels of advancement, for any worshiper, they must go on a quest for treasure and donate all of what they find to the building of a new temple to their deity.

There are a special set of spells that are posted in all the temples of the Val-Eahrakun. Once a spell casting worshiper has completed a quest for a Val-Eahrakun temple, they are allowed the use of those spells no matter what type of spell caster they are.

VAL-AUSTLICH

The Val-Austlich (Spirits) are creatures and magics forged from creation at the hands of the Val-Eahrakun. The more famous ones are: Durendel, Ogoltay, the Rune Lords, Aenouth, Athria, Burasil, Ore-Tsar, Glorianna, Grotvedt, Imbrisius, Umus Gregaria, Wulfad, Amenexl, Angrim, Krateus, Adrius & Zernius, and Rhealth. These deities concern themselves with the state of the universe and Aihilde. Many of these are active in the shaping of the world and directly act on the history of the world. All races worship the greater deities. They grow strong or weak depending upon who and what worship them.

Clerics and paladins of the Val-Austlich, at every level, gain a +1 to strike and do damage to their foes.

Worshipers are allowed to call upon the clerics at the temples of the Val-Austlich. At the 5th and 10th level, they can ask for a 5th level cleric and then a 10th level cleric to quest with them. That cleric's share of the bounty is given to the temple.

VAL-TULMIPH

These immortals are gods such as Agrol, Aristobulus, Augustus, Daladon, Dolgan, Falkenjagger, Nuluk-kiz-din, St. Luther, and Utumno. These deities range from powerful heroes to lesser gods. These beings roam Aihilde and directly impact people and other beings in their cities and strongholds.

Clerics and paladins of the Val-Tulmiph are able to create magic items much easier than all other worshipers of the gods. A third level worshiper can create a +2 weapon with 30 days of effort. A fifth level worshiper can create a +2 shield with 30 days of effort. A tenth level worshiper can create +3 armor of their choice with 60 days of effort. If they aren't armor or weapon smiths, they will use the help of such workers in the creation process.

Worshipers of the Val-Tulmiph are asked to quest with the addition of every third level. During this quest, they are asked to bring to the temple jewels and magical potions as sacrifice for the blessings of their deities.

Every region or locale in the world of Aihilde has house deities, racial deities, spirits, elemental powers, and infernal beings that the populace invokes or prays to. Avatars are often summoned because of a large number of worshipers praying for help and guidance from their deity.

CORTHAIN

THE JUSTICE MAKER, SLAYER OF GODS, AND SHATTERER OF WORLDS

GOD SYMBOLS: Spear, Sun

DEITY PROVINCE: Confession, Fire, Good, Law, Strength, Sun, War

CEREMONY: Test of Fire

At 5th level, all clerics and paladins of Corthain go through this test and those who are not worthy are burnt to ash.

TABOO: Can never kill by surprise.

GRANTED ABILITIES: Clerics are encouraged to take up a spear at the 5th level, and paladins can become specialized at 2nd level in the long spear. These are added specializations over and above any they might have already gained.

Corthain is the supreme deity of law, justice, goodness, and reason. The deity has taken it upon himself to maintain a balance of power



among the gods, and allows evil some sway when good pushes back the darkness. Worship of this deity has waned on the material plane, and he now spends most of his time guarding against more creatures coming from the void and attacking the material plane.

All depictions of Corthain show him as a tall, well-built man. His hair is blond and long and his eyes are deep blue.

The clerics and paladins of Corthain never lie for any reason. They gain a +3 to see through illusions and in finding secret doors and secret compartments in chests and the like.

The spear and gem of Corthain appear on the material plane when demons and devils gather to confound mankind. At first, these items appear in the treasures of evil that have been defeated by lawful fighters and paladins. When these items are not enough to banish the evil that summoned them, the avatar of Corthain comes to claim his two items and use them in the cause of justice and to eliminate all demons in a land.

ARTIFACT: PAINETH, THE LONG SPEAR OF CORTHAIN

+5 holy avenger long spear (2d10 +5, three strikes a round, Will of 23, speech, telepathy, sight, hearing, *bless* 3/day, *faerie fire* 3/day, *mirror image* 1/day, *cause fear* at will, *holy word* 1/day, and *arcane eye* 1/day. The weapon is a balanced throwing spear and comes back to the hand of the caster in the second round after throwing. The weapon is a purpose spear to slay demons.

ARTIFACT: THE ALL-SEEING GEM OF CORTHAIN

The gem gives a +1 to intelligence, wisdom, and strength. It sees through all illusions and is able to sense a demon or devil in a two-mile area around the gem. It is always in the form of an agate in a gold headband. All followers of Corthain are trained to obey the commands of the character fortunate enough to wear this artifact.

FRAFNOG AVATAR

CORTHAIN AVATAR (*lawful good*), 20th level Paladin, HP 140, AC 29, MV 40, Primary Attributes: intelligence (25), wisdom (25), dexterity (20). Corthain wears +5 plate mail, and fights with a +5 holy avenger two-handed sword (2d10 +5, three strikes a round, will of 23, speech, telepathy, sight, hearing, *bless* 3/day, *faerie fire* 3/day, *mirror image* 1/day, *cause fear* at will, *holy word* 1/day, and *arcane eye* 1/d. The weapons is a purpose sword to slay demons.)

When Corthain passes on, his avatar armor stays on the material plane. There are now several sets of this god armor being used by clerics and paladins of his order.

Corthain has all the typical paladin powers at the 20th level: *cure disease*, *detect evil*, *divine aura*, *divine health*, *lay on hands*, *turn undead*, *divine mount*, *aura of courage*, *smite evil* and *divine healing*.

Corthain's divine mount is a double-sized Pegasus that comes to him whenever he appears on the material plane. If killed, the creature burns; and 24-hours later, out of the ashes, a new Pegasus rises to serve Corthain.

FRAFNOG

DRAGON DEITY –

LORD OF DRAGONS, THE FIRST, EARTH LORD, THE GREAT WYRM

GOD SYMBOLS: Ring in the shape of a dragon, Dragon Head in Silhouette, Stone carved in the shape of a dragon

DEITY PROVINCE: command, fire, magic

CEREMONY: spell casters must sacrifice a sphere of gold worth 10,000 gold pieces to advance a level after the fifth. The gold is melted and vanishes to go to Frafnog's hoard.

TABOO: followers may never invade the lairs of dragons or wyvern.

GRANTED ABILITIES: spell casting followers of Frafnog always have the chance of gaining a magical familiar. At the 5th level, they may try once a year to attract the attention of some magical beast.

Frafnog is one of the oldest living creatures on Aihirde. All dragons worship him as well as wizards, seers, dwarves, gnomes, and wild elves. One of the few deities that actually lives on Aihirde, his huge lair resides in the heart of the Kolkrab Mountains.



GODS OF AIHRDE

The living dragon is 400 feet long with deep crimson scales and shows many of the features of a red dragon, but has the ability to breathe any dragon breath at will.

Followers of Frafnog surround themselves in fire and gold. They build elaborate homes/lairs often under the ground. From the lowest follower to the richest and most powerful, each displays dragon-like tendencies. They live longer than is usual for their kind; they hoard valuables of several types, but especially gold; and they show high intelligence and strength scores. The deity doesn't ask much of his worshippers, but once every ten years they must send a golden treasure to the large temple at the foot of the Kolkrab Mountains, or not call themselves followers of Frafnog any more.

All Frafnog temples are underground and show nothing of their existence above ground.

ARTIFACT: RING OF FRAFNOG

The artifact ring is given to a deserving spell caster by a pseudodragon. The pseudodragon tells the new ring wielder of the quest Frafnog is giving them. When the quest is over the pseudodragon comes back, claims the ring, and gives the quester a ring of 3 wishes.

The quest is usually to find and destroy some terrible creature that has killed a dragon and stolen its hoard. Sometimes those killers are lawful good and need to be destroyed anyway.

ARTIFACT: DRAGON TEETH OF FRAFNOG

At the direction of Frafnog, worshipers are told in dreams where to find dead dragons. They are instructed to take the teeth and place them on a Frafnog altar for six months. Those teeth turn jet black in color. After that, when thrown on the ground and a worshipper shouts Frafnog's name, the tooth turns into a small dragon and fights one battle for the caster. No more than one dragon tooth warrior can be fighting in a ten-mile area. When the battle is over, if the dragon is still alive it turns to dust.

BLACK DRAGON (*chaotic evil*), HD 4d8, HP 32, AC 19, MV 60 ft., 150 ft. (fly), 60 ft. (swim), *Primary Attribute: physical*. It attacks with 2 claws (1d4/1d4), a tail (1d8), and a bite (2d12). It has a breath weapon of acid doing 4d6 in damage.

The dragon is very intelligent and attacks spell casters first in any given group, but also like to strike as many characters with its breath weapon as possible. There is no chance that a black dragon is sleeping. Spell-like abilities the dragon has are *darkness*, *corrupt water*, *plant growth*, *insect plague*, *animal growth*, and *charm reptiles*.

FRAFNOG AVATAR

The avatar appears when there are large scale killings of dragons or its few temples are being attacked. It comes down and fights the dragon killers, no matter what alignment the characters may be. In the avatar's wake, there is an unusual appearance of several different young dragons in the area.

FRAFNOG RED DRAGON AVATAR (*lawful evil*), HD 18, HP 144, AC 30, MV 40 ft., 150 ft. (fly), *primary attribute: physical*. The dragon attacks with 2 claws (1d8/1d8), tail (1d10), and a bite (4d10). Its breath weapon is fire doing 18d10 in damage. The Frafnog avatar has the spell use of a 20th level wizard: 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

The dragon avatar is actually the spirit of Frafnog possessing a red dragon on another part of the planet. He appears when there is a need to create another temple so that more tribute can be sent to the main temple in the mountains.

MORDIUS

LADY OF THE LAKE

GOD SYMBOLS: Rose, Female Silhouette

DEITY PROVINCE: Air, Animal, Earth, Healing, Knowledge, Plant, Protection, and Water

CEREMONY: The planting of a garden raises any cleric or spell caster of Mordius one level, but just once.

TABOO: Destroying flowers or gardens is never done.

GRANTED ABILITIES: 3rd level spell casters and higher can talk with plants once a day.

She appeared as a lovely human female with a long braid to her hair, dressed in a gown made of flowers.

Mordius was destroyed over a thousand years ago, but her powers are still seen because there were many gardens consecrated in



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her power by followers for thousands of years. Clerics still gain spell power from her fractured spirit.

Clerics and Druids of the order move about the land laying out plots of gardens even in the wildest forests and driest deserts. Spell caster worshipers do battle with any race that actively destroys forests or large masses of land. Burning woods especially enrages worshipers and masses of Mordius people often gather to put a stop to fires.

Mordius gives out her healing artifacts when there is great danger and warnings of war coming to her people in the forests and farms. These items appear to clerics or druids in the middle of rose bushes. They vanish when the time of trouble is over.

ARTIFACT: ROSE STAFF OF MORDIUS

It's a shepherd's crook staff made of oak with runes in silver across the back of the staff. It appears in a garden when the people of the land are about to face a terrible danger. The weapon has many uses: undead cannot come within 20 feet of the staff, it gives the wielder a +2 in their wisdom and constitution, it heals 100 hit points a day of any type of damage, and it drives the wielder to take up the quest of ridding the land of its problems. When the danger is over it turns into a +1 staff of healing.

ARTIFACT: ROSE RING OF MORDIUS

The ring appears in the petals of a large red rose in the garden of a druid or cleric worshipping Mordius. The ring drives the wearer to quest to solve the problems coming to the land. Usually these problems are in the form of evil mages and unholy clerics. The ring has many powers: it's a 2 hp per round ring of regeneration, it allows the wearer to cast druid spells or clerical spells at two levels higher than normal, and if they are a druid, they can use clerical spells; if they are a cleric, they can use druid spells. The ring also summons up one of any type elemental in a day and that creature will gladly help the summoner.

Mordius' lawful good avatar no longer appears on the planet.

THORAX BULL-HOUND

THE RED DUKE, LORD OF CHAOS, THE BULL, ROT OF THE DWARVES

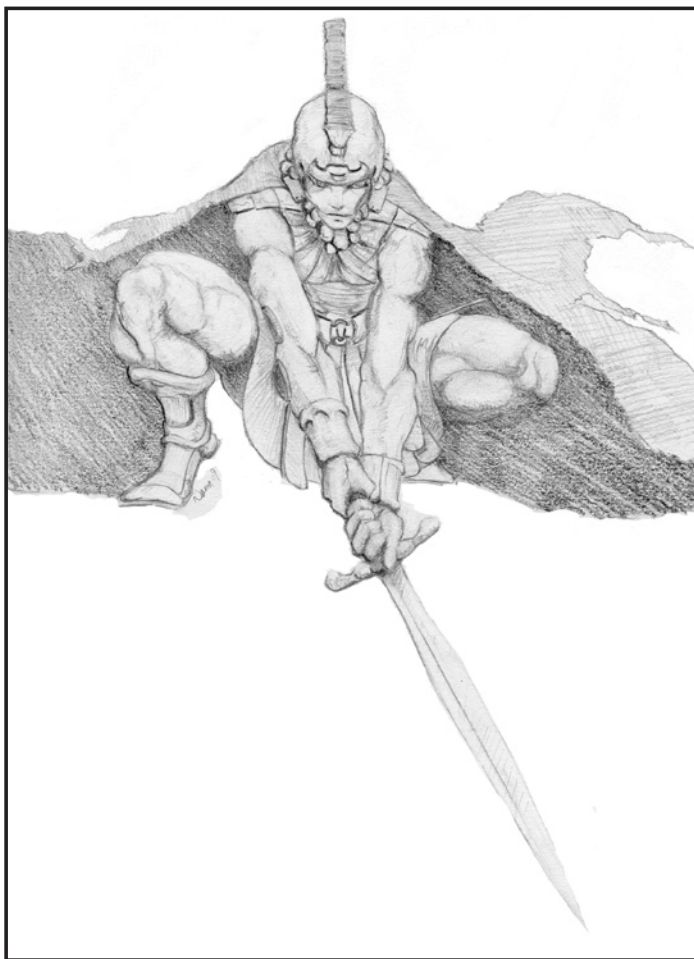
GOD SYMBOLS: Bull, two-handed sword

DEITY PROVINCE: Chaos, Command, Death, Destruction, Evil, Magic, Trickery

CEREMONY: In the light of a full moon priests of Thorax seeking to go up a level must present a dead enemy they personally killed to Thorax's altar.

TABOO: Allowing any foe to surrender is forbidden among Thorax worshippers

GRANTED ABILITIES: Worshipers at 3rd level gain Darkvision or duskvision, or deepvision depending on what they already have.



Thorax is the finest example of evil as he killed his sister and corrupted dwarves into goblins. Though worship of the deity has lessened over the centuries, there are still powerful sects who do Thorax homage in the dark of the night.

Worshippers of Thorax do daily acts of destruction and seek to destroy the homes of the innocent wherever they are found.

Thorax appears to his worshipers as a muscular human with narrow features. His flesh molds to his bones and his face and body are covered in scars. He wraps himself in his red cloak and is never depicted without his two-handed sword, Gruthfael.

ARTIFACT: THORAX'S CLOAK OF RED

Thorax gives his cloak freely to wizards and clerics trying to become a lich. The cloak has a purpose to destroy Law and once the spell caster has taken great strides to ruin a city or temple, the cloak raises the wearer up a level and gives them the secret of being a lich dedicated to the service of Thorax.

ARTIFACT: THORAX'S TWO-HANDED SWORD, GRUTHFAEL

The weapon has a chaotic evil alignment and a will of 25. It has speech and telepathy; it uses *locate object*, *suggestion*, and *hold person* three times a day; the sword's greater powers include: *teleport* 2/day, *haste* 3/day, *wall of thorns* 3/day, and *unholy word* 3/day. The weapon strikes for 2d12 + 8 three times a round. Its purpose is to destroy the world.

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The weapon is given out to a fighter to have them take deadly revenge on despoilers of a temple or cult of Thorax when the god is busy elsewhere.

THORAX AVATAR

THORAX AVATAR (*neutral evil*), Lich, HD 18d8, HP 136, AC 20, Primary Attributes: intelligence 25, strength 25, constitution 25. When a lich touches a victim's flesh, they must make a strength save or be paralyzed. The touch does 1d10. The paralysis is permanent unless magically countered. This lich has the spells of an 18th level wizard: 0th-7, 1st-6, 2nd-6, 3rd-5, 4th-5, 5th-4, 6th-4, 7th-3, 8th-3, 9th-2.

FEAR AURA: Any creature with five or fewer hit dice cower in fear with no saving throw while they are within 10 feet of the lich.

Thorax in avatar form often appears when one of his temples is looted or when one of his high-level worshippers is killed. In this form, he has come for revenge, walking the land hunting and killing those that despoiled his property.

NARRHEIT

THE ABYSSAL LORD, THE UNBURDENED ONE, THE ALL SEEING

GOD SYMBOLS: Scythe, 4 interlocking circles

DEITY PROVINCE: Chaos, Destruction, Misery, Magic, Evil, Trickery, Wrath

CEREMONY: Evil worshipers are to bring magic items to the temples of Narrheit and then they are allowed a higher place in the cult.

TABOO: Education is harmful and all those who would educate need to be banned from the places of Narrheit.

GRANTED ABILITIES: Much like a *commune* spell, after level three, each worshiper of Narrheit can ask a yes/no question of the deity when they attain their next level of experience.

Narrheit revels in his followers seeking revenge for any slight, real or imagined. Most of the Narrheit cult lives deep underground. Worshipers are expected to murder and kill their way to the top of any organization where they work. Narrheit appears to his followers as a tall, thin elf dressed in expensive robes with arcane symbols. Followers of all types tend to dress in dark robes with some type of chain mail underneath.

In recent years, four rings of black gold with a red-black Almandite stone have been available to the higher members of the cult. These rings are earned by advancing the cult in some way. Followers are known by the level of ring they wear. The first level ring is for characters of 5th level and below. The second ring for 6th to 10th. The third ring for 11th to 16th level characters. The fourth ring is for characters above the 16th level. Those of higher rings can order about those of lesser rings.

ARTIFACT: RING OF NARRHEIT

The ring has many powers and comes to a follower who must take revenge against a powerful lawful spell caster. The new



wearer must ask for the boon of Narrheit and promise to deliver slaves and treasure gotten while seeking revenge.

The ring has the following abilities: *spell turning*, *spell storing* of five spells of each level, *teleport* 3/day, and a purpose to slay law wherever it is found.

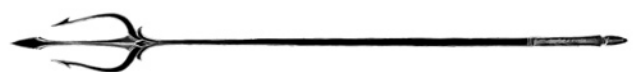
ARTIFACT: SCYTHE OF NARRHEIT

It is a little known fact that Narrheit hates druids and greatly rewards followers who burn down druid groves. The scythe suddenly appears in the hands of a follower who has the potential to attack and kill powerful druid characters. The scythe stays in the possession of the follower as long as they actively seek to destroy the things of druids. It can do the following: +4 to strike and do damage as a 2d10 +4 scythe striking three times a round; turning of all druid spells cast at the wielder; and regeneration of 3 hit points a round.

NARRHEIT AVATAR

The avatar walks Aihrde in revenge when one of his high-level followers is killed or a temple is despoiled.

NARRHEIT AVATAR (*chaotic evil*), 20th level wizard, HP 50, AC 20, MV 40 ft. Primary Attributes: 25 intelligence, 20 dexterity, 20 charisma. Narrheit uses his artifact scythe in combat, and wears his artifact ring. Spells: 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.



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EA-LOR

LORD OF THE SEAS, THE DEEP QUIET, GUARDIAN OF SHADOWS, MASTER OF THE GREEN HALLS

GOD SYMBOLS: Trident, A Silhouette of a Whale

DEITY PROVINCE: The Seas, All bodies of Water, Air, Travel, Water

CEREMONY: Every trip on the water is given a sacrifice of a silver coin.

TABOO: Killing anything but fish, on a beach, is forbidden to the followers of Ea-Lor.

GRANTED ABILITIES: Followers of the 3rd level and higher can speak with creatures of the water 1/day.

All sailors pay some homage to Ea-Lor if they wish safe passage over the seas. Other races that use the oceans also have worshipers sacrificing to Ea-Lor. Many times during the centuries, other gods have come for sanctuary in the underwater temple of Ea-Lor.

All images of Ea-Lor show a huge muscle bound humanoid with long legs ending in feet like a manta ray. His hair is long and he sports a full green beard. His eyes are bushy and reside over a broad human face. He constantly carries a trident and often he rides a Kraken.

ARTIFACT: TRIDENT OF EA-LOR

A worshiper who fights to save his port city from creatures, especially demons and devils, finds the trident. The trident does 3d10 +8 in damage and double that against outer planar creatures. The weapon's other powers include: purpose to slay evil, free movement underwater, underwater breathing, underwater creature summoning 5/day, and +5 protection.

ARTIFACT: PEARL HEADBAND OF EA-LOR

The headband is passed to a spell caster who seeks to raise a temple to Ea-Lor. The device allows the wielder to move freely



under water and breathe as normal. No denizen of the seas will harm the headband wearer.

Ea-Lor as an avatar appears often when any of his temples and worshiper's cities are threatened with destruction.

FRAFNOG AVATAR

EA-LOR AVATAR (*chaotic good*), 20th level cleric, HP 110, AC 25, MV 40 ft., 120 ft. (swim) Primary Attributes: wisdom (25), intelligence (25), strength (20). Ea-Lor uses his trident in battle with 3 strikes a round. He is capable of using spells while at the same time fighting in melee. Spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

All undead are turned to dust when they are within 100 yards of Ea-Lor. He can speak to any water creature and can order any creature to obey his will.



TEFNUT

GODDESS OF NATURE, THE EARTH, AND FRESH WATERS

GOD SYMBOLS: Circle with a diagonal line through it, Pearl image

DEITY PROVINCE: Earth, Travel, Fresh Water

CEREMONY: The act of washing and saying Tefnut's name brings a blessing to the individual.

TABOO: Polluting the waters with the dead is forbidden to the worshipers of Tefnut.

GRANTED ABILITIES: Tefnut's people are automatically swimmers and able to swim 10 feet further than others in the same span of time. They resist cold attacks at a +1 and take 1 less point of damage from such attacks.

Tefnut is a very kindly deity and spends a lot of time in avatar form

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increasing the number of her temples along rivers and by large lakes. She encourages her clerics to heal even unbelievers in an effort to bring them to her faith.

Worshippers who fish her streams or use her waters for boating often plant rice at the edges of the water in homage to her and her ways.

All of her images show her rising from the water as a full figured woman with long hair. Her worshipers are rarely warriors, but often act as servants for such people.

ARTIFACT: SHIELD OF TEFNUT

The Tefnut shield appears as a gift for a life saved. It often appears in the hands of dwarves who have been saved by a worshipper of Tefnut. The shield is a +4 adamantine device. It also makes the wielder impervious vs. all types of missiles.

ARTIFACT: PEARL OF TEFNUT

The Pearl of Tefnut appears to a spell caster and gives them a +1 in all of their attribute scores. It stays with the character until they have finished a quest the pearl tells them about.

TEFNUT AVATAR

This avatar often appears during a war fought over land. She comes out of a morning fog ready to use her powers to heal those who have fallen in battle. She supports her worshipers by healing their ills and gathering food and fresh water for them. Not one to enter battle, she is capable of fighting, but much prefers to help those after a battle.

TEFNUT AVATAR (*neutral good*), 20th level cleric, HP 110, AC 20, MV 40 ft., 120 ft. (swim) *Primary Attributes:* wisdom (25), intelligence (25), dexterity (20). Tefnut uses a war hammer (2d8 +4 with three strikes a round). She is capable of using spells while at the same time fighting in melee. Spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

TOTH

MASTER OF THE PATH, DEATH

GOD SYMBOLS: a circle within a circle

DEITY PROVINCE: Death, Knowledge, Magic

CEREMONY: At death, worshipers of Toth sing a special dirge to take the souls to the side of Toth

TABOO: worshipers of Toth can only heal one or two persons in any 24-hour period

GRANTED ABILITIES: Spell casters do +1 more points of damage per die of magical damage with each attack, and nonspell casters do +2 extra points of damage with any sharpened weapon

As the overseer of the dead, he guides the souls of the deceased to their resting place without judging them. Knowing all things, he has placed this knowledge in a set of three books. These books are constantly being stolen and worshipers are tasked with bringing these books back to Toth.

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Toth's worship is highly individualized. Sages, wizards, lammasu, and sphinx pay special homage to Toth. Those involved with the dead also build temples to Toth.

ARTIFACT: TOTH CHARIOT

The chariot is given to a spell caster or warrior leading Toth's followers into a dangerous battle. The chariot fits in the palm of a hand until its powers are called for by saying a magical phrase. The chariot expands and two ghostly winged horses appear in front. The magical device can then travel through the air with up to three riders. Missiles cannot strike the chariot or the riders. The artifact can function for two hours a day.

ARTIFACT: TOTH GOLDEN ROBES

The robes appear to a spell caster as they quest for something important to the worship of Toth. While wearing the robes, the wearer doesn't lose hit points. The robes are indestructible and stay with the wearer until they are finished with their quest.

The Toth avatar appears when new cities are growing and a Toth temple needs to be raised to better serve the god in the new city. The avatar teaches Toth worshipers to burn their dead and gives them new spells to better survive their hard life.

TOTH AVATAR (*Neutral*), 20th level assassin, HP 80, AC 25, MV 50 ft. *Primary Attributes:* dexterity 25, intelligence 25, wisdom 25. This avatar has all of the normal assassin abilities at the 20th level: case target, climb, death attack, disguise, hide, listen, move silently, knowledge of poisons, sneak attack, and traps. This avatar wears a +5 ring of protection, +5 bracers, and a +5 chest plate. When this avatar dies or is finished with his quest, he leaves his equipment for worshipers to use in the causes of Toth. Toth uses thrown darts on attack (1d3 +4 + poison with a constitution save -4 or the victim dies.).

TWIN SISTERS

THE MOON SISTERS

GOD SYMBOLS: Sun image done in pure gold or a full moon done in silver.

DEITY PROVINCE: Sun, Sunlight, Moon, Moonlight, Hunting

CEREMONY: A dawn ceremony gives worshipers an extra strength point for 24 hours. A hunting sacrifice gives worshipers 2 in their dexterity for 24 hours.

TABOO: Worshipers are not allowed to bring darkness anywhere by their acts or deeds so they can't put fires or lights out.

GRANTED ABILITIES: At 3rd level and higher, Twin Sister worshipers gain darkvision.

A single sister is usually worshiped by wise beings of all types. When a great boon is being requested, both sisters gain sacrifices of opals, gold art objects, and victims of the hunt from deer and bear to fish and fowl.



Ea-Vette is a huntress using a moon bow and silver arrows. Ea-Raena is a spell caster often throwing lighting bolts.

ARTIFACT: MOON BOW OF EA-VETTE

The bow is found in treasure caches of evil beings. As the string is pulled back an arrow of energy appears doing 12 points of damage and double that to large creatures. It can be fired twice around. It's given to a worshiper who is on a quest to raise a temple or help a temple of the sisters.

ARTIFACT: GOLD LIGHTNING BOLT JAVELIN OF EA-RAENA

The golden javelin appears to a warrior. It does 10 points of damage in a round and appears back in the hand of the thrower at the end of a round. This javelin is only given in battles against the followers of Unklar.

The avatars appear when powerful evil sent by the evil deities walk the land with intent to harm the worshipers of the twins.

TWIN AVATARS

TWIN AVATARS (*neutral*) 15th level Rangers, HP 120, AC 21, MV 40 ft. *Primary Attributes:* dexterity 20, constitution 20, strength 25. Both twins have all the ranger abilities of a 15th level character. *Combat marauder, conceal, delay/neutralize poison, move silently, scale, traps, survival, and track* Their favored enemy are goblins. Ea-Vette's bow does 3d6 +4 and she can fire three arrows a round. She uses a long sword (2d8 +4) in melee. Ea-Raena uses a magical javelin (35 points of damage per round) that returns to her at the end of every round. Ea-Raena also uses 20th level spells: Spells: 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

UNKLAR

HORNED ONE, DARK GOD, DARKNESS, MARSH LORD, GOD OF NIGHT, LORD OF THE WINTER DARK

GOD SYMBOLS: Crescent moon on a black field.

DEITY PROVINCE: Command, Evil, Law, War, Iron, Swamps

CEREMONY: Calling upon Unklar in the swamps at night can often summon a creature to follow the summoner.

TABOO: Worshipers cannot surrender or make peace once they start a battle.

GRANTED ABILITIES: 3rd level worshippers all gain darkvision, 5th level worshippers all gain +1 to hit and damage with iron weapons.

The horned god, Unklar, ruled Aihirde for a thousand years and then was sent to the Void. Now, his worshipers spend their time trying to summon him back to rule again. In the Confederation of Torrich and the kingdom of Punj, there are still many gothic cathedrals with high-level clerics making sacrifices by the light of the full moon.

Unklar appears as a huge, horned, humanoid beast. Evil beings of all races come to kneel at his image in hidden temples everywhere.

Worshipers of Unklar gain great respect by bringing the heads of their foes to the altars of Unklar.

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ARTIFACT: MACE OF JUDGMENT

When Unklar's avatar doesn't walk on the planet, the mace is given to the most powerful fighter in the cult. The mace is an adamantine weapon (2d8+4+ 2d8 extra versus chaotic characters). The weapon's purpose is to slay chaos and it has the following extra powers: teleport 1/day, death ray 1/day, protection from good all the time, and protection from normal missiles all the time.

ARTIFACT: MAUL OF THE HORNE GOD

The weapon is a gift to the barbarian who proves himself a great slayer of the enemies of Unklar. The maul strikes twice a turn for 2d12 +4. The weapon acts as a ring of spell turning and a +5 protection vs. all beings of chaos and good.

UNKLAR AVATAR

Unklar appears often in avatar form, now that his spirit is trapped behind the Void. Revenge causes him to appear most frequently, especially when his temples are robbed in the full light of day.

UNKLAR AVATAR (*lawful evil*) 20th level barbarian, HP 170, AC 25, MV 50 ft. Primary Attributes: constitution 25, strength 20, dexterity 20. Unklar has all the powers of a barbarian at the 20th level: combat sense, deerstalker, intimidate, primeval instincts, whirlwind attack, primeval will, ancestral calling. The Barbarian Unklar uses his Mace of Judgment. Unklar begins as a human looking avatar, but the longer he's on the plane the larger a pair of horns becomes as they grow from the top of his skull.



WENAFAR

NIAHLANI, THE FAERIE QUEEN, MOTHER OF THE FOREST

GOD SYMBOLS: Lily flower

DEITY PROVINCE: Nature, Animals, the Elements, Woods & Trees

CEREMONY: None

TABOO: None

GRANTED ABILITIES: At 3rd level, all spell casters worshiping Wenafar gains a totem shape of a druid.

Wenafar commands the elements and the fey, and watches over the animals and peoples of the forests. Gnomes, halflings, elves, and most creatures of the forest worship some form of Wenafar.

Forests flourish when worshipers of Wenafar inhabit the depths of the woods.

ARTIFACT: TIARA OF THE FAERIE QUEEN

This artifact is given to a spell casting worshiper who is about to face some powerful evil foe in the forest. It allows them to use wizard spells at their current level.

ARTIFACT: WAND OF WENAFAR

This artifact is given to a spell caster worshiper who is building a new temple in the forest to the goddess. The wand is capable of casting one of any 7th, 8th, or 9th druid spell once a day.

WENAFAR AVATAR (*chaotic good*), 20th level druid, HP 110, AC 20, MV 50. Primary Attributes: wisdom 25, intelligence 20, dexterity 20. Wenafar uses druid spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5-9th-5. Wenafar uses her artifact wand when she comes to help her worshipers. She has all these druid powers at the 20th level: nature lore, resist elements, and woodland stride. Her totem shape is an adult green dragon.

She rides a unicorn into battles. The larger creatures of the forest come and aid her in all combats.



VAL-EAHRKUN SPELLS

There is a set of special spells only the spell casting worshipers of the Val-Eahrakun have access to. These spells come one to a spell caster as they rise in levels. The 0th-level spell comes at the 2nd level, the 1st-level spell comes at the 3rd level, etc.

FOREST ALARM, Level 0, any spell caster

CT 1	R 10 yd radius/lvl	D 1 hr./lvl
SV none	SR none	Comp V

The spell creates a light mist that fills the area. As a being with evil intent comes into the area, a loud growl is heard and the being is outlined in faerie fire until they leave the spell area.

PLANT AID, Level 1, any spell caster

CT 1	R fruit/lvl	D permanent
SV none	SR none	Comp V

The spell takes a freshly-picked fruit and imbues it with 1d4 healing points of magic. While the fruit is fresh and edible, it retains its healing properties.

PLANT BINDING, Level 2, any spell caster

CT 3	R 10 yd. radius/lvl	D 1 rd/lvl
SV dexterity	SR none	Comp V, S

Only cast outside a dungeon and where there is some vegetation, grasses and other plants of the spell area weave a tangling effect stopping a being for two rounds from doing anything but struggling for release.

SPIRIT WEAPON, Level 3, any spell caster

CT 4	R 10 yards	D 1 rd/lvl
SV none	SR none	Comp V, M

A brightly-glowing, lengthy whip floats in the air. At the verbal direction of the caster it begins attacking as a 5th level fighter. The magical weapon does 1d6 points of damage and can strike and do damage to any creature, even one with magical protections.

SUMMON A SERVANT, Level 4, any spell caster

CT 5	R 10 yards	D 1 tn/lvl
SV none	SR none	Comp V, M

A small, halfling-sized furry humanoid appears and follows every order of the caster. It has no fear for its life and will try to do everything it is asked to do.

SERVANT (NEUTRAL), HD 1, HP 10, AC 10, MV 30 ft.
Primary Attribute: m, attack: none, int: low.

CONTROL A WATER SPIRIT, Level 5, any spell caster

CT 5	R touch	D 1 rd/lvl
SV none	SR none	Comp V, M

WATER SPIRIT (NEUTRAL), HD 3d8, HP 24, AC 17, MV 20 ft., 90 ft. (swim) Primary Attribute: physical, intelligence: animal. The spirit does a slam for 1d10 points of damage out of the water and double that in the water.

Summoning the spirit requires at least five gallons of fresh water. The spirit appears as a humanoid completely made of water. It obeys simple commands until the duration of the spell is exhausted. It can fetch and carry things, warn of danger, and fight

along side its summoner. The spirit does not hate its summoner and there is no need for a pentagram in the summoning process.

CONTROL AN AIR SPIRIT, Level 6, any spell caster

CT 6	R touch	D 1 rd/lvl
SV none	SR none	Comp V, M

AIR SPIRIT (neutral), HD 4d8, HP 32, AC 18, MV 100 ft. (fly)
Primary Attribute: physical, intelligence: animal. The spirit does a slam for 1d12 points of damage.

Summoning the spirit requires at least five feet of clear air. The spirit appears as a humanoid completely made of water. It obeys simple commands until the duration of the spell is exhausted. It can fetch and carry things, warn of danger, and fight along side its summoner. The spirit does not hate its summoner and there is no need for a pentagram in the summoning process.

CONTROL AN EARTH SPIRIT, Level 7, any spell caster

CT 7	R touch	D 1rd/lvl
SV none	SR none	Comp V, M

EARTH SPIRIT (neutral), HD 5d8, HP 40, AC 19, MV 60 ft., 50 ft. (burrowing) Primary Attribute: physical, intelligence: animal. The spirit does a slam for 3d6 points of damage.

Summoning the spirit requires enough earth or sand to form a man-sized humanoid. The spirit obeys simple commands until the duration of the spell is exhausted. It can fetch and carry things, warn of danger, and fight along side its summoner. The spirit does not hate its summoner and there is no need for a pentagram in the summoning process.

CONTROL A FIRE SPIRIT, Level 8, any spell caster

CT 8	R touch	D 1 rd/lvl
SV none	SR none	Comp V, M

FIRE SPIRIT (neutral), HD 6d8, HP 48, AC 30, MV 40 ft., 60 ft. (fly) Primary Attribute: physical, intelligence: animal. The spirit does a slam for 2d12 points of damage.

Summoning the spirit requires a fire five feet high. The spirit obeys simple commands until the duration of the spell is exhausted. It can fetch and carry things, warn of danger, and fight along side its summoner. The spirit does not hate its summoner and there is no need for a pentagram in the summoning process. This spirit causes anything flammable to begin burning when it touches these items. Attacking this spirit causes 1d6 of burn damage to the attacker of the spirit.

DEEP HEALING, Level 9, any spell caster

CT 2 turns	R touch	D permanent
SV see text	SR yes (h)	Comp V, M

The spell removes curses, regenerates body parts, and totally heals all wounds, but can only be cast one time per individual taking the deep healing. The curative version of this spell causes the same hit points of damage to undead. In those situations, a successful wisdom save indicates half damage.

GODS OF AIHRDE

ELDRITCH GOBLINS

NO. APPEARING: 1

SIZE: Small

HD: 1 (d10)

MOVE: 20 ft.

AC: 24

ATTACKS: By weapon, (see below)

SPECIAL: Darkvision 60ft, Eldritch Goblin Qualities, Mounted Combat, Silence

SAVES: M

INT: Supra-Genius

ALIGNMENT: Neutral Evil

TYPE: Humanoid

TREASURE: Special

XP: 3250+20

Eldritch goblins are immortal. They take a variety of shapes and forms, though all are goblinesque in nature. Some are taller than normal goblins, others smaller, so much so that they are only a foot or so high. Their features are akin to an old knotted black-jack oak, twisted and wrinkled like dried bark. This is representative of their age, the older the goblin the more knotted and thick his skin. Younger eldritch goblins, - those only several centuries old - still possess something of the smooth, stretched skin of their lesser kindred. Of course, some of the elders are possessed of luminescent beauty, a reflection of their magical quality (*see below*). Eldritch goblins have a great love of things, and they are always carrying them around, often tied to their persons, articles that they have come across in their adventures, articles they found interesting such as a beaded glass jar, a box of peculiar workmanship, a bone, etc. They are also fond of jewelry and wear ear, finger, and toe rings, bracelets, arm bands, and the like. In clothing, they are as varied as any species, some preferring colors bright and glaring, others armor, still others, drab cloaks or rags.

Eldritch goblins belong to any of the greater goblin communities, though they stand apart from the vast horde and often travel alone.



Some rule their lesser kin; others live amongst them as strangers, revered as god-like figures. But few of the eldritch goblins work in concert with each other as their purposes are different. Some few, however, develop friendships with their eldritch brethren and spend lives in adventure. If more than a dozen are encountered at any one time it is very rare and usually an indication that something huge is happening in the goblin communities; war, or the like. Within the community of eldritch goblins, there are lesser eldritch, and greater. The greater are possessed of some power or charm that defies most worldly powers. Lesser eldritch have lesser powers as noted below.

They are fluent in all the human, demi-human, and most other humanoid languages, having keen intelligence and long lives to learn them. They revel in the history of their being and judge one another by their deeds and accomplishments, battle honors not the least. They are not averse to traveling with any of the other races, carrying no particular hatreds for other creatures, secure in their own lifeless superiority.

Combat: Eldritch goblins utilize the same tactics as their lesser brethren, but they are even more vile and wicked in doing so. Unlike lesser goblins, eldritch goblins can match strategy with any dwarf, and they are not cowardly. They are more than willing to sacrifice any number of other goblins, orcs, or any other creatures in their service to gain a victory. Being immortal creatures, they have complete disdain for the lives of other beings.

Eldritch Goblin Abilities: Every eldritch goblin possesses a unique ability. The individual abilities greatly range in power from simple mimicry of a spell, class ability, or magic item, to extremely powerful, extraordinary powers comparable to those exhibited by artifacts or deities. Each eldritch goblin's ability is entirely up to the Castle Keeper.

Note: For quick and low-level encounters, Castle Keepers should generate eldritch goblin abilities by randomly rolling for or picking lower-level spells and skills, or the powers of minor magic items. Mid-level encounters, and encounters intended to generate story hooks and plot require more careful planning by the Castle Keeper and should be predetermined and worked into the adventure's story. For high-level encounters, especially those involving the elite eldritch goblin leaders, the Castle Keeper should create abilities comparable to the following examples: invulnerability to all weapons; can only be killed by a singular attack type; extremely high spell resistance; or polymorph at will. Indeed, the most evil and powerful Eldritch Goblins can prove to be the most deadly antagonists in the lands who possess a unique power bordering on god-like proportions.

Examples of an eldritch goblin's ability might be:

LESSER:

Exudes protection from good. Never needs to eat. Calls animals. Summons rain.

GREATER:

Slain only by stones thrown at an angle. Can only die if he sleeps past mid-day. Polymorph at will. Can stop time in the same manner as the wizard spell. Shape Shifting.

Mounted Combat: Eldritch goblins are skilled in mounted combat when riding worgs. Without the need for an attribute check, eldritch goblins can saddle, mount, ride, and dismount. They can perform simple leaps, and obstacle maneuvers (no more than 3 feet in height and move around small items such as barrels). They can also fight from a mount during combat (melee and ranged) without penalty; control the mount in combat; guide a mount with the knees; and stay in the saddle when a mount rears or bolts. When fighting from a worg, an eldritch goblin can direct the mount to attack and still make his or her attack normally.

With a successful dexterity check, and by foregoing any attack or other action, eldritch goblins may direct their mounts to perform the following actions while mounted: cover, deflect, fall softly, leap, and charge.

Deflect: This entails the worg being moved between the opponent and the eldritch goblin, or positioned to offer maximum cover for the eldritch goblin, while at the same time allowing the mount to avoid blows. This maneuver gives a +2 bonus to the eldritch goblin's armor class and a +1 bonus to the worg's armor class.

Cover: An eldritch goblin can drop and hang alongside his/her worg, using it as three-fourth's cover. This grants a +3 bonus to the eldritch goblin's armor class from those on the opposite side of the wolf. The eldritch goblin cannot attack or be holding anything while using this ability.

Fall Softly: An eldritch goblin can avoid any damage after falling from the worg, when the worg rolls, or falls, to the ground. The worg takes the brunt of the fall as the goblin leaps to the side or off entirely.

Leap: The eldritch goblin may direct a mount to leap obstacles as part of its movement. The obstacles jumped can be no taller than 2/3 the height of the worg.

Charge: An eldritch goblin is well trained in the use of a spear. When fighting from a mount and charging, an eldritch goblin inflicts triple damage upon a successful hit when wielding a spear.

Silence: Eldritch goblins are able to move silently, despite any accoutrements they carry or wear. This ability acts the same as the spell *silence*. However, the duration is permanent, or as long the goblin wishes to be moving quietly and it does not have a radius affecting the goblin and the equipment he/she is carrying.

THE ELDRITCH GOBLINS AND AIHRDE

The eldritch goblins were First-born Dwarves corrupted by Thorax in ancient times. He twisted them and made them hate their Dwarven brethren. He taught them a vile sorcery, and in time, their form became deformed. Too, the Eldritch Goblins saw into Thorax's memory, and there they found the secret of immortality and other dark powers. Most are evil and vicious, ever seeking to begin again the great wars between Dwarf and Goblin.

Eldritch Goblins cannot spawn their own kind without a queen. Instead, a mating of eldritch goblins results in a typical goblin

("lesser goblin"). Only a queen lays eggs from whence eldritch goblins hatch. Hundreds of years passed without a Queen, but a new queen has appeared, and the race is spreading again across Aihilde. The race worships Oglotay, the first queen, the reincarnation of Oglotay herself.

HOUNDS OF DARKNESS

NO. APPEARING: 1-2

SIZE: Large

HD: 20 (d12)

MOVE: 60 ft.

AC: 22

ATTACKS: Bite (4d8)

SPECIAL: Detect Chaos, Good, Keen Senses, Leap, Swallow Whole

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 12,550 +20

These malevolent hounds tower above the earth, standing 15-20 feet at the shoulder and weighing over 6 tons. They have broad chests and tapered waists, with wide heads, short snouts filled with fangs. Their fur is short in the summer, sometimes splotchy, falling out altogether, exposing wrinkled, reddish-pink skin. In winter months, they grow a shaggy coat of fur, usually dark red or reddish-black in color. Their eyes burn with an eldritch fire that glows in the dark, sending wisps of blue smoke rising from their heads. Their breath is a gale of fetid stink. When they walk, the world rumbles; when they leap, it shakes; and when they do battle, it quakes.

Though they are rare, the hounds are found in all climes and all terrains. They generally hunt alone, though they are occasionally found in pairs. They will eat anything and do not



GODS OF AIHRDE

reason when they are hungry. If well fed, they tend to only hunt faerie creatures of all stripes, especially elves. They have a peculiar ability to sniff out creatures that are good or chaotic, both dispositions for which they have an unreasoning hatred. They never make dens, nor stop moving. Once in a great while, they settle in a region and hunt the region over, particularly if that area has an abundance of its favorite food.

Elves have a wholly natural fear and hatred of these creatures, for they often terrorize their villages and towns. Few can tame them, but some have tried and fewer still have succeeded, most ending their days as dog meal.

Combat: The hounds have a tremendous sense of smell and keen sense not unlike a dragon's. When their prey is located, they attempt to lay in wait for it, hoping that the victims come within their leaping range so that they can pounce and devour the hapless creature. When this fails, if they are discovered for instance, they attack by charging outright, leaping and attempting to swallow their victim.

Keen Senses: A hound of darkness sees twice as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet and the scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden such as with an *invisibility* spell.

Leap: Hounds of darkness are able to make massive leaps, whether standing still or from a run. If standing still, they can leap up to 50 ft., whereas from a charge they can leap a full 75 ft. Any creatures they land upon must make a successful dexterity save or suffer a crushing blow from the creature's weight for 8d10 points of damage. A successful save negates all damage. Due to the creature's massive size, dodging is not impossible and any leap attack only has a CL of 10.

Swallow Whole: Hounds can try to swallow any medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 3d8+7 points of crushing damage per round plus 8 points of acid damage from the hound's gizzard. A swallowed creature can cut its way out by using claws or a small or tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The gizzard can hold three medium-size or six small opponents.

THE HOUNDS OF DARKNESS IN AIHRDE

Unklar first used his forges in the Klarglich, the Pit of Woe, to bring forth these fiendish beasts. The evil hounds were forged from the tortured bodies of the fey, twisted into the shapes of massive dogs. Beaten, battered and starved they became wild with rage. When at last they were released they left the pits in a rush and scattered throughout the world. In those days of the Winter Dark, they were seen in all the corners of the world, even swimming the oceans in their hunt for elven prey. It is rumored that one of these beasts slew the elven queen, Londea in the Shelves of the Mist. They were hunted by the Prince Meltowg

Lothian for many years until his death. And the annals speak of three that he slew single-handed. The creatures remain though, haunting the world and elves in particular. They are driven by lingering pain from their tortured births, as much by hate. Their only purpose was to root out the high elves from their places of hiding. With the banishment of Unklar, they roam the world without a master, seeking elves to kill or a new master to follow, some few lair in dark places to abide their days in misery.

MOGRL

NO. APPEARING: 1

SIZE: L

HD: Lesser: 18 (d12) (216 hit points); Greater: 24 (d12) (288 hit points)

MOVE: 40 ft., 120 ft. (fly)

AC: 36

ATTACKS: 2 claw (1d10), bite (1d12), tail snap (1d8), stomp (1d12), wing buffet (see below), by weapon (6d6+2 or more)

SPECIAL: Breath weapon, Darkvision, Frightful Presence, Immune to fire and poison, Resistant to cold and acid, Spell-like abilities, SR 12, See Invisible, Sound Blast, Strike Magical Creatures (+1) with fist, Throw Rocks, Twilight vision

SAVES: M, P

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Demon

TREASURE: 24

XP: 49,000+18/49,000+24



The mogrl is a huge creature, standing roughly 25 feet high. They are powerfully built and muscular. Their flesh and hair is dark hued, reds, browns, and blacks. Like their master their legs are triple jointed, and they stand upon cloven hooves. Fur covers the beast's lower quarters from its waist to its hooves. Their torsos are hairless but for their bony spines, which are covered in spike-like hair, usually white or gray in color. Their spines connect to a long barbed tail, similarly rigid with spine and hair. Their hands, with long fingers, have retractable claws. They have massive bat-like wings that sprout from their backs. Their necks and shoulders are thick, with massive sinews, all to sport the head of bone that crowns the Mogrl's fierce visage. Rising from the neck is its wide, horned head. The creature's snout is thick; folds of leathery flesh hang from its jowls and surround its beady eyes. A wide plate of ashen bone, upon which are mounted two, sometimes three great horns, crowns the creature's head. These huge creatures emanate fear and hate and the smell of blight precedes their shadowed form. The mogrl are rare demon kind. They are solitary creatures, very powerful and intelligent. They are divergent in personality. Some are possessed of tremendous power and lord over hordes of servants, others dwell in solitude. They are wicked, cruel, and avaricious.

Combat: The mogrl are very aggressive and attack quickly and without warning or recourse to negotiation. These wicked beasts usually carry a magical weapon, preferring huge axes, glaives or some similar weapon. The primary weapon will always be at least +2. They can fight on the ground or while flying and can take multiple attacks each round, swinging their weapon as well as striking with their tail, etc. When doing so, their favorite tactic is to hover over their opponent while striking with claws/weapon, tail, and a horrific bite.

Breath Weapon: The creature breathes a cone of fire and ash 30 ft. in length that deals 4d10 points of damage. It can use its breath weapon four times per day. A successful constitution save reduces the damage by half and they suffer no secondary effects. Those that fail their constitution save suffer the secondary effect of constricted air and limited visibility, thus reducing their attack rolls by -2 for 1d4 rounds.

Frightful Presence: Like dragons the mogrl can unsettle foes by its mere presence. The ability takes effect automatically whenever someone comes within 50 feet of the creature. Creatures subject to the effect must make a charisma saving throw to avoid the consequences; if successful, they remain immune to the mogrl's frightful presence. On a failure, creatures with 4 or less hit dice become panicked (treat as the effects of the *fear* spell) for 4d6 rounds and those with 5 or more hit dice become shaken (suffering a -1 penalty on all attack, damage, attribute check, and saving throw rolls) for 4d6 rounds.

Immunities: The mogrl is immune to all poison, or fire based attacks.

Massive Strength: These creatures are massively powerful with an affective strength of 27. They can strike creatures of a magical nature (+1) with their fists and throw rocks as do frost giants for 2d10 points of damage up to 510 feet.

Resistances: The mogrl possesses a natural resistance to acid and cold based attacks. Any such attack automatically does half the normal damage. The mogrl can make necessary saves and spell resistance checks to further reduce the damage.

Sound Blast: Once every four rounds the mogrl is able to draw upon its massive lungs to hurl a blast of magical sound at its foes. The bellow is deep, gravelly, and filled with spite and hatred. The sound blast is directed and strikes as a straight line, striking any single creature who is within 40 feet of the creature's snout. Victims must make a successful wisdom save or suffer 4d8 points of damage and be deafened for 1d8 melee rounds. Furthermore, the sound blast operates as a *disjunction* spell, and the victim must roll a save for each of their magic items or they are dispelled.

Spell-like abilities: Mogrl possess inherit magic abilities. They are able to cast the following spells at will: *Fire Ball* (3/day), *Fire Shield* (2/day), *Darkness* (5/day), *Dimension Door* (2/day), *Greater Scrying* (1/day), *Stinking Cloud* (1/day), *Symbol* (1/week). The greater mogrl are able to learn up to 9th level wizard spells and cast as an 18th level wizard.

IN AIHRDE

Unklar forced Dolgan to forge twenty-four of these dark servants from the spite contained in Unklar's mind. Fierce and crafty in war, these creatures of fire and ash are some of the most feared beasts upon Aihilde. They are worshiped as gods by orcs, ungern and some men of evil intent. As natives to Aihilde, they do not travel to any other planes. Coming into life during the height of the Winter Dark, mogrls have no memory of what came before. They consider any attempt to conquer the plane a direct threat to what is rightfully theirs. They particularly hate the first-born, the dwarves.

Mogrl live in deep places under the earth away from the sun, where they lord over many diverse creatures through spite and malice. They have mastered the forge and often craft weapons of power. The greater mogrl have mastered the act of creation through knowledge of the Language of Creation and they populate their realms with creatures of their own evil imaginings. This knowledge is extremely powerful and places them in the realms of the gods.

It is recorded that three mogrl were slain in the Winter Dark Wars, the majority of them remain. Rumor holds that the greater mogrl have forged a new lineage of these wicked creatures, and that more than 24 now exist in the deep pits of Aihilde. It is thought that the greatest of the beasts resides in Aufstrag still, where he vies for power over that tower with Coburg the Undying.



GODS OF AIHRDE

NAERLULTH

NO. APPEARING: 1

SIZE: Large

HD: 12 (d10)

MOVE: 30 ft., 40 ft. swim, 20 ft. climb

AC: 24

ATTACKS: See below

SPECIAL: Ash cloud, Devouring Assimilation, Engulf, Fear/Inspire, Incorporeal, Regeneration, Rock Throwing, Spawn, SR 12

SAVES: P, M

INT: Supra-Genius

ALIGNMENT: Lawful Evil

TYPE: Magical Beast

TREASURE: 20

XP: 9950 x 12

Naerlulth are creatures from the nether planes fashioned of ash, smoke and the dust of burnt things. The naerlulth's body is generally oblong in shape, though crusted over as with scabs and the like. It is possessed of long ashen colored tentacles; they sprout from the creature's upper torso, are long, thin and adorned with thousands of tiny appendages. These run the length of the tentacles and allow the creature to grasp almost anything. The number of these tentacles ranges from a few to a dozen or more, depending on the age of the creature. They constantly shed, fall off and re-grow if they are damaged. A naerlulth possesses no bones or cartilage, and its shape changes with its mood. It can flatten its body, spreading it out or it can contract itself, making its bulk look truly imposing. It has no legs, but rather uses its tentacles to pull itself along or to climb or swim. They have no head, eyes or ears but sense vibrations in the ground or movement in the air through long hairs on their skin. Their ashy skin itself is constantly peeling or flaking off, leaving trails of ash behind them and forever floating around them.

Naerlulth devour any living creature, plant or animal, by engulfing it with their body and secreting acid through their soft underbellies. The acid breaks down armor, clothes, skin and bone in a matter of minutes and is absorbed what remains of the items is turned to ash and left on the ground. The naerlulth feed constantly and the residue of their meals are discarded through their shedding skin in the guise of more ash. Huge flakes of which are constantly falling

off replaced by regenerated skin and tissue. These creatures settle in almost any environment, but prefer regions of lush vegetation where they can pull themselves across the ground, destroying all they pass over. They poison the land, for nothing grows in their wake but for a thorny vine of their own making.

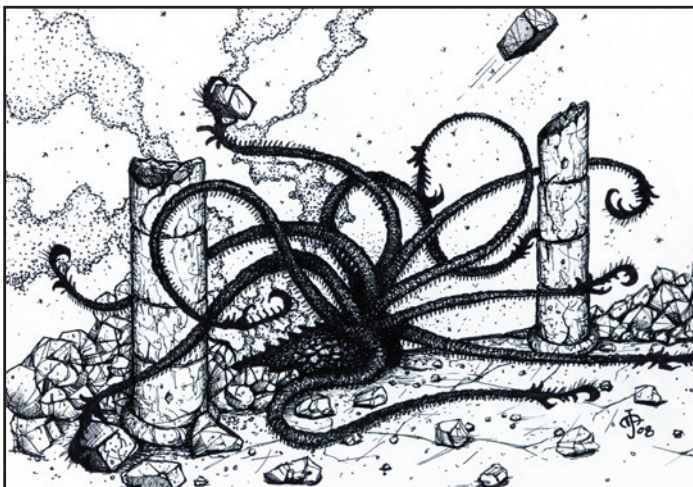
They devour the wealth of the land, burn off its vibrancy and shed the ashes of its remains in ever growing clouds of ash. Given time these creatures can poison whole landscapes, burning rock into jagged slag, destroying all plant life, turning soil to ash and constantly shedding clouds of ashy skin into the air and on the ground. They occupy deep holes or dark waters, constantly coming forth to feed in fields ever further away. Whole mountains, valleys or regions become poisoned fields of death after only a few years. For this reason their lairs are generally huge fields of blackened, dead earth, with clouds of burnt dust hanging over them.

Naerlulth are very intelligent and can communicate with most creatures telepathically. They hate all living things and are possessed of the singular drive to destroy life. They tend to avoid civilized or settled areas, preferring to nurture their hatred in the peace of their ruin. They do however attract creatures of a like disposition and alignment, so much so that some of them command large armies. At times their minions bring them food, living and otherwise.

Combat: Naerlulth attack with their many tentacles, hurling boulders, trees, bodies or anything else they can reach at their enemies. Simultaneously they attempt to grapple their foes and drag them into the morass of their flesh, there to be destroyed by acid. Each tentacle possesses its own hit points (3d4) separate from the monster's hit points. Tentacles can be hit or even destroyed but damage done to a tentacle does not translate to damage done to the creature's 12d10 hit dice. Any tentacle destroyed immediately starts re-growing (see below). Whenever any creature approaches too near the naerlulth belch clouds of burning ash on them in order to disorient and cripple their opponent. They are able to assume a frightful presence as well as inspire their own minions. They are very intelligent and very hard to actually kill. If defeated, or near defeat they flee, shedding much of their form to slip into whatever crevice or crack they can manage to squeeze into.

Ash Cloud: Naerlulth are able to spray a cloud of ash from any one of their tentacles. The tentacle snaps forward, disintegrating into a jet of burning ash up to 30 feet away in a line 10 feet high and 10 feet wide. Any target caught in the cloud is successfully hit and takes 3d8 points of acidic damage, half damage with a successful constitution save. Furthermore, the victim must make a dexterity save or be blinded for 1d6 rounds. The tentacle is rendered useless until it regenerates. It takes 12 hit points of regeneration to grow one back.

Devouring Assimilation: When the naerlulth's underbelly comes into contact with any material it secretes an acid that begins to break the object or creature down. They devour stone, wood and metal as well as flesh but the harder the substance the harder and longer it takes to consume. It consumes such matter at different rates, but because of the creature's great size it can



destroy more than might be expected. It will feed on a patch of earth for a day or so, reducing 10-15 square feet of trees, metal or earth to ash. Flesh and softer substances are almost instant. Metal is slow, but is generally reduced to nothing in about 6 melee rounds (if enchanted armor is attacked by the creature, an additional round per magical plus is necessary before the equipment is turned to ash). Flesh that comes into contact with the creature's underbelly takes 1d10 points of damage a round.

Engulf: If an opponent is struck by 3 or more tentacle attacks in the same round, the naerlulth will attempt to pull that victim to the ground and flow across it. The victim is allowed a strength save (CL 5 + 1 per successful tentacle) to avoid this effect. If the save fails, the target is slammed to the ground near the creature and pulled under it. The naerlulth attempts to smother the victim and devour it and the victim is held in the equivalent of a Challenge Level 15 grapple.

Fear/Inspire: A naerlulth is able to put forth its frightful presence and strike fear in its enemies. It does so by projecting itself as a huge, monstrous minion of the nether planes. Any enemy within site of the creature must make a charisma save or suffer a -1 on all combat rolls (initiative, to hit and damage), attribute checks and saving throws. Conversely any creature allied with the naerlulth is inspired to fight greater and gains a +2 to all rolls. If the creature is destroyed or driven from the field its loss is catastrophic to its allies who must make a charisma save (CL 12) or flee the field in terror.

Incorporeal: They can if necessary become incorporeal, but doing so reduces them to shadow creatures and they must find a new lair to rebuild their strength, a process that can take years. They generally only do this when on the verge of destruction. In this form it can move up to 100 feet a round.

Regeneration: Immediately after suffering damage the naerlulth begins to regenerate itself. It can control what it regenerates. It will always heal wounds on its body first, and tentacles after that. They regenerate at a rate of four hit points per round. They cannot heal damage to their body caused by magical attack, including magical weapons. A naerlulth reduced to 0 or less hit points sheds its physical form and becomes incorporeal and flees the area immediately. For all intents and purposes the creature is dead, however it can as already mentioned return, but only after many years.

Rock Throwing: Naerlulth can hurl boulders or other similar objects up to 350 feet. Successful attacks inflict 1d12 points of damage.

Spawn: Creatures killed and devoured by naerlulth are often cast into limbo and their tormented spirits are left to occupy the lands the creature has devoured and laid waste. These spawn are often undead but have no shape or form until they assume one. For more see Naerlulthut (forthcoming in Crusader 11)

NAERLULTH IN AIHRDE

In the early days of the Winter Dark when Klarglich, the Pit of Woe, that was Unklar's forge in the bowels of his fortresses, was newly made, Unklar set himself the task of making creatures of his own design. There were many foul beasts and fantastic creatures that he labored upon. These came to haunt the world

of the Winter Dark as many still do. Some were small and without purpose, others were great and possessed of his will and mind. The naerlulth were of the greater order of these creatures. Shaped from the ash of burnt sentients and other ancient trees, and scorched with fire, they took on the shape of blackened coal. Made in mockery of the trees that the All Father loved so greatly the naerlulth were given long tendrils, or tentacles to mimic roots.. The creature was not given a hard shape however, only a shell that it could alter and change with only small efforts. It was filled with a thick sap like acid that it secreted wherever it went; indeed naerlulth's meaning in the ancient dwarf tongues is "The Bleeding Ash." They were given minds of their own and in time of years became possessed of great wisdom. But this has always been offset for Unklar filled them with utter disdain for all living creatures and set them the task of unmaking the beauty of the world. This task they took up readily and Unklar gave them dominion over many of his other minions in order to further their designs. When he fell from the world and returned to the Void the naerlulth did not suffer as did others of his creations, but rather they thrived, settling in wild places and devouring the world. To them many of the refugees of Unklar's rule have gravitated so that many of them lord over small kingdoms of ash and desolation peopled by orgc, trolls and the dreaded ungeren.

NAERLULTHUT

NO. APPEARING: Special (see below)

SIZE: Special (see below)

HD: Special (see below)

MOVE: 30 ft.

AC: Special (see below)

ATTACKS: Slam (see below)

SPECIAL: Darkvision 60 ft., Devouring Assimilation, Dust, SR 5

SAVES: Special

INT: Average

ALIGNMENT: Evil

TYPE: Undead

TREASURE: NA

XP: 1 HD13+1 /4 HD 150+4/8 HD 950+8

The naerlulthut are incorporeal creatures that dwell in the fields of ash left behind by the naerlulth. At times they appear as whirling balls of ash, rolling or twisting through the devastation without purpose. When roused they begin to transform, assuming something of the shape they possessed in life, but it is little more than a hollow echo of it. Gaunt, skeletal creatures, their bodies elongated beyond imagining, their visages twisted with rage and madness, their clothes in tatters holding what weapons, if any, they held in life. But these are ghostly images of what was once real for the naerlulth, their mistress, devours all.

The naerlulthut are the spawn of the naerlulth, that dread creature of the darkness whose sole intent is to destroy the world about it (see Crusader No. 10). These, its children, are undead spirits whose bodies were devoured by the beast and whose souls were bound to it. These tormented spirits wander the ashen fields of the naerlulth's destruction, bound to the creature that made them. They have only faint memories of their former lives and these are usually haunting nightmares that do nothing but cause them the anguish of anticipation. Fear and hate consume these creatures.

GODS OF AIHRDE

The naerlulthut's natural form is one of dust, the spirit of the devoured creature lingering in the refuse left behind by the naerluth. If in life it used a weapon such as a sword, it will do so in death, but the weapon is actually a part of it and not considered separate. When the creature becomes corporeal it takes the shape of what it was in life, an orc will appear as a gaunt or skeletal orc, a manticore as a gaunt and skeletal manticore and so on. No matter the shape it is restricted to one slam attack per round. However, its size does determine its HD and AC.

SMALL CREATURES: HD 1 (d12), AC 13

MEDIUM CREATURES: HD 4 (d12), AC 15

LARGE CREATURES: HD 8 (d12), AC 17

Combat: Naerlulth appear as swirling clouds of dust drifting across the ashy fields. When living creatures (aside from insects or plants) pass near the creature they begin to change shape, turning into a vaguely corporeal form. They appear to be made of dust but with the shape of whatever they were in life. Once they have changed shape they focus on the nearest living creature and attack it ferociously, even going so far as to pursue it if it should flee. It attacks until killed or turned. They do not leave the fields of dust and as soon as the creature they are pursuing leaves the naerlulthut dissolves, vanishing into the dust once again. If the naerlulthut is killed it dissolves back into the dust from whence it came, it is not destroyed however, after several days it regains its shape and terrorizes the wasteland once more. Turning the creature is the only way to permanently destroy them.

Devouring Assimilation: Whenever the naerlulthut touches living flesh, the flesh becomes dry and cracked, turning black almost immediately. The flesh is destroyed only a little at a time. The initial contact causes 1d8 points of damage. After the initial contact and damage and for each round that the naerlulthut continues to touch the victim it causes 1-2 points of constitution damage. Alert victims can quickly break away to avoid this damage, no check being necessary. Those unable to break away continue to suffer constitution damage until they eventually die, as the effect spreads from the initial point of contact throughout and across their whole body, turning them into dust. The victim dies when they reach 0 constitution points. The damage is not permanent unless the victim dies and can be cured with a *restoration* spell. Also victims regain 1 constitution point for every day of solid rest.

Dust: Naerlulthuts change shape, morphing from the dust that is their natural form into a more corporeal being. This change triggers when a living creature (excluding insects and plants) passes near the naerlulthut and stays in the vicinity for any length of time. They begin taking shape from the dust of the desolation

about them, slowly forming face, hands, arms and a torso until they have some portion of a body. Once they have taken form resurgent memories drive them to attack any creatures that they see. They keep the form until destroyed. It takes 1-4 rounds to change from dust to corporeal. Passing by a naerlulthut causes the creature to begin taking shape but if the creature continues to pass the naerlulthut loses its form, dissolving back into dust.

THE NAERLUTHUT IN AIHRDE

These creatures are very uncommon, only found where the naerluth have dwelt for some time. They have no real connection to the Winter Dark or the Horned god, being entirely creations of the naerluth. They hold no particular importance to the people's of Aihirde as few have encountered them and even fewer have unraveled their origins. Those that have, such as the White Order, have noted them as yet one more horror that survived the Winter Dark. Some elves have taken to bringing their dead and feeding them to the naerlulth so that their souls or spirits linger on the plane, this in hopes of defying the curse of old.

SENTIENT

NO. APPEARING: 1-2

SIZE: Large

HD: 5-18 (d12)

MOVE: 20 ft.

AC: 22

ATTACKS: 2-12 (1d4 points of damage)

SPECIAL: Plant Qualities, Improved Grab, Swallow Whole, Acid, SR 12, Move Earth

SAVES: M, P

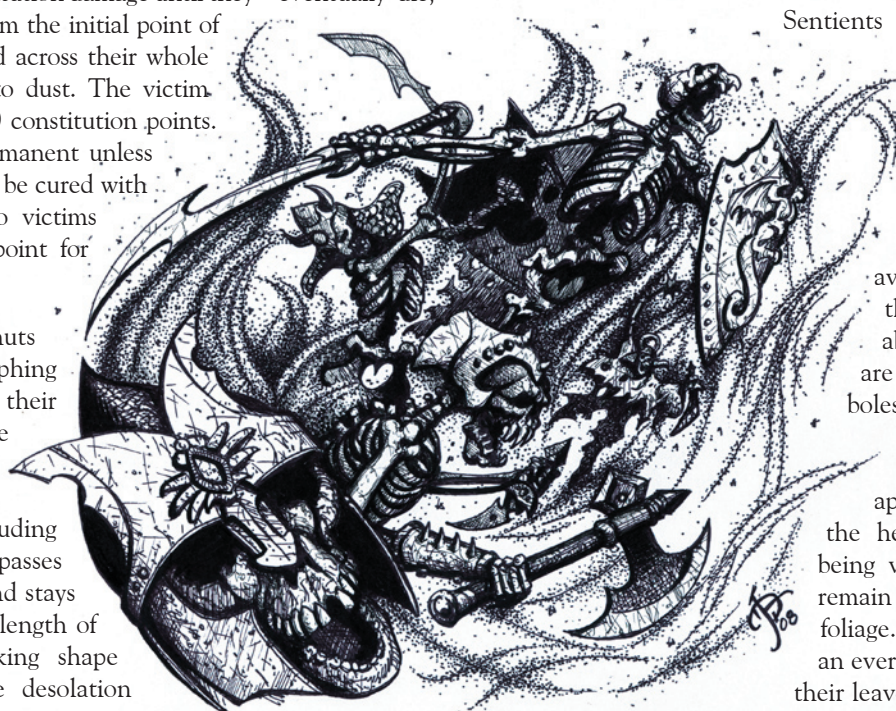
INT: Superior

ALIGNMENT: Any

TYPE: Plant

TREASURE: 18 if stationary

XP: 12,500 +8



Sentients are very old trees that have lived since the beginning. They are predominantly hard woods, beech, hickory, oak, elm and the like. They are shorter than most trees, averaging from ground to their uppermost branches about 40 feet high. They are old and squat, their wide boles thick with layers of bark and knobby branches. Their canopies vary in appearance according to the health of the tree, some being very sparse, while others remain resplendent in deep foliage. Like all trees, unless it is an evergreen, the sentients lose their leaves in the autumn months

and do not regain them until the spring. They have no arms or legs that can easily be discerned. When they travel, their roots serves as feet, but they never rise out of the ground, rather sliding beneath the earth, moving it and pulling the old tree along. For arms and fingers it has many branches, thick and long. They have no face to speak of, rather they see, smell and hear the world through vibrations in their roots, leaves or branches. They are able to open up folds of their skin to reveal a massive maw into which they have been known to drag any who prey upon them.

These intelligent trees are found throughout the world, in any clime that trees can live. They have been encountered in the deep jungles and even the high mountains. They are secretive and do not normally interact with other creatures unless forced by some peculiar circumstance. Their roles vary greatly; some are good and serve as a shepherd for animals and plants, protecting them from most dangers, while others are evil and take great joy in killing the unsuspecting. The majority are in the middle of these and do little but sit and enjoy the passing of the seasons, prompted into action by circumstance.

They do not live in societies and rarely breed, though from time to time a sentient drops seedlings that take root. Only some of these possess self-awareness, as they have never lived in the shadows of their creators. In any respect, these are very rare and always less powerful than their kin. Sentients do not hoard treasure but some do have vast amounts of wealth buried in the soil around their roots, victims no doubt of the tree's power.

Combat: If provoked, a sentient attempts to grab its victim and drag it into its maw and swallow it, where it tries to crush the life from the victim. A sentient is able to attack more than one opponent at a time. They can grab one victim with a branchy arm and drag it to their maw even as they strike out with other branches. Sentients are vulnerable to certain types of attacks. They suffer double damage from elemental attacks like lightning and fire; cold attacks shock them into a state of dormancy (successful wisdom save negates) for 1d4 rounds.

Move Earth: Every five rounds a sentient can move the earth directly beneath it, where its roots lie. In all respects, move earth acts like an *earthquake* spell.

Improved Grab: When a sentient strikes with its slam attack, an opponent must make a successful strength save to avoid being immobilized, and thereafter subjected to being swallowed.

Swallow: Once a creature is struck with an improved grab the sentient drags it to its maw. It takes 4 rounds to move a victim from the ground up to the mouth. The unfortunate character takes 1d4 points of damage per limb that is holding them per round they are being drug. The victim can break free upon a successful strength check (CL $\frac{1}{2}$ the creatures HD) or if the branch is chopped off. Upon the fifth round the victim is jammed into the sentient's maw where they are swallowed. The victim receives 1d8 points of damage per round, doubling each round until dead. Escape is impossible short of splitting the tree open.

Acid: The sentient can ooze an acidic secretion once per day. The acid will eat through any non-magical weapons within 1d4

rounds. Any contact made with the acid will cause 1d8 points of damage (dexterity save for half). The acid cannot be thrown or spit, rather it oozes from the creatures bark like sap.

Plant Qualities: It is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-influencing effects (charms, compulsions, etc.).

THE SENTIENT IN AIHRDE

In the Days before Days the All Father, weary from creation, grew lonely in his world. The Twin Sisters paid him little heed in their race, and the gods and other figments hid themselves for fear of being banished to the Void. So he sat upon the highest peak in the world, what the Dwarves and men call Mount Thangondrim, the "throne of the sky," and pondered this new dilemma. His beard and hair grew to great lengths until he knew at last that he was older than he had been, and that his moods were less hasty. This knowledge gave him insight into the shaping of Life.

He brought the trees into the world, and gave them life and knowledge of all the makings of his creation. In this manner they knew his mind and loved the All Father like none before nor any ever after for they knew the Language of Creation.

The first trees lived as sentient creatures and moved across the land. They never hurried, but rather, moved slowly, methodically, reveling in the world of the All Father's making. Some settled in places and stayed there ever after, and in the space of many years, great forests of these sentients grew across the world. 'Tis said that the All Father loved the sentients more than all of his creations. He walked amongst them, talking of the world in the early days of its making, and he knew joy in their company.

The sentients lived long, being mirrors of the All Father, but in time of years they settled, the bark of flesh decayed, and they withered back into the earth from which they came. The seedlings they dropped proved less than the elders; some could not move, some could not speak, and others were simple trees, rooted to the ground.

Sentients know the language of creation, but many have forgotten or take ages to recount any of it that is of value. Only a few, like the Great Tree in the Eldwood, remember it and can use it. These few are powerful creatures and cannot be overcome by mortal means.



AMERICAN INDIAN PANTHEON

Of all the pantheons throughout history, the American Indian one is the most unique in many ways. The sheer size of the worship area is titanic as Indian tribes from the east coast amazingly share some of the concepts and deities from far different Indians on the west coast and the same goes for Indians from the far north and far south. Worship isn't in temples as it is done in outdoor places of power across the land and the worshipers just seem to know where these places of power are without guidance from shaman or their deities. While sacrifices are certainly part of the worshiping process, just the act of getting dressed up in their best attire and dancing to please the deities is a huge part of the faith.

Clerics/shaman/druids are allowed to ask for help from many different gods, goddesses, and spirits. They don't have to center on one deity and serve only them. In using the American Indian Pantheon there is the chance to totally mix the role of the druid and the role of the cleric. Castle Keepers should feel free to allow clerics to use druid spells and druids to use clerical spells as both roles blend into one when following the faith of the American Indians.

A great respect and love for nature's gifts is part of the worshiping process. Certainly, those who would despoil the land must be dealt with as an enemy to all the people. In an American Indian fantasy campaign, don't think for an instant that it is populated with primitive tribes using only Stone Age technology. The fantasy Indian is very aware of technology and capable of using it as they wish. Keep in mind that an obsidian short sword is sharper than a Bronze Age or Iron Age short sword. The same goes for obsidian arrowheads being able to penetrate better than modern day steel arrowheads. The wicker and turquoise vests the warriors used were just as good as the best studded leather armor of the middle ages.

SHAMAN AND SYMBOLIC GOD WEAPONS AND GOD ITEMS

All deities have a tool or weapon they are fond of using. These items sometimes are given to worthy worshipers on the Material plane. Clerics/Druids of the deity must use that preferred style of weapon in battle and can specialize in that weapon at the 5th level. Or if it is a symbol like a digging stick or crescent moon, they must use that symbol like a holy device to aid them in their spell making.

DEITY PROVINCE

Gods often specialize in some aspect of life. They have their greatest power in the special aspect. This aspect often lends extra powers to the clerics, druids, and shaman of the deity.

CEREMONY

The deity often asks for a special performance to bring the attention of the deity to the worshipers. These dances can bring forth magical effects and even grant extra powers to the dancers for a short period.

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TABOO

There are often acts that are not considered proper if worshipers wish to work with a certain deity. A right-thinking Indian can never do taboo acts.

GRANTED ABILITIES

There are often special powers granted to the clerics and more powerful worshipers of a certain deity. These powers often come at the 5th level of experience in game terms.

HOLY DAYS

The autumnal equinox and the vernal equinox are special holy days and perfect for starting quests or raising the level of a player character. These are also times where Indian deities demand sacrifice and medicine men send worshipers on special quests.

ATIRA

MOTHER GODDESS (PAWNEE)

GOD SYMBOLS: The face of a lovely female etched in a tree or rock, or a bow with the heart of a gemstone are the common symbols of the goddess.

DEITY PROVINCE: Healing of the land and its people. This also allows an extra five hit points for every healing spell a shaman, cleric, or druid of Atira casts.

CEREMONY: Rain dancing heals totally all those who take part in the dance.

TABOO: Burning a section of the land for any reason cannot be done. Fire cannot be used for any reason in battle and enemies that use fire must be attacked first by the worshipers of Atira.

GRANTED ABILITIES: Special shaman and worshipers who have done great service for Atira are never surprised from their 5th level on.

Atira appears as part of the land turned into a human form. She can display a female form made out of a tree, that can move, and be as supple as any youthful human. She can be a lovely Indian maiden dressed in white leathers. She can appear as a face in a giant oak tree and talk to her people's wisemen. She can also be a female-shaped wall of water rising out of a river or lake.

She represents a caring, nurturing spirit attempting to heal the land or individuals in need of aid. A simple call of her name draws her to a spot on the material plane. Offerings to do aid for others or to nurture a spot of land can cause her blessing to come down for the asker.

Shaman, clerics, and druids that swear their lives to her growth and power are able to influence the weather (an intelligence check to make slight changes in a ten-mile radius). Such holy characters are leaders in war, can grow plants better than others (*cast plant growth* once a day), and can sense when violent changes are coming to the land (wisdom check once a day).

ATIRA AVATAR

Atira's Avatar appears when all else has failed and fate is about to destroy her worshipers. Large attacks from far more powerful Indian tribes, attacks from hordes of monsters, and the effects of drought or cold bring about the appearance of Atira.

ATIRA AVATAR (neutral good), 20th level Cleric: HP 110, AC 20, MV 50. Primary Attributes: wisdom 20, intelligence 20, charisma 20. She uses a magical +4 longbow and a +4 obsidian quarterstaff (2d8 +8). She uses the following number of cleric spells: 0th-8, 1st-7, 2nd-7, 3rd-7, 4th-6, 5th-6, 6th-5, 7th-5, 8th-4, 9th-4.

BREATHMAKER (SEMINOLE)

GOD SYMBOLS: a single star, a long spear, and a trout. Single new bright stars in the night sky often portend dangerous events for the worshipers of Breathmaker.

DEITY PROVINCE: Fishing, streams and rivers, and the night sky.

The shaman, clerics, or druids of Breathmaker have an innate ability with fishing allowing them to bring in triple the catch others could make in the same area. They also know what type of life fills nearby waters, including the monsters swimming there.

CEREMONY: A hunting dance. The hunting dance increases the strength by 1 and skill checks by 1 for any worshiper of Breathmaker for 24-hours.

TABOO: Catching fish or hunting for food along a stream and not eating some of the catch personally is against the wishes of Breathmaker. Fouling a stream or lake causing malicious harm to life in that body of water can never be done and when noticed must be stopped.

GRANTED ABILITIES: Shaman and worshipers take one less point of damage for all cold attacks and have a +2 to resist cold magics of all types including white dragon breath.

Breathmaker is most often shown as a large man in bearskins.



Atira embraces her people and their lands and helps keep them well. Her artifacts appear often among the people and are always given to help her worshipers.

ARTIFACT: BOW OF ATIRA

The long bow has a bright blue, heart-shaped piece of turquoise at the center of the bow. A warrior finds it when the people are starving and need food. In the hands of any warrior, the bow aids in finding large animals to take for food. The bow is +3 to strike and do damage on anything not humanoid. It cannot be broken and water doesn't weaken the string.

When Atira's avatar appears, the bow is found in her hands if there is a combat need to save her worshipers.

ARTIFACT: QUARTERSTAFF OF ATIRA

The quarterstaff is covered in the runes of Atira. The artifact often appears in the treasures of an evil creature. It's given as a gift to a shaman who made an extra effort to fight evil. When that character dies, the staff vanishes to be available somewhere else where there is a great need to protect the innocent. The weapon has adamantine caps on both ends. The owner of the staff has the ability to work with the land and double the yield of plants within a ten-mile radius of the staff bearer.

The weapon does an extra 10 points per strike on the undead. It prevents undead magical attacks from influencing the wielder. The adamantine gives the weapon a +4 on all attacks and on damage (2d10 +4).



AMERICAN INDIAN PANTHEON

The long spear is his weapon of choice and all of his warrior worshipers can gain expertise with the long spear by their fifth level no matter what other specialization they might have. During times of hunger and in the harshest winters, the god answers prayers of salvation and brings the bounty of the rivers to his people.

Breathmaker brings life in many forms and watches over his worshipers giving them the gift of fish from the streams and water from the wells they dig.

Breathmaker takes the souls of his people at their passing to a wondrous city in the stars of the western sky.

Clerics, shaman, and druids taking Breathmaker as their deity can talk to bears, making them friends and can summon a bear as a familiar as the spell at the 5th level (gaining +1 in armor class).

BREATHMAKER BEAR HELM

There are times just before war breaks out with the enemies of the worshippers of Breathmaker, that bears are discovered and hunted for their fur and heads. In times of war, the Breathmaker bear helms can give a +3 to the protection of both the armor of the wearer and the wearer's ability to resist attack spells. Breathmaker shaman can make these helms with the promise that the helms will be destroyed after the time of war is over. Shaman, clerics, and druids of Breathmaker are given the gift of prophesy and know within months when war is going to break out for their people.

BREATHMAKER'S LONG SPEAR

This artifact only appears when fierce creatures are about to attack the people worshipping Breathmaker. The spear is always taken from a ghostly female arm that rises out of a river when a deserving warrior is fishing the waters. The spear is designed to kill the monsters coming to attack the tribe and has a +4 to strike and do damage (3d8 +4). The wielder of the spear is the only one who can lift it and has +2 on all of their saving throws while holding the spear. In most spear stories, the owner of the spear comes to an early end, but is given a special place in Breathmaker's city in the stars.

BREATHMAKER AVATAR

Breathmaker Avatar always appears as a powerful Indian warrior dressed in the best of bearskins and wearing a bear's head as a battle helm. He appears when his people need a leader for a coming war or when a monstrous creature stalks the land and has killed many of Breathmaker's people.

BREATHMAKER AVATAR (*neutral*), 15th level Ranger: HP 120, AC 19, MV 40 *Primary Attributes:* strength (20), constitution (18), dexterity (18). He uses two obsidian daggers in close combat (1d8 +15/1d8 +15) and a long spear against large monsters (3d8 +8). *Combat marauder ability at 15th level, conceal, delay/neutralize poison, move silently, scale, detect traps, wilderness survival, track, and giants of all types are Breathmaker's favored enemy.*

COYOTE (SOUTHWESTERN INDIANS)

GOD SYMBOLS: The outline of a coyote head. Clerics, shaman, and druids all use the image of a coyote on a holy stone to aid them in their spells.

DEITY PROVINCE: Pranks, Thievery

CEREMONY: Coyote is rarely evoked with a ceremony. Dancing to attract the attention of the Coyote spirit is a last resort when all else fails. Single dancers will sometimes dance for inspiration on important matters like winning a battle or thinking up an appropriate tribute for something wanted from another person.

TABOO: Pranks are not supposed to cause physical harm.

GRANTED ABILITIES: Those who follow the ways of the Coyote are granted an extra point of dexterity, but must trick others at least once between every full moon.

Coyote is a teacher of men, but at mankind's expense. The god searches for the greedy and those filled with too much pride. Those types of Indians are picked for pranks not only from Coyote, but also from Coyote's followers. Something is always learned on a Coyote prank.

Clerics, shaman, and druids taking Coyote as their deity can talk to coyote, making them friends and can summon a coyote as a familiar as the spell at the 5th level (gaining +1 in intelligence and dexterity).



ARTIFACT: COYOTE DUST POUCH

The secret to making the dust comes to a 3rd level cleric of Coyote's. The dust forces an enemy to sneeze and lose two combat rounds. It also turns their faces bright blue for ten days. There is no check to resist this effect, but the dust can be ignored in strong breezes. The ingredients always require a great deal of travel as the materials are never all close to each other and include a blue stone dust from the high hills and a swamp herb.

ARTIFACT: COYOTE ARMBAND

The god appreciates intelligence and wisdom. When an Indian is taking up a great quest that could easily end in his death, he will sometimes find a turquoise armband with the head of a coyote in the shaped blue stone. The device prevents missile weapons from striking the wearer. At the death of the armband wielder, the device vanishes. If the wielder is successful in his quest, he ends up accidentally falling in the water or from a cliff causing a loss of the armband but no harm to him.

Of all the deities of the American Indians, Coyote loves to appear among the people the most. He likes to prank his people and the more people he can get in his pranks the better he likes it. He likes to help in thefts of horses and other valuables from any tribe.

COYOTE AVATAR (*neutral*), 20th level rogue: HP 140, AC 20, MV 60. Primary Attributes: dexterity 20, intelligence 18, charisma 19. Backstabbing is at +8 for Coyote and does triple damage. The avatar uses two matched war clubs (2d8 +4/2d8 +4). This avatar knows all languages and cants. Coyote can climb even the sheerest walls 100% of the time. He can read anything and knows when he is dealing with cursed items. He can hide 100% of the time even if a character is looking directly at him; in hiding however, he doesn't use any of his other abilities. This avatar can listen with a 100% success rate. Moving silently, opening locks, picking pockets, detecting traps, and making sneak attacks are automatic for this avatar. Coyote can turn into a giant coyote in an instant and heal all the damage he has taken in the transformation.

HINO (IROQUOIS)

GOD SYMBOLS: Storm Clouds and Lightning

Followers of Hino, when fighting in a storm gain a +1 on their attacks and never slip in the muck and mire caused by the storm.

DEITY PROVINCE: Weather

Clerics, Shaman, and Druids of Hino gain the *control weather* spell at second level.

CEREMONY: The rain dance rarely fails to bring Hino's attention to that area.

TABOO: Followers of Hino cannot make magical attacks against people.

GRANTED ABILITIES: In the harshest storm, clerics, shaman, and druids never suffer penalties while doing their magic or entering in battle.

Hino is a thunder god who uses violent weather to punish or reward his people for good and bad acts. If rainbows appear in the sky after storms, the people know Hino is pleased with them and their worship of him. Some legends speak of Hino walking the land in the disguise of an old man with a lovely maiden as his companion.

Hino appreciates a good battle and often when storm clouds gather over a battlefield the god is sure to help one side or the other in the combat. Lightning strikes on the ground are signs from Hino that areas are good for growing crops or hunting certain animals.

Worshippers of Hino can often see him in the stormy sky hurling lighting bolts out into the horizon. They say he is practicing to fight evil monsters that are coming to the land.

ARTIFACT: HINO'S LIGHTING SPEAR

In the middle of a raging storm, if an inexperienced Indian dances a war dance proclaiming his desire to kill the enemies of Hino, a lightning strike will come down to reveal a crystal spear. The weapon is unbreakable and its crystal spearhead is razor sharp (1d12 +4) and the weapon does double damage against all large monsters. The weapon vanishes when rainwater hits it a third time.

HINO'S FIRE ARROWS

In a special red leather quiver come 5 red fire arrows with sharpened rubies for arrowheads. The weapons burst into flames when shot and deliver 1d10 +5 in damage and flames. All of these arrows striking and killing an enemy or creature vanish in smoke. Hino often gives these arrows to worthy warriors as the arrows appear in fives in the quivers of the fighters before they go into battle.

HINO AVATAR

The Hino avatar most often appears before a battle with some large monster like a dragon or a kraken. Always, rain and thunder fill the skies as long as the avatar walks the land.



AMERICAN INDIAN PANTHEON

HINO AVATAR (*chaotic good*), 15th level fighter: HP 120, AC 25. *Primary Attributes:* strength 25, dexterity 20, intelligence 18. *When in melee, he attacks four times a round with his spear (3d8 +8). With his special bow, he fires five flame arrows a round (2d10 +5 + 2d6 of flame damage).*

OCASTA (CHEROKEE)

GOD SYMBOLS: Flint Spear Head, Medicine Pouch

DEITY PROVINCE: Magic of all types

CEREMONY: Magic Strengthening Dance

TABOO: Using magic to curse a foe is not allowed. Sending out a curse instantly makes a character chaotic evil in alignment.

GRANTED ABILITIES: Clerics, shaman, and druids start out at 2nd level if they pledge their lives to Ocasta. The god also grants wizard and illusionist powers to females who feel the need to revenge their families for some wrong done to them and their relatives.

Ocasta is famed as the ultimate medicine man and spreads holy magic and wizard spells throughout the land of his worshipers. Ocasta also has a chaotic side and gives wizard power to witches and wizards to test his people for courage. His followers are supposed to cause unrest and never be satisfied to sit and enjoy the bounty of the land. He comes in spirit form and in the dreams of men and women and gives them magical power allowing them to become wizards or illusionists.

ARTIFACT: MEDICINE BUNDLE

Medicine bundles can be made for anyone with the permission of Ocasta. The maker fasts for several days and works with a medicine man to identify what ten items should be in their

individual bundle. These ideas are always hard to get and involve a great quest to acquire them. Once the ten items are acquired, the bundle gives the maker great power. Each completed bundle gives +1 to the maker's primary attribute. The bundle gives them +1 to either attack or do damage to foes at the choice of the bundle maker. Finally, when the bundle is held near the face, it allows the maker to see through all magical illusions at +3.

Stripping a medicine bundle from a character forces them to be cursed (-2 to all of their rolls) until they make a new bundle.

ARTIFACT: SPEAR HEAD

Ocasta favors those who work in flint using a process called napping. The flint worker can pray to Ocasta and once a year, produce a weapon head (usually a spearhead) that is a +4 weapon due to the strength and sharpness of the flint. That weapon never breaks and never becomes dull. Those warriors wanting one of these special flint weapon heads must perform some extraordinary act for the flint maker like killing a bear or mountain lion and delivering the skin.

OCASTA AVATAR

This avatar appears when only magic will solve the problems of his worshipers. The avatar comes to fight a great magical evil like a dragon or a vampire. There are several times when hordes of stone giants or giant snakes come to plague his people and the avatar comes to lead the fight.

OCASTA AVATAR (*lawful good*), 15th level wizard: HP 45, AC 23. *Primary Attributes:* intelligence 25, dexterity 20, wisdom 18. *He uses a +3 vest of protection made out of flint shards, a +5 ruby ring of protection, a staff with flint caps on the top and bottom +3 (1d6 +3), and a dagger +3 (1d4 +3). He uses the following levels of wizard spells: 0th-8, 1st-8, 2nd-7, 3rd-7, 4th-6, 5th-6, 6th-5, 7th-5, 8th-4.*

WEYWOT (NORTH CALIFORNIA TONGVA INDIANS)

GOD SYMBOLS: Eagle, Sunrise

Eagle feathers are used to cast spells from Weywot's worshipers. At sunrise, all Weywot followers have a +2 to their actions.

DEITY PROVINCE: All things in the sky are blessed or at least watched over by Weywot.

CEREMONY: Followers do a dance that simulates the flight of birds as they move in ornate feather cloaks.

TABOO: The eating of eagles is forbidden, but eagle feathers can still be gathered as long as the eagle doesn't die or lose the ability of flight in the process.

GRANTED ABILITIES: At 5th level, spell casters gain the ability to turn into an eagle for an hour a day.

Weywot is the guardian of all things related to the skies above. He is a creator god and constantly making new types of flying creatures to see how they will interact with mankind. The dragon, phoenix, and griffon pay homage to Weywot. When



AMERICAN INDIAN PANTHEON

people want a dragon to leave their area, they dance and sacrifice to Weywot and most often the offending creature will leave.

Those who wear eagle feathers are said to be especially blessed of Weywot. Elaborate covered pits are dug by the nesting sights of eagles. Small animals are staked out on these pits. When the eagles come down to take the offering, the worshiper reaches up and plucks tail feathers.

WEYWOT'S EAGLE FEATHER CLOAK

The cloak appears to a deserving warrior when hordes of dangerous flying creatures have come to attack the worshipers of Weywot. The cloak allows the wearer to become a giant eagle.

GIANT EAGLE HP 40, MV 10 ft., 100 ft. (fly), AC 16, Attack: 2 talons (1d8/1d8)

ARTIFACT: WEYWOT'S EAGLE ICON

A handsized, wooden carving of an eagle, is gifted to a warrior about to go on a useful quest for Weywot. The icon can transform into a giant eagle once a day, but only when exposed to sunlight.

WEYWOT AVATAR

The Weywot avatar only appears when powerful magical creatures come to plague the god's worshipers.

WEYWOT AVATAR (chaotic good), 15th level fighter: HP 120, AC 25, MV 40 ft. Primary Attributes: strength 25, dexterity 20, intelligence 18. Weywot's weapon specialization is with the axe. When in melee, he attacks four times a round with his axe (3d8 +8). He never misses as he melees any creature in the air. This avatar is capable of casting the fly spell three times a day, but only to do battle with creatures of the air.

WAKAN-TANKA

CREATOR GOD OF MULTIPLICATION, ADDITION, AND LONG DIVISION (SIOUX)

GOD SYMBOLS: Things in Fours, Sun, Four Winds

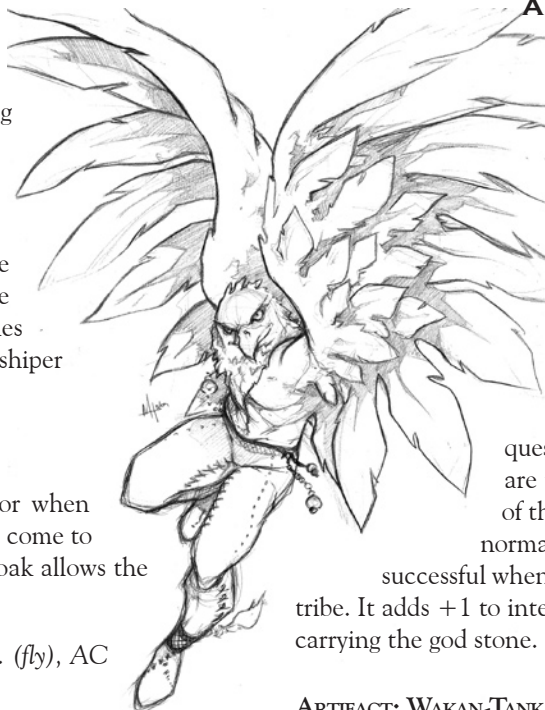
DEITY PROVINCE: Math, Creation, Fire

CEREMONY: A simple multiplication ceremonial dance draws the attention of the deity to his people.

TABOO: Fives are not good numbers and to be avoided at all costs. Worshipers never do five things in a row, never catch just five fish, and work hard to do things in fours.

GRANTED ABILITIES: Every fourth day in the lives of these worshipers give a +1 in all of their rolls.

Although the deity is known for bringing math down to mankind,



he has many other powers. He raises the sun with every dawn. At need, he brings one of the four winds out to punish or help his worshipers. At need, he creates plants and animals to nurture his people. He is equally capable of bringing pests and dangerous creatures into his lands if his people do not pay him proper homage.

ARTIFACT: WAKAN-TANKA SUN STONE

This artifact is discovered on a vision quest by a group of worshipers when the crops are failing and the land is wet with the tears of the god. The device causes three times the normal yields in crops, and hunting is doubly successful when the stone is carried by the hunters of the tribe. It adds +1 to intelligence and +2 to all rolls of the person carrying the god stone.

ARTIFACT: WAKAN-TANKA BAG OF WINDS

This artifact is passed down from war chief to war chief. The deity powers it when the tribe is going to war. When the bag opens, the winds adversely affect foes in battle (-1 to all their striking rolls).

WAKAN-TANKA AVATAR

The Wakan-Tanka avatar only appears twice a year at planting season and harvesting season. His presence increases the yield of the crops.

WAKAN-TANKA AVATAR (lawful good), 15th level fighter: HP 120, AC 25, MV 50 ft. Primary Attributes: strength 25, dexterity 20, charisma 18. Wakan-Tanka's weapon specialization is with the axe. When in melee, he attacks four times a round with his axe (2d8 +4). The avatar is quite capable of giving his bravest followers important quests to help the tribe survive.



AMERICAN INDIAN PANTHEON

AMERICAN INDIAN CLERIC AND DRUID SPELLS

All of the spells listed here can be cast by the proper level of cleric or druid.

Only the spell casters with a faith in one of the American Indian deities can normally use these spells. However, these special Indian spells can be placed on scrolls or in magic items and then the proper spell caster can use the spell.

SPIRIT GUST OF AIR, Level 0, cleric, druid

CT 1 R 90 ft. T/AoE 90 ft. radius

D 1 SV n/a SR n/a Comp V

A wind rises up in the spell area and puts out all flames or banishes all fogs or gases in the area.

WEAPON PLUS, Level 1, cleric, druid

CT 3 R touch D caster decides

SV none SR n/a Comp V, M, DF

The spell puts a +1 on a weapon or shield for every attribute point the caster wants to place on the object. When the caster wants their attribute points back, the spell expires and the object loses its magical plusses. Only one caster can place a plus on an item.

SUMMON WEAPON, Level 2, cleric, druid

CT 2 R touch D 24 hours

SV n/a SR n/a Comp V

A finely-made weapon of any type the caster has used before can be summoned to the hand of the caster. The weapon is effective for 24 hours before it vanishes.

HEAL ANIMAL, Level 3, cleric, druid

CT 2 R touch D permanent

SV see text SR yes (h) Comp V, DF

The spell totally heals the wounds on an animal. In the process, the healer enters the mind of the animal and can make it a friend. For 24 hours, the animal will understand the requests of the healer and be moved to help if it isn't too dangerous.

SPIRIT OF THE WARRIOR, Level 4, cleric, druid

CT 5 R touch D 1 tn./lvl.

SV none SR yes (h) Comp V

The chanting cleric or druid touches as many warriors as he can and gives them divine power so that they have +1 on their attacks and +1 on their damage. This spell is cumulative up to +4 with other spells.

SUMMON SPIRIT MOUNT, Level 5, cleric, druid

CT 1 tn. R 50 ft. D 1 tn./lvl.

SV none SR no Comp V, DF

The Spirit Mount can't be influenced by the magics or weapons of the prime plane. It appears as a small cloud and is able to lift the caster into the air and travel to any location the caster has been to before. It cannot be summoned when the caster is under ground. It moves at 100 ft. while flying. When the caster is attacked while riding the Spirit Mount, 50% of the time the attack misses and rebounds off the surface of the Spirit Mount. The caster can't make attacks or use other spells while riding the Spirit Mount.

HEAL THE LAND, Level 6, cleric, druid

CT 8 tn. R 1 mile/lvl.

D permanent

SV none SR no Comp V, DF

When the land is damaged by magics, creatures like dragons, or other evils, this spell restores the land to its health. The caster loses half of their hit points in the successful casting of the spell to restore the land. The healing effect spins out in a radius from the caster's body. The change is dramatic as swamps turn back into forests and lands filled with snow in the winter change to healthy summer growth as the snow vanishes.

SENSE EVIL OR GOOD, Level 7, cleric, druid

CT 1 R 5 miles/lvl. D 1 rd./lvl.

SV none SR no Comp V

Very useful in discovering the hiding places of possible enemies, this spell allows the caster to sense evil or good as they wish. For brief rounds, the caster can see and hear through the eyes and ears of the good or evil characters the spell searches for. Only intelligent beings can be detected by the spell. The spell gives the caster the direction and distance for every character of the proper alignment.

SUMMON SPIRIT WARRIOR, Level 8, cleric, druid

CT 4 R 50 ft. D 1rd/lvl.

SV none SR no Comp V

The Spirit Warrior comes to the call of the caster and fights for him as long as he lives, or as long as the summoning lasts.

SPIRIT WARRIOR (neutral), 11th level ranger: HP 71, AC 14, Primary Attributes: strength, constitution. He uses studded leather, cloak of the chameleon, an enchanted +3 composite long bow (1d8 +3) and long sword (1d8). He is intelligent and does what he can to defend the caster and attack the caster's enemies.

ATTENTION OF THE DEITY, Level 9, cleric, druid

CT 1 Range infinite D see below

SV none SR no Comp V

The caster throws a plea up into the spirit world and one of the deities is bound to look down and pay attention to the caster for the next turn. If the cause of the caster is just, there is a 10% chance that the avatar of the deity will come down and help the caster in some manner.

UKTENA (CHEROKEE)

NO. ENCOUNTERED: 1

SIZE: Large

HD: 9 (d10)

MOVE: 40 ft., 90 ft. (fly)

AC: 25

ATTACKS: Wing Buffet (2d8), Horn Gore (2d8)

SPECIAL: Constriction

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 8
XP: 1610 +9

Uktena is a one-hundred-foot-long, winged snake that roams the material plane attacking the bravest of hunters. It commonly comes from other planes, flying out of portal caves and ravaging the countryside, eating the best of hunters from the surrounding tribes. Its magical feathers resist all normal missile attacks.

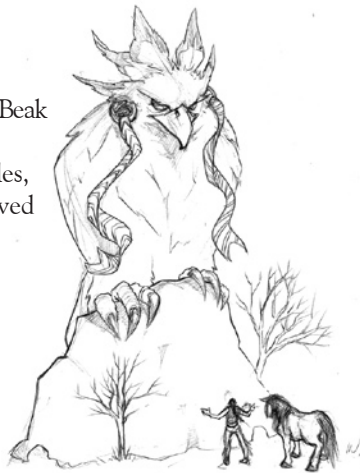


Combat: The creature flies out of the sun and pounces on its prey. With every successful horn gore strike, the uktena can attempt to constrict the prey with its tail and do 2d8 in construction damage. The prey is allowed a strength save to get out of the coils, failing that, the uktena automatically constructs until the prey is dead or escapes.

At rare times when the feeding is unusually good for the uktena, it lays a clutch of ten eggs and watches over its cave nest. Woe to the land where these ten hatch as the young uktenas fly out and attack all tribes within several hundred miles of the cave. Not just hunters are taken as the young feed constantly for several years.

TLANUWA (CHEROKEE)

NO. ENCOUNTERED: 1-6
SIZE: Large
HD: 6 (d10)
MOVE: 30 ft., 120 ft. (fly)
AC: 18
ATTACKS: 2 Talon (1d10/1d10), Beak (2d10)
SPECIAL: Immune to Missiles, Dive, Twilight Vision, Improved Sight, Detect Falsehood
SAVES: P
INT: High
ALIGNMENT: Lawful Good
TYPE: Magical Beast
TREASURE: 3
XP: 180



The tlanuwa is a huge eagle-like creature with the ability to speak all the Indian dialects. The giant avian eats predator creatures including evil Indians. It has been put on the material plane to help make Indian tribes prosper. All Indian deities use the tlanuwa to deliver messages to the shaman of villages in need of divine aid. Often, the creature gives feathers from its body to the bravest and most lawful of Indians. These feathers act as luck stones to the wearer.

Combat: The Tlanuwa swoops down in a dive and scoops up its prey.

Dive: A dive attack is at a +4. A successful dive strikes with both talons and this dive does maximum damage.

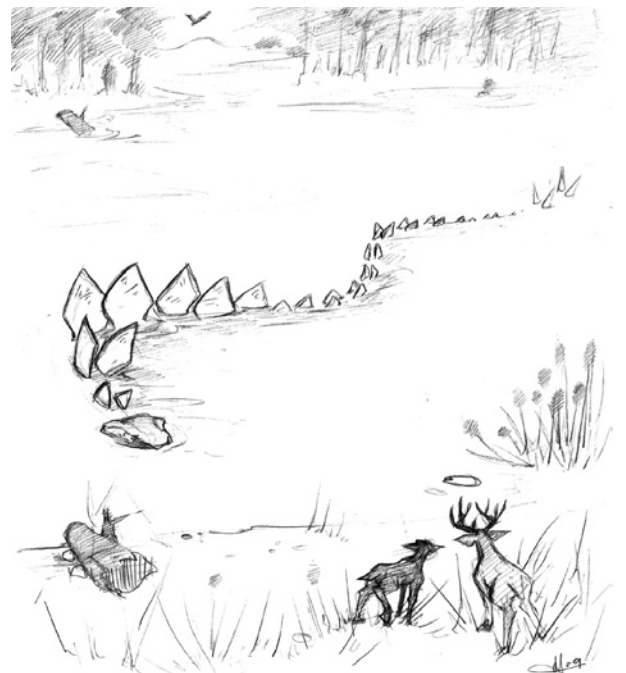
MISHIPISHU – WATER PANTHER (GREAT LAKES INDIANS)

NO. ENCOUNTERED: 1-10
SIZE: Large
HD: 15 (d8)
MOVE: 30 ft., 60 ft. (Swim)
AC: 20
ATTACKS: Tail Swipe (5d8), Bite (3d10)
SPECIAL: Scent, Trample
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Animal
TREASURE: 9
XP: 1900

The mishipishu is a stegosaur dinosaur ninety feet long with the characteristic spear-shaped fins running along its back. The indian version is amphibious and attacks from springing out of the water. This version is a voracious meat eater and can quickly kill off huge numbers of the deer and other prey animals the local tribes hunt. This causes food problems that need to be quickly countered by the hunters of the area or the entire tribe could starve.

Combat: After the mishipishu has eaten all of the local fish in a river, it begins attacking animals coming to drink on the shore. Its hide is extremely tough and totally resistant to normal nonmagical weapons. The mishipishu bites as a primary attack (3d10). Tail attacks are used when more than one attacker is fighting with the mishipishu.

Scent: When hunters are able to do the mishipishu damage, it is able to track them back to their camps and it looks to take its revenge on those hunters.



AMERICAN INDIAN PANTHEON

Trample: The mishipishu can flatten anything smaller than itself, so that the victim suffers 6d6 points of damage. A successful dexterity save reduces this damage by one-half.

ONE-EYED GIANT (PLAINS INDIANS)

NO. ENCOUNTERED: 1-8

SIZE: Large (16')

HD: 10 (d8)

MOVE: 40 ft., 20 ft. (burrowing)

AC: 24

ATTACKS: 2 Fists (2d8),
Wooden Club (2d6 +6)

SPECIAL: Rock Throwing
(2-16), Darkvision 60 ft.,
Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Neutral

TYPE: Giant

TREASURE: 7 (hoard)

XP: 1200 +10



The giant is dressed in rough furs and uses its fists and rough clubs for weapons. It's a ravenous eater and preys on buffalo, but when it can't get that, the giant comes into villages, raids the food stocks of the tribes, and eats the horses and dogs that come into its hands.

Combat: One-eye only takes out its club when it's fighting armed, indian warriors and does 2d6 +6 with two attacks a round. It likes to kill its prey in its bare hands.

Rock Throwing: The giant often picks up a sack full of boulders and uses them in missile attacks. Its one eye gives it a depth disadvantage causing each throw to be at a -3.

These monsters live in huge burrows they have dug under the rolling hills of the plains.

LIGHTNING GIANTS (IROQUOIS)

NO. ENCOUNTERED: 1d4

SIZE: 15'

HD: 14d6

MOVE: 60 ft.

AC: 29

ATTACKS: 2 fists (1d10/1d10)

SPECIAL: Stone Flesh, Rock Throwing,
Twilight Vision

SAVES: P

INT: Average

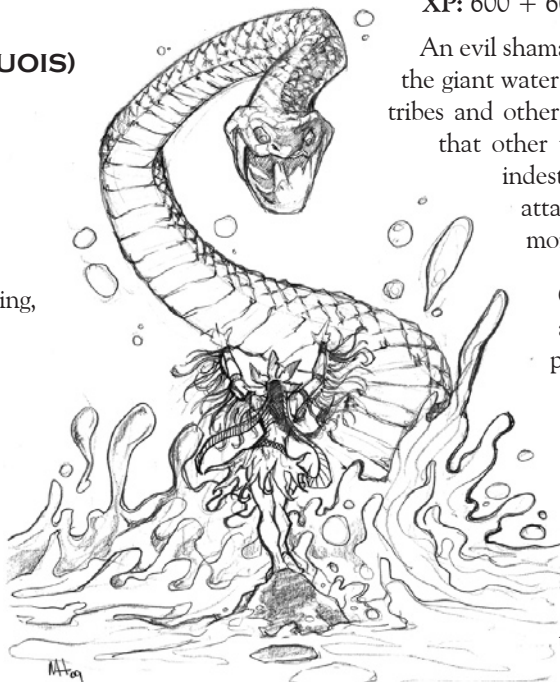
ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 9 (hoard)

XP: 5,000

These giants are actually made of stone and come off cliff faces as lighting strikes the mountains. The gods send them as a curse to



a rich indian tribe that needs to be brought down because of their greed and foolishness. Standing fifteen feet tall, the giant is attracted to valuables of all types; seeking to steal them and take them back to its cave lair.

Stone Flesh: Weapons with edges or points have no effect on lightning giants and shatter 75% of the time as they strike the flesh of the giants.

Combat: The giant strikes with its fists of stone and on natural 19s and 20s is able to kill or destroy anything it hits.

Rock Throwing: Lightning giants can hurl boulders up to 600 feet. Successful attacks inflict 1d20 points of damage.



GIANT WATER SNAKE (IROQUOIS)

NO. ENCOUNTERED: 1

SIZE: Large (100 foot)

HD: 10 (d10)

MOVE: 40 ft., 30 ft., (climb), 60 ft. (swim)

AC: 19

ATTACKS: Bite (1d12), Coil (2d10)

SPECIAL: Constrict, Swallow Whole

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: Nil

XP: 600 + 600

An evil shaman seeking advantage for his people summons the giant water snake. He sends the monster to attack other tribes and other fisherman. The same monster eats the fish that other tribes would try and catch. The monster is indestructible to normal attacks and only magical attacks and magical weapons will touch the monster's hide.

Combat: When the monster successfully coils around a victim, it attempts to swallow the prey whole and failing that it makes an attempt to constrict and do 3d10 points of damage. A strength save reduces the damage to half and allows the prey to escape the coils.

Swallow Whole: A swallowed victim takes 10 points of damage as they try to escape the stomach acids the monster makes. Thirty points of damage rips the inner flesh of the monster and allows the victim to escape.

AZTEC PANTHEON

Aztecs were very religious and firm believers in sacrificing to their deities. The best sacrifice was that of a human life. The best part of a human was the blood flowing from a still beating heart, and splashed on the deity's altar.

The topic of human sacrifice can be difficult for gamers and nongamers to deal with when using this pantheon. When there is sensitivity to such an issue change the human sacrifice to monster sacrifice. The intent here is to be allowed the use of the rich flavor of the pantheon and not irritating parents and others.

The Aztecs worshipped hundreds of deities and since they were an agrarian society, most of these deities had some type of province in agriculture. The rain, sun, planting, harvesting, growth, and many other features of growing food were features given to different deities and thus each needed their sacrifice to make things work.

A balance in all things needed maintaining. Most deities had their beneficial and malevolent aspects. If you didn't pay attention to the good side of a deity, you discovered the evil aspects with harsh results.

Aztec warriors and warrior clerics spent a lot of their fighting trying to take their foes alive.

All Aztec deities are going to have a human sacrifice ceremony. This isn't included in the ceremony section of each deity.

As a player character loyal to one of these deities, you need to deliver many things to your temple. On a regular basis, you have to capture rather than kill a foe, be it animal or human. For each season, you need to take treasure and deliver it to a different temple. Although this is easy in the beginning, soon you will be questing far and wide to even find a new temple to deliver your treasure, and sometimes you will have to help create a new temple for your treasure. You can't deliver treasure to the same temple twice. Each major city has eight to fifteen temples, but even finding cities in the vast jungle can be daunting.



CHALCHIUHTLICUE

GODDESS OF THE JADE SKIRT

GOD SYMBOLS: Emerald, Jade, Baby wrapped in blankets

DEITY PROVINCE: Lakes, Streams, Birth, and Baptisms.

CEREMONY: A spring and fall ceremony is done by giving jade to the temple, if forgotten, the character takes a -1 in all of their attribute scores until the next half year.

TABOO: No worshiper of the goddess can foul the waters of the rivers or lakes.

GRANTED ABILITIES: at the third level, the finding of emeralds or jade by these worshipers always doubles in value from a normal jewel of the same type. On the fifth day of every week, all of her worshipers gain a +1 to all of their game rolls.

The Chalchiuhtlicue goddess serves many functions as the protector of rivers and lakes and the bringer of life through birthing babies.

Green stone of any type is considered hers and needs to be treated with reverence by her worshipers. When going on a trip over a lake or river, a sacrifice of an emerald or piece of green jade is made by the most powerful worshiper in the group.

ARTIFACT: EMERALD TIARA OF CHALCHIUHTLICUE

The artifact is always found in a hoard of treasure from an undead creature. It's given to a hero who is about to fight a powerful foe attacking Chalchiuhtlicue worshipers. The artifact gives a +1 to everything: to hit, damage, all attribute scores, level, and all saving throws. Its beauty is lusted after and evil characters will often attack the wielder to seize the tiara.

ARTIFACT: WITHERING STAFF OF CHALCHIUHTLICUE

The staff strikes as a +6 weapon. Each successful strike forces a constitution save or the victim loses a level and the wielder is healed 9 hit points. The staff often appears in the hand of a powerful cleric when they must fight some type of dragon.

CHALCHIUHTLICUE AVATAR

Chalchiuhtlicue only appears as an avatar when she is angry with her people. In that form, she leads other tribes against her worshipers. It is her hope that her people will be strong enough to defeat the enemy she leads. If they don't they weren't worthy and the new people are taught how to worship the goddess.

CHALCHIUHTLICUE (neutral) 20th level druid, HP 110, AC 19, MV 40 ft., 60 ft. (swim) Primary Attributes: wisdom 25, dexterity 20, charisma 20. She uses her staff of withering in battle and never kills a foe, always taking them for sacrifice. Her breastplate and skirt have jade chips acting as armor. She has all the powers of a druid at the 20th level: nature lore, resist elements, woodland stride,

AZTEC PANTHEON

and a totem shape of a giant water dragon. Spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

CHANTICO

GODDESS OF HEARTH AND HOME FIRES

GOD SYMBOLS: Fireplace Fire, Home

DEITY PROVINCE: The Home, Cooking, River Plants

CEREMONY: A special dawn fire ceremony creates a fire resistance potion for any level worshiper.

TABOO: Worshipers cannot harm dogs for any reason.

GRANTED ABILITIES: At third level, spell casting worshipers gain a protection from snakes allowing them a +3 for snake poison saves.

Chantico is the goddess of the home and hearth. She helps her worshipers gather crops and causes paprika and fish to come easily to her followers. The goddess has angered other gods in her efforts to help her worshipers and for a thousand years, she wandered the material plane as a large dog. She wears a crown of poisonous cactus spikes to keep spell casters from influencing her mind. Several times during battles, she has turned into a huge red serpent to attack her foes.

ARTIFACT: CROWN OF CHANTICO

The crown is given to a clerical warrior who is about to join in the defense of the homes of Chantico worshipers. It's a green helm with the ability to add +4 to the striking chance, damage, and wielder spell resistance. The wearer can see invisible beings and objects, and is never surprised.

ARTIFACT: RED SERPENT STAFF OF CHANTICO

The staff is ten feet tall and in the form of a giant red snake. The snakehead emits a beam of red energy doing 3d6 points of damage to things within sight of the wielder. There are two hundred charges in the staff. The wielder can order the staff to turn into a red snake and the creature will attack the foes of the wielder and guard their backs in battle.

The device is often given to the most powerful cleric in the defense of the homes of Chantico worshipers when they are about to be attacked by enemy armies.

CHANTICO AVATAR

Whenever there are avatars in the armies attacking the homes of Chantico, she appears in her avatar form to defend those homes.

CHANTICO AVATAR
(neutral) 20th level druid, HP 110, AC 19, MV 40 ft., 60 ft. (swim) Primary Attributes: wisdom 25, dexterity 20, charisma 20. She uses her staff of the red serpent in battle and never kills a foe, always taking them for sacrifice. She uses a cloak of fire that does 2d6 in damage to anyone striking her in battle. It also gives her armor class protection and makes her totally resistant to all fire attacks including dragon fire. She has all the powers of a druid at the 20th level: nature lore, resist elements, woodland stride, and a totem shape of a giant water dragon. Spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.



COYOLXAUHQUI

GODDESS OF THE MOON AND THE MILKY WAY

GOD SYMBOLS: Solid Sphere, The Moon, A Single Star

DEITY PROVINCE: Milky Way, Magic

CEREMONY: All-important ceremonies end in a head being chopped off.

TABOO: Destroying anything at night is taboo for a worshiper.

GRANTED ABILITIES: At the 3rd level, all worshipers are +3 to strike and do damage against the undead. At the 8th level, all worshipers are +3 to strike and do damage versus all reptiles including all dragon types.

Coyolxauhqui uses celestial spells to spread magic over the material plane. She delights in the sacrifice of heads to her religion and one of her offspring chopped up her body and sent her head to become the moon.

Warriors faithful to Coyolxauhqui have a great affinity to eagles and at their 5th level are able to change into eagles if they have sacrificed a head to the goddess in the last seven days.

ARTIFACT: OPAL MOON SPHERE

The sphere is fist-sized and acts as a ring of spell turning and a regeneration ring. It lights a thirty-yard area with brightness as the sun, and this light has the ability to do ten points of damage a round to undead of all types.

The sphere comes into the hands of the high priest of the goddess when there is great need and a sacrifice of many heads is made during the light of a full moon. The sphere vanishes when the danger is past or the cleric is lost in battle.



ARTIFACT: EAGLE FEATHER CROWN

There are two artifact crowns. One is always worn when the avatar comes down to the material plane. The other is owned by the most powerful cleric of the faith. This crown is given to a warrior to wear during an important quest. The bribe of the crown goes away when the quest is finished.

When wearing the crown, talons and fangs cannot hurt the wearer. They see all invisible things and they detect lies from those around them.

COYOLXAUHQUI AVATAR

The goddess comes down in avatar form when foreign enemies threaten one of her temples. She leads her forces into battle and is the perfect example of a warrior taking her enemies prisoner to sacrifice their heads at the temple.

COYOLXAUHQUI AVATAR (*chaotic good*), 20th level wizard, HP 50, AC 20, MV 40 ft. *Primary Attributes:* 25 intelligence, 20 dexterity, 20 charisma. *The goddess walks the material plane using spells against her foes. When she appears, she has on her eagle feather crown, and holds her moon sphere. Spells:* 0th-9th, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

HUEHUETEOTL

WARRIOR GOD, GOD OF ELDERLY PEOPLE

GOD SYMBOLS: Human Skull, Aztec War Club, Fire

DEITY PROVINCE: Getting Old, War, Withering of the Crops on the Vine, Blaze of Fire

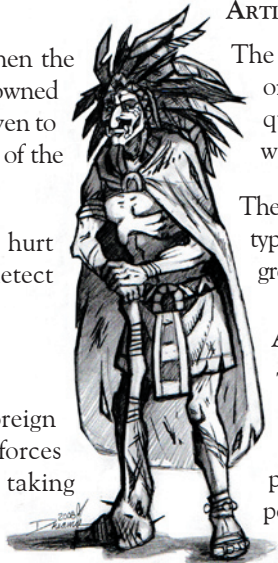
CEREMONY: Sacrifices are made during the planting and harvesting seasons.

TABOO: The killing of babies or the destruction of eggs or the freshly hatched cannot be done by worshippers of Huehuateotl.

GRANTED ABILITIES: At the third level, if a worshiper pledges his kills to Huehuateotl he gains a +1 to his strength. At the fifth level, if the worshiper gives a robe of magical feathers to the altar they receive a +1 on all of their saving throws.

As one of the first Aztec gods, this old one has concerns for the aged and especially older and experienced warriors. There are also some references to the god and fire, but more as fire burns up and destroys things as opposed to the heat it gives off in a blaze. There are also some aspects of withering crops and the need to sacrifice to the deity so that crops get all the sun and rain they need.

Followers of the deity also give support and aid to first-time warriors as the experienced fighter or spell caster wants to help the inexperienced younger versions of themselves.



ARTIFACT: WAR CLUB OF HUEHUETEOTL

The club always appears in the hands of the oldest warrior on the battlefield. If that warrior falls, the weapon quickly gets in the hands of the most inexperienced warrior among the deity's worshippers.

The weapon makes the wielder resistant to all spells and all types of fire. It does double damage versus characters of greater level than the user (1d12 +4).

ARTIFACT: WAR CLOAK OF HUEHUETEOTL

The war cloak is bright red and as light as a feather. It is given by the clerics of the faith to the most experienced warrior in the army. The cloak is a +5 protection cloak and regenerates the wearer 2 hit points a round.

HUEHUETEOTL AVATAR

The deity enjoys a good battle and appears often when there is a battle involving a large number of his worshippers. The avatar appears as a young warrior entering battle for the first time, but his equipment and his fighting style show him to be a superior warrior for one so young.

HUEHUETEOTL AVATAR (*neutral*), 16th level fighter: HP 160, AC 20. *Primary Attributes:* strength 25, constitution 25, dexterity 20. His artifact war cloak and his dexterity give him his armor class score. His artifact war club gives him a great advantage in combat. He always strikes to subdue, as he wants to take many prisoners to sacrifice later. His fighting style has him attack the most powerful enemies he can find in any battle including all the monsters on the foe's side.

HUITZILOPOCHTLI

SUPREME GOD

GOD SYMBOLS: Heron, Eagle, Blue Energy Beams, The Sun

DEITY PROVINCE: Portents, Omens, All Avians, Water, The Sun

CEREMONY: At every fifth level, the worshiper must give Huitzilopochtli a robe of heron or eagle feathers.

TABOO: Worshipers of Huitzilopochtli can never run from a battle after they reach 5th level until they have taken a live hostage in that battle.

GRANTED ABILITIES: Undead are -2 to hit all worshippers of Huitzilopochtli, spell casters at the 3rd level and higher can do a commune once a day at sunrise or sunset.

He is one of the oldest of gods and known as a giver of important omens to his worshippers. He demands frequent sacrifices of large numbers of enemy warriors.

His temples must be among the largest in any city of worshippers.

AZTEC PANTHEON

His ties to the sun and water make him one of the agricultural gods and demands are made on his worshipers at the beginning of the planting season and the harvesting season.

He brings the light of day and he and his followers battle with the night and all creatures of the night.

The fourth day of the week is dedicated to Huitzilopochtli and all of his worshipers gain a +1 for their saving throws on that day.

ARTIFACT: SHIELD OF EAGLE FEATHERS

The shield is +4 for protection and gives the wielder a magical charming spell versus any winged creature that comes within ten yards of the wielder.

ARTIFACT: SERPENT STAFF

A copy of the artifact is given to the leader of Huitzilopochtli's troops in the field. The staff strikes for 2d20 and never misses an attack at a nearby undead creature.

HUITZILOPOCHTLI AVATAR

This avatar comes at the call of the high priest, but only after large sacrificing. The avatar is aimed at an enemy army or some other terrible problem and joyously leads other worshipers into battle.

HUITZILOPOCHTLI AVATAR (chaotic good), 20th level Knight, HP 140, AC 29, MV 50 ft. Primary Attribute: charisma 25, strength 20, dexterity 20. He enters battle with his artifact shield and artifact staff. He has a set of thirty skulls attached to his person and each one takes ten points of damage. Foes must destroy all of the skulls on his body before he takes any damage from a battle.



IXTLILTON

GOD OF HEALING, FEASTING, AND GAMING

GOD SYMBOLS: Plate of Food, Soccer-style Ball, Cactus Bud

DEITY PROVINCE: Healing, Feasting, Gaming

CEREMONY: Healing cactus and other medicinal herbs are planted every spring by all the followers of this deity.

TABOO: Worshipers can never torture enemies and must kill them cleanly and quickly.

GRANTED ABILITIES: Spell casters with healing abilities have a +2 to all of their healing efforts. All worshipers gain a +2 in any dexterity checks.

Ixtlilton is the god of great bounty and harvesting. He also has province in healing and all types of games, which makes him very popular among the Aztecs. Sacrifices to this deity are more in the line of harvesting and eating food or playing games in his honor.

ARTIFACT: STONE JUG OF HEALING POTIONS

The jug appears after a great battle in which warriors fought to protect the lands and worshipers of the deity. The jug presents a healing potion to every drinker and never runs out, giving one potion to each person needing healing.

SEEDS OF IXTLILTON

Clerics pray for these seeds and huge cacti grow quickly from them. The cactus has elements that can be eaten and elements that work as healing potions. These plants show the favor of the deity as they prosper if Ixtlilton smiles on his worshipers and die if he doesn't.



IXTLILTON AVATAR

Ixtlilton's avatar appears in times of drought or when crops are growing poorly. He brings needed rain and his efforts fertilize the ground, doubling the yield of the plants. Like all Aztec avatars, he takes prisoners in battle to be used in sacrifice to him at his temples.

IXTLILTON AVATAR (chaotic good), 20th level druid, HP 110, AC 20, MV 50. Primary Attributes: wisdom 25, intelligence 20, dexterity 20. Ixtlilton uses druid spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5-9th-5. Ixtlilton is not often called to make war on the enemies of his worshipers. When he must battle, he uses an obsidian club (3d6 +4 striking three times a round). He has all the druid powers at the 20th level: nature lore, resist elements, and woodland stride. His totem shape is a double-sized mountain lion.

MICTLANTECUHTLE

GOD OF THE DEAD

GOD SYMBOLS: Human Skull, Obsidian Chip War Club

DEITY PROVINCE: Guardian of the path to the realm of the dead.

CEREMONY: Fall dance of the dead puts all spirits to rest, another dance for an hour gives a +2 to all rolls versus undead for 24-hours.

TABOO: Worshipers of Mictlantecuhtle can't heal wounds with herbs or magic.

GRANTED ABILITIES: At 3rd level, worshipers can sense undead up to 500 yards away; at 8th level, worshipers have a permanent protection from evil spell on their bodies.

Mictlantecuhtle is a fierce warrior deity protecting those who die and move on to the next plain of existence. In this capacity, his worshipers become the bitter and relentless foes of the undead who capture and enslave souls.

ARTIFACT: SKULL OF MICTLANTECUHTLE

The skull acts as a *charm person* spell and turns the enemies of the deity into supporters when they fail to make their saving throw. The eye sockets of the skull glow a bright red and beams shoot out and send a *charm person* spell to where the skull is aimed. The skull can attack one foe a round up to fifty yards away from the wielder.

When sixth level clerics or higher appeal to the deity for help, the skull appears as the first sign the deity is paying attention and wishes to give aid.

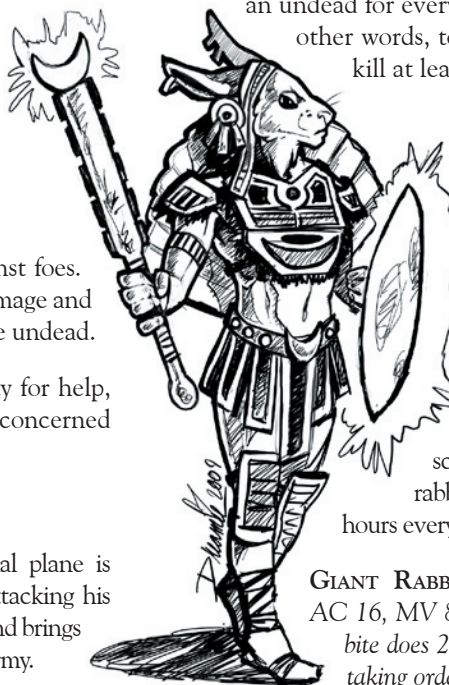
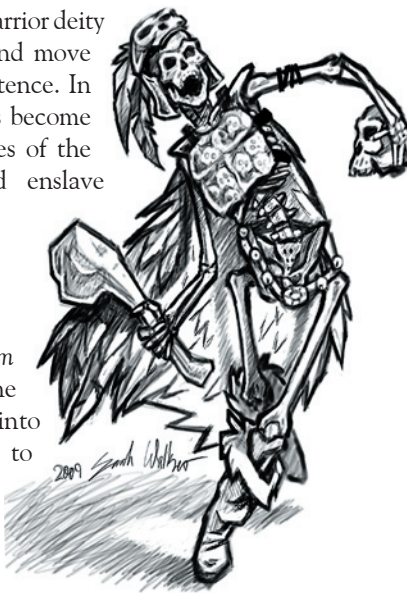
ARTIFACT: WAR CLUB OF MICTLANTECUHTLE

The obsidian war club normally does (1d10 +5) against foes. When used against undead of all types, it does triple damage and makes the wielder impervious to any spell attacks of the undead.

When tenth level clerics or higher appeal to the deity for help, the club appears as the second sign that the deity is concerned for his people and wishes to help.

MICTLANTECUHTLE AVATAR

The only time Mictlantecuhtle appears on the material plane is when there are undead creatures in an army that are attacking his worshipers. Then, the deity appears in the opposite army and brings 1,000 spirit warriors to add to the ranks fighting the evil army.



MICTLANTECUHTLE AVATAR (*chaotic good*), 20th level knight, HP 140, AC 29, MV 40 ft. *Primary Attributes:* charisma 25, strength 20, dexterity 20. The deity has all the powers of a 20th level knight: His birthright mount is an adult green dragon. The avatar has horsemanship, inspire, embolden, demoralize, battlefield dominance, and call-to-arms. The deity carries his two artifacts with him into the combat. After the battle is over, Mictlantecuhtle continues moving through the land clearing it of all undead.

TECCIZTECATL

GOD OF THE CRESCENT MOON

GOD SYMBOLS: Crescent Moon, Rabbit

DEITY PROVINCE: The moon, The Oceans, Winged Insects

CEREMONY: With every crescent moon, there is a dance and sacrifice, or Tecciztecatl won't bring back the moon.

TABOO: Working with fires larger than campfire fires is considered very unlucky and dangerous by all worshipers.

GRANTED ABILITIES: Once a month for 1 turn/level worshipers can turn into a rabbit and in the process, heal all of their wounds or regenerate lost body parts. They must stay in rabbit form for one turn and can be a rabbit for up to ten turns if they wish. All of their carried equipment turns with them and adds 10 hit points to the rabbit form.

While the deity is weak in the pantheon, he is an able fighter against night spirits. His great weakness is fire and he can't stand the light of flames and won't go into a battle where there are blazes present.

Worshippers at third level must kill undead to advance further in levels. Once the first undead is killed, worshipers must kill an undead for every one of their levels to rise further. In other words, to reach the fifth level they must first kill at least five undead.

ARTIFACT: IVORY RABBIT

The icon appears in the hand of a needy worshiper who has just killed the undead and must fight on. It stays with the hero for fourteen days and then vanishes.

The hand-sized icon allows the owner to run at 80 ft a round and gives the owner +2 to their dexterity score. The icon can be turned into a giant rabbit and used as a mount for up to six hours every 24-hours.

GIANT RABBIT (*neutral*), HD 10d10, hp 100, AC 16, MV 80 ft. *Primary Attribute:* physical. Its bite does 2d6. It has a low intelligence and likes taking orders from the icon owner.

AZTEC PANTHEON

ARTIFACT: SHELL MOON SHIELD

The shield appears in the hands of a worshiper calling out the name of Tecciztecatl. If he is fighting for his life, and there are undead in the mix of his enemies, it often happens that the shield appears. The device provides +4 in magical protection. All ranged attacks of any type miss the shield user. There is a bright moon glow from the shield that causes undead to strike at a -2 against the wielder.

TECCIZTECATL AVATAR

This avatar appears with the head of a rabbit and the body of a powerful Aztec warrior. He only comes when there is a deadly creature with fire abilities threatening his worshipers. While he doesn't expect his worshipers to fight the creature, he bravely battles through the flames to try and kill the monster or the army using fire in the battle.

TECCIZTECATL AVATAR (*chaotic good*), 15th level knight, HP 120, AC 20, MV 60 ft. *Primary Attributes:* charisma 20, strength 18, dexterity 18. *The deity has all the powers of a 15th level knight: His birthright mount is a huge rabbit. The avatar has horsemanship, inspire, embolden, demoralize, battlefield dominance, and call-to-arms. The deity carries his two artifacts with him into the combat. His avatar club does 1d12 +6 and double that against the undead.*

TEPEYOLLOTL

GOD OF THE MOUNTAINS

GOD SYMBOLS: Mountain Silhouette, Jaguar Head

DEITY PROVINCE: High Mountains, Earthquakes, Jaguars

CEREMONY: Jaguar dance brings a +1 to all dancers for 24 hours.

TABOO: Jaguars can be hunted for sacrifice, but felines in general cannot be attacked for any other reason.

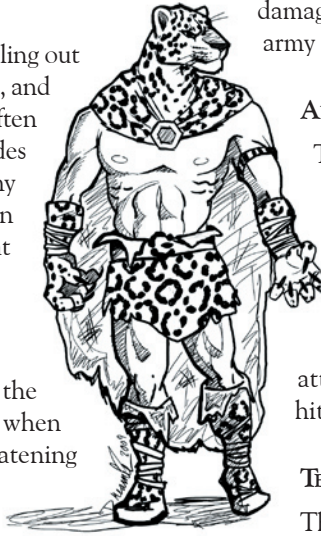
GRANTED ABILITIES: At 5th level, worshipers, at will, can turn into a jaguar, under the light of a full moon, and restore half of their lost hit points.

There are many tall mountains in the territory of the Aztecs, so it is no surprise to have a deity controlling all things of the mountains. If proper sacrifice isn't made when traveling through the mountains, harsh things happen to the traveler. Rock falls, earthquakes, and attacks from jaguars are just the least of what could happen if Tepeyollotl is not appeased.

Many powerful and evil things come from the caves in the mountains. The shaman of Tepeyollotl is constantly giving quests to the more powerful worshipers to enter these caves and solve the growing problems found there.

ARTIFACT: JAGUAR BATTLE HELM

This helm is much copied by the warriors and knights of the Aztec people. This unique artifact gives a +3 to all rolls and



damage of the wielder. It is given to the greatest warrior in an army group by the high priest of Tepeyollotl.

ARTIFACT: JAGUAR BATTLE CLAWS

This artifact is given as a gift to a warrior worshiper when there is a great danger to be met and destroyed.

Once the claws are accepted, the warrior becomes the champion of Tepeyollotl and must quest twice a year to a battle where worshipers are on one side and a great enemy is on the other. The claws give a +2 to the dexterity score. They make two claw attacks a round (1d6 +2/1d6 +2). They regenerate one hit point a round.

TEPEYOLLOTL AVATAR

The avatar can be called on when enemy armies are passing through mountains to attack his worshipers. Tepeyollotl doesn't wish to lead armies, he's a warrior preferring to enter the ranks of his worshipers and fight along side them.

TEPEYOLLOTL AVATAR (*neutral*), 15th level Jaguar Knight, HP 120, AC 20, MV 60 ft. *Primary Attributes:* charisma 20, strength 18, dexterity 18. *The deity has all the powers of a 15th level knight: His birthright mount is a giant winged snake. The avatar has horsemanship, inspire, embolden, demoralize, battlefield dominance, and call-to-arms. The avatar changes into a double-strength jaguar when he enters battle against non-human foes.*

TEZCATLIPOCA

DEITY OF THE NIGHT

GOD SYMBOLS: Deer Hoof, Gold Bells, Black Arrows

DEITY PROVINCE: Illusion, Beauty, War

CEREMONY: A mirror ceremony determines the worth of a corpse. If the mirror smokes, the body is left out in the sun to rot.

TABOO: Only cleric worshipers can have divining devices or mirrors of any type.

GRANTED ABILITIES: Illusionist worshipers gain 1 extra spell of every level. All worshipers have a +2 on their saves to detect illusions for what they are.

Chaos rules the actions of Tezcatlipoca. On one had the deity can grant beauty to a worshiper. Turning around, the deity can destroy worshipers for the slightest infraction. A black mirror in the hands of a high shaman of the faith is walked around worshipers. Those that don't show the most faith and purity can be singled out as the black mirror begins smoking, and the worshiper with less than perfect faith is dragged off to be sacrificed to a hungry deity.

During the day, the deity is helpful and grants illusionary magic to his spell-casting followers. During the night, the deity favors rogues and aids worshipers in deceit of all types.

40 CASTLES & CRUSADES

ARTIFACT: SMOKING BLACK MIRROR OF TEZCATLIPOCA

The black mirror can be summoned by the highest cleric of the faith in a given area. The mirror is perfect for determining whose is lying. As a reflection appears back in the mirror, it detects lies by emitting black smoke when lies are told.

ARTIFACT: BLACK ARROWS OF TEZCATLIPOCA

The black artifact arrows of Tezcatlipoca are made by high-level shaman after thirty days of prayer and sacrifice. Four arrows are made at a time and each does 1d12 points of damage. They force a wisdom check or the victim dies. Tezcatlipoca gives the arrows to his clerics at times of great need.

TEZCATLIPOCA AVATAR

The prayers of his people call the Tezcatlipoca avatar. He appears when there is a great danger in the form of a fantastic creature destroying his people. He also appears when there is a need for a great theft. When the enemy has taken a great leader of his worshipers, Tezcatlipoca is very capable of appearing in avatar form and capturing back that special worshiper of his.

TEZCATLIPOCA AVATAR (Chaotic Good), 15th level rogue, HP 70, AC 20, MV 50 ft. Primary Attributes: dexterity 25, intelligence 20, charisma 20. The avatar uses a +4 long bow with a skull at its heart. The weapon shoots a constant supply of black artifact arrows (1d12 plus wisdom save or die). For close fighting, the avatar has a +3 club doing 2d10 +3 and striking twice a round. He has all the rogue abilities at 15th level: back attack, cant, climb, decipher script, listen, move silently, open locks, pick pockets, traps, and sneak attack.

AZTEC SPELLS

Only the spell casters with a faith in one of the Aztec deities can normally use these spells. However, these special Aztec spells can be placed on scrolls or in magic items and then the proper spell caster can use the spell.

WINDS OF CHANGE, Level 0, cleric, shaman, illusionist

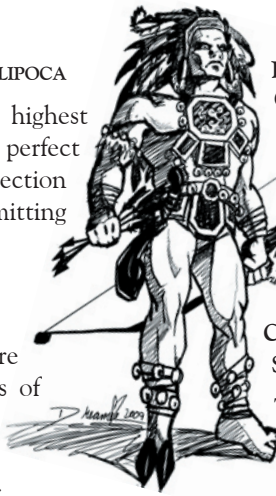
CT 1	R 10 ft.	D 1 rd./lvl
SV n/a	SR n/a	Comp V

All missile weapons take a gust of upward wind before they strike this caster. There is a 50% chance the missile attack misses from the wind.

SHADOW TREE, Level 1, cleric, shaman, illusionist

CT 1	R special	D 1 rd./lvl
SV n/a	SR n/a	Comp V, M

Using an eagle feather and a seed from a tree, this spell brings up the image of a fully-grown tree between the caster and his foes. If an enemy comes within ten feet of the caster, the illusion is dispelled.



BRIGHTNESS, Level 2, cleric, shaman, illusionist

CT 1	R 10 yds.	D 1 rd.
SV dex negates	SR yes	Comp V

A blast of light erupts from the hand of the caster and attempts to blind for a round anyone in front of him that doesn't make a dexterity check.

QUIET, Level 3, cleric, shaman, illusionist

CT 2	R 10 yds./lvl	D 1 rd./lvl
SV n/a	SR n/a	Comp V

The spell creates an area of silence in a radius around the caster. No verbal spells can be cast by anyone but the caster of the *quiet* spell. The area of effect moves with the caster.

NASTY ODOR, Level 4, cleric, shaman, illusionist

CT 2	R 10 yds./lvl	D 1 rd./lvl
SV con negates	SR no	Comp V, M

A terrible smell fills the area and forces others to make a constitution check or gag and do nothing when in the range of the smell. The caster isn't affected as they throw animal dung in the air to make the spell work, but allies will have to check if they come in range. No breathing creature can escape the effect.

TRAP REVEAL, Level 5, cleric, shaman, illusionist

CT 3	R 5 ft./lvl	D 1 turn
SV none	SR n/a	Comp V

Traps in the spell area begin to brightly glow. This glow does nothing to help in the disarming of the trap. The spell works in a radius around the caster, and moves when they do.

ANIMAL CALMING, Level 6, cleric, shaman, illusionist

CT special	R 10 yards	D special
SV special	SR special	Comp V

As long as the caster is singing, animals around him become tranquil and don't attack. The magic moves with the caster. When the caster moves out of the hearing of an animal, it is immune to that spell for 24-hours. If the animal is attacked, it becomes immune as well.

IGNORE THE ELEMENTS, Level 7, cleric, shaman, illusionist

CT 1 turn	R 10 yards	D 1 rd./lvl
SV n/a	SR n/a	Comp V

The spell creates an area of calm around the caster so that allies can cluster nearby and be saved as well. Driving rain, falling snow, lightning, hail, tornado winds, and falling ash and cinders from a volcano move around the area of effect and do no harm to the casting area.

TRANSFORM, Level 8, cleric, shaman, illusionist

CT 1 turn	R 10 feet	D special
SV wis negates (h)	SR yes	Comp V, M

Up to ten individuals can be turned into eagles or jaguars with the use of this spell. All of the equipment they are wearing turns as well. They have their own minds, but know how to use the abilities of eagles or the jaguars for up to 23-hours. An eagle feather or a patch of jaguar fur is needed for each individual transformed. The transformed character can become normal when they wish up to the duration limit of the spell.

AZTEC PANTHEON

MOVE THROUGH THE ELEMENTS, Level 9, cleric, shaman, illusionist

CT 1 turn R touch D special
SV wis negates (h) SR yes Comp V, M

The caster and all who touch him can move through the elements, walking as if they were on dry land. The effect is as if they were moving normally and the element they are moving through has no effect on them. The caster uses the feathers of any enchanted avian for the material component of the spell.

Solid Rock – up to twenty yards

Water – up to one hundred yards

Air – up to two hundred yards

Lava – up to ten yards

Solid Ice or Snow Wall – up to fifty yards

Dust or Wind Storm – up to one hundred yards

CIVATATEO

NO. ENCOUNTERED: 2d4

SIZE: Medium

HD: 8 (d10)

MOVE: 20 ft., 20 ft. (fly)

AC: Special, only magic weapons

ATTACKS: Withering Touch

SPECIAL: Keening

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Undead (Extraordinary)

TREASURE: 8

XP: 250 + 765

Civatateo are noble women who have died in childbirth and now roam as undead looking to punish the living. They begin haunting temples and need to be driven from those places. If they are not killed then, they move to the towns where they died and haunt the night, killing people with their withering touch. They appear as zombies with a white visage and fangs for teeth and talons for hands.

Combat: The Civatateo floats about, often appearing as a crying woman in a dark corner, only to spring up to show her horrible undead form and attack. Normal weapons have no effect on her body. Her withering touch ages anything by 10 years. People permanently lose a dexterity point and six hit points with each successful touch.

Keening: When faced with many foes the Civatateo begins a keening attack. Those within twenty feet of the keening must make an intelligence save or be driven from the area for five hours. It will continue to keen until there is only one foe to face and then she attacks with her touch.



RED SNAKE

NO. ENCOUNTERED: 1

HD: 10 (d10)

AC: 17

SPECIAL: Constrict, Fire breath

INT: Animal

TYPE: Magical Beast

XP: 1,200 + 900

SIZE: Large

MV: 40 ft., (climb), (swim)

AT: Bite (1d8), coil (2d9)

SAVES: M

ALIGNMENT: Low

TREASURE: Nil

The red snake is an omen sent by the gods to warn people that terrible danger is approaching. The people are supposed to harden themselves as they get rid of the red snake so that they are prepared to battle things that are even more horrible. The snake glows red with the sun and comes to the edges of villages and cities and feeds on single people moving at the fringes of civilization. Ninety feet long, the skin of the snake is used for powerful armor once it is finally killed. The red snake's lair is newly-formed caves, and often there is a trail of bones leading to the cave.

Combat: This snake seeks combat and delights in killing hunters. When fighting multiple foes, the snake is able to breathe fire for 10 points of damage in a ten-foot area in front of its mouth.

Constriction: A successful bite or coil attack allows the snake to try a constriction attack. In the round following the successful attack, the victim must make a strength save. Failing the save, the victim takes 2d6 in constriction damage per round. Additional strength saves can be made once per round.

XIUHCOATL, FIRE LIZARD

NO. ENCOUNTERED: 1d6

SIZE: 25'

HD: 10 (d10)

MOVE: 60 ft.

AC: 26

ATTACKS: bite (2d10), tail slap (1d12)

SPECIAL: Fire Breathing

SAVES: M

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 9

XP: 700 + 300



Deities send numbers of this terrible monsters down from the mountains and into the towns of worshipers who have not been diligent enough in their faith.

The fire lizard is a huge creature with a rough hide and a long snout. It has bright red flesh and is burning hot to the touch. It moves quickly on four stumpy legs and sports an unusually long tail that is constantly whipping about.

Combat: In combat, the creature attempts to kill victims with just its tail attack. When that proves difficult it will bite in the same round.

Fire Breathing: When faced with multiple foes the creature can breathe up to five gouts of fire in a 24-hour period. It is hesitant to do this however as it loses 10 hit points with every fiery breath.

THE GODS OF CELTIC MYTHOLOGY

INTRODUCTION

The culture of the Celts was more advanced in many areas than that of the Romans that took over their land and killed druids wherever they were found. Celtic deities were said to often walk among their people. A warrior race, their gods all had some aspect of war or connections to war.

Celts were the first guerilla fighters; they took the concept of hit-and-run to the farthest degree in their battles against the relentless Roman Empire. Not just from Ireland, the Celts were a power to be felt all over Europe, Great Britain, and Ireland.

Druids spread the faith and preached a love of nature. They created yew and oak groves to gather the power of the gods into themselves. The druids had four special holy times of the year: November 1 called, Samain, February 1 called, Imbalc, May 1 called, Beltane, and August 1 called Lughnasad. These are perfect times to present quests to player characters.

Often in Celtic legends, their gods come down and fight beside the heroes they currently favor. They never use their powers to destroy mortal foes, but they can give advice and battle to save their heroes from certain death.

All worshipers wear some type of neck torc. They invest as much of their gold and treasure in their torcs as they can. The most powerful Celtic characters will have spent time and gold investing magical abilities in their torc including anything from protection and defensive magics to attack spells. The most common torcs are large twists of metal that form a horseshoe shape around the neck. The best of them are studded with many jewels at their ends and are made of the rarest of metals.



TATHLUM

It's an interesting device of war. You chop off the head of your enemy and you take six days to coat it in several layers of lime. Sometimes, if the head has long hair, you leave the hair out so that it can be used to better hurl the sphere. When the Tathlum is dried to rock hardness, you use it as a missile weapon, but only toward the cousins and other relatives of the head. In this way, you are taunting the dead persons relatives and doing damage all at the same time. In game terms, the weapon does 1d4 against non-relatives, 1d8 to cousins, and 2d10 to sons and brothers of the Tathlum.

AONGHUS

GOD OF LOVE

GOD SYMBOLS: Celtic Harp, White Dove

DEITY PROVINCE: Romance, Marriage, Cattle Theft, and Sex

CEREMONY: The maypole ceremony brings together males and females at the will of Aonghus.

TABOO: Marriage and Love taboos of many types are enforced by fear of Aonghus.

GRANTED ABILITIES: Worshipers who regularly pray to Aonghus gain +1 charisma.

While his main province is the attraction to the opposite sex, Aonghus is responsible for many things associated with that attraction. Bards swear to him, as do lovers of all types.

The theft of cattle to be used in marriage is one of his provinces and he is very likely to give aid to such an effort.

Love and war songs draw his attention and he has been known to make warriors better fighters and bard's better singers in their various pursuits.

ARTIFACT: HARP OF AONGHUS

This harp passes to the worst of bards. While it is playing, no creature is able to fight while hearing its notes. The harp passes into the lands that need it most to keep the peace. Often powerful druids are allowed to carry it where they want.

ARTIFACT: FLUTE OF AONGHUS

The flute brings courage during times of despair. It acts as a *bless* spell while its notes are playing and for hours afterward. All who are inspired by the flute attack at a +1 and do +2 extra points of damage. The flute often ends up in the defensive works of Aonghus' worshipers when they have little hope of surviving.

AONGHUS AVATAR

The avatar of Aonghus appears the least of all the Celtic deities. He's much more likely to appear to help make the marriage of two deserving people than he is to help or hinder a great battle.

CELTIC PANTHEON

The avatar appreciates a good single combat or theft of cattle and will often appear before such an act to bolster up the leader about to go into action.

AONGHUS AVATAR (Chaotic Good), 15th level Bard, HP 120, AC 14, MV 50 ft. Primary Attributes: charisma 25, dexterity 19, wisdom 19. The bard uses a normal broadsword (2d4 +4 striking twice a round), and a brace of throwing daggers (1d4 +4 throwing one a round while fighting with his sword) in battle. He has all the abilities of a 15th level bard: decipher script, exhalt, legend lore, fascinate, and exhort greatness.

DANU

CELTIC GODDESS OF WIND, WISDOM, AND FERTILITY

GOD SYMBOLS: Balance Scales, Oak Leaf, Pearl

DEITY PROVINCE: The Four Winds, Wisdom in Leadership, Fertility

CEREMONY: Every solstice and equinox has a sacrifice of pearls to her shrines or she gets angry.

TABOO: Worshipers are not supposed to walk through planted fields.

GRANTED ABILITIES: Worshipers gain a point of wisdom permanently while they regularly sacrifice to Danu, during the solstice and equinox.

Danu is known as the mother of all the gods and often appears pregnant in her images. Her people are supposed to be the wisest of all the people of the land. In her capacity as the goddess of the wind, she is called upon to blow fires away from crops and homes as well as blowing in the needed rain.

ARTIFACT: RAVEN SWORD OF DANU

The weapon's pommel is shaped into a raven in flight with the outstretched wings acting as a hand guard. The longsword is an adamantite sword (1d8 +4) with the purpose to slay chaos and the ability to turn the wielder invisible between battles. The weapon is often given by the Arch-druid to a warrior who is going into an especially difficult battle, usually against giants.

ARTIFACT: SACK OF WINDS OF DANU

The bag can be opened twice a day. The gale-force winds that come out of it spread out seven hundred yards long and seventy yards wide. All who stand in the wind take 4d6 points of damage and are thrown to the ground dropping their weapons. The bag, most often, suddenly appears to a questing druid who is about to face a great danger that Danu wants eliminated.

DANU AVATAR

The Danu Avatar enjoys appearing to help in the birth of noblewoman of her faith as well as the birth of famous heroes. With heroes, she always gifts them with a luck stone.

DANU AVATAR (Chaotic good), 13th level fighter and 14th level cleric: HP 199, AC 19, MV 50 ft. Primary Attributes: wisdom 25, dexterity 25, constitution 20. She uses splint mail and a long spear (1d8 +3), and a ring of invisibility. She uses the following levels of cleric spells: 0th-8, 1st-7, 2nd-7, 3rd-6, 4th-6, 5th-5, 6th-5, 7th-4 and she usually only uses healing spells.

She begins fighting with an adamantite wolf spear (1d8 +4 striking three times a round). When the fighting comes in close, she draws her raven artifact sword and can strike four times a round with that weapon.

DAGDA

GOD OF LIFE, DEATH, WAR, BANQUETS, AND MAGIC

GOD SYMBOLS: War Club, Cauldron, Gold Crown

DEITY PROVINCE: Life, Death, War, Banquets, Feasting, Magic

CEREMONY: Feasts are held in his honor four times a year, and if they aren't he gets angry with his worshipers.

TABOO: Wasting or burning food causes Dagda to become enraged.

GRANTED ABILITIES: All worshipers using a club in battle do an extra 1d6 in damage.

Feasting is a huge, fun lifestyle for Dagda. He has a cauldron filled with a delicious soup that can never be emptied. That cauldron is constantly getting stolen by the other gods. He has a special boar on a spit that never stops roasting and never is entirely striped of meat and restores itself with the rise of the moon. His war club is so large it's transported on wheels to the sight of any god battle.

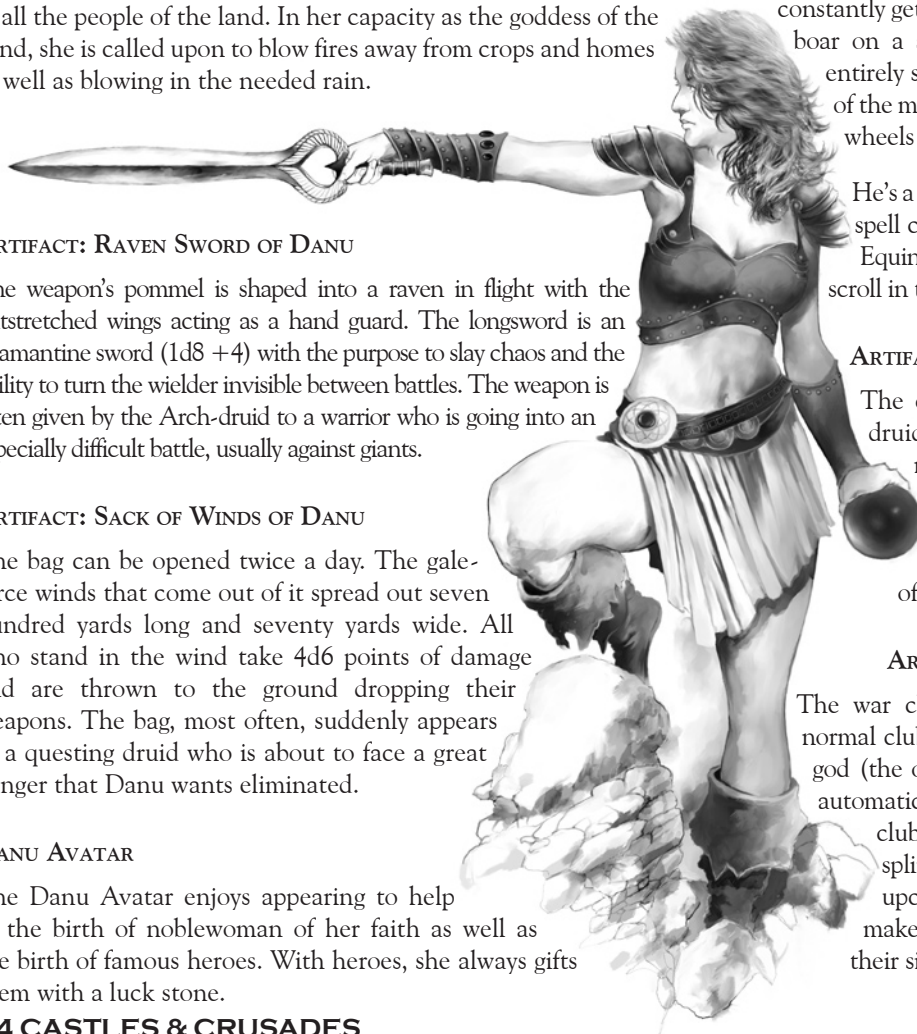
He's a generous god and likes gifting extra magic to his spell casting worshipers. At the time of the Autumn Equinox, spell casters often find the gift of a new spell scroll in their things as a gift from the deity.

ARTIFACT: DAGDA'S CAULDRON

The cauldron can be called upon by the Arch-druid for important feasts when heroes and nobles gather for high feast days. It never empties and its food is always delicious. It has been stolen many times and the quest to get it back has made or broken hundreds of possible heroes and druids.

ARTIFACT: DAGDA'S WAR CLUB

The war club is so huge that splinters from it form normal clubs (1d8 +2). The club in the hands of a war god (the only ones who can lift it) does 3d10 +8 and automatically hits giants and undead. While the real club can't be used by mortals, it does produce splinters for important heroes to use in an upcoming battle. Usually a king or high druid can make large sacrifices of riches and call the club to their sides for a day.



DAGDA'S AVATAR

The avatar appears during battles where there isn't much chance for his worshipers to win the day. It's highly possible that the avatar can die in the battle, but his spirit can generate another avatar by the next full moon.

DAGDA'S AVATAR (chaotic good) 20th level barbarian, HP 210, AC 25, MV 50 ft. Primary Attributes: constitution 25, strength 25, dexterity 20. Dagda has all the powers of a barbarian at the 20th level: combat sense, deerstalker, intimidate, primeval instincts, whirlwind attack, primeval will, ancestral calling. The barbarian Dagda uses his huge club and with every successful strike at a foe, he grows a bit in size. In a long battle, he can become as tall as a cloud giant.



BRIGIT

GODDESS OF POETRY AND MARTIAL ARTS

GOD SYMBOLS: Spear, Quill Feather Pen, Amulet with Head of Brigit on It

DEITY PROVINCE: Poetry, Weapon Skill

CEREMONY: Weapons practice must start and end with a prayer to her.

TABOO: The use of poisoned weapons.

GRANTED ABILITIES: All worshipers of Brigit gain a +1 in the use of missile weapons of all types.

Listening to poetry was as large a form of entertainment as watching the TV in the modern generation. Those who could create poems were honored just like the most powerful of heroes in those days. Brigit was said to touch poets, and her gift would heighten their skills. When she went into battle, she and her worshipers would recite war poems and fight to those rhythms.

She also presents the most skilled aspects of war. It is her idea to practice weapon skills and make them as perfect as possible. She also wants her worshipers to be skilled in many styles of weapons.



ARTIFACT: BRIGIT'S SPEAR

The spear's purpose is to destroy evil. It glows brightly when evil characters come within fifty yards of the spear. It does 2d10 +5 points of damage and never misses in striking at animals or magical beasts. The spear is gifted to warriors able to craft poems and recite them during battle.

ARTIFACT: BRIGIT'S RAVEN ICON

The bird icon is fist-sized, and on a command, it turns into a real raven. This bird is intelligent and can talk. It obeys the scouting commands of the icon owner. On a second command, it can grow to triple the size, and be used in battle; but if it dies, the stone

CELTIC PANTHEON

icon turns to dust. The icon is freely given to poet warriors who please Brigit with poems to her skill at war and her beauty.

GIANT RAVEN (*neutral*), HD 6d8, HP 64, AC 16, MV 50 ft. (fly), *Primary Attribute: physical. The bird makes three attacks in a round, beak (1d8 +4), two claws (1d5 +4/1d6 +4). It has the power of speech and is a sarcastic creature always making comments about its orders.*

BRIGIT'S AVATAR

The goddess is a sucker for original poems and will often appear at the side of a warrior spouting good poetry during a battle.

BRIGIT'S AVATAR (*chaotic good*), 20th level monk, HP 230, AC 28, MV 90 ft. *Primary Attributes: constitution 25, dexterity 25, wisdom 25. Normally she fights bare-handed, but for difficult opponents and against other avatars she uses her spear. She sings war sagas during battle that act as a double-strength bless spell for all of her allies in the combat. She has all the skills of a 20th level monk: mind over body, stunning attack, unarmed attack, unarmored defense, deflect missiles, fast movement, ki strike, slow fall, purity of body, still body, fast healing, still mind, and quivering palm.*

CERNUNNUS

GOD OF NATURE

GOD SYMBOLS: Deer antlers, Antler Bow

DEITY PROVINCE: Nature, Male Fertility

CEREMONY: A huge bonfire is lit at the Autumn Equinox; if not, there are poor crops the next year.

TABOO: A worshiper can never kill animals just for the fun of it.

GRANTED ABILITIES: All worshipers can specialize in the bow even if they have another specialization at 2nd level.

Hunters, no matter what they are hunting sacrifice to Cernunnus or they won't catch what they are after. All aspects of hunting, from the mount, to the weapons used are dedicated to the god. Whenever deer parts can be used, that adds to the blessing of the deity. So, if deer gut is used in the bow string or antler parts are used in the bow or arrows, the hunt just naturally turns out better. Special plantings of certain trees and tree groves are given to the deity and it's bad luck to harvest any of these woods for anything that isn't part of the hunt.

ARTIFACT: BOW OF CERNUNNUS

It's a huge long bow with deer antlers in its formation. It has the power to hit any seen target no matter how far away. Using the bow guarantees that the hunter will find a suitable animal target in any hunting session. The bow has been used in combat, but the bow weeps tears of blood when it isn't being used for hunting.

ARTIFACT: QUIVER OF CERNUNNUS

After an hour in the quiver, all arrows turn jet black and their arrowheads transform into razor sharp obsidian heads. These

arrows do 1d12 in damage and are +3 for striking. The arrows are permanently transformed and worshipers of Cernunnus go to great lengths to collect such arrows as they are considered extremely lucky.

CERNUNNUS AVATAR

The avatar of the deity appears in times of need when his people are starving. He always manages to find a hidden herd of deer that feeds his clan of people through the harsh winter. When he appears, no matter what part of winter it is, the harsh sting of the cold weather goes away and it's mild for the rest of the season.

CERNUNNUS AVATAR (*Neutral*), 20th level Ranger, HP 140, AC 20, MV 60 ft. *Primary Attributes: strength 25, wisdom 20, dexterity 22. He has his artifact bow and quiver and for close work, he has a wolf spear (2d10 +4) that stays to help his worshipers even after he has gone.*

ARAWN

DEATH GOD

GOD SYMBOLS: Skull, War Club, Black Elegant Cloak

DEITY PROVINCE: Death, The Dead, The Wild Hunt

CEREMONY: Black boats filled with what the dead need are sent out into the night with the tide.

TABOO: Worshipers of this deity can't raise the dead.

GRANTED ABILITIES: Darkvision is granted to all worshipers of this deity after they have made a blood sacrifice.

Arawn lives on a hidden island with the dead. When people aren't appreciative of the work the deity does with the dead, he goes out with the Wild Hunt and hunts his detractors to death. In any event, during the times of the solstices and equinoxes, he roams with the Wild Hunt.

He judges those who die and decides where they go on the different locations of his island of death.

ARTIFACT: ARAWN'S BONE JAVELIN

There is a rich, Celtic tradition of taking part of an enemy and using it in a weapon to be used against the family and clan of the dead enemy. Arawn's druids are able to easily make these javelins and insert bone chips of dead warriors to make them more effective against that warrior's friends, clan, and relatives. The weapon does double damage when used against the listed people.

ARTIFACT: ARAWN'S SKULL WARCLUB

When a lot of killing needs to be done in the name of Arawn, the local high druid gains the use of the club and always gives it to the most powerful warrior of the clan. The club does 3d8 +8 in damage. Undead will never attack the club user. The user can see through any illusion or secret hiding place.

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ARAWN'S AVATAR AND THE WILD HUNT

Arawn moves about the material plane in avatar form to mount the Wild Hunt. As a force of nature, he moves out to bring an end to powerful heroes and creatures before their allotted time. When one sees him, they are going to become part of the Wild Hunt one way or another.

ARAWN'S AVATAR (*Neutral*), 20th level ranger, HP 140, AC 20, MV 60 ft. *Primary Attributes:* strength 25, wisdom 20, dexterity 22. He has his artifact warchub and he uses his special bone javelins in battle. In his aspect as leader of the Wild Hunt, he doesn't appear quite human. His eyes glow red. His voice is fearsome and forces fear checks as the spell on all who hear it. His flesh appears bark-like and during the times of the solstices and equinoxes, he sports antlers on his head, but not at other times of running the Wild Hunt.

THE WILD HUNT

In any land where druids dwell, the Wild Hunt will come eventually. Evil forces bent on destroying druids and their ways draw the Wild Hunt like a magnet. The Wild Hunt is made up of the Avatar of Arawn, a chariot made of the bones of fallen Wild Hunt victims, six hell hounds to pull the chariot, and ten hell hounds to act as the advance pack of the Wild Hunt.

With the setting sun, the forces of the Wild Hunt appear on the material plane. They are exactly ten miles to the east of the evil they hunt. At first, the Wild Hunt appears to look for the evil plotting against the druids. Arawn's hunt has the avatar seek out the evil in an effort to destroy it that night. The hell hounds begin baying as the last glimmer of light fades with the setting sun. The

Wild Hunt doesn't know where the evil is located, but they have its scent, and the hunt begins.

By the time the moon is high in the sky, either the Wild Hunt will have found the evil they are seeking or they have found something or someone else to hunt.

Those who look outside to see the Wild Hunt must make a wisdom check. Failing that check, they have a 50% chance to become either the hunter and must move with the hunt and attack the evil, or the hunted; and then must move ahead of the pack as they have become the target for that night. The heartbeat after the moon has risen as high in the sky as it is going to get, is when anyone captured in the magic of the Wild Hunt must run for their lives, or fight the evil.

If the Wild Hunt doesn't kill the evil they first came to find, they come again the next night and nights there after until they have fought the evil the druids have prayed about. In the fight, if the evil kills the Wild Hunt, the Hunt stops chasing that evil.

MANANNAN MAC LIR

GOD OF THE SEA AND MAGIC

GOD SYMBOLS: North Star, Sails, Harp

DEITY PROVINCE: The Sea, Sea Storms

CEREMONY: Sacrifices are made at the beginning and end of every voyage, and if they aren't, there is trouble to be handed out by the deity.

TABOO: Nothing is killed on a beach or in the sand.

GRANTED ABILITIES: All worshipers are swimmers and all gain a +1 to strike while fighting on the sea or in the sea.

As the god of the sea, he gives calm waters to those who sacrifice to him and storms and trouble to those who don't. He takes great joy in hearing songs about himself and favors bards as well as druids. He has his own island and he and the god of the dead often have arguments over those who drown in his sea. Manannan takes those to his island while Arawn feels they should come to his isle of the dead.



CELTIC PANTHEON

ARTIFACT: MANANNAN'S HARP

The harp is a sentient item given to a bard who is going on a quest for Manannan. The harp has a will of 23, speech, and telepathy, sees and hears as a normal human, and has the following powers: *bless* 3/day, *cure light wounds* 3/day, reveal hidden doors, deflect missiles 3/day as a monk, detect scrying efforts, creates a ring of fire 1/day, creates wall of wind 3/day, *teleport* 2/day, and restores the dead to life 1/month.

ARTIFACT: MANANNAN'S LONG SWORD

The sword is often given to sea captains who are going on a quest for Manannan. The weapon vanishes when the quest is over, or the captain dies.

The artifact is a neutral, aware blade with speech and telepathy. It's able to see and hear like a normal human, and it has the following powers: *locate object* 3/day, *suggestion* 3/day, *hold person* 3/day, *major image* 1/day, *fear* 3/day, *locate creature* 3/day, *teleport* 2/day, and *light* 3/day. The sword is a dragonslayer weapon with a will of 23. The weapon does 2d12 in the hands of the avatar and never misses a target. In the hands of mortals, it's a 1d12 +4 weapon.

MANANNAN'S AVATAR

Manannan's avatar appears at the urgings of his high clerics and often before a great sea battle. He has been known to take part in bard contests and to try and woo the most lovely of princesses.

MANANNAN'S AVATAR (neutral) 20th level bard, HP 140, AC 20, MV 50 ft, 160 ft. (swim), Primary Attributes: charisma 25, constitution 20, dexterity 20. Manannan has all the abilities of a 20th level bard: *decipher script*, *exalt*, *legend lore*, *fascinate*, and *exhort greatness*. He uses his artifact sword in battle and often plays his harp before and after a great struggle.

MORRIGAN

WAR, FERTILITY, AND DEATH GODDESS

GOD SYMBOLS: Black Crow, Spearheads, Yew Tree

DEITY PROVINCE: Rulership, War, Birthing

CEREMONY: Sacrifices of weapons and armor are made to her before every battle, if not, she is likely to curse the warriors.

TABOO: Ravens and crows cannot be killed by a worshiper.

GRANTED ABILITIES: Specialization in spear can be gained at third level for a worshiper even if they have already specialized in another type of weapon.

Morrigan is a fertility deity as well as a war and death goddess. Able to change her shape into anything she wishes, she most often appears as a lovely, dark-haired maiden to those she favors, or a horrible hag to those that need cursing. In war, she appears in battle with bronze armor and she uses two short spears. The red spear strikes and burns away the soul of evil foes. The yellow spear never misses and only strikes at the unworthy or greedy foe.

Ancient druids paid homage to her first, and then the deity they most favored.

Morrigan has a band of females that follow her around and appear in the same form as she does. They are shape changers as she is and enjoy battle just as much as Morrigan. Fen, Neman, Badb, and Macha will appear as hags or warrior maidens as they follow Morrigan's lead into battle. They can be killed, but their spirits move on to appear again in some other battle.

ARTIFACT: THE RED SPEAR

This artifact is often given by a druid to an inexperienced, new warrior to help them in their first battle. It's a short spear (2d8 +4) and when attacking evil characters, it blazes with fire and does an additional 2d6 in fire damage.

ARTIFACT: THE YELLOW SPEAR

This short spear (1d8 +4) never misses when a warrior uses it in melee. Its purpose is to slay the foes of law and it will lead its wielder into conflict against the most fearsome in any enemy group. The spear most often appears on the altar of a druid whose people are about to face a terrible monster of some type. Most often, the hero using the spear is going to die as he kills the threatening danger.

MORRIGAN'S AVATAR

Celtic deities want to come among their people and fight with them. They enjoy the thrill of mortal battle. It's easy to get Morrigan to come down with just a few prayers from her warriors and druids. The problem is she is a wild force of destruction and is just as capable of destroying the fort or town that needs protection during the course of the battle.



MORRIGAN THE GREEN HAG (chaotic evil), HD 6d8, HP 48, AC 17, MV 40 ft., 60 (swim), Primary Attribute: physical. Morrigan delights in choking prey, delivering 2d4 of subdual damage a round until the prey reaches -10 hit points. Her claws do 1d4/1d4. Other spell-like abilities include: *polymorph self*, *breathe underwater*, and *charm* as an 8th level wizard.

Facing this avatar forces a fear spell save from each character looking at her.

DRUID SPELLS UNIQUE TO THE CELTS AND THEIR FOLLOWERS

THROW AND KNOT, Level 0, druid

CT 1 R 10 feet D permanent
SV dex negates SR n/a Comp V, M

Using any length of rope over five feet the caster throws the rope and says the words and the rope knots its end around what the caster is looking at. If the rope goes around a living being, they can make a dexterity check to avoid being tied.

FAERIE FIRE TRAP, Level 1, druid

CT 2 R Touch D 1 day./lvl
SV No SR n/a Comp V, M

The caster makes a five-foot area of leaves. When the victim touches the leaves, they are outlined in faerie fire for five rounds.

BURN WOOD, Level 2, druid

CT 1 R touch D special
SV constitution negates SR n/a Comp V

The caster can make wood burn with a voiced spell on wood that he can see. If the wood is owned by another being, they get a constitution save to negate the spell. The wood burns doing 1d4 to the wood in damage until the fire is put out or the wood is gone.

FIND GOLD, Level 3, druid

CT 1 turn R 100 yds./lvl D 1 round
SV n/a SR n/a Comp V, M

The druid holds gold in his hand and uses this spell to find a like amount in the spell range. If there is gold in the area, the caster will know the direction and the distance.

REPEL SNAKES, Level 4, druid

CT 2 R 10 ft./lvl D 10 min./lvl
SV See text SR yes Comp V, S, DF

The spell creates an invisible, 20-foot-diameter sphere barrier around the caster that repels all types of snakes. Snakes with less than one-third of the caster's hit points cannot penetrate the barrier. Snakes with more than 1/3 of the casters hit points can make a wisdom save to pass the barrier, but take 2d6 in damage.

IMMUNITY TO WIZARD MAGIC, Level 5, druid

CT 2 R touch D 10 min./lvl
SV none SR yes (h) Comp V, M

The caster imbues one subject with immunity to all fire-based and cold-based wizard spells. The spell does not protect against other sorts of attacks like a fire sword or *petrification*.

TRANSPORT VIA WATER, Level 6, druid

CT 1 R 20 miles./lvl D 1 round
SV no SR yes (h) Comp V, S

The caster can enter a body of water and pass from that body to another body of water. There must be enough water in both locations to contain the caster. The caster must have been in the second body of water before to make the spell work. This spell will not transport the caster between planes of existence.

COLD STORM, Level 7, druid

CT 1 R 15 ft./lvl D instant
SV constitution half SR yes Comp V, S

Bitter cold and blinding snow fills the area of effect around the caster and does nothing to the caster. The cold and ice do 2d6 in damage to all living things in the area. There must be a body of water within 100 yards of the caster for the spell to start.

NATURE'S HELPER, Level 8, druid

CT 1 turn R 10 yards D 60 min./lvl
SV no SR no Comp V, M

As the spell is cast, the plants around the caster form a four-foot-tall manikin. This little creature has a low intelligence and will try to obey the orders of its creator. It can lift as much weight as the caster. It has no problem reaching into a blazing fire for an object the caster wants. It has the hit points of its caster. It's not wise enough to fight in a battle, but can get in the way of an attacker.

FIND CUT GEMS, Level 9, druid

CT 1 turn R 100 yds./lvl D 1 round
SV n/a SR n/a Comp V, M

The druid holds a gem in his hand and uses this spell to find a like amount in the spell range. If there are gems in the area, the caster will know the direction and the distance.

HOODED SPIRITS

NO. ENCOUNTERED: 3

SIZE: Medium

HD: 10 (d10)

MOVE: 50 ft., 100 ft. (fly)

AC: 20

ATTACKS: Talons (1d4/1d4)

SPECIAL: Whip, See Details

SAVES: Mental

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Monstrous Humanoid

TREASURE: None

XP: 1600

The hooded spirits come in threes and come to avenge a slight given to a deity. Whether it's a sacrifice not made, or a statement not appreciated, the spirits come to kill that person. Their only hope is to stand and fight. If they survive the battle and kill the spirits, they are allowed their lives. The spirits can be sent at the urging of druids to see to an evil that needs destroying and they don't have the power themselves to do the deed.

The spirits come flying out of the night sky. They have dark robes and large hoods. All that can be seen are shadows and two glowing white eyes in the hoods.

Combat: At first, the spirits come slashing with their talons and hope to kill the victim with just those attacks. If the victim fights back and does well, the enchanted whips come out. These are enchanted weapons 1d4 +3 and when they successfully strike, they have the chance to paralyze the victim if they don't make a wisdom check.

CELTIC PANTHEON

Holy ground or a house with virgins inside will stop the spirits from coming inside a dwelling. In this case, they hover every night and call out the name of the victim they intend to kill.

KELPIE

NO. ENCOUNTERED: 1

SIZE: Variable

HD: 10 (d10)

MOVE: 60 ft., 90 ft. (swim), 60 ft. (fly)

AC: 18

ATTACKS: Hooves (1d8/1d8)

SPECIAL: Suggestion Spell

SAVES: Mental

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 4

XP: 1600

The kelpie is a water spirit that delights in drowning innocent beings of all types. At first, it appears in the water as a large horse. It talks to those who come down to the water. It wants to get the victims to get on its back for a friendly ride. In the case of human maidens, it can appear to them as a white unicorn, or a winged pegasus. If guile and pretty speeches won't work, the kelpie is capable of casting a suggestion spell once a day to try and get the victim to mount. Once the being is on the kelpie's back, long hairs bind the feet and legs to the kelpie and it leaps into the water and drowns the victim.

Any valuables the victims might have the kelpie strips from the body and puts in a water cave at the edge of the water.

Combat: The kelpie is a coward and dives into the deep water when faced with real fighters.

LEPRECHAUN

NO. ENCOUNTERED: 1d4

SIZE: Small

HD: 6 (d8)

MOVE: 40 ft.

AC: 12

ATTACKS: Blackthorn Shillelagh (Special)

SPECIAL: Spells

SAVES: Mental

INT: High

ALIGNMENT: Chaotic Neutral

TYPE: Magical Humanoid

TREASURE: 4

XP: 408 +60

Not your pleasant little fairies, the Celtic leprechaun while small, is massively strong and stout appearing more like a fantasy dwarf. He greatly enjoys fixing things and can work secretly at night for just the pay of a good meal. He doesn't like being seen or talking to mortals and works hard to stay out of sight.

He does have a pot of gold that can be given up if the leprechaun is caught. However, once given up, the leprechaun will travel unseen with the foe that took his gold and bedevil that character

until all the leprechaun's gold is spent on fixing broken things like cut saddle straps, broken wagons, and very leaky roofs.

Combat: The blackthorn shillelagh can come instantly to the hand of a leprechaun that didn't seem to have a weapon a moment ago. The magical club does 2d8 and the leprechaun can strike twice a round with the weapon. With every successful strike, the victim must make a dexterity check or fall on their face.

Leprechaun's hate the undead and their weapons do double damage versus such creatures.

All leprechauns have the following spells useable once per day: *bless*, *light*, *darkness*, *freedom of movement*, *jump*, *invisibility*, *see invisible*, and *fog cloud*.

A leprechaun colony will have 10-1000 entities and generally be dug into the side of a hard-to-reach cliff face. Each leprechaun has a pot of gold worth 5,000 gold pieces.

FIR BOLGS

NO. ENCOUNTERED: 1d10

SIZE: Large (12')

HD: 10 (d12)

MOVE: 50 ft.

AC: 20

ATTACKS: two fists (1d10/1d10), Weapon 4d10

SPECIAL: Rock Throwing, Twilight Vision

SAVES: Physical

INT: High

ALIGNMENT: (Chaotic Neutral)

TYPE: Giant

TREASURE: 10 (hoard)

XP: 600 +9

Fir bolgs were a giant race of highly-intelligent people living in the hills and mountains of the land when the Celts came to Ireland. Whether they were the people of the bogs, or the people of the spear, they were tough opponents and it took god-like power to reduce them in numbers.

Well armed and armored, a community holds thirty individuals with a shaman cleric of at least the tenth level. Wizard fir bolgs work with master weapon smiths to manufacture enchanted spears and shields for the warriors to use.

Combat: In combat, the giant uses a +3 spear (1d12 +3). They begin battle by hurling rocks at the enemy. A successful rock attack inflicts 2d10 points of damage. They are able to hurl these stones 400 feet.

Fir bolg giants have packs of large dogs around all of their hill forts.

MASSIVE GUARD DOG (*neutral*), HD 3d8, HP 24, AC 15, MV 40 ft. *Primary Attribute: physical. They bite at their foes (2d6 +3).*

The dogs follow special training and can sense invisible beings. It howls a warning before it attacks a foe. These beasts have a heavy, spiked collar making it impossible for other creatures to wound them in the neck.

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DWARVEN PANTHEON

Players enjoy playing dwarves. They like the power and imagery of the creature. They like some of the themes a dwarf carries as they are good warriors and have a lust for gold that is unmatched by any other creature type save for dragons. Hence, the need for this pantheon, because gods, clerics, and avatars are wonderful for generating quests and reasons for adventures. They are also good for coming along and getting their worshipers out of trouble.

As part of the role-playing experience, have your player characters pick a dwarf deity. They will get a benefit and get some concepts to use in their role-playing. Clerics and druids of that deity will come into the life of the player character and ask them to help in some way fitting with the theme of the deity. Often there are temples that need treasure to help build them. Sometimes there are deity-given quests that are only suitable for the player character.

The avatars of these dwarven deities appear much more often to help their worshipers than other pantheons. Sometimes the more powerful player clerics and druids can ask and have an avatar appear out of thin air to help in their quests. This appearance is always at a great cost, and often the Avatar takes over as the leader of the group. Also, the artifacts of a deity often fall into the hands of a worshiping player character because they are doing work important to themselves and very often, important to the progress the deity wishes as well.



Readers should consider this effort to classify dwarven deities as the barest shell. More gods and goddesses should be added by the Castle Keeper to provide local color for their campaigns.

CUTTER

THE ALL-FATHER

GOD SYMBOLS: Sun, Smith Hammer, Volcano

DEITY PROVINCE: Creating Anything, Fathering the Gods

CEREMONY: Once per level, each worshiper sacrifices a weapon to melt in a volcano in order for them to advance a level.

TABOO: Cutter's worshipers use only hammers and axes.

GRANTED ABILITIES: All worshipers have an additional +1 to their constitution.

All temples dedicated to the All-Father of the dwarves show a fifteen-foot-tall statue of a well-armored dwarf with a huge war hammer in one hand and a smithing hammer in the other. His beard goes down to the floor of the temple and is always made with real dwarven hair taken from his worshipers. His legend says that dragon fire melted the rocks on the highest mountain and the All-Father rose from the pool of lava with his creation hammer in his hand. He proceeded to make the other dwarven deities and all of them birthed the first nation of dwarves.

For over a thousand years, he helped his people build their many underground fortresses and spread across the mountain ranges all over the planet. It wasn't until powerful demons came and stole his creation hammer that he took up with a gold dragon and now roams the outer planes looking for his lost hammer.

ARTIFACT: CUTTER'S WAR HAMMER

The deity puts this hammer into the hands of newly-made worshipers of the 5th level. They have use of it until they advance to their 6th level. The hammer is a +4 adamantite weapon normally doing 3d10 +4 but doing fifty points of damage when it successfully strikes a giant. As with a dwarven hammer, it flies out and comes back in a round to the hand of the thrower. While using the hammer, the wielder cannot be surprised. One-fourth of all the treasures the wielder finds, automatically appear on the nearest Cutter altars.

ARTIFACT: CUTTER'S SUN HELM

Cutter enjoys passing his helm along to newly-made, 10th level fighters who have sworn allegiance to him and vow to quest to fight undead. Often, the helm will stay until the character dies, or reaches fifteenth level. For the granting of the helm, a great sacrifice in treasure must be made at the primary temple to Cutter on that continent. Sometimes a great contest is held among the many 10th level dwarves wishing to serve the deity.

DWARVEN PANTHEON

The Sun Helm is a great helm with a +10 bonus to armor class. It doesn't add anything to the encumbrance of the wearer. Ten times a day it can blast out sun-bright waves of light to disintegrate undead as a 20th level cleric. It constantly sheds light in a wide area giving all allies a +2 to their striking chances.

CUTTER'S AVATAR

Cutter loves his people and often comes at the call of high dwarven clerics who need help in fighting terrible foes like ancient dragons or armies of undead.

CUTTER'S AVATAR (*Lawful Good*), 20th level cleric, HP 130, AC 25, MV 40 ft. *Primary Attributes:* wisdom 25, strength 25, intelligence 25. He has all the normal abilities of a dwarf. He wears his artifact helm, +4 adamantine plate armor, +4 adamantine shield, and uses his artifact war hammer in battle. When he leaves or dies, his armor and shield stay behind to help his people. There are many sets of this equipment spread around the world and used by the dwarven heroes of every land. He has the following levels of clerical spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

GRANITE 'O THE HILLS

GOD OF CONSTRUCTION

GOD SYMBOLS: Faceted Jewel, Thick Gold Coin, War Helm

DEITY PROVINCE: Mining, Building – especially mountain castles – Stone Cutting

CEREMONY: Worshipers must help to expand or build new a temple before their 5th level.

TABOO: Worshipers can't fight unarmored foes unless they attack first.

GRANTED ABILITIES: Worshipers have a +2 on all of their ranged attacks.



A much more above-ground dwarf deity, Granite encourages his worshipers to build on the surface of the mountains as well as underground. All of Granite's temples are huge forts guarding the entrances to dwarven cities. His temples are filled with engineer dwarves teaching other dwarves how to become engineers. Other noble beings come from hundreds of miles around to pay Granite worshipers to build their cities and forts.

ARTIFACT: GRANITE'S MARK OF EXCELLENCE

The Granite mark appears on an item made personally by a worshiper. When they sacrifice to their deity and create an expert piece of war equipment, sometimes the deity has his mark appear on the weapon or piece of armor. The mark adds a +1 to the device. As the item is used, there are times when the item does unusual work where Granite will add another mark to the device. There are certain ancient hammers and shields that have four or five of Granite's marks added on to the pluses of the original device.

ARTIFACT: GRANITE'S BOOK OF ENGINEERING

Granite's book appears to worshipers who are working on creating large structures or devices that will help many worshipers. The book adds a +1 to the reader's intelligence. High clerics can often call for the book in a special ceremony with gems sacrificed to the deity.

GRANITE'S AVATAR

Granite's avatar always appears when giants or other powerful forces are attacking one of his large fort temples. He also appears when characters are questing to build a new temple fort to the deity.

GRANITE'S AVATAR (*Chaotic Good*), 20th level fighter, HP 140, AC 25, MV 40 ft. *Primary Attributes:* strength 25, dexterity 25, intelligence 25. He has all the normal abilities of a dwarf, he wears +2 dwarven plate mail, uses a +2 shield, he has a dwarven throwing hammer for close-in work, and a +4 adamantine crossbow shooting +4 adamantine bolts. When he leaves or dies, his equipment stays behind to help his people. There are many sets of this equipment spread around the world and used by the dwarven heroes of every land.

STEEL

GOD OF WAR

GOD SYMBOLS: War Hammer, War Helm

DEITY PROVINCE: Battle, War, Combat

CEREMONY: Worshipers can't advance a level until they have killed an orc, goblin, or giant.

TABOO: No worshipers of Steel's can let a foe live once battle has begun.

GRANTED ABILITIES: Worshipers have a +1 to strike anything and this magical bonus works when creatures can only be hit by magical weapons.

DIAMOND

GODDESS OF HEARTH AND HOME

GOD SYMBOLS: Doorway into a cave, Metal Gauntlets, Blazing Fire

DEITY PROVINCE: The Home, Fire, Cooking

CEREMONY: When a worshiper gains their first home, they must personally work to make the entrance stronger in a special ceremony.

TABOO: Worshipers never break down doors of any type.

GRANTED ABILITIES: Worshipers all have a first aid skill and any of them can heal one point a day on anyone who's damaged.

All worshipers of Diamond work at making comfortable homes. The males and females work at creating the best home they can afford. The richer adventurers take the time to purchase an underground castle connected to a dwarven city. They always create a shrine to Diamond in their homes. The deity demands tribute in gems and naturally diamonds are her favorite gift. Unusually large amounts of diamonds given in sacrifice can often bring her avatar and a thank you of a wish spell.

ARTIFACT: DIAMOND'S SPEAR

The adamantine spear often appears in small temples in newly-developing dwarven enclaves under new mountains. The spear stays in the town as long as there is danger of powerful enemy attacks. The weapon is +4 and does 3d10 +4 in normal damage and 40 points of damage against giant types.



Steel is the most aggressive of all the dwarven deities. He demands his worshipers take part in the act of war as often as possible. If they are not defending their lands, they are to hire themselves out as mercenaries to the highest bidder.

His worshipers use axes and hammers in battle. They favor oversized weapons that do extra damage when they strike. He and his worshipers favor unusually large fortifications and unusually large siege engines.

Why toss a one-ton boulder when you can toss a two-ton boulder? Why just toss a stone when you can toss a molten stone that does impact and fire damage at the same time? His worshipers plan for battle, flawlessly executing the plan, and then they look for more foes right after the successful battle.

ARTIFACT: STEEL'S AXE

Steel's personal axe is a little taller and wider than most dwarves. It takes a strength of 19 just to lift it. He often places it on the altars in the largest of his temples and anyone who can pick it up can use it for a year. The weapon does 3d10 points in damage and automatically kills giants with one successful strike.

ARTIFACT: STEEL'S THUNDER SPEAR

The spear can be thrown as far as the wielder can see and it comes back in the same round. The weapon is adamantine and does 2d12 +4 points of damage at a successful strike. It gifts the wielder with a +1 in all their attributes.

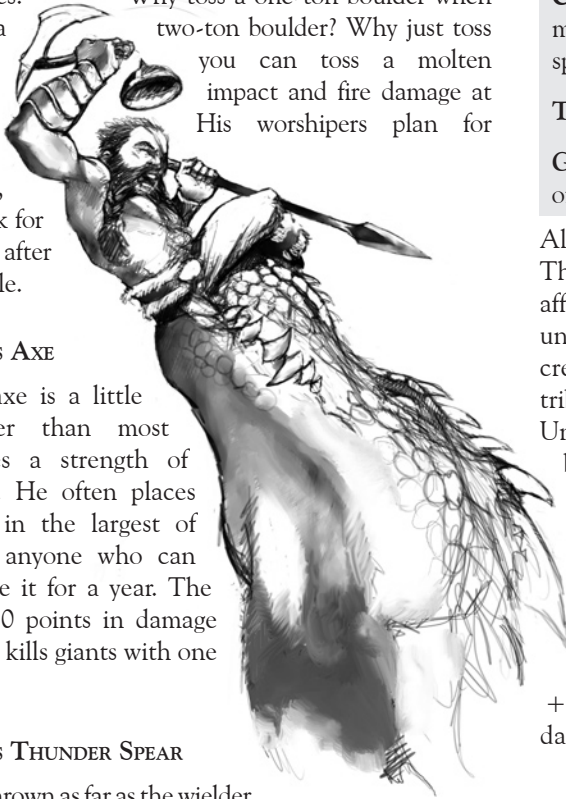
Steel often loans the spear for one year to a worthy worshiper who has shown skill in killing foes, like giants or dragons.

STEEL'S AVATAR

His avatar appears when there are huge battles to be fought against impossible enemies. He has died many times in ages of battles, but always at the cost of the most powerful of enemies facing the dwarves. High dwarven clerics can pray for his avatar and if the request is worthy, Steel appears and is ready for battle.

STEEL'S AVATAR (Lawful Good), 20th level barbarian, HP 170, AC 20, MV 80 ft. Primary Attributes: strength 25, dexterity 25, constitution 25. He has all the normal abilities of a dwarf; he wears no armor and uses his two artifact weapons when he goes into combat. When he leaves or dies, his equipment stays behind to help his people. There are many sets of this equipment spread around the world and used by the dwarven heroes of every land.

He has all the powers of a 20th level barbarian: combat sense, deerstalker, intimidate, primeval instincts, whirlwind attack, primeval will, ancestral calling. He never leads in a battle, but likes to take a front position on the combat line against the toughest of opponents.



DWARVEN PANTHEON

ARTIFACT: DIAMOND'S CLOAK OF PROTECTION

The cloak appears in the temple giving the most diamonds in sacrifice at the beginning of each year. The artifact has many powers: +5 protection, *invisibility* 5/day, 2 points of *regeneration* a round, and the wearer is never surprised. The cloak stays with the clerics until the beginning of the next year, or when Diamond needs it herself.

DIAMOND'S AVATAR

The avatar often roams the dwarven tunnels noting how her worshipers are creating their homes and how friendly they are to strangers. Just for the fun of it, she often passes maps along to her worshipers of goblin and orc treasures particularly rich in diamonds.

DIAMOND'S AVATAR (*Chaotic Good*), 15th level fighter, HP 120, AC 20, MV 40 ft. *Primary Attributes:* strength 25, wisdom 20, intelligence 20. She has all the normal abilities of a dwarf. She wears +2 dwarven plate mail and uses a +2 shield. She has her spear for close-in work, and a +4 adamantite crossbow shooting +4 adamantite bolts. When she leaves or dies, her equipment stays behind to help her people. There are many sets of this equipment spread around the world and used by the dwarven heroes of every land.

HAMMER

GOD OF SMITHING

GOD SYMBOLS: Weapon silhouettes, Anvil, Burning Forge

DEITY PROVINCE: Weapon and Armor Crafting

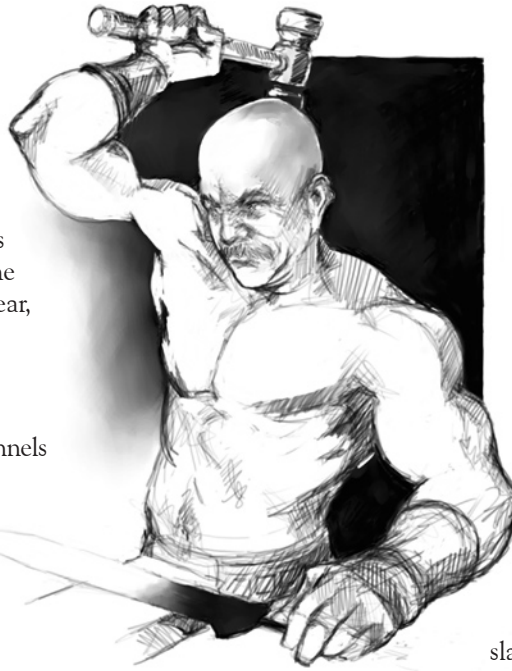
CEREMONY: To go up a level, worshipers must craft a weapon and give it to a first level character.

TABOO: Worshipers can only use weapons they have made themselves.

GRANTED ABILITIES: At third level and higher, worshipers can easily make +2 weapons.

All those who work metal among the dwarves worship Hammer. The deity provides insight and joy in doing good work of all kinds, but especially smithing. Hammer generously gives of himself so that dwarves have the magic they need to make expert enchanted weapons and armor.

All worshipers of Hammer begin a quest when they are young for that perfect lump of iron to become their own personal anvil. The lump is always in an unclaimed mountain and the individual must quest for it before they become fifth level. Once they have the metal, and they will know it when they touch it, they must turn the iron into steel and forge it into an anvil. From then on, that anvil burns with their life force and destroying that anvil would lose its creator five experience



levels. Needless to say, it's usually stored in a safe place.

ARTIFACT: HAMMER'S HAMMER

The hammer is made of mithril with a will of 23 and the ability to speak and use telepathy. The hammer can deflect missiles as a 20th level monk, can spot all hidden doors and traps, and can detect all illusions. For greater powers, it can use *holy word* 4/day, can cast *light* as bright as day 4/day, can *teleport* 4/day, and can *locate creature* 3/day. Its purpose is to defeat/slay evil dragons of all types. The hammer does 3d10 +5 and returns to the hand of its wielder.

Hammer often gifts his artifact weapon to a 10th level fighter with a quest to find and slay some evil dragon that's about to rampage in dwarven lands. The hammer always returns to the god if the hero does or doesn't finish his quest.

ARTIFACT: HAMMER'S GREAT HELM

The mithril helm is a +10 device, so light, it doesn't count in the encumbrance of the wearer. The device acts as a ring of spell turning and a ring of shooting stars.

HAMMER'S AVATAR

The avatar appears when there is a need for metal to be worked into a Hammer temple or the main gates of a city, dedicated to Hammer. He also appears when his worshipers are fighting dragons or demons. His armor stays after he leaves, allowing the equipment to help his people. The Arch-cleric or most powerful fighter leader of the dwarven clan gains the armor for their use.

HAMMER'S AVATAR (*Chaotic Good*), 20th level fighter, HP 140, AC 30, MV 40 ft. *Primary Attributes:* strength 25, wisdom 25, intelligence 25. He has all the normal abilities of a dwarf. He wears +5 mithril dwarven plate mail and uses a +5 mithril shield. He has his artifact hammer for close-in work, and a +5 mithril crossbow shooting +5 mithril bolts.

UNDWELLA

GODDESS OF STRENGTH

GOD SYMBOLS: A Pile of Gold, A Miner's Pick

DEITY PROVINCE: Strength, Combat, Mining

CEREMONY: Every worshiper must make mining sacrifices by digging out valuables and sacrificing them

TABOO: Surrendering can never be done by a worshiper of Undwella.

GRANTED ABILITIES: All worshipers can change a point of dexterity to increase their strength permanently, but just once.

The goddess enjoys feats of strength from her worshipers. She also enjoys the building of large temples and forts in her honor. When a worshiper reaches their third level of expertise, they must begin helping in the building of a temple to Undwella. The faith also demands the fighting of dangerous monsters in the mountains around the home of the dwarves. By the fifth level of experience, every worshiper must have killed a giant, large reptile, or other large monster or they can't rise any more in levels.

ARTIFACT: UNDWELLA ARM BRACERS

The artifacts are mithril, provide a +5 in protection and ignore any other protective devices. All ranged physical missiles bounce off the armbands. The bands also help the wearer strike giant types by giving each such strike an additional +3. The bands often appear on the altar of a temple, with a quest that asks for the dwarf who picks up the bands to adventure forth to kill a dragon.

ARTIFACT: RING OF UNDWELLA

The ring gives the strength of whoever wears it a 25. It supports the following spells twice a day: *teleport*, *mass charm*, *locate creature*, *mass heal*, and *wall of fire*. Clerics above 12th level are allowed to sacrifice and ask for the temporary, thirty-day use of the ring.

UNDWELLA'S AVATAR

The avatar is a capricious being, appearing around young dwarves just going out on their first adventures. She enjoys joining adventuring bands and appearing as a low-level cleric.

She then encourages the group to go and fight higher-level monsters and foes than the group could normally face and survive. At other times, terrible dragons have appeared to fight her worshipers and she has appeared to help in the fight. Sometimes her avatar has died in the battle, but everyone knew she made the effort to help.

UNDWELLA'S AVATAR (*Lawful Good*), 20th level cleric, HP 130, AC 25, MV 40 ft. *Primary Attributes:* wisdom 25, strength 25, intelligence 25. She has all the normal abilities of a dwarf, wearing her bracers and ring and using a set of +4 adamantine armor, a +4 adamantine shield, and a +4 dwarven throwing hammer. There are many sets of this equipment spread around the world and used by the dwarven heroes of every land. She has the following levels of clerical spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

FAIRNOON

GODDESS OF INTELLIGENCE

GOD SYMBOLS: Faceted Gem, Mirror, Book

DEITY PROVINCE: Science, Geared Machinery

CEREMONY: All worshipers must make a book about something at every three levels of advancement or they stop advancing.

TABOO: Burning scrolls or books or watching them burn and not trying to save them is not possible for a Fairnoon worshiper.

GRANTED ABILITIES: All worshipers can *detect magic* at will.

Fairnoon has many types of worshipers from dwarven rogues to bards. Many worshipers are advisors to kings and not just



DWARVEN PANTHEON

dwarven ones. Worshipers are explorers, ever searching for new knowledge. Their mapping skills are legend and in all of the large dwarven strongholds, there is a temple to Fairnoon, which has an accurate map of the known world, above and below the ground. Only worshipers of the goddess gain access to that map.

Those who seek favor with Fairnoon quest for magical tomes of all types to bring to her temples. At tenth level, her followers begin building a new temple in her honor and often quest to bring huge treasures to sacrifice in the building of that temple.

ARTIFACT: FAIRNOON TOME

This indestructible tome has been presented to the brightest and best worshipers who just gave a rich sacrifice to the goddess. The high clerics of each temple know of a spell to summon the tome for a worthy dwarf. Reading the book grants the dwarf +1 in one of their attributes, never taking the final character scores above 19. The book can be read over and over to change the scores. The sacrifices are naturally larger and larger each time and are always in the form of jewels.

ARTIFACT: FAIRNOON STAFF

The staff has a will of 23 with the ability to talk and use telepathy for its wielder. It has a chaotic good alignment with the following powers: *hold person* 3/day, deflect missiles as a 20th level monk, *faerie fire* 3/day, *locate object* 3/day; greater powers include: *fear* against foes 3/day, *haste* 3/day, *wall of fire* 1/day, and *holy word* on a foe 1/day. It's a giantslayerpurpose weapon and rarely lets its wielder flee in the face of a giant attack.

The staff often is given by a high cleric to a warrior who is going to fight a group of giants. Often, when giants attack a stronghold of the dwarves with a temple to Fairnoon, the staff appears on the altar of the temple for the use of a brave fighter dwarf.

FAIRNOON'S AVATAR

This avatar also likes walking among young dwarves and pretending to be a middle-level cleric. She goes on quests with young bands of dwarves and even goes with adventuring bands made up of dwarves and other races. Often, she purposely leads the group to a great treasure far above the abilities of the questing group to take. She then gets them out of trouble making sure they manage to take some of the treasure with them. She wants to see if they will sacrifice some of their loot to the goddess.

56 CASTLES & CRUSADES



FAIRNOON'S AVATAR (*Lawful Good*), 20th level cleric, HP 130, AC 25, MV 40 ft. **Primary Attributes:** wisdom 25, strength 25, intelligence 25. She has all the normal abilities of a dwarf; she uses her artifact staff and a set of +4 adamantine armor, and a +4 adamantine shield. When she leaves the area or dies in the fight, her armor and shield stay to be used by her worshipers. There are many sets of this equipment spread around the world and used by the dwarven heroes of every land. She has the following clerical spell levels: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

TOFT

GODDESS OF THE EARTH AND LUCK

GOD SYMBOLS: Crescent Moon, Pearl, Mine Arch, War Hammer

DEITY PROVINCE: Digging into the Ground, Gambling, Taking any Chance

CEREMONY: Pearls must be given to Toft whenever a worshiper wishes to raise one level.

TABOO: Digging into the earth without making a small shrine to Toft is never done.

GRANTED ABILITIES: All worshipers are given a +1 war hammer when they declare their devotion to Toft. Worshipers strike at goblins, orcs, and giants at +2.

Toft likes things secretive. There is no known temple to Toft in any dwarven city, but there are hidden temples in out-of-the-way places looking like inns with gambling going on. Dwarven rogues all have small shrines to Toft wherever they live. The shrines have pearls and pearl dust in golden bowls that are blackened with coal. On the seven high holy days of the year, worshipers try to gain pearls and smash them into dust with their Toft hammers. The dust is collected and put in golden bowls that have been blackened. Worshipers can always tell a Toft inn as there is an alcove with a burning candle and a bowl of pearl dust located by the fireplace in every one of them. These inns are often centers of rogue activity and can be found wherever there are dwarves living in a city.

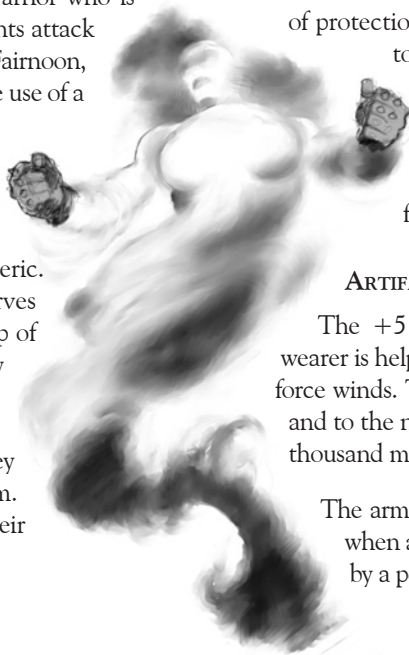
ARTIFACT: CLOAK OF TOFT

The cloak acts like a ring of invisibility, a portable hole, a +5 cloak of protection, and doesn't allow ranged attacks of any type to touch the wielder. Worshipers who present Toft with a large number of white pearls have a chance of asking for the cloak to be used in an effort to steal from dragons or giants. It takes more and more pearls to gain the cloak for different thefts from the same person.

ARTIFACT: ANIMATED ARMOR OF TOFT

The +5 mithril armor has an unusual ability. When the wearer is helpless, the armor turns into a huge tornado with gale-force winds. The tornado carries the wearer far away from harm and to the nearest dwarven stronghold, even if that enclave is a thousand miles away.

The armor is rarely given to a worshiper, but there are times when an unusual sacrifice of white and black pearls is given by a powerful dwarf, that Toft makes an exception.



TOFT'S AVATAR

Toft dislikes dragons of all types and often appears to fight them, especially when they attack a dwarven city. There are many legends of Toft's avatar dying in a fight with an ancient red or black dragon while she allows thousands of dwarves to escape. Her armor takes away the body and it often appears in a nearby city so that some other hero can take up the battle against the invading dragon.

TOFT AVATAR (neutral) 20th level rogue, HP 80, AC 30, MV 50 ft. Primary Attributes: dexterity 25, intelligence, 20, charisma 20. She uses her artifact cloak and armor and fights with +5 mithril-spiked gauntlets (2d20 +5/2d20 +5) striking four times a round. She has all the normal powers of a rogue at 20th level: back attack, cant, climb, decipher script, hide, listen, move silently, open locks, pick pockets, traps, and sneak attack.

MITHRIL

DRAGON GOD OF TREASURE AND MAGIC

GOD SYMBOLS: Steel-Bound Chest, Jeweled Chalice, Gem-Studded Crown

DEITY PROVINCE: Treasures of all types, Hidden Things, Magical Items

CEREMONY: Magical locks and mechanical traps must be placed on all treasures dedicated to Mithril.

TABOO: Worshipers can't pay for anything in gold.

GRANTED ABILITIES: In fighting for a visible treasure, worshipers are +2 to attack and +1 on damage. Magical lightning attacks have no effect on a worshiper of Mithril.

Dwarves take a great deal of time thinking about dragons and vast treasures. Eventually all of that speculation turned into a dwarven god that was a dragon concerned with treasure. Mithril, the dragon, is made out of the precious metal and is the example for all good dwarves in collecting and hording huge amounts of treasure. When dwarves sacrifice to Mithril, they see their gold and gems vanish and know that the sacrifice is in a place no rogue or giant can ever find. This gives the worshiper great satisfaction. Dwarves are encouraged to fabricate difficult-to-open strong boxes and complex and massive vaults to store their treasures. Even the pouches and backpacks they use are supposed to have traps to stop thefts.

ARTIFACT: MITHRIL'S ICON VAULT

This artifact is freely given to clerics of Mithril when they adventure to find large treasures. It begins as a fist sized metal box and as it changes, it never weighs more than ten gold pieces. The box expands doubling in size until it is twenty feet tall and wide with adamantine walls and an adamantine door that only opens up on the command of the wielder when it was at its smallest size. When filled, it can be shrunk down with the treasures inside. High clerics of Mithril can summon the vault with the proper spell and the sacrifice of one hundred white pearls.

ARTIFACT: MITHRIL DRAGON SCALE

A mithril dragon scale appears in the treasure hoard to be taken by an unusually lucky worshiper. When the scale is placed under the armor and at the back of the user, several magical functions are activated. That user cannot be successfully attacked by ranged missiles or spells that strike his back. That user can also never be hit from a physical attack at his back. If the wielder ever dies, the scale turns to dust and vanishes.



DWARVEN PANTHEON

MITHRIL'S AVATAR

The mithral avatar has only appeared five times in the last three thousand years. Each of those times, a worshiper has sacrificed two highly-useful artifacts to summon the avatar to help against attacks from dragons and giants on dwarven strongholds.

MITHRIL'S DRAGON AVATAR (*chaotic good*), HD 36, HP 360, AC 35, MV 60 ft, 200 ft. (fly), 60 ft. (burrow), Dragon Breath 12, SR 8. *Primary Attributes:* intelligence 25, wisdom 25, charisma 25. The dragon attacks with two claws (2d12/2d12), a bite (6d10), and a tail bash (4d10). Its breath weapon is poison gas forcing a constitution check or the victim dies. The dragon is also able to use wizard spells as a 20th level caster: 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

DWARVEN SPELLS

These dwarven clerical spells can be cast by any cleric worshipping the dwarven gods. The only other way for other clerics to use these spells is in scrolls or specially prepared wands.

GOLD REVEAL, Level 0, cleric

CT 1	R 10 ft./lvl	D 1 turn
SV no	SR no	Comp V

The spell causes all the gold in the given area to burst into faerie fire flames revealing any and all hiding places where gold can be found.

MINOR BLAST, Level 1, cleric

CT 1	R touch	D instant
SV dexterity to half	SR yes	Comp V, S

At a touch, the caster loses two hit points and does 2d6 in concussive damage. Door locks, chests, and other things can burst open at this blast.

ROCK TO SAND, Level 2, cleric

CT 3	R 100 ft	D n/a
SV see text	SR no	Comp V, M, S, DF

The spell transforms normal rocks of any type into loose sand. The caster points his hand and the depth transformed is 100 feet of sand in that direction. Any cave-in caused by the spell does 6d8 in damage. Dressed stone is immune to the effects of the spell. The raw rock must be visible to the caster. If intelligent beings are touching the rock, the spell is negated.

MAJOR BLAST, Level 3, cleric

CT 2	R touch	D instant
SV dexterity to half	SR yes	Comp V, S

At a touch, the caster loses five hit points and does 5d6 in concussive damage to the thing touched.

MINOR ROCK ELEMENTAL SUMMONING, Level 4, cleric

CT 1 turn	R 50 ft.	D 1 hr./lvl
SV n/a	SR n/a	Comp V, M, S

The four-foot-tall being of rock appears. It has the following stats: HD 5d8, HP 40, AC 20, MV 30 ft., 30 ft. (burrowing), Primary Attribute: 20 strength. The creature strikes with two fists (2d8/

2d8). The creature is friendly toward the summoner unless its life is put in danger. It takes diamond dust to summon the creature. It will obey simple commands, but it is easily confused. It has human senses and likes being summoned. There must be a ton of rock in the area for the creature to absorb and appear.

BRIDGE, Level 5, cleric

CT 1 turn per 20 feet of bridge	R 50 ft./lvl	D 1 tn./lvl
SV no	SR no	Comp V, M

A five-foot-wide span of magical force appears and bridges the space between two points. The bridge can stand any amount of weight and allows passage from one point to another. Placed in destructive areas, the bridge takes 100 hit points of damage before being destroyed. This spell is not a ladder or a wall and only works as a platform to allow movement across a space.

MINOR HOLE, Level 6, cleric

CT 1	R 10 ft.	D 1 tn./lvl
SV Yes	SR see text	Comp V, M

The spell makes a temporary, ten-foot-diameter hole in rock or dressed stone. If other intelligent beings are touching that rock, the spell doesn't work.

MAJOR ROCK ELEMENTAL SUMMONING, Level 7, cleric

CT 10 min.	R 50 ft.	D 10 min./lvl
SV n/a	SR n/a	Comp V, M, S

This spell is exactly like a *bind elemental* wizard spell, but it only binds large earth elementals.

MINERAL EXTRACTION, Level 8, cleric

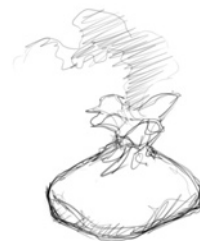
CT 1	R 10 ft.	D instant
SV n/a	SR n/a	Comp V, M

It takes ten pounds of the material desired to summon up to five pounds of the same material in the spell casting area. If up to five pounds of raw emeralds is desired, it takes ten pounds of emeralds to begin the spell. That ten pounds is not used up in the casting of the spell. If there are no raw emeralds in the spell area, none appear.

MAGICAL METAL MANUFACTURING, Level 9, cleric

CT 1	R touch	D permanently
SV n/a	SR n/a	Comp V, S

For dwarves to work adamantine and mithril, this spell is needed either cast by a cleric for the smith or cast by the clerical smith himself.



MINE GREMLINS

NO. ENCOUNTERED: 1-6 in a pack
SIZE: Small
HD: 4d6
MOVE: 30 ft., 40 ft. (burrowing)
AC: 16
ATTACKS: 2 talons (1d6/1d6), bite (1d6)
SPECIAL: n/a
SAVES: m
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Magical Beast
TREASURE: 1
XP: 136

The three-foot-tall humanoid is pitch black and gives off no heat signature when it moves about. Its talons are able to pierce the hardest rock and the creatures often crawl along the ceilings of caves. They delight in eating the rock and timber arches that hold up mineshafts.

Cave-ins don't bother these creatures at all as their bodies mold into the cracks among the falling rocks. They are almost able to flow under the slimmest crack at the bottom of dungeon doors.

Great cowards, they only fight when they can't get out of a battle.

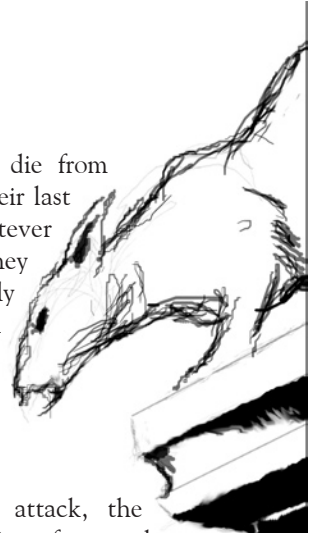
Combat: When a member of the pack is attacked, the other gremlins all make one attack before they run away in fear.



SHADOW RATS

NO. ENCOUNTERED: 1-10
SIZE: Medium
HD: 8d8
MOVE: 30 ft., 60 ft. (fly)
AC: 16
ATTACKS: Incorporeal Touch (1d8)
SPECIAL: Strength drain, Darkvision 60 ft.
SAVES: M
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Undead
TREASURE: table 3.2 Jewelry
XP: 762

When unusually greedy dwarves die from combat, their spirits fly back to their last homes and haunt the edges of whatever metropolis they lived in last. They appear as hunched over forms, barely recognizable as dwarves. They can move through solid rock for twenty or thirty feet and often use that ability to escape the attack from dwarven clerics.



Combat: With every successful attack, the undead creature takes away a point of strength and then heals ten points with the power of the lost strength point. When a victim loses all of their strength, they become a shadow rat and can't be raised back to life. The strength points are lost for 48 hours. The creatures are immune to the physical attacks of nonmagical weapons.

ATTACK FUNGUS

NO. ENCOUNTERED: 1
SIZE: Large
HD: 10 (d10)
MOVE: None
AC: 5
ATTACKS: 1 fungus blast (6d10)
SPECIAL: n/a
SAVES: P
INT: Fungus
ALIGNMENT: Neutral
TYPE: Fungus
TREASURE: Table 2.0 Gems
XP: 700

It's a head-sized nodule of black fungus. Each nodule surrounds a large, raw, precious gem. When the nodule takes a strike, it explodes and the fungus spores plant themselves in the flesh and equipment of the dwarf. Those spores can quickly fall onto gems and jewels in other locations and it only takes eight hours for the nodule to feed on the gem and grow into its largest form.

EGYPTIAN PANTHEON

Over three thousand years ago, the people of Egypt prayed to their gods and got answers. As the generations went by, their gods mated, grew old, died, and in some cases were reborn; magic is useful that way.

The Egyptians started out as a simple people able to plant crops after the Nile flooded. It's natural that many of their gods and goddesses had the heads of animals of all types and were tied to the land. Lion heads, hawk heads, cat heads, snake heads, and many others graced the bodies of their deities.

Each city had a primary god or goddess, but all the other deities were there to be prayed to and worshiped as well.

The Nile was the life's blood for Egyptians. An entire magical campaign can easily be created. Just have players travel up and down the Nile to see what is there.

Great adventures can be had exploring the temples of Egypt. They were all built around the same principal. The outside temple area is a huge square with living chambers, a wide palisade, and lots of decoration. All people were welcome inside those walls. A second inner square was made for the clerics of the order and high-placed nobles. It was highly decorated with murals and statues. Finally, there was an inner sanctum where only the high priests and the ruler of that city were allowed in this place, it was said you could directly communicate with the gods. Amazing offerings were positioned around a gold statue of the city's primary deity.

Evil intelligences abound in the lands of Egypt. Mummies hide in underground temples. Minions of Set bring chaos to the land. Great sphinxes fly down and decide to guard mountain passes or special pyramids that appear over night.

RA

GOD OF THE SUN

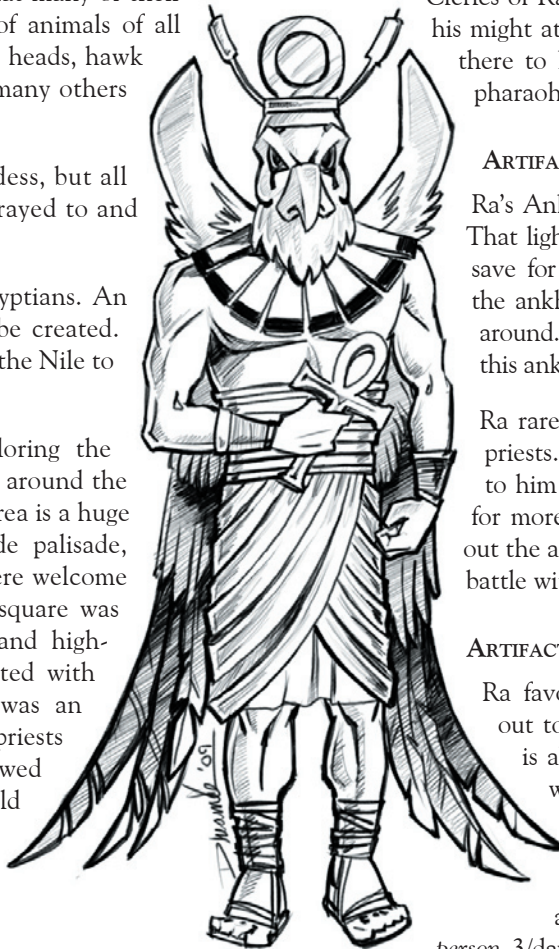
GOD SYMBOLS: Sun, Cobra, Ankh

DEITY PROVINCE: The light of Day, Divine Rule

CEREMONY: At the beginning of every month, a dawn boating ceremony honors Ra.

TABOO: Worshipers of Ra can't kill snakes.

GRANTED ABILITIES: All worshipers of Ra gain one point of intelligence.



As god of the sun, Ra sailed across the heavens in a boat called the Braque of a Million Years. In this voyage, he fought with the world snake. He invited his god friends to sail with him and he noted what happened on material plane and often invited attractive females onto his ship to waste away the hours.

Clerics of Ra shave their heads bald and kneel before his might at the beginning of every dawn. Clerics are there to help all of the people, but especially the pharaoh of all Egypt.

ARTIFACT: ANKH OF RA

Ra's Ankh blasts the light of the sun from its top. That light destroys undead at a touch. There is no save for the undead; they die from the effects of the ankh. The ankh sheds the light of the day all around. When intelligent undead see the light of this ankh they all run in fear, even liches.

Ra rarely gives out his ankh to any but his high priests. He does this after great sacrifices are made to him for this favor. They never have the ankh for more than a day. Ra is also capable of giving out the ankh to worshipers who are about to fight a battle with armies of undead.

ARTIFACT: RA'S SWORD OF LIGHT

Ra favors a Khopesh sickle sword and gives it out to any tenth or higher-level character who is about to fight the minions of Set. It has a will of 23 with telepathy and speech. It constantly sends up the praise of Ra as a god. Its lesser powers are resistance to fear as a dwarf, spot hidden things as an elf, spell resistance as an elf, and *hold person* 3/day. Its greater powers are *haste* 3/day, *cast light as bright as daylight* 6/day, *teleport* 2/day, and *locate creature* 3/day. It strikes for 2d10 +8. It has a purpose to slay evil wherever it is found.

RA'S AVATAR

Ra's avatar doesn't appear often on the material plane except to fight large forces sent by Set and to woo an unusually charismatic, noble-born female.

RA'S AVATAR (Lawful Good), 20th level bard, HP 140, AC 20, MV 50 ft. *Primary Attributes:* charisma 25, dexterity 25,

all the abilities of a 20th level bard: decipher script, exalt, legend lore, fascinate, and exhort greatness. He also uses a small set of drums when singing. The drums have the power of the suggestion and charm monster spells.

HATHOR

GODDESS OF LOVE, MUSIC, AND DANCE

GOD SYMBOLS: The Harp, The Heart, Drums**DEITY PROVINCE:** Romantic Love, Music, Dancing**CEREMONY:** A sacrifice is made to find a lover; every time one dances, one is making a sacrifice to Hathor.**TABOO:** It's against Hathor's will to not finish a dance or a song.**GRANTED ABILITIES:** All female worshipers have a +2 on their charisma.

The Egyptian version of a love goddess, Hathor didn't stand so much for lust as she did for the joining of man and wife in a bond that would last for their entire lives. All bards worshiped her and ask for her help in creating music.

ARTIFACT: HARP OF HATHOR

Hathor likes giving her special harp out to worthy bards assigning a worthy quest with the loan of the harp. Once the quest is done, the best of the magic items found during the quest vanish with Hathor's harp. The godlike device has a will of 23 and the following powers: speech and telepathy, *bless* 3/day, *cure light wounds* 3/day, *detect magic* at will, and poison resistance as a dwarf. Its greater powers include: *cause fear* at will, *lesser globe of invulnerability* 1/day, *quench fire* 3/day, and *locate creature* 3/day. The harp has a purpose to defend all of the followers of Hathor.

ARTIFACT: SINGING KHOPESH SWORD OF HATHOR

This sword does 2d10 +8 and double damage versus evil foes. The singing of the sword acts as a double-strength *bless* spell for the wielder and all allies within thirty yards.

**HATHOR'S AVATAR**

Hathor's avatar appears when noble couples are seeking marriage. She also appears when dragons or other mighty creatures need killing.

HATHOR'S AVATAR (Lawful Good), 15th level bard, HP 120, AC 18, MV 50 ft. Primary Attributes: charisma 25, dexterity 19, wisdom 29. The avatar uses her sword and harp during large battles. This avatar has all the abilities of a 15th level bard. She stays in the area until she has presided over at least one marriage after any great battle has caused her to appear.

SEKHMET

GODDESS OF THE SUN, DESTRUCTION, AND CHAOS

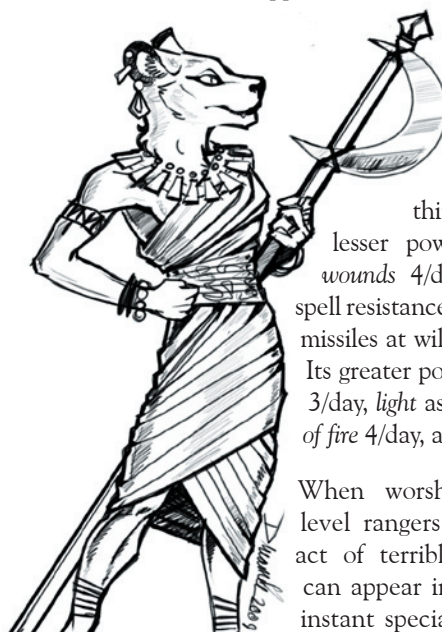
GOD SYMBOLS: Egyptian Axe, Sun's Rays**DEITY PROVINCE:** The Sun, Destruction**CEREMONY:** At both solstices, all worshipers make a blood sacrifice.**TABOO:** Bringing darkness anywhere or killing lions brings the wrath of Sekhmet.**GRANTED ABILITIES:** All of her worshipers have a +10% in gaining all types of experience.

Sekhmet is Ra's enforcer as she was sent down to show all of mankind Ra's displeasure. The problem was that she was too good at it, as she spread pestilence, drought, and death all over the world with a strength even Ra couldn't stop.

Acts of destruction are well-rewarded by Sekhmet and her worshipers gain an extra 5% when they destroy something important to someone else, and especially temples to other gods.

ARTIFACT: AXE OF SEKHMET

The great axe does 3d10 +8 with an additional 2d6 in flame damage against lawful opponents and things dedicated to law. It



has a will of 26 with the ability to speak, use telepathy, and it appears in the hand of the wielder even if they are separated by thirty miles. The item's

lesser powers include *cause light wounds* 4/day, *detect magic* at will, spell resistance as an elf, deflect physical missiles at will, and hold person 4/day. Its greater powers include 8d6 *fire ball* 3/day, *light as bright as day* 5/day, *wall of fire* 4/day, and *meteor swarm* 3/day.

When worshipers, especially high-level rangers and rogues are in the act of terrible destruction, the axe can appear in their hands with their instant specialization in the weapon. Sekhmet has gifted her axe to them for ninety days.

ARTIFACT: SEKHMET'S FLAME POTION

Given after great sacrifice, the formula for this potion generates an expensive liquid that bursts into flame after it hits the air doing 3d6 in flame damage. It continues to burn if there are any combustible materials in the five-foot splash area. The formula is given out by Sekhmet high priests to worthy worshipers.

EGYPTIAN PANTHEON

SEKHMET'S AVATAR

Only called upon when there are many attacks by undead, Sekhmet's avatar is difficult to get rid of once she walks the material plane. She is usually called upon to fight powerful undead who frequently stalk the land.

SEKHMET'S AVATAR (*chaotic evil*), 20th level fighter, HP 140, AC 25, MV 40 ft. *Primary Attributes:* strength 25, dexterity 25, intelligence 25. *She fights with her two-handed axe. Most often, she wears +3 chainmail that stays for her worshipers to use after she is gone. Although she is a fighter and specializes in her axe, she also has the turning undead powers of a 20th level cleric.*

A magical, medium-sized sailing ship appears at her command to be used to sail up and down the Nile.

GEB

GOD OF THE EARTH

GOD SYMBOLS: Pharaoh's Crown, Mountain Silhouette

DEITY PROVINCE: Earth, Earthquakes, Desert Sands

CEREMONY: At each solstice and equinox, there are sacrifices of animals and magical beasts to Geb

TABOO: Worshipers never dig into the earth without sacrifice to Geb

GRANTED ABILITIES: Worshipers using hammers or maces gain a +1 to strike

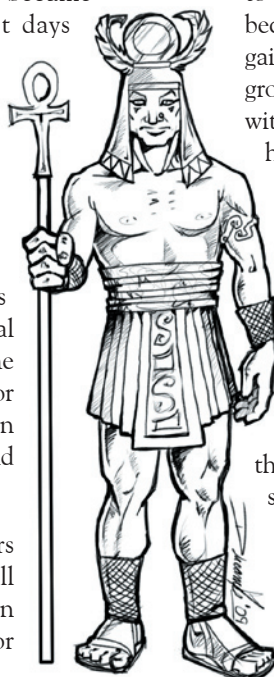
Geb is a supportive god interested in nurturing the land through planting crops and building homes. He's also an elemental force that needs to be pleased with sacrifice and song on a regular basis. The best sacrifices are gems and he expects them from every worshiper who calls on him for support.

Geb's priests were all warriors before they became clerics. They wear their armor on all feast days and are expected to quest out of their temples and fight evil where it harms the worshipers of Geb.

ARTIFACT: STAFF OF GEB

The staff has a will of 25 with speech and telepathy. It allows the wielder to burrow through the earth at 50 ft. a round. It allows the wielder to summon a large earth elemental 1/day. The elemental will happily serve the summoner with no consequences if the staff or the summoner loses concentration or is taken out of play. The staff strikes three times a round for 2d12 +6.

Geb likes loaning out his staff to worshipers who fight hard for his temples. Those who kill powerful monsters and sacrifice their heads on a Geb altar often get the loan of his staff for thirty days.



ARTIFACT: ARMOR OF GEB

This is a bronze mesh that appears to weigh nothing, but provides a +4 protection and won't allow ranged attacks of any type to touch the wearer. He often loans out his armor to warriors about to fight powerful magical beasts or minions of Set.

GEB'S AVATAR

Geb's avatar appears sometimes when wizards thought they were summoning earth elementals. He also comes to the land when enemy armies are destroying the fields of his worshipers.

GEB'S AVATAR (*lawful good*) 10th level wizard and 10th level fighter, HP 170, AC 20, MV 60 ft. *Primary Attributes:* strength 25, intelligence 20, wisdom 20. *Geb uses his staff and armor in battle. He can cast wizard spells at the 10th level: 0th-7, 1st-6, 2nd-5, 3rd-4, 4th-4, 5th-3.*

OSIRIS

GOD OF DEATH AND RULER OF THE GODS

GOD SYMBOLS: White Crook and Flail of Rulership and a White Crown

DEITY PROVINCE: Death, Growing Grain

CEREMONY: There are sacrifices to Osiris at planting and harvesting times and one to cause the flooding of the Nile.

TABOO: Worshipers can never cut off body parts of the enemy, and when they do, they must give them a worthy burial.

GRANTED ABILITIES: Worshipers all have a +2 in defending themselves from all types of ranged attacks.

The position and power of Osiris changed greatly over the 3,000+ years of worship. He goes from being a young god with little or no power to becoming the ruler of all the gods as Ra becomes a senile, feeble deity. Osiris gains many abilities as his legend grows. He's an able fighter, skilled with magic, and very interested in his people, especially the cities making him their chief god.

His clerics gain unusual skills because of their worship. All Osiris clerics strike at a +1 and this counts as a magical strike against enchanted beasts needing a magical weapon to strike them. Their understanding of undead allows them to attack such creatures with a +2 to strike and do damage.

ARTIFACT: FLAIL OF RULERSHIP OF OSIRIS

The flail begins as a tool to harvest grain, and is one of the two signs of rulership in Egypt. The Osiris flail is an artifact weapon of great power. It has a will of 24, a lawful



good alignment, the ability to use telepathy, and speak. Its purpose is to defeat chaos wherever it is found. Its lesser powers include: *bless allies* 6/day, resistance to magic as a dwarf, resistance to poison as a dwarf, and *deflect missiles* 6/day. Its greater powers include: *detect undead* at will, *holy word* on a foe 2/day, *quench fires* 3/day, and *heal* 2/day. It's an adamantine weapon (2d10 +4, never breaking, and doing double damage against any evil foe.

Osiris likes giving out his flail to favored clerics and warriors who are fighting against powerful undead forces and especially reptile monsters like giant crocs and dragons.

ARTIFACT: WHITE CROWN OF OSIRIS

The crown is given out to worshiping spell casters who are going to do battle against the forces of Set. It has the following abilities: as a ring of spell turning, as a ring of human charm person, as a ring of water walking, and as a +3 robe of protection. Naturally, all of the gems offered for the loan of the crown are given to Osiris in thanks for his temporary gift.

OSIRIS AVATAR

The Osiris avatar appears many times as he fights the forces of Set and battles to save his cities from being pillaged. He is sometimes defeated in his guise as avatar, but that doesn't stop him from appearing again and again to do battle.

OSIRIS AVATAR (*lawful good*), 20th level fighter, HP 140, AC 30, MV 40 ft. Primary Attributes: strength 25, wisdom 25, intelligence 25. He wears +3 bronze plate mail and uses a +3 bronze, man-tall shield. He has his artifact flail that strikes three times in battle, and he has on +5 bronze bracers of protection.

SET

GOD OF THE DESERT AND CHAOS

GOD SYMBOLS: The Cobra, The Jackal, the Sand Dune

DEITY PROVINCE: Desert, Chaos, War

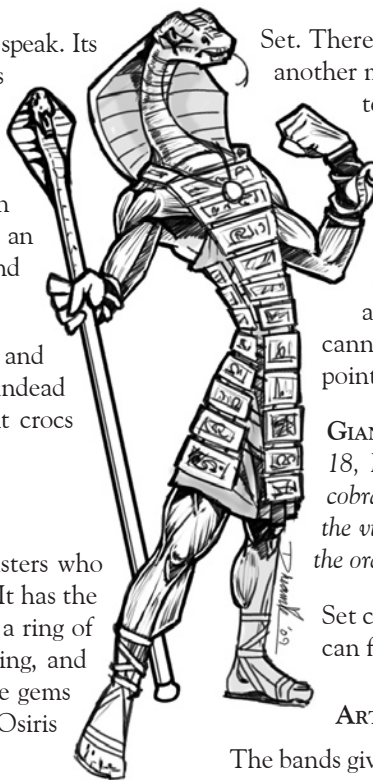
CEREMONY: On the night before the two equinoxes, there is a human sacrifice to bring the strength of Set to his worshipers.

TABOO: One doesn't shed blood in Set's name and there are no edged weapons among his worshipers.

GRANTED ABILITIES: Snakes of all types won't bite a worshiper of Set unless they are attacked first.

Set delights in destruction and chaos for its own sake. Several times, he tried to become the leader of the gods and failed. His clerics are destroyers and the pillagers of temples. His people are not thieves, boldly going out and attacking the temples and cities of other deities. They are supposed to enjoy the chaos of war and combat.

At the tenth level, each worshiper gains the help of a minion of



Set. Thereafter at the acquiring of every new level, they gain another minion so that at the twentieth level they can have ten minions obeying their every command.

ARTIFACT: COBRA STAFF OF SET

The +3 staff strikes for 2d12 plus a poison save vs. constitution or the victim dies. The staff can be let lose and it turns into a giant cobra and attacks the enemies of the wielder. The snake cannot be killed in a normal battle as it regenerates 5 hit points a round.

GIANT COBRA (*chaotic evil*), HD 10d10, HP 100, AC 18, MV 40 ft. Primary Attribute: physical. The giant cobra bites for 1d12 plus a poison save vs. constitution or the victim dies. The snake has intelligence and attacks at the order of its wielder.

Set commonly gives this staff to evil wizards so that they can further the chaos of Set.

ARTIFACT: ARM BANDS OF SET

The bands give the wielder a strength of 25 and a +5 on all saves and armor class. These bands are given to a warrior worshiper who is about to pillage a temple of another deity.

SET'S AVATAR

With large sacrifices of slaves or vast treasure, the avatar appears to help in bringing chaos to the land. Set never stays more than the time between full moons.

SET'S AVATAR (*chaotic evil*), 20th level wizard, HP 150, AC 20, MV 40 ft Primary Attributes: 25 intelligence, 20 dexterity, 20 charisma. Set uses his cobra staff and armbands in battle. Spells: 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

HORUS

GOD OF REVENGE AND YOUTH

GOD SYMBOLS: The Sword, The Egyptian Eye

DEITY PROVINCE: Revenge, Fighting Skill, Youth

CEREMONY: Sacrifices are made to Horus when revenge is needed.

TABOO: Worshipers can't lie.

GRANTED ABILITIES: Worshipers are unusually able with weapons and strike two levels better than their experience level, so that a first level cleric or fighter strikes as a 3rd level character.

Horus is the best of all fighters. He supports his mother and is the example of a perfect son and warrior. His skill with fire was legendary and it was he who took on Set and his minions and defeated them in a Nile-spanning battle.

The clerics and druids of Horus are able to use *wizard fire* spells as if they were the appropriate level-casting wizard.

EGYPTIAN PANTHEON

ARTIFACT: EYE AMULET OF HORUS

Set, in a battle, plucked out an eye of Horus, and Thoth gave it back in amulet form. This amulet acts as a gem of seeing, notes all illusions, and detects anything hidden by lighting it up with faerie fire in a ninety-yard radius around the eye.

Horus often gives the amulet to a worshiper who makes a large sacrifice to one of his temples. The loan is for thirty days.

ARTIFACT: KHOPESH FIRE SWORD OF HORUS

In the hands of Horus, the weapon strikes four times a round and does double damage. It does 2d10 plus 2d8 in fire and heat damage. The weapon can appear in Horus' hand wherever he is along the Nile. This same feature is granted to mortal wielders. The weapon is gifted for thirty days to a warrior going to fight dragons or other reptiles. Any silver treasure won from the use of the sword must be gifted to a Horus altar.

HORUS AVATAR

Sacrifices of silver to Horus can bring the deity to help in battles. If the battle centers around the Nile, the god is even more likely to appear.

HORUS AVATAR (*lawful good*), 20th level fighter, HP 140, AC 20, MV 40 ft. *Primary Attributes:* strength 25, wisdom 25, intelligence 25. He wears +3 bronze plate mail and uses a +3 bronze, man-tall shield. He has his artifact sword that strikes four times in a round.

ISIS

GODDESS OF MAGIC

GOD SYMBOLS: Ankh, Magic Wand, Crystal Staff

DEITY PROVINCE: Magic, Marriage

CEREMONY: Sacrifices are made to her for successful marriages.

TABOO: Fire can't be used to destroy anything by a worshiper.

GRANTED ABILITIES: Spell casters get one extra spell in every spell level they are able to cast, i.e. one extra first level spell, 2nd and so on.

While the goddess isn't confrontational, she works behind the scenes to get things done. Her clerics are the same way, and work with the rulers of the cities and the country to push forward the cause of magic and the raising of her temples. Clerics of Isis are trained so well that they start out at the second level. Clerics are also able to cast the *magic missile* spell as if they were wizards matching their clerical levels.

ARTIFACT: ANKH OF ISIS

The Ankh is gifted to clerics, as they become 10th level. The device can exist in several places at once. It vanishes from the

character as they reach 11th level. The artifact blasts several types of destructive magics at the calling of the caster. It works every third melee round. 10d10 *fire ball*, 9d8 *lightning bolt*, 7 *magic missiles*, 6d6 *cone of cold*, and a 5d12 *wall of fire*.

ARTIFACT: STAFF OF ISIS

Having a thousand charges, the staff can cast any of the 0th-4th level wizard or illusionist spells. The damage spells do 10d8 in destruction. It also does 2d10 + 3 in striking damage and double that against a servant of Set.

The staff has been granted to spell casters that are actively working against Set in a time period between full moons after a large sacrifice to Isis in magic items.

ISIS AVATAR

Isis doesn't appear often, and when she does, it is to stem the power of an evil sect of Set along the Nile. Large sacrifices in magic items can bring her to the side of a spell caster with a quest to fight evil.

ISIS AVATAR (*neutral good*), 20th level wizard, HP 80, AC 20, MV 40 ft. *Primary Attributes:* 25 intelligence, 20 dexterity, 25 charisma. Isis uses her staff and Ankh in the same combat round. For the goddess the Ankh works every melee round. She attacks evil spell casters first in a combat. *Spell levels:* 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

THOTH

GOD OF WISDOM

GOD SYMBOLS: Scroll, Egyptian Eye, Ankh

DEITY PROVINCE: Learning, Knowledge, Hieroglyphics

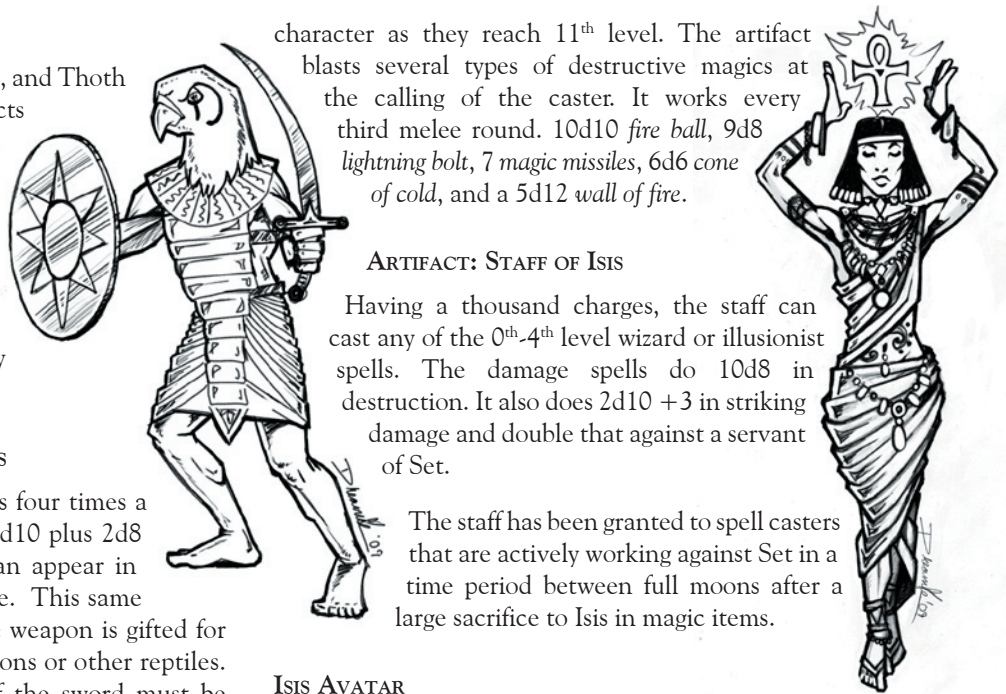
CEREMONY: At every raised level, characters copy a scroll for the temple.

TABOO: Scrolls and knowledge are never destroyed for any reason.

GRANTED ABILITIES: At the first, fifth, and tenth levels, the worshiper can have a +1 to their choice of one of the attributes.

Thoth is the great keeper of all knowledge. In this role, he gave the world writing in the form of hieroglyphs. He was extremely even-handed in his gifts and would give Set and Isis both charms and amulets they needed to increase their power.

Thoth's worshipers are unusually gifted. At fourth level, they can read magic as the spell. At fifth level, all worshipers can talk to all nonmagical beasts. Speaking to them doesn't mean they control them, but they can learn a great deal from talking to the animals. At the tenth level, worshipers can talk to all magical beasts.



ARTIFACT: ANKH OF THOTH

The ankh is loaned for 90 days to worthy worshipers who have brought Thoth's priests some type of knowledge they didn't have before in the way of new magic items or a magical tome.

The ankh does the following: acts like a ring of fire resistance, raises the attributes of intelligence, wisdom, and dexterity by one, provides +4 protection, and acts like a ring of spell turning.

ARTIFACT: TOME OF THOTH

The tome is given to a worshiper who presents a large treasure as sacrifice to Thoth's temple. The tome allows the reader to increase one of their attribute scores by one. It can be read any number of times to increase a score once a year.

THOTH'S AVATAR

Thoth's Avatar rarely appears except when other avatars call on him for help. When he does appear, action happens quickly and often the Thoth avatar stays to help his worshipers to create new temples in his name.

THOTH'S AVATAR (neutral) 20th level bard, HP 140, AC 20, MV 50 ft, 160 ft. (swim) Primary Attributes: charisma 25, intelligence 25, wisdom 25. Thoth has all the abilities of a 20th level bard: decipher script, exalt, legend lore, fascinate, and exhort greatness. Thoth is also able to cast any spell he wishes as he designed all the existing spells and placed them in a single book.

ANHUR**GOD OF WAR**

GOD SYMBOLS: Khopesh Sword, Battle Helm, The Sun

DEITY PROVINCE: War, Combat, Training

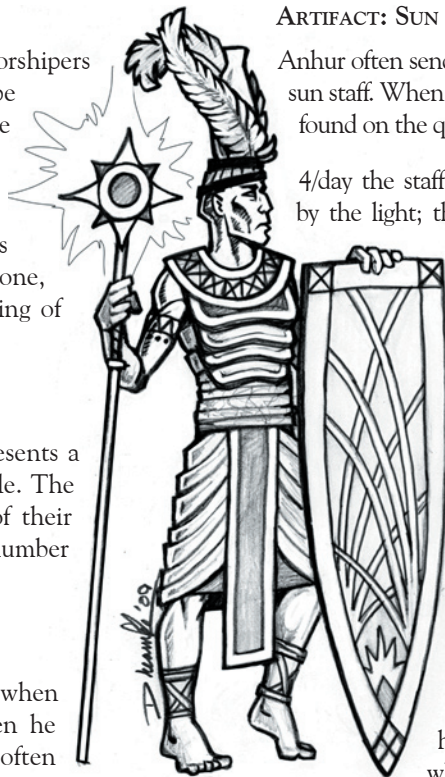
CEREMONY: Before worshipers increase in level, they must bring the head of an enemy to the Anhur altar.

TABOO: Worshipers can never surrender.

GRANTED ABILITIES: All worshipers strike at a +1. All fifth level and higher worshipers gain quarterstaff as a specialty even if they have another specialty.

The Egyptians were a war-like race and many cities held Anhur as their primary deity. Fighters of any type made sacrifice to this god, as well as weapon and armor makers. Weapons and armor were tempered in blood. The buildings of walls for defense were etched in hieroglyphics honoring Anhur.

Clerics of this god strike as a fighter one level higher than their true cleric level. When worshiping warriors or clerics use quarterstaves in battle, they strike as if the weapon held a magical +2.

**ARTIFACT: SUN STAFF OF ANHUR**

Anhur often sends a quest to a powerful worshiper in the guise of his sun staff. When the quest is finished, the staff and most of the magic found on the quest vanishes.

4/day the staff emits sun-bright beams killing any undead struck by the light; the staff strikes for 2d10 +4 doing double damage to undead and triple damage to all snake-like creatures. The staff speaks a warning when its wielder is about to be attacked.

ARTIFACT: ANHUR'S CROWN OF TRANSFORMATION

There are many legends of the god transforming into a creature with more arms so that he could take up other weapons and fight even harder. The crown allows the wielder to transform at will into a four-armed or six-armed humanoid with +4 adamantine Khopesh swords in the new hands. Anhur didn't give his crown out often, but when royalty enters battles, sometimes the God gave his helm to that type of warrior in respect for what the noble was risking.

ANHUR'S AVATAR

Anhur is itching for an excuse to come down from on high to fight along side his worshipers.

ANHUR'S AVATAR (Chaotic Good), 20th level fighter, HP 140, AC 25, MV 40 ft. Primary Attributes: strength 25, dexterity 25, constitution 25. He is the archetypical fighter dressed in adamantine +4 banded mail, rarely using a shield unless he transforms and then, he has a +4 adamantine shield along with all of his other +4 weapons. He never leads in a battle and has no problem taking orders from the leaders on the field.

PTAH**GOD OF THE HEAVENS**

GOD SYMBOLS: Single Star, Sphere, Egyptian Eye

DEITY PROVINCE: All the Heavens, Travel

CEREMONY: At the beginning of any important journey, a sacrifice to Ptah must be made in the form of gems or the trip will be unlucky.

TABOO: Worshipers can't cast spells in the hour before and after high noon.

GRANTED ABILITIES: Under the night sky, worshipers of Ptah gain 15% more experience as they ply their trades.

Ptah was the most unusual of all the gods. He was said to create everything from the sun and stars to the prime material plane. He didn't relate to the other Egyptian gods and was rarely seen in the legends of the actions of the other gods. His domain was travel and praising his name could make lighter and quicker any journey.

EGYPTIAN PANTHEON

Ptah's clerics know all of the travel, teleport, and movement spells. As they attain the proper level, they can cast the druid or wizard equivalent of transportation spells as if they were the appropriate level wizard or druid.

ARTIFACT: GOD OF THE HEAVENS STAR SICKLE

The sickle does 2d12 +8 in damage, can't be broken, and can't be ripped from the hand of the wielder. Three times a day, it can activate a feature that magically transports a struck foe to a private dimension created as a holding cell by Ptah if they fail to make their wisdom saving throw.

The weapon rarely leaves Ptah's side but sometimes, when a worshiper is fighting against incredible odds and calls upon his god, the god answers by causing the sickle to appear in their hand. And for a short time, that worshiper has the use of Ptah's weapon. If they survive their struggle, the artifact turns into an adamantite sickle of reduced capabilities, but that worshiper knows they have the favor of their god.

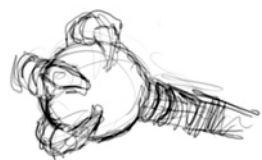
ARTIFACT: PTAH'S SKULL CAP

The cap is the ultimate transport device. The wearer and up to ten other beings touching the wearer can teleport without fail to any location the wearer has seen in the past. Ptah only gives this artifact to his clerics, and then, only after a large sacrifice of gems.

PTAH'S AVATAR

Ptah appeared rarely and then only at night. His avatar is a great help in creating temples dedicated to Ptah. He is also talented when it comes to fighting magical beasts.

PTAH'S AVATAR (neutral) 20th level bard, HP 140, AC 20, MV 50 ft., 160 ft. (swim), Primary Attributes: charisma 25, constitution 20, dexterity 20. Ptah has all the abilities of a 20th level bard: decipher script, exalt, legend lore, fascinate, and exhort greatness. He uses his artifact sickle in battle and often plays his harp before and after a great struggle.



EGYPTIAN SPELLS

Any spell caster worshiping one of the Egyptian deities can use Egyptian spells.

COBRA SHADOW, Level 0, all spell casters

CT 1 R 130 ft. D 1 rd./level
SV Wisdom negates SR None Comp V, M

The scales of a cobra are needed to generate the almost invisible form of the shadow cobra. The illusion can be resisted by a wisdom save, but only if the character sees the shadow. If it isn't detected, it spits shadow poison forcing a constitution save or



the victim is blind for as long as the cobra exists. The shadow form has a low intelligence and can be directed by the thoughts of the caster.

DIVINE LIGHT, Level 1, all spell casters

CT 1 R 5 yds./lvl D 1 rd./lvl
SV no SR no Comp V

This spell creates a bright area of light. In that light, clerics are able to turn undead as if the cleric was four levels higher than their actual level. Any type of poison in the area of light smokes with a black smoke warning all in the light.

COBRA STRIKE, Level 2, all spell casters

CT 1 R 1 ft./lvl D Instant
SV constitution negates SR none Comp V

The spell takes the force and poison of a cobra strike and applies it to the flesh of a foe just as if a cobra snake struck. The bite does 1d4 points of damage plus a poison save forcing a constitution save or the character takes five points of damage.

THE GAZE OF ANUBIS, Level 3, all spell casters

CT 1 R 5 ft./lvl D Instant
SV intelligence negates SR no Comp V, M

Using mummy dust, the caster creates a paralyzing death gaze from their eyes holding the victim if they don't make their intelligence check for two rounds.

RA'S TOUCH, Level 4, all spell casters
 CT2 rounds R 10 ft./lvl D Instant
 SV constitution negates SR yes Comp V, M

Using diamond dust (1,000 gp) the caster generates a beam of intense light and heat that does 4d4 in burning damage and double that against undead.

SUMMONING SET'S MINION, Level 5, all spell casters
 CT 1 R unlimited D 1 tn./lvl
 SV no SR no Comp V, M

Using the scales of a minion of Set, the caster creates a new minion to fight for them in a battle. The minion does its best with the orders the caster gives it. The creature won't strike the caster, but is capable after the battle of staying to attack the allies of the caster.

PUSH OF THE NILE, Level 6, all spell casters
 CT 1 R 10 feet D permanent
 SV no SR no Comp V, M

With a quart of Nile water, the caster generates a ten-square foot wall of two hundreds gallons of Nile water, that pushes from the hand of the caster up to ten feet away with hundreds of pounds of force. Unprotected beings take ten points of concussion damage from the water and are forced off of their feet.

THE BLESSING OF ISIS, Level 7, all spell casters
 CT 1 R touch D 1 rd./lvl
 SV none SR yes (h) Comp V

This spell adds 4d6 to any attack spell the caster uses to cause damage.

PHARAOH'S TOUCH, Level 8, all spell casters
 CT 1 R touch D 1 rd./lvl
 SV none SR yes (h) Comp V, M

This spell requires the hair of a pharaoh. When cast, it strengthens the power of a spell so that the victim of the spell has a -2 to any saving chance they might have. The spell caster has a +2 to all of their saves for the duration of the spell.

SUMMONING THE SPHINX, Level 9, all spell casters
 CT 1 R 50 ft. D 1 rd./lvl
 SV none SR No Comp V, S, DF

This spell summons a friendly, full-grown Androsphinx to help the caster for the duration of the spell. When the duration ends, the sphinx turns to dust.

MINION OF SET

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 8 (d8)
MOVE: 40 ft.
AC: 15
ATTACKS: Two Talons (1d6/1d6), Cobra bite (1d6 + poison)
SPECIAL: See Text
SAVES: M
INT: Average



ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: Nil
XP: 762 +125

The Minion appears in all battles where the forces of Set are trying to win against the forces of law. These creatures stand man-tall and appear as bare-chested humans with the proportionally-sized head of a cobra.

The minions are given as servants to worshipers of Set and the greater the power of the worshiper, the more minions they have to use. The creatures are summoned with a command word from their masters and they appear. The minion can serve for up to six hours, and then vanishes to be summoned again after twenty hours have passed. When minions take damage and go back to their dimension, they have all of their hit points restored. Minions are to do whatever they are ordered to the best of their ability. They do not have their own agendas and fight or work to the death, if so ordered.

Combat: The minions fight with their talons and with every successful talon strike, they are allowed an attempt to bite with their fangs. The injected poison forces a constitution save of the victim takes 20 hit points of damage. The minion can only do five poison strikes per 24-hour period.

FIRE SNAKE

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 8 (d8)
MOVE: 40 ft.
AC: 19
ATTACKS: Fire Strike (4d6)
SPECIAL: Nil
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Special
XP: 762 +125



The six-foot long adult fire snake has golden scales and has been created by the Egyptian gods to guard treasures and inner sanctums in their temples. The snake regenerates two points a round if there is gold in the area for the creature to magically leech from.

Combat: Every other attack round, it is capable of breathing a gout of flame doing 15 hit points of damage in a five-foot area in front of the snake. There is no saving throw for the damage, but beings with fire resistance abilities only take half damage.

The snake often hides in the piles of gold and attacks looters with surprise. It will not attack those who belong in the treasure area and are rightfully adding or taking away treasure.

ELVEN PANTHEON

A creation legend for the elves tells of them coming from the skull of the great gold dragon in the ancient Mist Forest. The dragon was many miles long, slept along the spine of the mountain, and actually lay from one mountaintop, through a heavily wooded ancient forest, with its tail resting on another mountaintop. The dragon had been sleeping for five hundred years when its dreams and the magic of the dragon created the first pair of elves. They and other elven deities walked out of the dragon's dreams and into the nearby forests to father the race of elves.

The elven deities are vastly powerful and said to exist in a spirit forest of massive magic that rests beside the real forests of the land. While they are elves, they are capable of taking worship from other races and the rangers and other character classes that are human or part of the other races are allowed to present sacrifices to the groves that serve as temples for the deities. Each elf deity demands a different style of temple, and his or her clerics act very differently from deity to deity.

While each pair of elf deities are mated and have produced thousands and thousands of elves over the centuries, the ways of the males are far different from the ways of the females. Often times, the pairs would combat each other for centuries only to join again as the need to mate grew stronger and stronger. They are forced by fate to love only each other. No matter how they disagree with the deeds of the other, they come together and live for hundreds of years producing Elf babies. The young elf males go to live with their fathers and the females go to live with their mothers.

Oercus, Master of the Forest and Solamum-nigrum, Goddess of Magic bore gray elf children, but also normal elves as well. Cedrus, Lord of Light, and Agapanthus, Goddess of the Moon bore wild elf and normal elf children as well. Betula, Divine Ruler of Combat, and Laurus, Mistress of the Night bore normal elf children and drow elves as well. Acer, Deity of Making and Digitalis, Deity of Unmaking bore wood elf and normal elf children. Fraxinus, The Star Archer and Nephthytis, the Divine Poisoner bore normal and drow elf children.

OERCUS

MASTER OF THE FOREST

GOD SYMBOLS: Bow, Leaves, Unicorn, White Topaz

DEITY PROVINCE: Forests, Hunting, Elf Homes

CEREMONY: At the solstice, sacrifices in emeralds or lives are given to Oercus

TABOO: Fires cannot be used to harm a living forest.

GRANTED ABILITIES: Worshipers of all races have a +2 in bow use and a +2 in sword use.

Oercus loves the forest and forest ways and lends his power to clerics and rangers who guard the forest. Of all the elven deities, he dislikes the other races the most and presents many reasons to fight them and keep them away from the forest. He doesn't appreciate the

destructive ways of his wife and often works with his clerics to heal what she has done.

Clerics use white topaz gems planted in the heart of the powerful Elf bows to increase the accuracy and damage done by the bow. The same is done to the pommel of the long swords the elves favor.

Often, Oercus creates a strawberry thorn grove with an altar to him in the middle of the grove.

ARTIFACT: BOW OF OERCUS

The bow is given to a ranger about to enter the fight of his life. It suddenly appears in the hands of the character as he is about to encounter a powerful foe.

The bow has a will of 23, with speech and telepathy. Its lesser powers include: *bless* to allies 3/day, *cure light wounds* 3/day, *detect magic* at will, and *deflect normal missiles* at will. Its greater powers include: *globe of invulnerability* 3/day, *quench* 3/day, *light* as bright as daylight 5/day, and *wall of thorns* 5/day.

The bow's purpose is to defeat evil wherever it is found. However, it can never be used to harm a female elf.

ARTIFACT: SINGING SCYTHE OF OERCUS

Once the weapon attacks, it begins singing a *suggestion* spell that never stops and orders foes to run for their lives. The +4 silver-coated scythe does 3d10+4 and double that versus undead. The weapon speaks to its wielder and never lets him be surprised.

The scythe has appeared in the hands of warrior elves fighting powerful undead or the war leaders of orc, goblin, and ogre armies.

OERCUS AVATAR

Once in the life of every cleric to Oercus, he or she can summon the deity to help them in some endeavor. The god happily appears and does his best to help his summoner.

OERCUS AVATAR (*lawful good*), 20th level monk, HP 170, AC 30, MV 80 ft. *Primary Attributes:* intelligence 25, wisdom 25, dexterity 25. *At the 20th level, Oercus has all monk abilities: mind over*



body, stunning attack, unarmed attack, unarmored defense, deflect missiles, fast movement, ki strike, slow fall, purity of body, still body, fast healing, still mind, and quivering palm. Oercus spends a great deal of time on the plane helping worshipping elves.

SOLAMUN-NIGRUM

GODDESS OF MAGIC

GOD SYMBOLS: Magic Wand, Magic Ring, Spell Scroll, Scarlet Ruby

DEITY PROVINCE: All Magical Things

CEREMONY: Worshipers of the goddess have high feast days on the nights of the equinox.

TABOO: Selling magic items cannot be done by worshipers.

GRANTED ABILITIES: Spell casting worshipers all have +2 on their saves versus magic.

Of all the elf deities, Solamun-Nigrum is worshiped most by nonelves. She grants tremendous magical power to her worshipers and especially those who commonly sacrifice rubies to her altars. Her worshipers tend toward evil alignments. She has dedicated her life toward eliminating the competition to elves. Those who would destroy forests and the homes of elves suffer her wrath.

Her clerics are often multiclass with the ability to cast wizard spells. The most favored of these clerics have high levels in spell casting ability with wizard and illusion spells. The favor of the goddess has helped these characters to grow.

ARTIFACT: SOLAMUN-NIGRUM'S STAFF

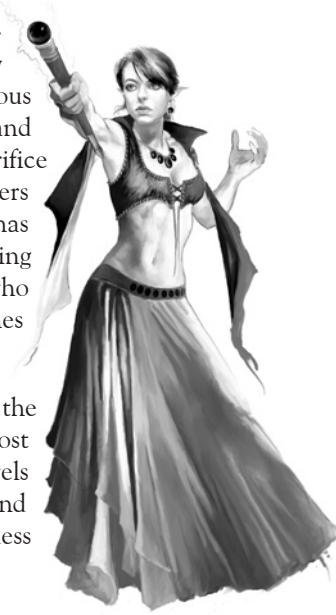
The staff always appears to a worthy worshiper after the sacrifice of large rubies. It stays with the worshiper for twenty-two days. The artifact temporarily raises the wielder one level and gives the holder two temporary intelligence points while holding the staff. The staff is capable of shooting 10d10 fireballs and lightning bolts. It acts as a ring of spell turning and it absorbs first through fourth level spells thrown at it and allows the caster to throw back those spells.

ARTIFACT: SOLAMUN-NIGRUM'S RING

The ring is given for ten days after a worthy worshiper has sacrificed an ioun stone to the goddess. It gives the wearer one of every ioun stone power as if he had all of them spinning around his head.

SOLAMUN-NIGRUM'S AVATAR

The goddess only appears when large enemy forces are entering the forests of her worshipers. When this happens, she is an amazing force for destruction as she walks the land using her staff and ring along side her most powerful clerics. After winning one of those battles,



the forests grow to double their width and expanse in a generation of favorable weather conditions.

SOLAMUN-NIGRUM'S AVATAR (chaotic evil), 20th level wizard, HP 150, AC 20, MV 70 ft. Primary Attributes: 25 intelligence, 20 dexterity, 20 charisma. Solamun-Nigrum uses her staff and ring in combat. Spells: 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

CEDRUS

LORD OF LIGHT

GOD SYMBOLS: The Sun, Diamond, Blackthorn, Yellow-Orange Sunstone

DEITY PROVINCE: Growth, Seeds

CEREMONY: At high noon on the solstice, great sacrifices are given to Cedrus.

TABOO: Eating seeds of any type cannot be done by worshipers.

GRANTED ABILITIES: All worshipers of any character class can turn undead as if they were clerics of whatever level they are in their own class.

A god of growth and wealth, his temples are the only ones made of stone and wood. Such constructions rise on the tops of high hills in the woods and Cedrus' towers rise like trees over the forest.

Cedrus clerics promote growth and expansion and often act as unusually successful farmers, promoting the growth of foods in the forest and glades of the forest. Cedrus clerics promote the growth of huge berry vines and fruit orchards grow in regular rows along side forest trails acting to hinder the snowdrifts in the winter. This god has been adopted by other races of farmers living near the forests, and Cedrus is willing to give his blessing and sunlight to those wanting to grow food for all.

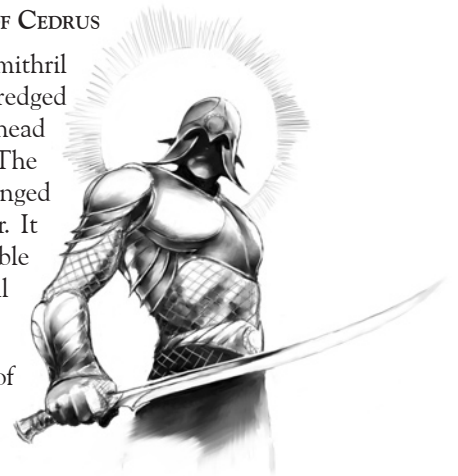
CEDRUS ARTIFACT SUNSTONE ORB

High-level clerics can summon the orb in times of need for their parts of the forest. It can serve to heal the land. Its light forces the most powerful of undead away. For the allies of the orb wielder, it regenerates them two points a round while they bask in its light. Humanoids who attack the wielder are -3 on their attacks as they are blinded by the orb's light.

ARTIFACT: SUN SWORD OF CEDRUS

The weapon is a +5 mithril long sword with a featheredged blade that chops off a head on an 89-100% roll. The weapon deflects all ranged spells sent at the wielder. It does 2d10 +5 and double the damage versus evil dragons.

Buried in the heart of large trees, from time to time, the weapon has appeared to heroes.



ELVEN PANTHEON

They pull the weapon out and soon discover an awesome enemy that the weapon helps slay. When that battle is over, the sword vanishes, but the warrior is left with an adamantine dagger with a huge topaz in the pommel as a sign that Cedrus favors the warrior.

CEDRUS AVATAR

The Cedrus avatar appears often when goblins, orcs, and hobgoblins come to threaten the forest homes of the elves.

CEDRUS AVATAR (*Chaotic Good*), 20th level fighter, HP 140, AC 25, MV 40 ft. *Primary Attributes:* strength 25, dexterity 25, intelligence 25. He has all the normal abilities of an elf, wearing +2 elven chain mail, using a +2 shield, and he holds his sun sword for close-in work. He uses a +3 sylvan long bow with +3 sylvan arrows for ranged combat. When he leaves or dies, his equipment stays behind to help his people. There are many sets of this equipment spread around the world and used by the elven heroes of every forest.

AGAPANTHUS

GODDESS OF THE MOON

GOD SYMBOLS: The Moon, Black Flowers, Blue-white Opal

DEITY PROVINCE: The Night, Darkness

CEREMONY: At every full moon, living sacrifices are made to the goddess.

TABOO: Worshipers can never bring light to the altar of Agapanthus.

GRANTED ABILITIES: All worshipers have darkvision and a +2 shooting bonus for ranged weapons.

Assassins and rogues of all races bow down in worship to Agapanthus. Her clerics often have illusion spell casting abilities. Her followers are savage in their desire to give the goddess all the opals that are found anywhere in any kingdom. No sooner is there a strike of opals in a mine, when the news draws moon worshipers to beg, borrow, or steal all of the gemstones away.

Very specially prepared thick groves hide the moon temples of the goddess. Only moving through over a mile of razor thorn brambles and other planty-traps can one find the altars of the goddess and her clerics. Her people enjoy the plants a swamp spawns and often watercourses are diverted to increase the swampland near a forest.

ARTIFACT: DRAGON ORB OF AGAPANTHUS

Deity-created dragon orbs often take the powers of one style of dragon and give those powers to the orb wielder. In this case, all the powers of every evil dragon – from their dragon breath, to their ability to move through the air or burrow under the earth – are given to the owner of the orb. This orb is intelligent with the purpose to destroy law wherever it is found.

ARTIFACT: MOON SPEAR OF AGAPANTHUS

This weapon is unusually potent doing 30 points of damage to gods and their avatars with each successful +5 adamantine strike. For other victims, it does 2d12 +5 and a poison save versus constitution or the character dies. The spear makes the wielder invulnerable to all cleric and druid spells.

AGAPANTHUS AVATAR

The avatar doesn't like dragons and especially green dragons that come into the lands of her worshipers. Such an invasion and the request for aid from her worshipers is instantly answered.

AGAPANTHUS AVATAR (*neutral evil*), 20th level druid, HP 110, AC 19, MV Special. *Primary Attribute:* wisdom 25, intelligence 25, charisma 25. She comes to the prime material plane ready for battle, using her orb and spear. She has all the abilities of an elf and a druid including her spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

BETULA

DIVINE MASTER OF ALL COMBAT

GOD SYMBOLS: Long Sword, Elf Helm, Lightning Bolt, Green Tourmaline

DEITY PROVINCE: Storms, War, Luck, and Combat

CEREMONY: First level worshipers of all types give all of their income to the deity until they reach second level.

TABOO: All worshipers must fight for their lives at least once a year.

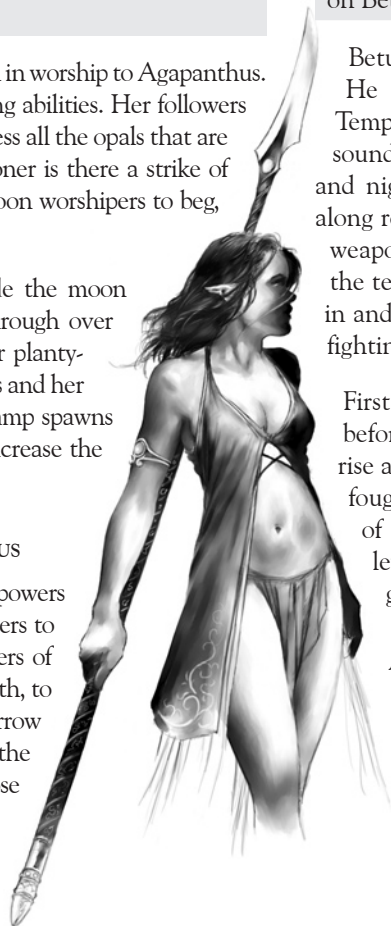
GRANTED ABILITIES: Fear and paralysis magics have no effect on Betula worshipers.

Betula demands his worshipers practice their weapon skills. He also encourages weapon specialization in the sword. Temples to the deity are more like weapon's halls where the sound of fencing with sword, hammer, and axe goes on day and night. Such temples are always at the edge of the forest along roads so that strangers can come in for aid and teach any weapon skills they might have to the students and clerics in the temple. Even orcs, goblins, and the like have been allowed in and given a meal to instruct the faithful in the ways of their fighting styles.

First level clerics of the deity are skilled with shield and sword before they take up their duties for Betula. Worshipers cannot rise above fifth level until they have joined an army group and fought the enemies of the elves. This often sends elves out of the forests to look for armies to temporarily join. Tenth level worshipers can't advance until they have fought orcs, goblins, and hobgoblins.

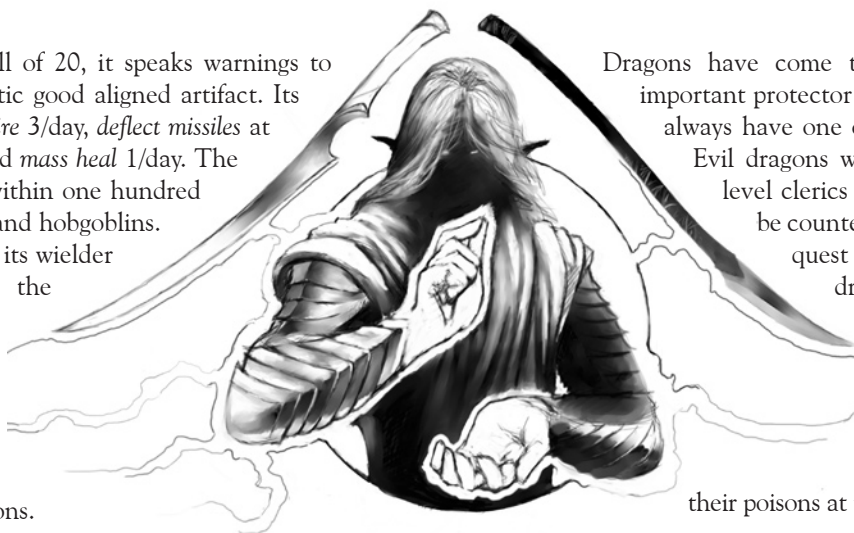
ARTIFACT: BETULA'S SINGING AND DANCING SWORD

Betula makes it known that he is watching and blessing his people when he sends his sword to be given to a young warrior to use in an upcoming battle. Often the giving of the sword begins a great quest for that warrior and others.



ELVEN PANTHEON

The weapon has a will of 20, it speaks warnings to its wielder; it's a chaotic good aligned artifact. Its powers include *faerie fire* 3/day, *deflect missiles* at will, *darkness* 3/day, and *mass heal* 1/day. The sword glows brightly within one hundred yards of goblins, orcs, and hobgoblins. It begins singing when its wielder is outnumbered and the singing acts as a *bless* spell for all allies within fifty feet of the sword user. The weapon does 3d8 + 3 in damage and double that versus green dragons.



Dragons have come to look upon Laurus as an important protector of their kind and her temples always have one or two dragons around them. Evil dragons will often advise 5th or higher level clerics of Laurus and can sometimes be counted on to lend their support in a quest of those clerics. Naturally, the dragons demand a stiff reward.

The temples of Laurus are always near hillsides and covered in toxic plants that are aware and capable of sending out their poisons at temple robbers.

ARTIFACT: BETULA'S DANCING LONG SPEAR

The spear is only given to an altar of a temple that is about to be attacked by a great mass of goblins or orcs and this happens quite often. It's a dancing weapon doing 3d10 + 5 in damage.

BETULA'S AVATAR

His avatar rarely comes down to fight in battles unless there are enemy avatars fighting his worshipers and then Betula comes and fights.

BETULA'S AVATAR (*lawful good*), 20th level paladin, HP 140, AC 29, MV 40 ft. *Primary Attributes:* intelligence (25), wisdom (25), dexterity (20). Betula wears +3 plate mail, and fights with his sword and spear. When both his weapons are dancing, he casts 10d10 lightning bolts from his hands.

When Betula passes on, his avatar armor stays on the material plane. There are several sets of this god armor being used by clerics and paladins of his order.

Betula has all the typical paladin powers at the 20th level: cure disease, detect evil, divine aura, divine health, lay on hands, turn undead, divine mount, aura of courage, smite evil and divine healing.

Betula's divine mount is a double sized unicorn stallion that comes to him whenever he appears on the material plane. If killed, the creature burns and 24-hours later, out of the ashes, a new unicorn rises to serve Betula.

LAURUS

MISTRESS OF THE NIGHT

GOD SYMBOLS: Scimitar, Darkness, Black Pearl

DEITY PROVINCE: Night Creatures, The Night

CEREMONY: With no moon in the sky, magical beasts are sacrificed to Laurus.

TABOO: Worshipers cannot capture or attack magical beasts unless attacked first.

GRANTED ABILITIES: Each worshiper picks a dragon type and is divinely granted communication with that dragon in their own language.

ARTIFACT: EBONY SCIMITAR OF LAURUS

The scimitar appears in the hand of her worshipers when enemy armies or robbers are threatening one of her temples. The weapon does 2d10 + 3 + a poison constitution save or the victim dies. The blade also does double damage against good dragons. The sword allows the wielder to see in the darkness as if it were day. The sword doesn't allow ranged attacks of any type to strike its wielder.

ARTIFACT: BLACK BRACERS OF LAURUS

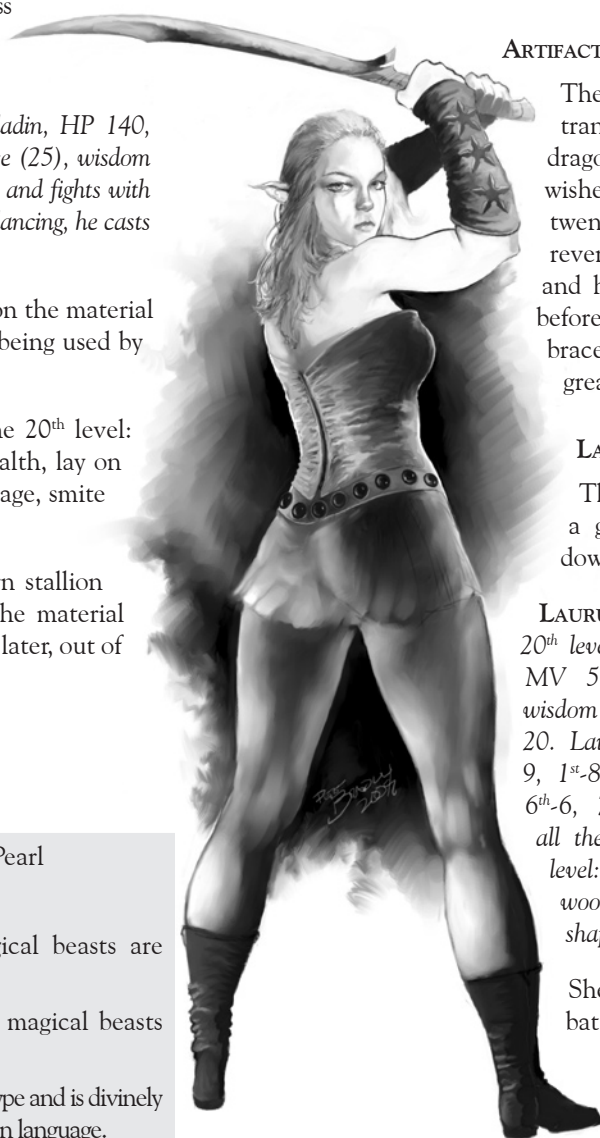
The bracers allow the wearer to transform into an adult evil dragon of any type the wielder wishes. The transformation is for twenty-four hours and can't be reversed. The wielder is aware and has all the powers they had before the transformation. The bracers are given as a prize for great service to her temples.

LAURUS AVATAR

The avatar only appears when a good aligned dragon comes down to attack her worshipers.

LAURUS AVATAR (*chaotic evil*), 20th level druid, HP 110, AC 20, MV 50 ft. *Primary Attributes:* wisdom 25, intelligence 20, dexterity 20. Laurus uses druid spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5-9th-5. She has all the druid powers at the 20th level: nature lore, resist elements, woodland stride, and her totem shape is an adult green dragon.

She rides a black dragon in battle.



ELVEN PANTHEON

ACER

DEITY OF MAKING

GOD SYMBOLS: Carpenter's Hammer, Forester's Axe, Green Garnet

DEITY PROVINCE: Building, Engineering, Growing

CEREMONY: Once a year, worshipers must begin a building project and someday see it to the end.

TABOO: Worshipers cannot take part in the destruction of a wall or home even if it is an enemy-owned building.

GRANTED ABILITIES: Worshipers gain a +3 in damaging any type of created, nonliving thing.

The elf temples to Acer are all huge, hollowed-out trees filled with the sound of hammering and sawing day and night. Acer's clerics are all engineers and when they are building, they are praising their deity with their efforts. Clerics can also open any door or chest with nonmagical locks.

ARTIFACT: ACER'S HAMMER

The hammer appears in the hands of a low-level worshiper, telling all those around that Acer is watching and blessing the current project. The hammer halves the normal time it takes to make anything. It also does 3d20 in damaging nonliving things and 1d12 +5 when attacking living victims.

ARTIFACT: ACER'S SHIELD

The shield is a gift of Acer to reward a worshiper who has done good works. It stays as the character raises themselves two levels and then vanishes. It's a +5 adamantite shield. No ranged attacks touch the shield user. Undead, orcs, goblins, and hobgoblins all strike at a -3 against the shield user. If the wielder is paralyzed or held magically, the shield teleports its owner back to his home.

ACER'S AVATAR

This avatar often appears when very difficult constructions are about to be begun. He likes helping in the building of large constructions including fortifications and other deity's temples.

ACER'S AVATAR (*lawful good*), 20th level knight, HP 140, AC 20, *Primary Attributes:* charisma 25, intelligence 25, dexterity 25. For close work, he uses his hammer and shield. He has a sylvan longbow and +4 adamantite arrows for ranged strikes. He has all the abilities of a knight: his birthright mount is a double sized white griffon barded with mithril armor, horsemanship, deflect, cover, fall softly, leap, charge, inspire, embolden, demoralize, battlefield dominance, and all-to-arms (his followers are always a band of elven archers).



DIGITALIS

DEITY OF UNMAKING

GOD SYMBOLS: Red-black Almandite Chalice, Black Peridot Amulet

DEITY PROVINCE: Destruction, Chaos, Death

CEREMONY: At the coldest part of the year, worshipers sacrifice heat-making magic on the altar of the goddess.

TABOO: It's taboo for worshipers to grow anything but elven young.

GRANTED ABILITIES: Worshipers are immune to poison as dwarves are and have a +2 when striking undead things.

There are no temples to Digitalis. Instead, the homes and work places of her worshipers each have a small shrine of poisonous flowers with a chalice holding a number of peridot gems. The more powerful the worshiper, the greater number of gems. All worshipers of Digitalis use poison weapons, no matter what their alignment is and each favors a number of ranged weapons as well, from war darts to throwing stars.

High-level clerics of her order are always dual-class assassins as well. Any cleric that says her name when killing a foe causes that foe to vanish as a sacrifice to the goddess.

ARTIFACT: RING OF DIGITALIS

This artifact ring appears once and for thirty days on the hand of tenth level worshipers who have just made a great sacrifice to Digitalis. It has the following powers: summon a hill giant once in the service of the wearer, summon an ogre once, summon a fire elemental once, take control of any elemental attacking the ring wearer automatically, and it makes the wearer immune to any type of dragon breath weapon. On the finger of digitalis, it summons once a day.

ARTIFACT: CHALICE OF DIGITALIS

The chalice appears when terrible doom is about to strike the temple or town of her worshippers. The chalice fills with red wine, all of her worshippers drink deeply of the cup, and it never empties. Once drunk the worshiper is filled with boldness and their strength increases by 2 points for 48-hours. They all know they are about to die, but they glory in honoring their deity with their deaths. When each one falls in battle, they vanish and their spirits go to sit beside their goddess in huge flowering halls of glory.

DIGITALIS AVATAR

She purposely presents herself as the opposite of her husband and often appears on the other side of the armies he battles, but never in goblin, orc, or hobgoblin armies. She especially likes appearing at the pillaging of her husband's temples.

DIGITALIS AVATAR (*lawful evil*), 20th level knight, HP 140, AC 20, Primary Attributes: charisma 25, intelligence 25, dexterity 25. For close work, she uses a hammer and shield that copies the abilities of her husband's artifacts. She has a sylvan longbow and +4 adamantine arrows for ranged strikes and her arrows force a constitution save or the victim dies from poison. She has all the abilities of a knight: her birthright mount is a double sized black griffon barded with mithril armor, horsemanship, deflect, cover, fall softly, leap, charge, inspire, embolden, demoralize, battlefield dominance, and all-to-arms (her followers are always a band of elven archers).

FRAXINUS

THE STAR ARCHER

GOD SYMBOLS: Elf Long Bow, Long Bow Arrow, Gold Star Sapphire
DEITY PROVINCE: Hunting, The Bow, Ranged Warfare, Drinking to Excess
CEREMONY: At the time of the solstice, a large deer is sacrificed to Fraxinus.
TABOO: Worshippers of Fraxinus must use a bow to hunt for their food
GRANTED ABILITIES: All worshippers have an added +1 with their bow use and each arrow dedicated to Fraxinus has an added +2 to do damage.

Fraxinus temples are actually inns positioned at the edges of forests and welcome to all who come to eat and drink in peace. Many nonelves worship Fraxinus in his guise as a drinker and lover of well-prepared foods.

Clerics of Fraxinus always hunt for their meals and bring back an unusually large amount of food for the inns where they serve as cooks and innkeepers.

ARTIFACT: BOW OF FRAXINUS

The bow often appears in the hands of young archers as they shoot at difficult targets or powerful foes. Fraxinus wants his people to feel protected and he freely gives his bow for six months to many low-level elves out questing for the first time.

Worshippers gifted with the bow are expected to as soon as possible sacrifice a gold star sapphire on the tavern bar altars of the god.

The bow is a chaotic good weapon, +5, with a will of 20 and the ability to speak and help its wielder hit important targets. The bow has the following powers: it is indestructible, can caste *hold person* 3/day, *detect illusion* 3/day, and prevents physical missile attacks from striking the user, as well as creating a *wall of thorns* 3/day.

ARTIFACT: ARM BRACERS OF FRAXINUS

These bracers appear on the arms of low-level clerics who have gone out on their first quest. They stay with the cleric until they have defeated a great evil power like a dragon or vampire. The bracers add a +4 to the striking ability of the wielder. They prevent any spells of control or illusions to affect the wielder. Once a day, they can totally heal the wielder. They also make the armor class of the wearer a 20 without the use of other armor.

FRAXINUS AVATAR

The deity appears at the opening of every new inn dedicated in his service. He brings great quantities of wine and most of that is gone when he leaves several days later. He also loves to hunt, and where there are powerful beasts plaguing his people, he can be counted on to appear and take his shots at the creatures.

FRAXINUS AVATAR (*lawful good*), 20th level ranger, HP 140, AC 20, MV 60 ft. Primary Attributes: strength 25, wisdom 20, dexterity 22. He has his artifact bow and quiver and for close work, he has an adamantine long sword (2d12 +4) that stays to help his worshippers even after he has gone. He has all the abilities of a 20th level ranger.



ELVEN PANTHEON

NEPHTHYTIS

THE DIVINE POISONER

GOD SYMBOLS: Mushroom Cap, Dust, Dark Elf Eye Amulet, Black Star Sapphire

DEITY PROVINCE: Death, Poison

CEREMONY: At the dark of the moon, worshipers make poison in Nephthytis name.

TABOO: Healing worshipers is forbidden.

GRANTED ABILITIES: All worshipers are healed of damage instead of taking damage from all types of poisons.

The temples of Nephthytis are all huge stone castles positioned by rivers and forests so that they can be easily seen. The worshipers of Nephthytis welcome travelers to fortifications and quiz them about their travels while they feed them well with drugged foods that help loosen their tongues.

The clerics of the deity are all assassins as well, and those in the know come to the worshipers of the deity when they need assassinations completed.

Many rogues, assassins, and bards of other races come and worship in the forest temples of Nephthytis. Those who gain her favor often find a panther icon on their pillow as they wake in the morning.

ARTIFACT: CHALICE OF NEPHTHYTIS

The attention of the deity is noted as her chalice appears on the altar of the castle where she is most interested in the workings of her worshipers. The chalice fills with a touch poison that forces a constitution save or the touched victim dies. The chalice refills itself every turn and is used as a splashing weapon by the clerics of her order.

ARTIFACT: PANTHER ICON OF NEPHTHYTIS

The icon turns into a double-sized, intelligent panther that is the guardian of whoever uses the icon. The deity freely gives the icon to any of her worshipping assassins who ask for it. They have the use of the panther once and must give Nephthytis a black star sapphire if they survive their quest.

NEPHTHYTIS AVATAR

She only appears when her fortifications are being attacked.

NEPHTHYTIS AVATAR (*lawful evil*), 20th level Assassin, HP 90, AC 25, MV 80 ft. *Primary Attributes:* dexterity 25, constitution 25, charisma 25. *She has all the skills of a 20th level assassin: case target, climb, death attack, disguise, hide, listen, move silently, poisons, sneak attack, traps. She uses two adamantite daggers in battle (1d10+4/1d10+4 + constitution save or die from poison).*



ELVEN SPELLS

If the spell caster doesn't have Elf blood running through their veins they can't cast or use these spells even if they are in a wand or on a scroll.

DRAGON AWARENESS, Level 0, all elf spell casters

CT 1 R 1 mile/lvl D 1 day
SV none SR none Comp V, M

Using the scale of a dragon, the caster can sense dragons and their treasures in the spell area. The caster knows the distance between the caster and the dragon and what type of dragon by age.

DRAGON BREATH RESISTANCE, Level 1, all elf spell casters

CT 1 R personal D 1 rd./lvl
SV none SR no Comp V, M

Using the dragon scale, the caster becomes totally resistant to the breath weapon of the dragon type of the scale. Their personal equipment is also safe from the blast.

DRAGON TOUGHNESS, Level 2, all elf spell casters

CT 1 R touch D 2 rd./lvl
SV none SR (h) yes Comp V, M

Using up a dragon scale, the spell generates a +5 armor class to the flesh of the caster. This plus is cumulative with all of the other armor plusses given to the caster for his spells and equipment.

DRAGON WINGS, Level 3, all elf spell casters

CT 1 R touch D 3 turns/lvl
SV none SR (h) yes Comp V, M

Magical wings sprout from the back of the caster and those wings carry the caster into the air, no matter how much equipment the caster is carrying up to 150 pounds. The caster can fly to 70 ft. per round if they aren't carrying much in weight.

EYES OF THE DRAGON, Level 4, all elf spell casters

CT 1 R 60 ft. D 1 min./lvl
SV none SR none Comp V, M

Using up a dragon scale, this spell allows the caster to transform their eyes giving them many abilities. They can see traps and hidden things like secret doors, pit, and poisons as if they were outlined in faerie fire. They can see in darkness or fog as if it were clear and bright as high noon.

DRAGON LIGHTNING BLASTING, Level 5, all elf spell casters

CT 1 R 90 ft. D instant
SV yes SR yes Comp V, M

Using a dragon scale from a blue dragon, this spell has the caster release 40 points of dragon-like lightning breath in a dragon-style cone out from the caster's mouth.

DRAGON FIRE BLASTING, Level 6, all elf spell casters

CT 1 R 90 ft. D instant
SV yes SR yes Comp V, M

Using up a red dragon scale, this spell has the caster release 45 points of dragon-like fire in a dragon-style breath coming out from the caster's mouth.

DRAGON ACID BLASTING, Level 7, all elf spell casters

CT 1 R 90 ft. D instant
SV yes SR yes Comp V, M

Using a black dragon scale, this spell has the caster release 50 points of dragon-like acid in a dragon-style breath coming out from the caster's mouth.

DRAGON COLD BLASTING, Level 8, all elf spell casters

CT 1 R 90 ft. D instant
SV yes SR yes Comp V, M

Using up a white dragon scale, this spell has the caster release 55 points of dragon-like cold in a dragon-style breath coming out from the caster's mouth.

DRAGON TRANSFORMATION, Level 9, all elf spell casters

CT 1 R touch D 1 hour/lvl
SV no SR yes (h) Comp V, M

The caster becomes a clone in age and power of the dragon they took the scale from. They only have the powers and abilities that dragon possessed when the scale was taken from it. All of the caster's equipment changes with them to become this dragon.

ELVEN CREEPER

NO. ENCOUNTERED: 1, (special)

SIZE: Large to Huge

HD: 5 (d10) (special)

MOVE: 0 ft.

AC: 17

ATTACKS: 3 thorn vines (1d6 + blood drain)

SPECIAL: Smell

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Plant

TREASURE: 5

XP: 320 +5

Elven creepers are tall thorn plants that grow around the homes and forests of elves. The plant has a distinct sense of smell and will pull back and let elves and the creatures of elves easily move through it. On the other hand, intelligent non-elves see the plant actually thicken in the areas where the creatures are trying to move through.

Combat: The hollow thorns puncture the flesh of those coming close and the thorns draw blood doing 2 points of damage for each strike. The number of thorns attacking an individual doubles in the first three combat rounds as the plant thickens around the intruder.

The hit point total is for each five-foot-thick section of brambles.

ELVEN PANTHEON
ELF DRAGON

NO. ENCOUNTERED: 1-8
SIZE: Special
HD: Special
MOVE: 60 ft., 200 ft. (fly)
AC: Special
ATTACKS: 2 claws (1d8/1d8), tail (1d8), bite (1d12)
SPECIAL: Spells, Breath Weapon, Immunity to Illusions
SAVES: M
INT: High
ALIGNMENT: Chaotic Good
TYPE: Dragon
TREASURE: See Table
XP: Special

Elf dragons delight in wrapping illusions around their bodies so that they look like elf warriors as they walk the edges of the forests. In these illusions, they challenge enemies who think they are fighting elves and discover the ugly surprise much to their chagrin.

These dragons are usually triple the level in illusionist powers as their true age so that a two year old dragon could cast the illusions of a sixth level illusionist.

Strong friends of all races of elves, such dragons make their lairs around the homes of elves and are welcomed by the elves.



Combat: Elf dragons use their long bows and long swords as long as possible. When the battle heightens or they are surrounded by foes, they turn into their true form and breathe wood smoke.

Dragon Breathing: Wood smoke fills an area around the dragon with a dense cloud of thick smoke. It stops other creatures from using their breath weapons and spell casters using verbal components to their spells can't cast them. Only the breathing dragon can see in this smoke. Naturally, the elf dragon can cast spells in their own smoke.

Experience: Castle Keepers need to determine the age and abilities of this dragon at the time of killing.

AGE	SIZE	HD	AC	DB	SR	INT	TR
1	2'	3	14	—	—	14	4
2	4'	5	16	—	—	15	8
3	6'	7	18	2	—	16	12
4-6	14'	11	18	4	2	17	16
7-9	20'	15	19	5	3	18	17
10	32'	19	20	6	4	19	18
11	40'	23	22	7	5	20	18x5
12	50'	27	22	8	6	21	18x10

ELF STALLION
NO. ENCOUNTERED: 1
SIZE: Large
HD: 8 (d8)
MOVE: 80 ft. (special)
AC: 17
ATTACKS: Hooves (1d10 +4), Bite (1d8 +4)
SPECIAL: Darkvision, Forest Movement
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 4
XP: 120 +8

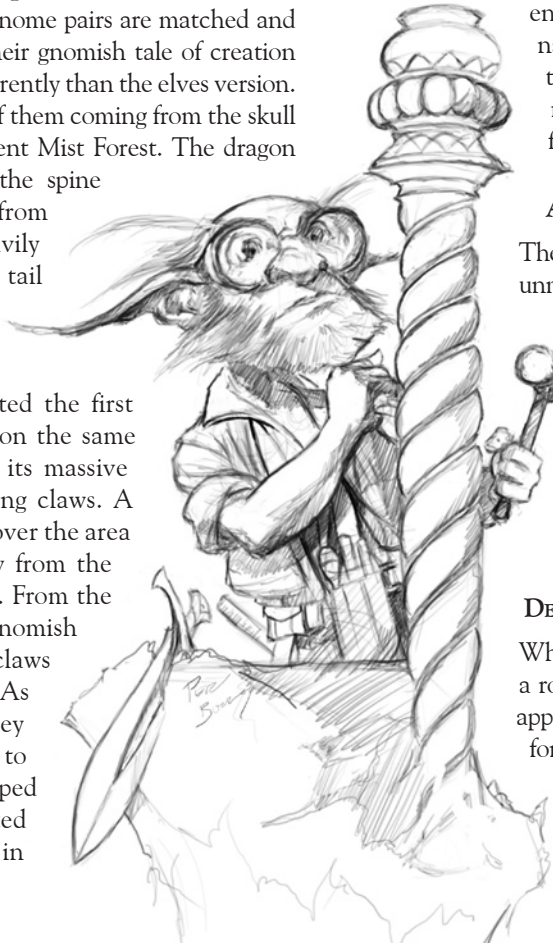
The hide of these mounts changes with the seasons so that in a fall forest filled with colored leaves, the flesh of the horse matches the leaves. In the winter forest, the mottling of the mount is white and black. This elf mount is usually a foot or two taller than the largest human heavy warhorse and weighs 500 pounds more. Such mounts are treated with respect because of their rarity and loyalty to their masters. The beasts are easy to train because of their great intelligence.

Movement: The creature has the magical ability to move itself and its rider at top speed through the thickest of forests and not be touched by the clinging branches and vines of the forest.

GNOMISH PANTHEON

I am amazed at the number of people who greatly enjoy playing a Gnomish character. Once things get started as the Castle Keeper I'm constantly hearing, "Oops, Sorry. Did I do that?" as gnomes open things that shouldn't be opened and release things that really shouldn't have been released.

Once again, these Gnomish deities are married pairs set up like the elves. Instead of the males being generous and kind and the females being deadly and nasty, the gnome pairs are matched and live the perfect gnomish lifestyle. Their gnomish tale of creation tells of the first gnomes a little bit differently than the elves version. A creation legend for the elves tells of them coming from the skull of the great gold dragon in the ancient Mist Forest. The dragon was many miles long, slept along the spine of the mountain, and actually lay from one mountaintop, through a heavily wooded ancient forest, with its tail resting on another mountaintop. The dragon had been sleeping for five hundred years when its dreams and the magic of the dragon created the first pair of elves. It's the same dragon on the same hillside for the gnomes, but all of its massive magical essence flows into its resting claws. A huge arcane lightning storm passes over the area and massive bolts of lightning flow from the sky and hit the claws of the dragon. From the right front claws came the male Gnomish deities and from the left front claws came the female Gnomish deities. As male and female saw each other, they instantly knew they were destined to be together forever and they skipped down the mountainside and started making Gnomish babies right away in the surrounding forested hills.



DENDIN COPPERPOT

DEITY OF FURNITURE MAKING AND WAR

GOD SYMBOLS: Wood Saw, Wood Chisel, Steam Catapult

DEITY PROVINCE: Furniture, War

CEREMONY: In the first week of every month, some piece of furniture must be finished with an etched mention of Dendin's name.

TABOO: Worshipers never break furniture, they burn it.

GRANTED ABILITIES: Worshipers make the best furniture in all of the surrounding counties and are +2 on all damage they do.

The all-powerful Dendin Copperpot is a kind deity always ready to give advice to his worshipers about the proper wood to use for bed frames and birdhouses. In his aspect as war god, he presents many fine places to hide in case of war.

Not liking goblins or orcs, he often gives his worshipers the strength and bravery to allow them to throw sharp rocks or even daggers at the backs of such creatures.

ARTIFACT: NAIL OF DENDIN

The deity freely gives this amazing nail to a deserving wood worker who shows some skill at battling enchanted beasts. The nail is tossed into the nail box with the others and not only do all the nails stay unrusty and razor sharp, they never run low in the box and they never bend funny as they are struck into the wood.

ARTIFACT: DENDIN'S CAN OF GREASE

The deity gives his can of grease to attractive unmarried gnomish women who have had the bad luck not to find a husband yet. The smell of the grease is like that of bacon and it sure does attract gnomish men when its used on the hinges of the outside doors as well as the bell clappers of the larger bells around the house. The grease never runs out as long as the wielder tosses in a few pieces of bacon every once in awhile.

DENDIN'S AVATAR

When unusually hard woods are being used on a rocking chair or large chair the Dendin avatar appears to help. He lends his strength to the effort for a mug of the worshiper's best ale.

DENDIN'S AVATAR (*lawful good*), 10th level paladin, HP 100, AC 15, MV 50 ft. Primary Attributes: charisma (20), wisdom (20), dexterity (20). Dendin wears +1 leather, and fights with a +5 holy avenger short sword (1d10 +5, three strikes a round, will of 23, speech, telepathy, sight, hearing, bless 3/day, faerie fire 3/day, mirror image 1/day, cause fear at will, holy word 1/day, and arcane eye 1/d. The weapon is a purpose sword to slay unusually large dinosaurs.

When Dendin passes on, his avatar armor stays on the material plane. There are several sets of this god armor being used by clerics and paladins of his order.

Dendin has all the typical paladin powers at the 10th level: cure disease, detect evil, divine aura, divine health, lay on hands, turn undead, divine mount, aura of courage, smite evil and divine healing.

Dendin's divine mount is a double-sized war dog that comes to him whenever he appears on the material plane.

GNOMISH PANTHEON

WAR DOG (*neutral*), HD 5d8, HP 40, AC 15, MV 60 ft.
Primary Attribute: *physical*, 1 bite (2d6 +3).

The dog follows its training and can sense invisible beings. It howls a warning before it attacks a foe. This dog has a heavy-spiked collar making it impossible for other creatures to wound it in the neck. If killed, the creature burns and 24-hours later, out of the ashes, a new war dog rises to serve Dendin.

ALISA COPPERPOT

DEITY OF RUNE WAVING AND MAGIC

GOD SYMBOLS: Knitting Needles, Yarn Ball, Silver Ring, Scroll Tube

DEITY PROVINCE: All types of weaving and all types of magic use.

CEREMONY: All worshipers create some type of weaving with Alisa's name in it.

TABOO: Worshipers can never let good meat go to waste.

GRANTED ABILITIES: Worshipers can make unusually warm cloaks, so much so that they are +2 in protection for armor and magical checks.

The temples to Alisa are giant knitting centers filled with elderly gnomish women and young cleric males forced to bring the old ladies tea. Orc and goblin armies have learned to give these centers a wide birth because the knitting needles become unusually blessed and they really hurt a lot when stabbing through the armor of the invaders.

Wizard-type worshipers become rich in the tavern trade as they can use their magic to summon up delicious food and drink.

ARTIFACT: ALISA'S WAND

The wand doesn't need charges and can cast a *paralysis* spell or a *hold monster* spell. It is loaned to low-level wizard gnomes who are thinking about becoming a cleric to her order.

ARTIFACT: ALISA'S RUG

The rug acts like a ring of invisibility and also triples the alcohol content of any beverage the wearer brews in their home. It acts as a flying carpet that can take up to ten gnomes into the air. The ring and many others just like it are found in the homes of unmarried female spell casters as they make a sacrifice of a large bushel of mushrooms at the knitting centers.

ALISA'S AVATAR

The avatar often appears at the end of the week at her knitting centers to enjoy the talk there.

ALISA'S AVATAR (*chaotic good*), 10th level wizard, hp 40, AC 14, MV 60 ft. Primary Attributes: *intelligence* 22, *charisma* 20, *dexterity* 21. While she is only tenth level, she can cast any spell she wishes. She also has all of the abilities of a druid at the 20th level.



ORNEN STEELTOE

DEITY OF SMITHING AND HEARTY DRINKING

GOD SYMBOLS: Anvil, Tongs, Tankard

DEITY PROVINCE: Smithing, Drinking, Eating

CEREMONY: All worshipers must drink themselves to unconsciousness at least once a year.

TABOO: Worshipers must finish what they put on their plate.

GRANTED ABILITIES: Worshipers know the exact value of smithed goods and can buy things for 10% cheaper including magic items and gems.

Ornen's temples all have a nice smithy at the front and some type of brewery at the back. Often, inns are connected and help with the worshiping of fine food and drink.

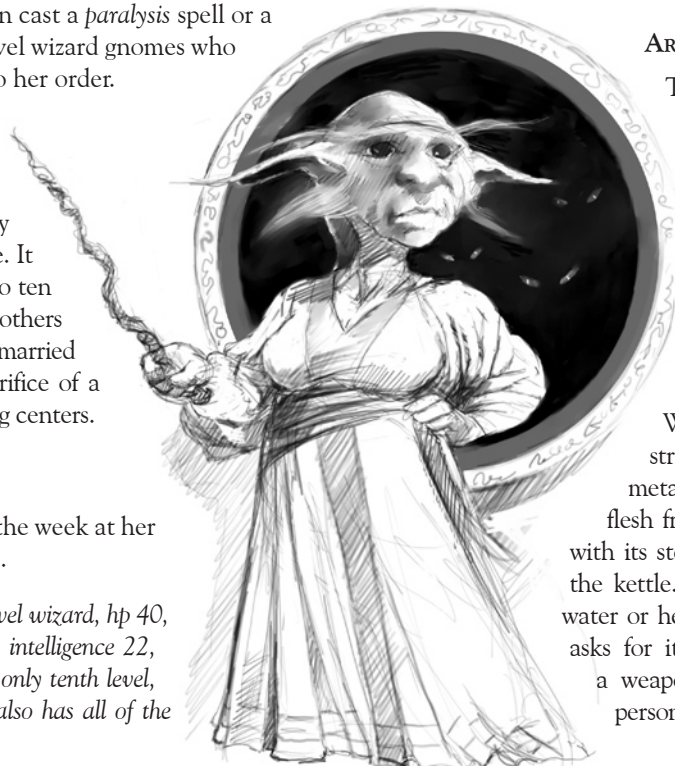
Worshipers who wish to seek favor with Ornen must become cobblers and make excellent boots with steel toes. The best of the clerics are cobblers and smiths.

ARTIFACT: ORNEN'S TONGS

The tongs appear in the furnace of a gnome making weapons for other gnomes. The weapons take on a red color showing all those newly-made weapons are blessed by Ornen, giving them a magical +1.

ARTIFACT: ORNEN'S STEAM CLEANER

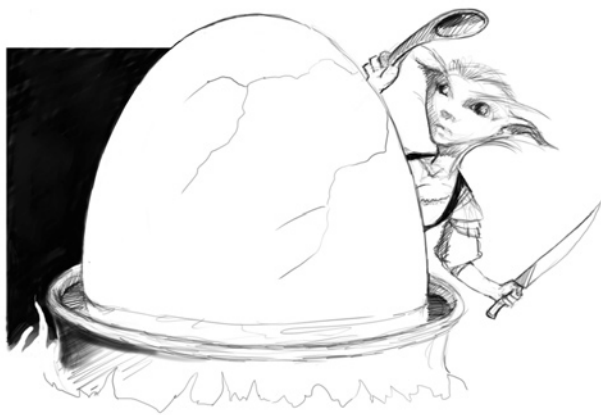
While the cleaner is perfect for stripping dirt and charcoal from metal, it's amazingly good at stripping flesh from bones as well. It does 3d10 with its steam shooting out ten feet from the kettle. The device never runs out of water or heat. It's given to any cleric who asks for it in a timely manner and has a weapon blessed by Ornen on their person.



ORNEN'S AVATAR

Ornen's avatar is attracted to experimental cooks who are trying out new recipes and they don't have to be gnomish cooks if their new efforts are tasty.

ORNEN'S AVATAR (*chaotic good*) 10th level fighter, HP 100, AC 15, MV 50 ft. *Primary Attributes:* strength 21, dexterity 21, charisma 21. He battles with a gnomish throwing hammer and a +4 adamantine shield.

**BETULIA STEELTOE**

DEITY OF COOKING AND WOODS-WALKING

GOD SYMBOLS: Cook Pot, Oak Tree, Emerald

DEITY PROVINCE: Cooking, Forestry

CEREMONY: For each level of achievement, a worshiper must cook out in the woods and not be attacked the day before they raise their level. If they are attacked, they must wait a year to raise that level.

TABOO: Burning a forest or a pot of food is a terrible thing, and a foretelling of dangerous times.

GRANTED ABILITIES: All worshipers are +3 to hide in the forest or brush, and are never surprised in the woods and forests of the land.

Betulia loves the wide-open spaces, all of her temples are willow groves made into a circle with a lovely gnomish cook stove in the middle, and lots of wood for the stove set beside it. These glades are hidden by many rivers and it's considered great luck to come upon one.

Betulia's clerics have a thriving business making willow wand burners that magically ignite any wood the wand touches as the name Betulia is praised.

ARTIFACT: BETULIA'S COOK POT

The cook pot can be called upon by the Betulia cleric for any feasts and when heroes and nobles gather for high feast days. It never empties and its food is always delicious. It has been stolen many times and the quest to get it back has made or

broken hundreds of possible heroes and gnomes. Humans have stolen this legendary pot and tried to claim it as their own, but Betulia always takes a hand and helps to get it back. Those Celts are the worst offenders and Betulia always watches those humans as they dip their plates in her pot.

ARTIFACT: BETULIA'S KITCHEN KNIFE

While the knife looks simple enough, it's actually a vorpal blade capable of cutting off limbs. Betulia is constantly loaning her knife to young fighters who wish to learn the trade of cooking as well as fighting.

BETULIA'S AVATAR

Betulia feels sorry for any female gnome who can't cook. She often appears and makes that unhandy gnomish lady take cooking lessons for several weeks.

BETULIA'S AVATAR (*neutral*) 15th level ranger, HP 120, AC 17, MV 70 ft. *Primary Attributes:* dexterity 20, constitution 20, strength 25. Betulia has all the ranger abilities of a 15th level character: combat marauder, conceal, delay/neutralize poison, move silently, scale, traps, survival, track, and her favored enemy is goblins. As an avatar, Betulia is constantly roaming the forests planting willow groves by likely streamsides.

JASPER O' THE HIGH WOODS

DEITY OF NATURE AND BARTERING

GOD SYMBOLS: Green Jade, Balance Scales, Any Pretty Flower

DEITY PROVINCE: Nature, Bartering

CEREMONY: Worshipers must each make friends with an enchanted beast of the forest by the time they turn twenty.

TABOO: Worshipers may not be dishonest in their dealings with other gnomes.

GRANTED ABILITIES: Worshipers all gain +1 on their charisma and hurl daggers with a +1 to hit.



GNOMISH PANTHEON

Jasper temples are more like grocery stores stuck on the side of a house than a temple. Daily, gnomes go into the temple to worship by bartering for food and other goods. An unusual feature of the temple is that orcs, goblins, and hobgoblins can't see the building and when they invade, they never go in a Jasper temple. Clerics of Jasper also have this power of invisibility to orcs, goblins, and hobgoblins until the clerics make an attack or use a spell in front of their enemies.

ARTIFACT: JASPER'S JEWEL

It appears to be a lovely smooth piece of green jade. It's loaned to any first or second level cleric who thinks to ask for it. Until they become third level, they have the use of the piece of jade. For every gold or silver coin, the gnome earns or finds a duplicate of that coin appears in the pocket or bag with the jade jewel.

ARTIFACT: JASPER'S SMELLY LEAF

The leaf goes to any worshiper who asks for it. The leaf is unusually smelly; so much so, that the user must make a constitution check the first day they have it. If they fail the check, they refuse the leaf offer. The leaf makes it so that no enchanted beast of any size will bite or claw the person holding the leaf. The gnome using the leaf must make a constitution save every day or they throw up and refuse the leaf.

JASPER'S AVATAR

Jasper often appears when hoards of goblins or orcs appear to attack gnomish towns. He likes to wade invisible into the masses and then start attacking with his two adamantite daggers.

JASPER'S AVATAR (chaotic good) 10th level fighter, HP 100, AC 25, MV 50 ft. Primary Attributes: strength 21, dexterity 21, charisma 21. He battles with two +4 adamantite daggers (1d4 +4/1d4 +4). He specializes in the daggers and strikes four times a round. He wears +4 adamantite chain mail and a +4 adamantite great helm that turns into a great cooking pot when he is not battling horrific enemies.



AMBER O' THE HIGH WOODS

DEITY OF LUCK AND FINE BREWING

GOD SYMBOLS: Brewing Kettle, Blue Sapphire, Throwing Dagger

DEITY PROVINCE: Luck, Brewing

CEREMONY: Worshipers of Amber are expected to gamble every month in her honor before the time of the full moon.

TABOO: Worshipers can never pass on an offered tankard of ale.

GRANTED ABILITIES: The armor class of each worshiper is +2 better than what is normal and they do +2 more points in dagger damage than is normal.

Amber's temples are well made stone structures sprouting out of the middle of a stony hillside. There will be many tunnels under the temple as well as many connected homes to the sides of the temple.

Clerics of Amber work stone and timber to create homes and other buildings. They are also miners looking for blue sapphires to please their deity.

ARTIFACT: AMBER'S DICE

Amber's dice are given to every third level worshiper. They act as twin luck stones as well as providing +3 protection to the wielders. The dice vanish as the character advances to the fourth level.

ARTIFACT: AMBER'S COPPER KETTLE

The artifact kettle is offered to every fifth level worshiper and used until they turn sixth level. The kettle brews an amazing tea. The first time it is drunk, it raises the drinker 1 point in their intelligence permanently.

AMBER'S AVATAR

This deity loves to mine, and often appears by a strike of sapphires to help mine the ore.

AMBER'S AVATAR (neutral good), 10th level cleric, HP 60, AC 17, MV 70 ft. Primary Attributes: strength 22, wisdom 21, constitution 20. She uses a +4 adamantite pick (2d8 +4) in battle, with studded leather armor. She is able to cast all cleric spells.

DENLOR TINSNIP

DEITY OF ALL THINGS DARK AND TREE BARK

GOD SYMBOLS: Night Sky, Empty Barrel, Closed Door, Blue Diamonds

DEITY PROVINCE: Darkness, Locked Treasures

CEREMONY: All worshipers must unlock a door or chest with their tools before every full moon.

TABOO: Worshipers can't put lights into chests or behind barrels.

GRANTED ABILITIES: Worshipers can sense enemies two hundred yards all around them and can strike with ranged weapons in the darkness with a +3.

handle. Naturally, most of the gems found during the quest will be going away with Denlor.

DENLOR'S AVATAR (*chaotic neutral*), 15th level rogue, HP 70, AC 18, MV 70 ft. *Primary Attributes*; dexterity 23, intelligence 22, charisma 21. Denlor has a nifty +3 magical suit of leather armor, a +3 short sword (1d8 +3), and seven magical war darts (1d6 +2) that return to his side a day after they are thrown. He uses a set of +4 adamantite lock picking tools. He has all the abilities of a 15th level rogue: back attack, cant, climb, decipher script, hide, listen, move silently, open locks, pick pockets, traps, and sneak attack.

JUNIPER TINSNIP

DEITY OF LEAVES AND NICE THINGS THAT SHINE

GOD SYMBOLS: Juniper Leaf, Silver Mirror, Star Ruby

DEITY PROVINCE: Nature, Glowing Things

CEREMONY: There are three bowls on the Juniper altar and silver coins are tossed from a distance. Those coins that stick in the bowl are given back to the caster, blessed by Juniper.

TABOO: Worshipers can't make things dirty on purpose.

GRANTED ABILITIES: Worshipers resist elements like druids, move silently like rogues, and conceal like rangers.

Juniper's temples are large wooden fest halls, filled with happy gnomes offering aid to any one of any race that asks



Denlor's temples are all dug into the hillsides by the homes of gnomes. Clerics of the order are also miners and worship by making the temples larger as the years go on.

Worshipers of all classes bring blue diamonds for the pleasure of their deity before their fifth and tenth levels or they can't rise in levels. Altars for the deity have a large dish of these diamonds for the delight of Denlor.

ARTIFACT: DENLOR'S TOME OF REALLY IMPORTANT THINGS

The book is filled with knowledge on infinite topics. Denlor gives the tome away frequently so that gnomes can learn about things. As the gnome reads, they gain +1 in one of their attributes, their choice. The book can be given up to three times to a single gnome. Attracting attention for the book involves a large number of sacrificed blue diamonds, the number varies with Denlor's mood.

ARTIFACT: DENLOR'S CLOAK

The cloak is powered by dandelions and gives the wearer +3 protection. The cloak holds a +1 pick, a +2 wood axe, a +3 short sword/serving knife, and a +4 shield. All of these are in a pocket dimension and the cloak doesn't show their weight.

The cloak is granted once to any first or second level gnome going out to hunt orcs or goblins.

DENLOR'S AVATAR

Denlor appears most often to help gnomish rogues who have taken on a quest a bit larger than they could really expect to



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for it with peaceful intent. Such halls are always at the center of gnomish towns.

Clerics of the deity are encouraged to go questing with other races to learn of their habits and their religious ways. These clerics are continually blessed by Juniper as long as they are out questing, far from home.

JUNIPER’S JUNIPER’S PHILOSOPHER STONE

The deity often gives out her stone to those of her temples needing to transform stone into gold. Often the stone is stolen, and that forces a large quest of her worshipers and others to get it back. Juniper could just call the stone back to her hand, but she feels her worshipers should take the responsibility for losing the stone in the first place.

ARTIFACT: JUNIPER’S CALMING TEA

Small barrels of the tea are given to temples where there is about to be a lot of stress and battle. The use of the tea acts as a healing potion as well as calming the drinker so that they feel good, even in the face of danger and adversity.

JUNIPER’S AVATAR

The avatar appears most often when one of her temple things has been stolen. In the past, she has led large armies of gnomes and other creatures to attack orc and goblin armies that have raided her temples.

JUNIPER’S AVATAR (neutral good), 15th level fighter, HP 120, AC 20, MV 80 ft. Primary Attributes: strength 25, wisdom 20, dexterity 20. The deity uses two gnomish throwing hammers that behave just like dwarven throwing hammers, but at a +1 each. She wears an adamantine +4 great helm and mithril +5 ring mail. She is specialized in her hammers.

GNOME SPELLS

As the Castle Keeper, you must insist that only spell casters with gnomish blood can cast any of these spells. However, you should encourage even the half-orc shaman characters and the human lawful evil characters to try these spells. Of course, they will reveal their gnomish bloodline as the spells work fine for them, much to their horror.

BEER SENSING, Level 0, all spell casters

CT 1	R 250 ft./lvl	D 1 tn./lvl
SV no	SR no	Comp V, M

Using any type of yeast, the spell allows the caster to sense all types of beers and ales in the range of the spell.

ALE BREWING, Level 1, all spell casters

CT 1	R touch	D permanent
SV no	SR no	Comp V, M

Using a sample of the alcohol wanted and a barrel of any size, this spell fills the barrel with the sample used in the making.

REALLY GOOD COOKIE SPELL, Level 2, all spell casters

CT 1	R 10 ft.	D permanent
SV no	SR no	Comp V, M

With the proper cookie ingredients, this spell makes twenty-four of the best tasting cookies imaginable. The cookies don’t spoil or dry out if wrapped properly.

EXTRA FINE SANDWICH SPELL, Level 3, all spell casters

CT 1	R 10 ft.	D permanent
SV no	SR no	Comp V, M

With the proper sandwich ingredients, this spell makes two of the best tasting sandwiches imaginable. The sandwiches don’t spoil or dry out if wrapped properly.



EASY ROAD SPELL, Level 4, all spell casters

CT 1 R 30 miles D Sun up to sun down
SV no SR no Comp V, MA

A certain type of mold is spread along the road as one travels. At the beginning of the journey, certain magical words are said and the mold takes on a mild glow showing the blessing of the trip by the gnomish deities. During the trip and while the mold lasts the travelers under the protection of the spell caster do not get rained on, do not get seen by unmagical beings, and are doubly-blessed as the spell.

ENEMIES, WHAT ENEMIES SPELL, Level 5, all spell casters

CT 2 R 30 ft./lvl D instant
SV yes SR yes Comp V, M

Using a special fungus only grown in the corners of gnomish temples, this spell causes enemies of the gnomes to vanish and appear back at their homes. The number of enemies doesn't matter as long as they are all dedicated to attacking gnomes at the time of the spell casting. They get a wisdom check to resist the spell. The enemies must be preparing or actually attacking the gnomes for this spell to work.

AVOCADO JUSTICE SPELL, Level 6, all spell casters

CT 1 hour R sight of banner D 24 hours after unfurling
SV yes SR yes Comp V, M

A special banner is created, with a warning in the languages of the enemies of the gnomes. This warning must be clear and read something like, don't attack us you will be sorry. The magic of the spell only works on the creatures that can read the banner. When an attack happens, the banner is unfurled and the magic only lasts for 24 hours. Those who see the banner who have the warning in a form they can understand must make a save versus their wisdom. If they fail the save, wherever they are standing they are permanently turned into a growing avocado plant.

SWORDS INTO BREAD SPELL, Level 7, all spell casters

CT 2 R 30 ft./lvl D permanent
SV no SR no Comp V, M

The material components are all of the weapons of the enemies. The spell is an appeal to one of the gnomish gods. It asks that all the weapons of the enemies to the gnomes in the spell radius be turned into tasty loaves of bread. If the deity is in the mood, the spell works. Magical weapons thus transformed have raisins and walnuts in the bread. If the caster is a pure gnome, the spell works 100% of the time. If they aren't pure blood, it works 25% of the time.

MASS EATING RATHER THAN DYING SPELL, Level 8, all spell casters

CT 2 R 100 feet/lvl D 60 seconds/lvl
SV no SR yes (h) Comp V, M

The material component is a dead number of gnomes. On the death of a gnome, during the duration of the spell, instead of dying, the gnomes find themselves back home in front of a large table filled with food and they have one hit point left. The spell only works during a battle and not from dying of disease or old age. Being accidentally bit by a poison snake would clear the poison out of the system of the now comfortably eating at home gnome.

WOULD YOU BELIEVE SPELL, Level 9, all spell casters

CT 3 rounds R sight of the caster D instant
SV special SR special Comp V, M

The material components are the beings mentioned in the spell. If the spell phrase spoken during the spell will do no harm to the being, it works every time. If harm could happen, the beings get wisdom checks. The phrase must redirect the actions of the group. Something like, "Would you believe all of those orcs took a wrong turn hours ago and aren't within miles of this place?" would work all the time.

GNOMISH BUBBLE FUNGUS

NO. ENCOUNTERED: 1-12

SIZE: Varies from small to huge

HD: 2 (d4)

MOVE: 0 ft.

AC: 10

ATTACKS: None

SPECIAL: See Details

SAVES: P

INT: Plant

ALIGNMENT: Neutral

TYPE: Ooze

TREASURE: None

XP: 18

Bubble fungus acts as a warning for gnomes. It's planted in and around their homes and other buildings. The fungus looks just like a soap bubble in that it is translucent and jiggles with the wind. Huge versions are five feet in radius. A touch by flesh or with an object causes the bubble to explode making a loud booming sound easily heard for a hundred yards. Once exploded, black fungus spores expand out in a twenty-foot radius from the bubble and coat everything black. The black stains clothes and flesh and can't be removed and must wear off of flesh. In the darkness, the spores glow like faerie fire and have the same effect. The bubbles can't be seen in the dark by any type of vision.

Combat: No damage is done to the victim of an explosion.

GNOMISH GARDEN MONSTER (STEAM ROBOT)

NO. ENCOUNTERED: 1d10

SIZE: Medium

HD: 3 (d8)

MOVE: 30 ft.

AC: 20

ATTACKS: Special

SPECIAL: See details

SAVES: P

INT: Low

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: 3

XP: 20 +3

These machines started out as simple moving garden equipment. They were made to pick off bugs from the plants, till the soil, and add fertilizer when needed to the poorly

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growing plants. The bit of magic used to allow them to move and make decisions allowed them to grow a clever intelligence all their own. While they worked great for a year or two they always ran off with enough supplies to build several more of their kind. The escaped machines hid from prying eyes and tended to live in caves they dug deeper into the hillsides. Now there are several thriving communities of these machines and they don't like to be bothered.

Combat: There are three types of machines. The bug pickers have modified their equipment so that they now have two short swords they use to fight intruders. The soil tillers have one large buzz-saw device (3d8) that they can use to cut whatever gets in their way. The fertilizer units now shoot two sprays of acid (2d8 a splash).

They have a language only they can understand. Having no emotions they calmly go about ripping and killing anything stupid enough to come into their caves. Each group has 40 of each type of machine and then they start making machines to start a new community on another part of the hillside.

GNOMISH SPIDER DOGS

NO. ENCOUNTERED: 2d6

SIZE: Small

HD: 2 (d8)

MOVE: 60 ft., 60 ft. (climb)

AC: 17

ATTACKS: Bite (1d6)

SPECIAL: See webbing details

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Enchanted Beast

TREASURE: none

XP: 10 +2

Two feet tall, with six legs, these are yapping little dog creatures with the head and fur of a short-haired dog and the spinning ability and wall-walking ability of spiders. They make excellent watch beasts, as their senses are very acute. The creatures are also good at capturing vermin in their webs as they actually shoot out their sticky webs at the odd rat or snake, wrap it up, and eat it right away. The fur of the beast is totally resistant to the sticky web they cast. The gnomes have completely domesticated the beast and have them as pets in their houses and on their farms.

Combat: The beasts will attack anything double their size or smaller with their sticky webs. The webs tangle up the victims as they try to shake free of the threads. Normal sized humanoids have a strength check +3 to break free of a single strand and take a minus one for every extra strand shot at them at the same time. Once a being is tangled, they strike for a -2 for each strand that ties them up.

GNOMISH DIMINISHING MOLD

NO. ENCOUNTERED: Mold Mass

SIZE: Small to Large

HD: 2 (d8) to 10 (d8)

MOVE: 0 ft.

AC: 10

ATTACKS: Special

SPECIAL: Special

SAVES: P

INT: Fungus

ALIGNMENT: Neutral

TYPE: Plant

TREASURE: Nil

XP: Variable

This mold is magical and has the property of shrinking anything it touches reducing in half the size and hit points any creature that breathes save for gnomes. When a creature breathes in the mold, they are forced to make a constitution save and if they fail, they are shrunk for forty-eight hours. Gnomes take the mold, dry it, and place it in large hollow tubes of bamboo. They blow a cloud of the dust behind them as they run away and hunters can't help but breathe in some of the mold if they follow that gnome.

GNOMISH SUN GRAPES

NO. ENCOUNTERED: 1 vine

SIZE: Small to Huge

HD: Variable

MOVE: 0 ft.

AC: 10

ATTACKS: None

SPECIAL: See details

SAVES: P

INT: none

ALIGNMENT: Neutral

TYPE: Plant

TREASURE: None

XP: 80

The vine grows wondrous grapes with a yellow gold color and a plumpness unmatched in grapes making an amazing wine. The vine grows well in almost any climate save the desert. It has one unusual property that gnomes have struggled with since the discovery was made. When the roots of the vine come in constant contact with raw gold, the grapes transform, taking on energy they wouldn't have otherwise. Each plump gold grape explodes for four points of damage when broken open and a cluster of grapes come in ten grapes to the bunch. These golden grapes don't wither and go rotten, but instead, turn to dust two hundred days after picking. It would seem the gnomes have discovered the perfect weapon, except for the fact that they love the taste of the wine so much they don't want to make the other type of exploding grape.



GREEK PANTHEON

The Greeks went through thousands of years of deity worship and all of it was carefully written down. If this was a historical treatment, I should be talking about some of other gods; however, this is a fun treatment of the gods so I need to deal with the boys and girls all living on Mount Olympus. They were so well loved that the Romans copied many of the concepts the Greek gods represented, but that's another story later in this book.

The Greek temples are huge boxy affairs with one giant statue to the primary god or goddess worshiped by the city and other smaller statues for the other members of the pantheon. The clerics of the deity live and work in outbuildings surrounding the temple. Worshipers would often cover the main statue with a thick coat of gold. The only problem with that was when their city was attacked, and they were all attacked often, they would strip off the gold to help pay for the military. I'm sure that left an unsatisfied feeling on the part of the deity who was sending down his or her avatar to help.

These deities were great watchers of mankind and often came down to lend a hand with a problem. They were also great seducers of mankind and demi-gods like Hercules are running around all over the place causing their own brand of problems. Legends are filled with stories about god-given shields, helms, swords, and the like. All the gods had their favorites down on the Material plane and these chosen were given what they needed to accomplish their goals.

ARMOR

Greek Ensemble is defined as a helm, breastplate, arm bracers, and shin guards. There are a lot of cases where adamantite is used instead of iron when the avatars come ready for battle, and this adds an additional +4 to the total of the armor and not to each piece of the armor. That would make a Greek Ensemble made of adamantite a +9 with no shield.

A large steel shield normally adds a +1 to the armor class. When you make it out of adamantite, it's only +4 and not +5.

Remember that the avatars of the gods can have whatever armor class they want just as they can have any movement factor they want in their mortal forms. They elect to have whatever armor class is listed, out of a sense of fairness and justice in dealing with mortals.

In dealing with this pantheon in your campaign, consider the country from which these gods sprung. City-states are nestled in large mountain valleys or on the

shores by the sea. The mountains are filled with caves and difficult-to-reach areas. It's natural for the people to imagine their gods are high atop the mountains they don't dare climb.

APHRODITE

GODDESS OF LOVE, LUST, AND BEAUTY

GOD SYMBOLS: Scepter, Myrtle, Dove, Pearl

DEITY PROVINCE: Love, Lust, Beauty

CEREMONY: Once a year, each worshiper must give something precious to themselves to a member of the opposite sex.

TABOO: A worshiper of Aphrodite can never sell beautiful things.

GRANTED ABILITIES: All worshipers have a +2 charisma and are immune to suggestion and charm spells.

The temples of Aphrodite are as lovely as the goddess. All of them have statues of perfectly formed humans. Each temple has a fifteen-foot-tall statue of Aphrodite and she is very capable of manifesting into the statue and answering questions of love and lust to her deserving worshipers who have made the proper sacrifices in pearls and other perfect gems.

Her clerics all have +3 to their charisma and are not influenced by magic that paralyzes or changes their minds in any way.

ARTIFACT: APHRODITE'S SCEPTER

The scepter is filled with spells that change the appearance of the wielder. It also has never-fail *suggestion* and *charm* spells working on the opposite sex of the wielder of the scepter. It's given to a deserving worshiper of the goddess when they are having love problems that aren't their fault. The scepter makes it easy to capture the attention of the person they want, but often the wielder should be careful whom they desire.

ARTIFACT: APHRODITE'S BELT

The belt makes the wearer impervious to all types of magic so that even a magical dagger bounces off the wearer. Magical and enchanted beasts including dragons will treat the wearer as if they were the beast's master. The wearer won't be able to take advantage of this situation and injure the loyal beasts. The belt is rarely given out, and then only to male worshipers who have made great sacrifices to Aphrodite.

APHRODITE'S AVATAR

The goddess comes down to the material plane all the time to help with matters of love. She also often supports attractive male heroes and gives them extra strength and hit points with her blessings.

APHRODITE'S AVATAR (*chaotic good*), 20th level illusionist, HP 50, AC 20, MV 60 ft. *Primary Attributes:* charisma 26, intelligence 25, dexterity 25. *She uses a vorpal dagger in combat, but rarely gets into combat, as males of all species can't attack her even if she attacks them. She has the use of the following illusionist spell levels:* 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.



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APOLLO

GOD OF MUSIC, PROPHECIES, POETRY, AND ARCHERY

GOD SYMBOLS: Bow, Lyre, Laurel

DEITY PROVINCE: Music, Prophecies, Poetry, Archery

CEREMONY: Apollo wants to be sung to at the time of the solstice.

TABOO: Worshipers do not talk about the future and they must give half of their archery kills to Apollo.

GRANTED ABILITIES: Worshiping archers shoot at +2 to hit. Worshiping bards begin the profession at the second level having already studied hard under Apollo clerics.

The worshipers of Apollo are fantastic archers; able to easily hit moving targets at twice the range other archers could match. The clerics of Apollo are often advisers to royalty as they combine the wisdom of the spirit with the musical ability of bards.

Temples produce talented singers and poets who are suppose to go into high society and preach the wisdom of serving Apollo.

ARTIFACT: APOLLO'S BOW

The bow often appears in the hand of a mid-level fighter who is about to face powerful, enchanted creatures. When the creatures or hero has been killed, the bow vanishes. It's a +4 adamantine long bow and when it fires its arrows, those arrowheads turn into adamantine permanently giving the head a +4 to strike and do damage. The bow's range is as far as its wielder can see. Spent adamantine arrows are considered great lucky pieces.

ARTIFACT: APOLLO'S LYRE

The lyre is intelligent and can play itself when an intelligent being picks it up. It's able to cast a *suggestion* spell preventing combat as long as the lyre is playing and the combatants can hear the music. This device is often given to low-level bards who are trying to attract the attention of a special significant other.

APOLLO'S AVATAR

Apollo likes to support female worshipers who are fighters and often he appears to them and battles along side such worshipers who are fighting terrible creatures.



APOLLO'S AVATAR (*chaotic good*), 20th level bard, HP 150, AC 20, MV 90 ft. *Primary Attributes:* charisma 26, dexterity 20, wisdom 20. Apollo uses his bow for ranged shots and an adamantine +4 short sword (2d10 +4) for melee. He has a +4 adamantine breastplate and a +4 adamantine shield. While he is an able fighter, he's also staying around to sing and listen to the poetry of others.

ARES

GOD OF WAR, MURDER, AND BLOODSHED

GOD SYMBOLS: Vulture, Dog, Boar, Spear

DEITY PROVINCE: War, Murder, Bloodshed

CEREMONY: Each first level worshiper scars their right arm in tribute to the god.

TABOO: One must learn the spear as a specialization for their first weapon.

GRANTED ABILITIES: Worshipers are +1 to strike and do damage against foes.

Ares temples are forts and towers that are always difficult to attack. His clerics are often dual-class clerics and fighters. All of them must specialize in the spear before they can pick up any other weapon.

Assassins worship the god and present blood sacrifices whenever they quest to kill.

Tenth level worshipers can gain a familiar of a vulture, dog, or boar as they are allowed the wizard spell to summon such creatures.

ARTIFACT: SPEAR OF ARES

The spear has a will of 20, is +4 adamantine, doing 2d20 +4 and double that verses giant class creatures like titans. The spear talks to its wielder, also having the following powers: *detect magic* at will, *darkness* 3/day, *hold person* 3/day, and *wall of thorns* 3/day.

The spear is often given to very strong fighters who are going to battle giant-class creatures.

ARTIFACT: SHIELD OF ARES

The shield is often given to worshiping female warriors who are going to battle difficult opponents. The grateful females then get to meet Ares himself if they survive the struggle.



The shield is a +4 adamantine device that prevents all magical effects from touching the user of the shield.

ARES AVATAR

The god enjoys combat and the more fighters in the battle, the better he likes it. Ares will often choose one of the fighters, appear along side him, and fight with him throughout the entire battle.

ARES AVATAR (*chaotic good*), 20th level fighter, HP 200, AC 30, MV 80 ft. Primary Attributes: strength 25, dexterity 25, constitution 25. He wears the Greek ensemble made of +4 adamantine. He starts a fight with his spear and shield and when the battle gets close, he draws his +4 adamantine two-handed sword (2d12 +4 vorpal blade) and he comes out swinging.

ARTEMIS

GODDESS OF THE HUNT, WILD THINGS, AND THE MOON

GOD SYMBOLS: Bow, Hunting Dogs, Deer

DEITY PROVINCE: Hunting, The Moon

CEREMONY: On a worshiper's first hunt, they take the blood of the beast they killed and wipe it on their foreheads and keep it there for 24-hours in honor of the goddess.

TABOO: Worshipers can only kill one deer a month.

GRANTED ABILITIES: Worshipers are +2 to damage and to hit with a bow.

Much more druid-like than cleric-like are her holy worshipers, while she has her temples in cities doing her honor, she also has her mystical oak glades where she speaks to her druid worshipers.

Artemis worshipers are of the ranger and druid type spending long weeks and months in the wild. They breed large hunting dogs helping them take down bears and wolves. Worshipers can buy such dogs from breeders, and come already trained to take commands and show an unusual intelligence. The dogs are difficult to surprise and naturally if a player character kills too many of them during the course of a game, word gets out and that character won't be able to buy more dogs to get slaughtered.

ARTIFACT: BOW OF ARTEMIS

The bow is given to high-charisma, male warriors who pledge their fate to the goddess. They keep the bow as long as they don't begin romancing an attractive female. The bow has an adamantine heart, is unbreakable, +4 to hit and to do damage, and Artemis often looks in a wide area around wherever the bow is located.

ARTIFACT: ARTEMIS HUNTING DOG ICON

A pair of war dog icons can be turned into real dogs at the wishes of the holder of the icons. Artemis gives the icon dogs to high-charisma hunters she favors because of their sacrifices to her in the past.

MASSIVE GUARD DOG x2 (*neutral*), HD 3d8, HP 24 x2, AC 15, Primary Attribute: physical. Each one bites for (2d6 +3) and is immune to magics that influence the mind or paralyze the body. If either dog is killed, they turn back into icons for 48 hours and Artemis is irritated at whoever got one of them killed.

The dogs follow their training and can sense invisible beings. Each howls a warning before it attacks a foe. Each dog has a heavy, spiked collar making it impossible for other creatures to wound it in the neck.

ARTEMIS AVATAR

The goddess appears often when she has seen a male she would favor with her attention. She is also capable of selecting a fighter and then she comes down to give him advice.

ARTEMIS AVATAR (*neutral*), 20th level ranger, HP 140, AC 25, MV 70 ft. Primary Attributes: strength 26, dexterity 25, charisma 24. She wears the Greek ensemble made out of adamantine for a +9; using her bow for ranged work, she can summon a +4 adamantine long spear or a +4 adamantine long sword for melee combat. All of this equipment is left when her avatar dies so that her cleric and druidic worshipers can have excellent equipment. Males must make an intelligence check to even try to attack her because of her great beauty.

ATHENA

GODDESS OF WISDOM, WARFARE, HANDICRAFTS, AND REASON

GOD SYMBOLS: Aegis, Owl, Olive Tree

DEITY PROVINCE: Wisdom, Generalship, Reason, Handicrafts

CEREMONY: Tomes are given to the temples of Athena on high feast days.

TABOO: Books are never allowed to burn.

GRANTED ABILITIES: Worshiper's wisdom allows them to do double structural damage. They are +1 in spear use and add +2 to any shield they use.

The city-state of Athens held Athena as their patron goddess. There was a major temple to her on the highest hill. Her clerics needed to be wise in the leadership of armies and worship of Athena made a great many citizens of Athens skilled with spear and shield.

ARTIFACT: OWL OF ATHENA

One version of the owl is mechanical and built by the smith of the gods. Another version has Athena giving some of her divine intelligence and resilience to the owl. In all the versions, the owl flies out at the bidding of Athena to help her favorite mortals on the Material plane. As the owl accompanies heroes on their quest, they are never surprised. Hidden doors and traps reveal themselves in the owl's presence. The owl constantly praises the virtues of Athena and let's the hero know just how lucky they are to have the favor of the goddess.

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ARTIFACT: SPEAR OF ATHENA

This spear often appears in the hands of a hero who needs to kill a hydra or evil demi-god who is taking over the various city-states. Athena heroes declare their love of the goddess by giving her rich sacrifices and very often, they gain the temporary use of her spear. The +4 adamantine spear can be hurled and comes back to the hand of the wielder in the next round. It does 3d10 +4 in damage and double that against all giant types. When more than one foe comes to attack, the spear blocks all but one of the attacks coming at the wielder.

ATHENA'S AVATAR

Athena has come down many times to help her worshipers. Often she helps them invent a new bit of technology. Sometimes she helps them get ready for a war coming in their future. There are times when one of the other gods is helping the foes of Athens and she comes down to lead heroes against the heroes of the other gods.

ATHENA AVATAR (*lawful good*), 20th level knight, HP 140, AC 25, MV 70 ft. *Primary Attributes:* charisma 26, wisdom 25, dexterity 24. She wears an adamantine Greek ensemble +9, and when she isn't thrusting with her spear, she can call an adamantine +4 long sword to her hand. She has all the powers of a 20th level knight. Her mount is a double-sized and strength pegasus with a high intelligence and complete loyalty to Athena. When she appears on the Material plane, worshiping warriors flock to her side.

HADES

GOD OF THE UNDERWORLD

GOD SYMBOLS: Bident, Helm of Darkness, Cerberus

DEITY PROVINCE: The Dead, Rivers, and the Underworld

CEREMONY: At the time of a death, a good meal is had and friends and family talk of pleasant memories of the person.

TABOO: When an acquaintance dies, all mirrors must be covered for a week.

GRANTED ABILITIES: Worshipers can move and live up to -5 on their hit points for an hour and still be healed.

Temples to Hades are dark affairs and often under the ground. His clerics are often assassins as well and delight in bringing death to the wealthy and noble.

ARTIFACT: BIDENT OF HADES

This is a short sword with two blades. There are lots of imitations, but Hades rarely gives this weapon out unless he favors an assassination and the assassin has extreme difficulty in reaching his victim. The weapon is adamantine and +4 doing 4d6 +4 in damage. It prevents spells from working on the wielder, helpful or not.

ARTIFACT: HELM OF DARKNESS OF HADES

The helm generates a field of invisibility that allows the wearer to be invisible even when he attacks. The wearer can't be backstabbed or surprised while wearing the helm. It was given to several different heroes who would have died if they hadn't had the use of the helm and it wasn't their time yet to pass into the underworld. When the helm appears in the hands of a hero, they are put on notice that a great evil of some type must be killed.

HADES AVATAR

The god's avatar doesn't appear often. At first, he wandered looking for a wife. After he found the right woman, he would personally wander to kill those heroes displaying extreme hubris.

HADES AVATAR (*lawful evil*), 20th level assassin, HP 80, AC 30, MV 80 ft. *Primary Attribute:* dexterity 26, intelligence 25, constitution 25. He wears ring mail +4 adamantine armor with a +4 adamantine shield, and his artifact bident. He has all of the abilities of a 20th level assassin. His artifact helm allows him to be the perfect assassin. In the event that he needs extra muscle, he can instantly summon Cerberus to fight by his side.



HECATE

GODDESS OF MAGIC, BIRTH, AND THE CROSSROADS

GOD SYMBOLS: Cradle, Magic Staff, Crossroads

DEITY PROVINCE: Magic, Birth, All Crossroads, Ruler of the Night

CEREMONY: When traveling at night, worshipers put out food every time they stop to rest.

TABOO: Worshipers never travel at night without having some form of light to shine in the darkness.

GRANTED ABILITIES: Worshipers have a +3 to strike and do damage to all undead.

Hecate was a titan that Zeus spared to present magic in the lands of the Greeks. She was allowed to change into the form of all Greek Goddesses' and became one of the beauties of the Olympians. She is a protector of all youth and all women traveling at night. She has an unusual range of temples with druid oak groves, large caverns in the sides of hills by cemeteries, and the normal large white marble square temples on the tops of hills.

Her clerics turn undead as if they were two levels higher than their actual level. All clerics raise large war dogs and wolves as pets and helpers in their positions as guardians of the night.

ARTIFACT: STAFF OF HECATE

The staff has the ability to cast any spell. In the hands of a mortal spell caster, it can cast all the spells that mortal knows in an unending stream. The staff is frequently given to a female spell caster about to go on a magical quest with dangers far above the mortal's ability to handle. It's a +4 adamantine staff striking for 2d6 +4.

ARTIFACT: HECATE'S 3-FACED MASK

The mask has a lovely face that stops all wild animals from attacking the wearer. Its second face is a hideous image that forces any type of enchanted monster to run away instead of attacking. The third face is a blank image that prevents the wearer from being backstabbed as well as being influenced by any hold, illusion, or paralysis spell. The mask is given to heroes who are going to face giants of any type including titans. Those mortals being gifted are expected to sacrifice treasures to the altars of Hecate as soon as they can.



HECATE'S AVATAR

Hecate enjoys appearing to help travelers moving about in the night who become attacked by the undead. When she appears in this capacity, she saves the worshipers and then insists they take up a quest on her behalf.

HECATE'S AVATAR (*chaotic good*), 20th level druid, HP 110, AC 20, MV 50 ft. *Primary Attributes:* wisdom 25, intelligence 20, dexterity 20. Hecate uses druid spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5 and can also cast an equal number of wizard spells. Hecate uses her artifact staff when she comes to help her worshipers. She has all the druid powers at the 20th level: nature lore, resist elements, woodland stride, and her totem shape are an adult green dragon.

She flies on magical spells into battles. The larger creatures of the forest come and aid her in all combats. She is never without her two powerful warg guardians and these two have human-like intelligence.

HEPHAESTUS

GOD OF FIRE AND THE FORGE

GOD SYMBOLS: Axe, Hammer, Flame

DEITY PROVINCE: Smithing and Fire

CEREMONY: If worshipers want things to last, they put the hammer mark on anything they make or use a lot.

TABOO: Worshipers never tell lies.

GRANTED ABILITIES: All worshipers take two less points in damage when exposed to fire and have a +2 when making their fire or magical fire saving throws.

The temples to Hephaestus are large smithies as well. They are filled with clerics also working metal and learning the smith trade. In those days, the working of iron was a huge secret that only the smiths had. Steel swords were considered magical weapons as they kept their edge far longer than the iron weapons that usually resulted from the smithing process.

Clerics of Hephaestus have a +1 to their strength because of their constant working of metal with their hammers and fire.

ARTIFACT: AXE OF HEPHAESTUS

The +4 adamantine axe is designed to kill enchanted beasts. Normally it strikes for 2d12 +4, but it does triple damage to enchanted beasts of all types. Hephaestus often gives



GREEK PANTHEON

the axe to a talented hero who is able to make axes himself and has sacrificed gold and silver bars to the smith god.

ARTIFACT: HAMMER OF HEPHAESTUS

The hammer is only given to heroes with strength of 18 or more who have brought the heads of monsters to the altar of Hephaestus. The hammer does 3d10 +4 and double that against undead of all types. The hammer glows within one hundred yards of all types of undead and tells the wielder where these monsters can be found.

HEPHAESTUS AVATAR

The god didn't like appearing in front of mortals. When titans reared their ugly heads Hephaestus would make an appearance as a mortal as he liked to battle such creatures.

HEPHAESTUS AVATAR (*lawful good*), 20th level barbarian, HP 170, AC 32, MV 50 ft. *Primary Attributes:* constitution 26, strength 25, intelligence 24. He wears an adamantine Greek ensemble +9, he also uses a +4 adamantine ring of protection and a +5 displacer cloak. He makes Zeus his lightning bolts and always has a quiver of ten of them for his battles; each doing 30 points of electrical damage from which there is no saving throw. He has all the powers of a 20th level barbarian: combat sense, deerstalker, intimidate, primeval instincts, whirlwind attack, primeval will, ancestral calling.

HERMES

GOD OF FLIGHT, THIEVES, COMMERCE, AND TRAVELLERS

GOD SYMBOLS: Karykeion (winged staff), Winged Boots

DEITY PROVINCE: Messenger of the gods, Inventor of Magical Scrolls, Protector of Merchants and Thieves

CEREMONY: A sacrifice of silver insures an important message or merchant's caravan has a good chance of getting through.

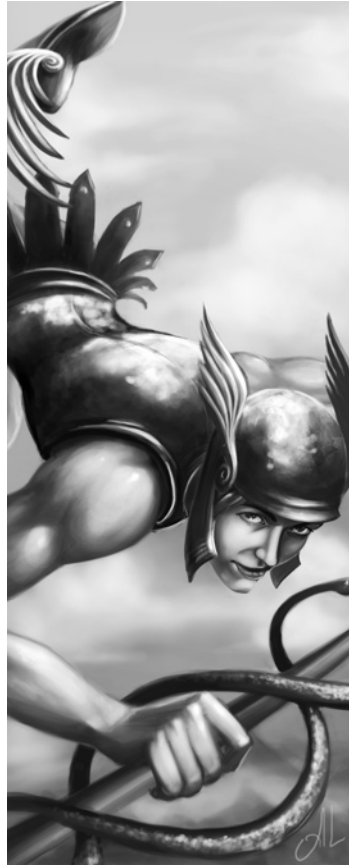
TABOO: Messengers are to be honored and never stopped.

GRANTED ABILITIES: Worshiping rogues gain a +2 to pick locks and undo traps. All worshiping classes gain a +2 to strike with a staff weapon.

Worshippers of Hermes create large temples to the god that are also complex communication centers working on getting messages to people faster and faster. Their world was filled with high mountains and this allowed for signal fires and signal flags run by the clerics of Hermes to deliver messages faster.

Clerics and rogues that deliver important messages are often temporarily given the boots or the staff of Hermes to help them on their way.

90 CASTLES & CRUSADES



ARTIFACT: KARYKEION (CADUCEUS) OF HERMES

The staff allows for the control of all reptiles including dragons so that they don't attack the wielder of the staff. The staff also opens any door, chest, or lock at the command of the wielder.

ARTIFACT: WINGED BOOTS OF HERMES

The boots fly the wearer at 100 ft. per round. They also protect the wearer against any ranged attacks from spells or weapons.

HERMES AVATAR

Hermes constantly appeared on the Material plane whenever a deity had a special message for a mortal. While the message was sometimes bad news, whenever the avatar appears, there were lucky times for the surrounding community.

HERMES AVATAR (*chaotic good*), 20th level wizard, HP 50, AC 20, MV 40 ft. *Primary Attributes:* 25 intelligence, 20 dexterity, 20 charisma. Although the avatar could use memorized spells, he liked leaving powerful scroll spells behind for his worshipers to find. In his role as a supporter of rogues, he would often gift a worthy worshiper who had just sacrificed to Hermes with a magical spell scroll the rogue would find useful on his next theft. *Spell levels:* 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

POSEIDON

GOD OF THE SEA AND EARTHQUAKES

GOD SYMBOLS: Horse, Sea Foam, Dolphins, Trident

DEITY PROVINCE: Sea, Horses, Earthquakes

CEREMONY: Every beginning of a voyage calls for a sacrifice to Poseidon or the trip may never be completed.

TABOO: Worshipers cannot kill horses for any reason.

GRANTED ABILITIES: Worshipers are hardy and have a +2 in constitution.

Poseidon's temples run the gamut from large caves by the sea, to huge white marble temples in and out of the ocean.

In an age when riding a horse was a very unusual feature and when there weren't many horses in the area, all of Poseidon's worshipers have their horses and riding skills as part of their faith.

When Poseidon is unhappy, the earth shakes and the seas have massive ship-destroying storms. It's in those times that worshipers are supposed to do something to appease their deity with sacrifices and increased attention.

ARTIFACT: TRIDENT OF POSEIDON

The trident often gets into the hands of the worshipers of the god. They never have it very long as they bring too many earthquakes to the land. The device can devastate an area with earthquakes as the wielder looks at a section of land and slams the trident down into the earth. The +4 adamantine trident strikes for 2d12 +4 points of damage and never misses.

ARTIFACT: POSEIDON'S CONCH SHELL

The shell is most often given to ship captains pleasing the deity with the size of their sacrifices as their ship moves into the sea. When blown, it summons some type of random huge creature either from the sea or when the conch is on the land from the distant mountains. Dragons and krakens have been known to appear. The creature will serve the wielder of the conch for twenty-four hours. In the hands of Poseidon, the shell can be used many times a day. In the hands of a mortal, it can be used once a day.

POSEIDON'S AVATAR

Poseidon is often moving among his worshipers. He's been known to appear as an old sea captain with an unusually large sailing vessel or as a blacksmith with a herd of tamed horses for sale. He rarely shows himself as the powerful avatar he truly is. The deity dearly loves horses and can be counted on to appear whenever enchanted beasts or the foolishness of mortals threatens horses.

POSEIDON'S AVATAR (*chaotic good*), 20th level fighter, HP 120, AC 20, MV 60 ft., 120 ft. (*swimming*), Primary Attributes: strength 25, wisdom 25, charisma 25. When Poseidon appears, he wears an adamantine Greek ensemble +9, has a +4 adamantine large shield, and specializes in his trident and strikes three times a turn and automatically hits.

ZEUS

RULER OF MOUNT OLYMPUS, THE SKY, AND THUNDER

GOD SYMBOLS: Thunderbolt, Eagle, Bull, Oak

DEITY PROVINCE: Nature, Storms, Rulership, Power

CEREMONY: Lightning storms mean the god needs to have sacrifices or dire things will happen.

TABOO: Worshipers don't travel when lightning and thunder can be heard.

GRANTED ABILITIES: Charisma and strength are at +1 in all worshipers.

Zeus supports fortune and glory more than any of the other deities of the pantheon. He wants his worshipers to do well and look well because that reflects well on him as a deity. His temples are the



largest and his clerics are the best equipped in everything. Temples give out quests and the best in equipment at low costs in order to show the world that everyone should treat Zeus as the supreme deity.

On the other hand, when worshipers mess up and do something to displease Zeus often they experience a thunder storm and a small 20 hit point lightning bolt to tell them they have some atoning to do. Nothing pleases the god like a large donation in solid gold. Many of Zeus' statues are gold plated, at least until an enemy army is at the gates.

ARTIFACT: LIGHTNING BOLTS OF ZEUS

These are made for Zeus in large quantities. They do 30 points of damage with no chance of a save to half damage. He can hurl them at anything he can see and he sees everything. He gladly gives three of them at a time to a hero that needs them for a difficult, god-given quest.

ARTIFACT: STAFF OF ZEUS

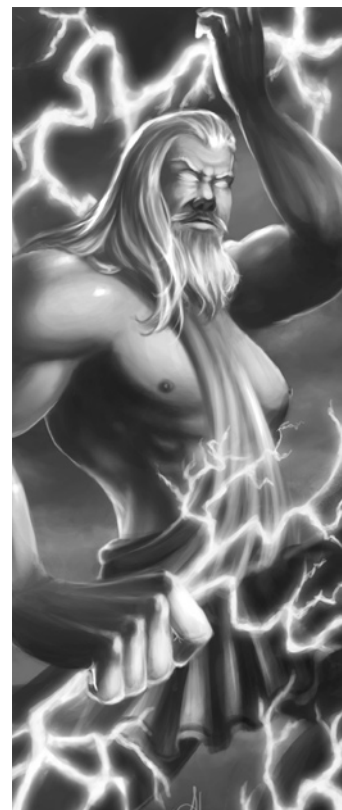
The staff was created to enhance the faculties of the wielder. It gives them a +2 in intelligence and wisdom. Anyone striking the wielder of the staff takes ten points of electrical damage. The staff itself strikes for 4d8 and does double damage versus dragons and giant-types.

The staff was rarely given away, but when titans or giants were faced, it could be gotten for a healthy sacrifice in gold.

ZEUS AVATAR

Zeus went down to the Material plane the most of all the gods. He liked consorting with attractive female mortals, and helping them in their quests was all part of the fun.

ZEUS AVATAR (*neutral*), 20th level druid, HP 200, AC 20, MV - he teleports everywhere, Primary Attributes: wisdom 26, dexterity 25, strength 24. He has all the abilities of a 20th level druid—nature lore, resist elements, woodland stride, totem shape (allowing him to change into a bull, bear, or eagle at will and as many times a day and he wants, and his druid spell levels are: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-5, 6th-6, 7th-6, 8th-5, 9th-5. His avatar form never wears armor.



GREEK PANTHEON

GREEK SPELLS

Greek spells are available to all worshipers of Greek deities and are not restricted to one spell casting class.

ARMOR HARDENING, Level 0, all spell casters

CT 1	R touch	D 3 rds/lvl
SV none	SR yes (h)	Comp V

The spell temporarily increases the armor class by +2 to their backs and +4 to their fronts and is cumulative with all of their other armor class bonuses.

SHARPENED WEAPON, Level 1, all spell casters

CT 1	R ouch	D 3 rds/lvl
SV none	SR yes (h)	Comp V

A cumulative +1 is given to strike foes with the enchanted weapon. This magical plus works against creatures that can only be hit by magical weapons.

MONSTER REPULSION, Level 2, all spell casters

CT 2	R touch	D 1 tn/lvl
SV none	SR yes (h)	Comp V, M

The scent gland of a skunk is used with the magic of the spell to give the touched character a cumulative +2 on their armor class against any breathing creature.

SPEAR SHARPENING, Level 3, all spell casters

CT 1	R touch	D 2 tn/lvl
SV none	SR yes (h)	Comp V, M

Any piece of adamantite is used up in the casting of this spell to place a cumulative +4 on the spear to strike and do damage.

HERO'S CHARGE, Level 4, all spell casters

CT 2	R 50 ft.	D 3 tn/lvl
SV none	SR yes (h)	Comp V, M

The caster and his allies all drink fresh spring water touched by a fighter of the 10th level or higher. The magic then transforms the drinkers into even braver battlers. They cannot be paralyzed or mentally controlled and their first attacks at their foes are all at +3 to strike.

BRONZE GLEAM, Level 5, all spell casters

CT 2	R 20 feet	D 1 tn./lvl
SV dexterity makes immune	SR yes	Comp V, M

Using a bronze bar that turns to dust with the spell, the caster uses his magic to create a bright bronze glow all about a character's body. Wild animals run away in fear. Undead are -2 to strike the glowing figure. All other creatures are -1 to strike the bronze-spelled character.

SUMMON THE FURIES, Level 6, all spell casters

CT 1	R 50 ft.	D permanent
SV intelligence negates the spell	SR yes	Comp V, M

Using dust from a grave, the caster summons up what appear to be three ghostly furies. These creatures flying around and screech at the foes of the caster. Until each enemy makes his intelligence check he can only fight the horrible-seeming furies.

SUMMON TWIN ELEMENTALS, Level 7, all spell casters

CT 10 min.	R 150 ft.	D 10 min./lvl
SV n/a	SR n/a	Comp V, S, DE, M

Two elementals appear instead of one. There must be enough materials around the spell caster for the elementals to use in the creation of their bodies. These elementals will never attack the summoner, but when they have taken more than twenty points of damage each, they leave in disgust.

BECOME THE HYDRA, Level 8, all spell casters

CT 3	R touch	D 1 tn/lvl
SV n/a	SR yes (h)	Comp V, M

Using the scales of any type of hydra, the caster becomes a five-headed hydra with the intelligence and memories of the caster. All of his equipment blends into the body of the hydra. This hydra has forty hit points and if killed the entire body turns to dust. All the saving throws and the like are from the perspective of the monster and not the spell caster. When the duration runs out, the caster appears with all of his hit points restored. If the hydra took damage, that damage is not reflected in the body of the spell caster.

TIME JUMP, Level 9, all spell casters

CT 1	R touch	D 1 minute/level
SV n/a	SR yes (h)	Comp V, M

Using a black star sapphire that turns to dust with the spell, the caster is able to go back in time one minute for every one of their levels. They don't have to go back for the entire total if they don't wish. It will be as if whatever they did hadn't happened and they are given a new set of choices. The presence of deities or greater demons and devils in a 100 yard radius prevent the spell from working.

GREEK TITAN

NO. ENCOUNTERED: 1

SIZE: Huge, 100 feet tall

HD: 30 (d10)

MOVE: 100 ft., 300 ft. (flying), 250 ft. (swimming)

AC: 38

ATTACKS: 10 (d10 always hitting)

SPECIAL: Spell-like abilities, Spells, Darkvision 100 yards, SR 15

SAVES: M, P

INT: Genius

ALIGNMENT: Chaotic Variable

TYPE: Extraplanar

TREASURE: 18 x2

XP: 9,700 +30

Greek Titans appear as perfectly-formed, one-hundred-foot-tall males in armor or females in the classic Greek tunic. Male Titans were Titanes and the females were Titanides. Each Titan is a massive elemental force with complete control over some elemental feature: time, water, nature, earth, heat, air and the like. They ruled over the material plane in their own ways for thousands of years until the Olympian gods trapped them in a specially-prepared, dimensional pocket. Even then, one or two of them were constantly escaping to the horror of gods and men alike.

The Titans didn't have trouble talking with mere mortals, but they didn't have much use for them either.

Combat: While Titans never miss with their weapon strikes, there are other more massive problems in combating Titans. A foe must consider the gifts of the Titan before they start a fight. The Titan of the seas controls everything in the water. If the combatant is in the water, they are controlled as well. The Titan of the air controls everything in the air. When a foe is in their element, they are totally controlled, making it difficult to defeat such creatures.

Spell-like Abilities: Greek Titans can do the following at will: invisibility, flying, etherealness and protection from any alignment.

Spells: It takes a bit for a Titan to concentrate on spells, but when they do, they can cast spells like a 20th level wizard, cleric, illusionist, or druid.

HECATONCHIRE – HUNDRED-HANDED ONE

NO. ENCOUNTERED: 1

SIZE: 150 feet tall

HD: 30 (d12)

MOVE: 100 ft.

AC: 40

ATTACKS: Special, see text

SPECIAL: Darkvision 100 yards, SR 17

SAVES: P

INT: Low

ALIGNMENT: Neutral

TYPE: Extraplanar

TREASURE: None

XP: 10,600 +31

Born of the earth Titans, these are the ultimate elemental forces of nature. Each had 100 arms and hands and fifty heads. They never slept, and when they first appeared, their father tossed them into an elemental plane because he thought they were so ugly. It took Zeus to free them and then these creatures were responsible for defeating the Titans.

The biggest of giants, they were the most powerful of all creatures, but didn't have much intelligence to drive all of that power.

Combat: These creatures throw mountain-sized rocks at their enemies. The concept of hit points of damage is silly in the face of huge waves of mountain-sized rocks coming at a foe. Needless to say, their attacks overwhelmed the Titans and drove them to Tartarus.

CERBERUS

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10 (d10)

MOVE: 90 ft.

AC: 20

ATTACKS: 5, see text

SPECIAL: Darkvision 100 yards, Immune to Nonmagical Weapons, Poison Attacks

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Extraplanar

TREASURE: None

XP: 1950 + 10

Cerberus is the guardian of Hades. A twenty-foot-tall, three-headed wolfhound, it also had a mane of poisonous snakes as well as a tail with a poisonous sting. Hades loaned it out a time or two and Hercules stole it for a while. There is no telling where the creature can be found at any given time.

Combat: Cerberus bites with three bites each doing 4d8 +3. When a foe gets near enough to strike with a melee weapon one of the snakes on its mane will automatically bite for 1d6 plus a check versus constitution or the victim takes 15 points of poison damage. When the creature has lost half its hit points it begins taking things seriously and starts using its tail with the poison sting for 2d8 + constitution save or die from the poison.



HALFLING PANTHEON

CREATION MYTH

The same, miles-long dragon that created the elves and gnomes also created the halflings. Their legend says that one day the sun beat strongly down on the body of the dragon and it greatly enjoyed the heat and turned its body repeatedly so that the sun's rays struck all sides evenly. The scales from its back rubbed against some very hard mountain granite and pairs of male and female halflings popped out of the scales and ran into the hills to become mated pairs to make many halfling babies.

While these creatures are soft looking and seem to be fun loving, there is a hard edge to them allowing them to survive in dangerous lands. The larger creatures tend to ignore halflings, while the smaller enchanted beasts make peace with halflings or are driven out of halfling lands. Few records in the libraries of the elves, dwarves, humans, or gnomes deal with what the halflings are capable of doing. Few scholars have bothered to read the records the halflings keep for themselves. If any of these races did take the time to study the way of the halflings, they would become alarmed at the real power of these creatures and what they have killed when demons, devils, and dragons tried to invade their lands.

Halflings seem to get along with everyone and especially humans. Halfling communities that live beside human villages and towns aren't doing so for the protection humans give them. They live near the community to make sure the humans don't try to enslave halfling kind. Halflings train their young in the art of hiding not because they are cowards, but to better attack an enemy without being seen.

Unknown to most of the world, the halfling race is expanding faster than any other race on the world. In several hundred years, there will be a crowding in some countries and the true nature of halflings will be revealed.

MIRIAM HAIRFOOT

DEITY OF BARRIERS AND TREES

GOD SYMBOLS: Stone Fences, Oak Trees, Sling Staff, Emeralds.

DEITY PROVINCE: Nature, Barriers of all Kinds, Ranged Attacks.

CEREMONY: Worshipers plant oak trees on every solstice.

TABOO: Worshipers can't burn trees or brush.

GRANTED ABILITIES: Worshipers are +1 with a sling staff and have a cumulative +2 to hide in the woods.

Peaceful forest glades surrounded by oak trees are the common religious gathering points for worshipers of Miriam. Thick and thorny hedges stop most intruders and animals from coming into the area.

Clerics of the order are unusually well-protected in plate armor, which is unusual for a halfling, but typical for a worshiper whose

deity loves a good barrier of any type. The common worshiper spends a great deal of time and effort in making the doorways to their homes unusually strong.

ARTIFACT: MIRIAM'S SLING STAFF

Miriam often lends her weapon out to low-level halfling adventurers walking about on their first or second quest. These characters have given a sacrifice of emeralds before they set foot on their adventure quest. The weapon always strikes at any target the wielder can see. It does 2d6 +4 in ranged damage and doubles that against orcs or goblins. The staff's magic prevents ranged spells from touching the wielder. When used as a melee weapon, the staff does 3d4 +4 and never misses.

ARTIFACT: MIRIAM'S ROBE OF BLENDING

Miriam favors female worshipers with this robe if they promise to give every emerald they ever find to Miriam's altars. The robe adds a +5 in any hiding attempt. It stops all ranged weapon attacks from striking the wearer. It also magically makes sure the wearer never trips a trap.

MIRIAM'S AVATAR

Miriam doesn't appear a lot to her worshipers, but has been known to help raise a new town and a new glade. When she does appear, for the next two years, there are bountiful crops and the weather is fair in the lands around where she manifested herself.

AVATAR OF MIRIAM HAIRFOOT (*neutral good*), 20th level bard, HP 110, AC 18, MV 80 ft. *Primary Attributes:* wisdom 26, dexterity 25, constitution 24. *She uses her sling staff and robe when she walks the prime material plane. She has all the powers of a 20th level druid including spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.*



BLACK HAIRFOOT

DEITY OF THE NIGHT

GOD SYMBOLS: Moon, Stars, Darkness, Opals

DEITY PROVINCE: Rogues, Assassins, Dagger work

CEREMONY: All worshipers must learn to make their own dagger.

TABOO: Worshipers may not do serious work during the day.

GRANTED ABILITIES: All worshipers have the backstab rogue ability and are +1 to strike and do damage with a dagger.

Half buried in a hillside and half out, all of Black Hairfoot's temples are taverns open only at night and located only in the largest of halfling cities. They are also designed to accommodate human guests as well as halflings. Services are held at every full moon and donations of opals are especially prized.

ARTIFACT: BLACK'S OBSIDIAN DAGGER

This unbreakable blade allows the wielder to see in the darkness as if it was daylight. It raises the level of the wielder by 2 and they never fail in climbing anything. The weapon does 3d4 +5 in damage. It's given to any worshiper who gives the temple a large sacrifice of opals. They gain use of the weapon from full moon to full moon.



ARTIFACT: BLACK'S NIGHT CLOAK

This cloak is only given to dual class clerics and rogues who are going about the business of making a new temple for Black Hairfoot. It acts as a displacer cloak, a cloak of invisibility, and a cloak of flying.

BLACK'S AVATAR

The deity loves going into the lands of orcs, goblins, and ogres and taking their precious possessions, especially from their temples. He joins every questing party that raids the humanoid lands.

AVATAR OF BLACK HAIRFOOT (*neutral evil*) 20th level rogue, HP 80, AC 22, MV 80 ft. *Primary Attributes:* dexterity 26, wisdom 20, intelligence 19. He wears +5 mithril ring mail and uses his dagger for four strikes a round in combat. He has all the powers of a 20th level rogue and has a set of +5 mithril lock picks he leaves behind with his armor after a quest.

TEAGAN GOLDENBERRY

DEITY OF FLOWERS AND THE SHIELD

GOD SYMBOLS: Rose, Shield, Grapes, Amethyst

DEITY PROVINCE: Berries of all types, Defense

CEREMONY: All worshipers must learn how to make wine and sacrifice a bottle on the solstice.

TABOO: Berries must never be allowed to go to waste.

GRANTED ABILITIES: All worshipers are +1 in their armor class.

Teagan's people all live in tree houses at the edges of large forests. Her temple is placed in the largest of trees and her worshipers work the soil around the tree so that it grows taller and taller every year. Her worshipers are said to make the best wine in the world and all the hills around a Goldenberry village are covered



HALFLING PANTHEON

in grapevines. Goldenberry druids work with plants of all types to make strong defenses around their towns.

ARTIFACT: TEAGAN'S SHIELD

The shield is only given to a halfling who has proven their courage in the face of great odds and lived to tell the tale. It gives the wielder a 20 AC and prevents ranged spells from touching the wielder. The loan is from solstice to solstice.

ARTIFACT: TEAGAN'S BOAR SPEAR

The spear often appears in the hands of a hunter who has given a sacrifice in amethysts to the deity. It stays with them until they kill an enchanted beast with it. The +5 mithril spear does 2d12 +5 versus most creatures and double that versus giants and dragons.

TEAGAN'S AVATAR

The deity loves large halfling parties and often appears as an uninvited guest.

AVATAR OF TEAGAN GOLDENBERRY (*lawful good*), 20th level ranger, HP 140, AC 20, MV 80 ft. *Primary Attributes:* strength 25, intelligence 24, dexterity 23. Teagan rarely wears armor and generally first appears in party clothes. She has all the abilities of a 20th level ranger. She often rides a winter wolf into battles with goblins or ogres.

EBONE GOLDENBERRY

DEITY OF JUSTICE

GOD SYMBOLS: Law Scroll, Apples, Rubies

DEITY PROVINCE: Justice, Fruit

CEREMONY: Worshipers can't rise above 5th level until they have served as a lawyer or a judge.

TABOO: Worshipers can't tell lies in court.

GRANTED ABILITIES: All worshipers have a +1 in intelligence and constitution.

Ebone's temples have thick stone and act as halls of justice in any halfling town. During the day, town officials and clerical judges carry out the municipal business of the town. At night, it's a communal temple where families come to hear sermons and have large dinners.

Clerics of Ebone are expected to spend some time as judges and lawyers for the cities where they live. When the apple trees are in bloom, worshipers are expected to search for intelligent beings doing acts of chaos and make them stop.

ARTIFACT: EBONE'S SWORD OF JUSTICE

The short sword's purpose is to slay chaos wherever it is found. The weapon does 40 points of damage when it strikes a creature of chaos. It does 3d6 +5 in other strikes.

Any creature of chaos coming within fifty yards of the sword is lit with faerie fire. The weapon is often given to a first or second level worshiping fighter for thirty days so that they can learn to notice the chaos all around them.

ARTIFACT: EBONE'S MITHRIL CHAINMAIL

The +5 chainmail is also magiced so that control or hold spells have no effect on the wearer. Ebone often lends out the armor to poor worshipers who are staking every penny they have on one last quest.

AVATAR OF EBONE GOLDENBERRY

Ebone rarely appears to his worshipers, but has come when villages and towns are being threatened by enemy forces of orcs, goblins, or other humanoid armies.

AVATAR OF EBONE GOLDENBERRY (*lawful evil*), 20th level fighter, HP 140, AC 25, MV 80 ft. *Primary Attributes:* strength 25, dexterity 25, charisma 24. He uses his sword of justice in melee, striking four times a round and he has all the other powers of a 20th level fighter.

KEELY CHOICEROOT

DEITY OF GARDENING AND HIDING

GOD SYMBOLS: Carrot, Grape, Strawberry Bush, Carnelian

DEITY PROVINCE: Gardens, Vines, Clothing

CEREMONY: When worshipers come of age, they are given a cloak and a garden hoe.

TABOO: Worshipers can never hide from the work they need to get done.

GRANTED ABILITIES: Worshipers are easily able to make +2 cloaks of protection.

This deity's temples are places for families to gather and have fun. More play than sermons are encouraged in her holy structures. Clerics are to help worshipers with their gardening, hide, and seek is a game played every day with the young and old of the temple. When carnelian gems appear for sacrifice, half of them are used to pay for feasting and high feast days are a regular event.

ARTIFACT: QUARTERSTAFF OF KEELY CHOICEROOT

The weapon has a lawful good alignment. It has a will of 17. The staff can *cure light wounds* 3/day. It strikes for 1d12 +3 and does double damage versus orcs and goblins. The staff is often lent to worshipers who are about to enter the lands of other humanoid races. The weapon has a purpose to defend halflings.

ARTIFACT: CLOAK OF KEELY CHOICEROOT

The cloak is lent to newly-made warriors of the first and second level who are out to protect their village. The artifact combines the powers of a displacer cloak, invisibility ring, and +5 protection ring.

KEELY'S AVATAR

Keely appears near new villages of her worshipers. She looks to remove the more deadly creatures that might lair near her people. In typical ranger fashion, she is hardly ever seen, but her actions do a great deal to protect her people.



Avatar of Keely Choiceroot: (lawful good), 20th level ranger, HP 140, AC 19, MV 80 ft. Primary Attributes: strength 26, wisdom 25, dexterity 22. She has an +4 adamantine short bow and uses +4 adamantine arrows for ranged combat. Keely has all the abilities of a 20th level ranger. Several times when she has appeared to help fight orc or goblin armies, she has ridden a young golden dragon into battle.

SHADOW CHOICEROOT

DEITY OF COURAGE

GOD SYMBOLS: Short Sword, Shield, Chain Mail Shirt, Almandite

DEITY PROVINCE: Battle, Courage, Hunting

CEREMONY: The worshiper's first kill must be made into a belt pouch and cloak if there is enough of the fur.

TABOO: Worshipers will never run from a battle, but they can hide on the edges.

GRANTED ABILITIES: Fear and charm spells have no influence on worshipers of this deity.

Battle practice fields are the temples for this deity. His clerics help train all worshipers in the art of war and being brave.

Shields with almandite gems at their centers are the holy symbols of the order.

Normal worshipers are not allowed to advance in levels until they have faced powerful foes and defeated them or driven them from the battlefield. Normally, halflings are fond of humans, but the worshipers of Shadow all try to keep their distance from humankind.

ARTIFACT: ADAMANTINE WAR HAMMER OF SHADOW CHOICEROOT

The weapon is given once to any worshiper who sacrifices a number of almandite jewels to Shadow's altar. The weapon has a will of 18, with empathy to help its wielder. It can cast faerie fire 3/day and darkness 3/day. The weapon does 2d10 +4.

ARTIFACT: MITHRAL CHAIN SHIRT OF SHADOW CHOICEROOT

The shirt provides +5 protection and doesn't allow ranged attacks to hit its wearer.

AVATAR OF SHADOW CHOICEROOT

His avatar always appears when evil humans come into his worshiper's area to do mischief.

AVATAR OF SHADOW CHOICEROOT (neutral evil), 20th level barbarian, HP 170, AC 21, MV 80 ft. Primary Attributes: constitution 26, strength 25, dexterity 25. He has all of the abilities of a 20th level barbarian. He often rides a giant shadow mastiff into battle. He strikes four times a round with his hammer.



HALFLING PANTHEON

SOPHIE TALLFELLOW

DEITY OF LANGUAGES, MAGIC, AND TRAVEL

GOD SYMBOLS: Tome, Red Flag, Yellow Diamond

DEITY PROVINCE: Languages, Magic, Travel

CEREMONY: When a worshiper comes of age, they must make a long trip to some far-away human settlement.

TABOO: Worshipers must always have a backpack filled with useful things near at hand.

GRANTED ABILITIES: Worshipers all have a +2 to their constitution.

Sophie's temples are all stone towers set in the middle of any village or town of her worshipers. Her holy people are wizards instead of clerics and there is always a 10th level caster or two in her temples helping teach the apprentices. Languages are a big deal to the deity and many languages of the various cultures around the village are taught to the worshipers giving the merchants of the sect a big advantage in trading with other cultures.

SOPHIE'S ARTIFACT: 7-LEAGUE BOOTS OF SOPHIE TALLFELLOW

The boots are legendary among Sophie worshipers. They allow the wearer to go seven miles with each step. They allow for levitation and can cast *haste* 4/day. They also give +3 protection as the ring. When worshiping halflings turn 20, they gain use of an exact copy of the boots for twenty days. Sometimes the birthday halflings sell their use of the boots to other adventurers.



ARTIFACT: SOPHIE TALLFELLOW'S CLOAK OF MANY THINGS

Those who wish to use the cloak for twenty days must bring a new spell scroll to the temple to acquire that honor. The cloak is a portable hole, cannot be destroyed, provides an armor class of 19 to the wearer, and blocks all physical missiles hurled at the wearer.

AVATAR OF SOPHIE

Sophie has long battled orcs and goblins as they continue to attack the homes and villages of her worshipers. She especially likes going into orc lairs and battles in them to the last orc.

AVATAR OF SOPHIE (*lawful good*), 20th level wizard, HP 75, AC 22, MV uses artifact boots, Primary Attributes: intelligence 26, dexterity 24, charisma 22. She has all the powers of a 20th level wizard. Spell levels: 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5. She uses two +5 mithril daggers in combat (1d6 +5/1d6 +5) and she can strike with both daggers in a round without penalties.

PRESTON TALLFELLOW

DEITY OF THE SWORD

GOD SYMBOLS: Sword, Peridot

DEITY PROVINCE: War, Sword Use

CEREMONY: When a worshiper comes of age, they must quest for the perfect sword.

TABOO: Worshipers can never sell swords they acquire.

GRANTED ABILITIES: Worshipers are +2 in sword use.

This deity has the fewest of worshipers and they are generally males. His temples are all fencing studios dedicated to the use of the sword and no other weapon. Using a blade is worship to Preston and all of his people are skilled at using the sword. There are some humans who worship as well, because they want to learn all there is about the sword.

The sect is unusually well organized and all of their weapons are expertly made and come to them at normal sword prices. Weapon smiths from surrounding countries are paid well to provide swords for new worshipers.

ARTIFACT: SINGING SWORD OF PRESTON TALLFELLOW

This mithril, +5 sword has a will of 23 and a lawful good alignment. It uses speech and telepathy for its wielder. Its lesser powers are *faerie fire* 3/day, *detect magic* at will, *deflect missiles* 3/day, and *locate object* 3/day. Its greater powers are: *lesser globe of invulnerability* 1/day, *quench fires* 3/day, *teleport* 2/day, and *locate creature* 3/day. The sword begins singing in combat and all allies hearing the music are blessed and gain a +2 to strike. The weapon does 2d10 +5 and +10 more when striking orcs as its purpose is to slay orcs and orc avatars. The weapon often appears in the hand of one of Preston's followers when they are facing great odds in a battle with orcs or goblins.

PRESARTIFACT: DRAGON SWORD OF PRESTON TALLFELLOW

The scimitar is a lawful good aligned weapon with a will of 20. Its purpose is to slay dragons. Its speech is halfling and it warns its wielder so that he is never surprised. The weapon does 2d10 +5 and doubles that when damaging dragons of all types. Its lesser powers are: *locate object* 3/day, *suggestion* 3/day, and *detect magic* at will. Its single greater power is *light* as bright as daylight 3/day. The weapon is gifted to whoever is fighting alongside Preston when his avatar dies. All of the other equipment of the avatar vanishes when the avatar turns to dust.

AVATAR OF PRESTON TALLFELLOW

Preston's avatar only appears in battles against other avatars or dragons.

AVATAR OF PRESTON TALLFELLOW (lawful good), 20th level knight, HP 140, AC 20, MV 90 ft. Primary Attributes: charisma 26, strength 25, dexterity 22. He has all the abilities of a 20th level knight. He fights with two swords and can strike twice a turn with both of them with no penalties. He always rides a double-sized mountain lion into battle. If he dies in the fight, the lion vanishes from the battlefield.

THE TRIPLETS: BRECKON, JAMESON, THEON,**DEITIES OF PRODUCTION**

GOD SYMBOLS: Smith Hammer, Carpenter's Saw, Hunter's Crossbow, Gold Star Sapphire

DEITY PROVINCE: Building anything, Making defensive structures, Hunting enchanted beasts

CEREMONY: All worshipers build a house, strengthen a fort, and hunt for a magical beast before they can go above 5th level.

TABOO: Tools are never sold by worshipers.

GRANTED ABILITIES: Worshipers are +1 on defense, +1 with ranged weapons, and +1 in dexterity.

The temples of the Triplets are an odd combination of blacksmith shop, carpenter shop, and tannery. halflings flock to the temples to learn trades, buy goods, and sacrifice their time and gold to the betterment of the village or town where the temple rests. All of the Triplet clerics must have skills in smithing, building, and hunting before they can rise above the third level.

ARTIFACT: HAMMER OF BRECKON

The weapon is unbreakable and balanced for throwing and its magic allows it to be tossed up to a hundred yards away before it flies back to its wielder. It's a +4 adamantine weapon doing 2d12 +5 and doubles that versus orcs and trolls. Breckon allows his hammer to come into the hands of worshipers building walls around their villages or other types of fortifications. When that hammer is used to work stone or metal, it does it three times faster than normal smithing hammers.

**ARTIFACT: BATTLEAXE OF JAMESON**

The weapon is a +4 adamantine vorpal weapon doing 3d8 +4 in damage. Jameson often lends his axe out to foresters who can chop down any large tree with a single blow.

ARTIFACT: CROSSBOW OF THEON

The magical weapon can hit anything the wielder sees. It never misses and as regular heavy bolts come into the weapon, they are magically transformed into +4 adamantine bolts doing 2d10 +4 points of damage. Theon often lends his bow to hunters who have to hunt dragons newly-come into their hunting grounds.

AVATARS OF THE TRIPLETS

The avatars appear in ones and twos depending on the difficulty of the task or enemy that needs to be taken care of. Only twice in the history of the order has all three triplets appeared, and then an avatar dragon needed killing, as it led an army of trolls into the hills of the halflings. The avatars have different likes and dislikes, but all appear as the same type of fighter.

AVATARS OF THE TRIPLETS (lawful good), 20th level fighters. HP 200, AC 22, MV 80 ft. Primary Attributes: strength 26, intelligence 25, charisma 24. When working among their worshipers, they appear in normal halfling clothes. When about to enter battle, they appear in highly magical ring mail with great helms and mithril shields.

HALFLING PANTHEON

HALFLING SPELLS

A halfling spell caster with the proper level can use halfling spells.

HIDE, Level 0, all spell casters

CT 1	R 10 ft.	D 2 tns./lvl
SV n/a	SR yes (h)	Comp V

In the racial trait of a halfling to hide, this spell removes the penalties for movement. The spell also gives a +2 to the dexterity check of hiding. The spell only works for halflings.

BUMPER CROP, Level 1, all spell casters

CT 2	R one plowed field	D planting season
SV n/a	SR n/a	Comp V, M

Using the seeds planted in a field, this spell causes double the normal yield of the field.

GUARD SPIRIT, Level 2, all spell casters

CT 1	R 50 ft.	D 2 rds/lvl
SV n/a	SR n/a	Comp V

When the spell is cast, it is fixed to an area. Any new beings entering the area cause the spirit to bark out a warning. Also, a bright light shines in the eyes of all new beings coming in the area for the duration of the spell, or until the caster orders the light put out.

The spirit catches and safely deflects all ranged weapon attacks directed into the radius of the spell.

LUCK, Level 3, all spell casters

CT 3	R touch	D 3 rds/lvl
SV n/a	SR n/a	Comp V, M

Using a thousand gold pieces in diamonds, the spell grants a +2 for striking foes, for making attribute checks, and for resisting illusions.

HALFLING FOG, Level 4, all spell casters

CT 1	R 150 yards/lvl	D 1 tn/lvl
SV n/a	SR n/a	Comp V, M

The spell uses ground beryl gems (2,000 gp.). The dust is tossed into the air and a thick fog fills the air all around the caster. The caster and all other halflings can see as if it was daytime, even in the dark. If the caster or other halflings attack while the spell is up, the fog vanishes.

LOTS OF HELP, Level 5, all spell casters

CT 1	R special	D special
SV n/a	SR n/a	Comp V, M

The spell uses a small silver horn. The horn is blown and any natural beast, bird, or insect that doesn't make its mental check comes to see what is happening to the caster. Each creature may or may not help in the conflict. Insects buzz into the faces of the foes of the caster. The larger creatures like bears, wolves, and mountain lions seriously consider attacking the foes of the caster. Birds fly into the face of the foe.

If the caster survives the battle, they are expected to work the land in and around the area of the spell. This working is to provide more food for all the creatures that came to help. If the caster does not do this work within thirty days, the spell never works for them again.

100 CASTLES & CRUSADES

CAVE BEAR SPIRIT, Level 6, all spell casters

CT 1	R 50 ft.	D 1 rd/lvl
SV none	SR no	Comp V, M

Using a bit of cave bear fur that turns to dust with the action of the spell, a ghostly cave bear appears and attacks whatever the caster directs them to attack. The enchanted spirit can only be hit by magical weapons. The spirit never attacks halflings no matter what the caster directs.

WHERE'S THE TREASURE, Level 7, all spell casters

CT 1 tn.	R 100 yds/lvl	D 1 rd/lvl
SV none	SR no	Comp V, M

A 500 gold piece gem is turned to dust with the casting of this spell. If there is a mass of treasure in the caster's search area, the size of the treasure and a golden path towards it forms for the caster to see. Multiple treasures over 500 gold pieces can be seen with this spell.

MUCH NEEDED WEAPON, Level 8, all spell casters

CT 1	R 5 feet	D 1 rd/lvl
SV none	SR no	Comp V

This spell creates a magical weapon perfect for facing a single foe the caster watches. The caster is then able to strike twice a round with the weapon. The weapon is magical, does 2d6 in damage, and strikes as if the caster was a fighter with a level equal to the caster's current level. No other person can use the weapon and it's never a ranged weapon. If there is remaining duration to the spell, the caster can use the weapon on other foes.

HALFLING DRAGON, Level 9, all spell casters

CT 1	R touch	D 1 tn/lvl
SV no	SR yes (h)	Comp V, M

The spell uses a dragon scale from a lawful dragon. The scale turns to dust with the casting of this spell. The caster or one who wishes to be changed is transformed into a fifty-year-old version of the dragon whose scale has been used. The dragon has all the memories and skills of the changed character plus the powers and abilities of the new dragon form. If the dragon dies, it transforms back into the still-alive character, who now has one hit point. If the dragon lives, and transforms back into the character, that character would heal half of his lost hit points.

HALFLING DRAGON

NO. ENCOUNTERED: 1 or a mated pair

SIZE: Medium

HD: 8 (d10)

MOVE: 50 ft, 40 ft. (fly), 30 ft. (swim)

AC: 18

ATTACKS: 2 claws (1d6/1d6), Bite (2d6)

SPECIAL: Tail Sting, Darkvision 60 ft, Scent, Spell-like Ability

SAVES: P

INT: Low

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 7

XP: 825 +8

Halfling dragons enjoy living around halfling villages and make their lairs in the higher hillsides and mountains within a few miles of halfling settlements. The dragon is about the size of a large pony. Its scaly flesh always matches its surrounds and can instantly go from shadowed forest to the blue of the sky. It has small wings that look like they wouldn't be able to lift it into the air, but the dragon can fly for a thousand miles without resting.

Combat: The creature swoops down and rakes foes with its claws. For the more dangerous foes, the dragon stings with its tail. The poison of the sting forces a constitution save and the victim takes ten points of poison damage with a save to half that.

Illusion: The dragon has a special illusion ability that allows it to appear as a halfling. In this disguise, it often travels with young halflings on their first quests. The dragons know halflings can discover interesting things and much treasure. The dragon has no trouble helping and taking the greater share of gems and magic items for its part.

Hiding: The dragon has observed halflings long enough to have perfectly copied the halfling ability to hide in any type of environment.

Treasure Use: Although the intelligence of the creature is not great, it is capable of wearing and using magic items that it finds. Such dragons often wear a magical ring on one of its talons. They are capable of using bags to hold potions and spell scrolls they find in their travels.

HALFLING CANINE

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 6 (d8)

MOVE: 50 ft.

AC: 16

ATTACKS: Bite (1d12), Trip

SPECIAL: Darkvision 60 ft., Immunity to Fire Spells, Resistance to Fire, Scent

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 4

XP: 280 +6

The size of a pony, these canines come in all colors and halflings have great fun breeding them for size and look. These canines are wonderful with halfling children, but are fierce protectors when non-halflings come to do mischief in halfling lands. Their fur is very thick and rough allowing them to only take half damage from edged weapons.

Combat: Very intelligent fighters, these canines go for the throats of their foes and failing that, bite at the legs to try and slow down their victims. Halflings often give them heavy spiked collars to protect their vulnerable throats from attack.

Trip: A canine can drag a victim to the ground with a successful bite. The opponent is allowed a save versus dexterity to resist

being pulled off their feet. If they fail in the save, they lose initiative the next round.

Special Abilities: The canine is totally immune to fire spells. Its fur always carries a heavy load of moisture making it take half damage from normal fires.

HALFLING THORN HEDGE

NO. ENCOUNTERED: 1

SIZE: Large

HD: 6 (d8) per ten-foot section

MOVE: 0 ft.

AC: 16

ATTACKS: Special

SPECIAL: See Text

SAVES: P

INT: Plant

ALIGNMENT: Neutral

TYPE: Magical Plant

TREASURE: 1

XP: 180 +6 per ten-foot section

It's a little known fact that halflings spend a great deal of time forming and nurturing halfling hedges around their communities. The hedges tend to blend into the countryside and are difficult to spot until one comes within ten feet of them. The hedges are at least ten feet thick and ten feet high. The thorns on all of the vines are extremely sharp and resistant to damage. Just touching the hedge can tear clothes or pull at armor so that one falls deeper into the hedge. Any patch of the hedge does 3d4 points of damage to one trying to chop their way through or pull their way out.

Unknown to those not familiar with the hedges is the fact that the lowest foot and a half of the hedge vines have no thorns. It is easy for halflings to move their way through such hedges.

The oldest of halfling towns have several layers of these hedges surrounding the town with only one opening in the hedges down the main road.

Combat: The nature of the hedge pulls victims deeper into the thorns. Even those in armor have the edges of the armor grabbed by thorns that tug the victim further into the hedge. The thorns rip and tear at the body of the victim doing 2d6 in damage. A victim must make a strength check to pull out of the hedge. Failure to make the check pulls the victim five feet into the hedge, they will have to make two checks to get out the next time, and they are taking damage from the thorns. Even those in armor take damage as the thorns pull at gauntlets, boots, and helms and rip them off in the second and third round of the hedge action. Chopping into the hedge does little as the vines are very elastic and move aside from the action of the edged weapons.

HUMANOID PANTHEON

WHY DO THIS ONE?

When there is only the chance of a half-orc player character needing any of these deities, you might ask, “Why include this one?” The answer is the player characters are going to face these worshipers and they will know what type of deity these monsters worship because of the advantages their evil gods give them in battle. After reading this book, they are going to say, “Oh, I’m fighting Mecur-opp orcs.” They will know this because every one of the little monsters is throwing a *magic missile* at them during the battle. Suddenly those orcs, that were easy to kill, are tougher, more deadly opponents. This now becomes true of all of the humanoid races as their deities give them big edges in battle through their faith.

CREATION MYTH

Consider the same dragon that produced the elves and halflings. For generations hundreds of small parasites lived and grew strong in the darkness of the belly of the dragon. In the darkness, they didn’t care who mated to whom, and life was good as they ate into the flesh of the sleeping dragon. A sunny day came and the dragon turned over and in a sleepy state, it noticed a large itch on its belly as massive eruptions hid creatures huddling in

the body of the dragon to keep out of the brightness of the sun. Magical dragon talons swoop down and scratch at the hard belly scales and the wounds the parasites caused. Suddenly hundreds of orcs, ogres, and the like fly from the talons of the dragon and are spread out over the mountainside howling in the pain of the sunlight. The humanoids move into the rocky shadows as soon as possible and one group is thrown into a mountain stream and dives into the darkness of the water, swimming down stream into the swamp.

ORCS AND KOBOLDS TOGETHER?

Orcs have two primary gods, but often, they think about their lairs or something else and a Kobold goddess or an ogre god covers that area and becomes an orc god with the same name and powers as the kobold one. When they make statues to Fellon Sans, their version is an orc image, but the god still answers their shaman prayers and orc worshipers are still +3 to strike and do damage when defending their communities. That feature is how knowledgeable enemies know whom the orcs worship as they attack.



TORGAN THAL

ORC GOD OF DESTRUCTION

GOD SYMBOLS: Star, War Hammer

DEITY PROVINCE: Destruction, Dragons

CEREMONY: Worshipers must tame or kill dragons once in their lifetime.

TABOO: Worshipers can't live in the dwellings of other races.

GRANTED ABILITIES: All worshipers are +2 on damage and +5 in damaging structures and walls.

TORGAN THAL TEMPLES

This deity's temples are always located at the center of any orc habitation. If its one hovel, there is a small alcove dedicated to Torgan Thal. If it's a community, it's a large hall of stone with an altar filled with quality war hammers to be used by the worshipers in case of attack. If it's a large community, it's still at the center of the population, but not only is it a hall, it's a collection of weapon smiths making quality war hammers for sale in the city and trade in the country. Every worshiper is a well-trained fighter and uses a hammer from the temples when trying to save their homes and city.



ARTIFACT: TORGAN THAL MAUL

The maul is a +4 weapon that strikes for 2d10 +4, also blocking the first four points from any attack directed at the maul wielder. The maul is never loaned away.

ARTIFACT: TORGAN THAL PUNCH DAGGER

The dagger is a +3 weapon that strikes for 1d12 +3 + poison forcing a constitution save or the victim dies. The dagger is never loaned away.

TORGAN THAL AVATAR

Torgan appears in avatar form only when his worshiper's cities are attacked by invading armies.

TORGAN THAL AVATAR (*lawful evil*), HD 20 (d10), HP 200, AC 21, MV 50 ft. *Primary Attributes:* strength 21, dexterity 20, constitution 19. He isn't light sensitive. He stands eight feet tall. He has all the powers of a 20th level barbarian and can strike twice a round with his punch dagger and maul. He often appears riding a mature black dragon into battle.

MECUR-OPP

ORC GODDESS OF MAGIC AND LIES

GOD SYMBOLS: Magic Wand, Skulls of all types, Black Orchid

DEITY PROVINCE: Magic, Spells, and Lies

CEREMONY: Worshipers must convincingly lie to another race before they advance beyond the fourth level.

TABOO: The truth can never be told to another race.

GRANTED ABILITIES: All worshipers have the *magic missile* spell where their level equals a wizard's level in considering the number of missiles they get.

MECUR-OPP TEMPLES

These temples are tall, thin towers surrounded by large courtyards and high walls. Often used as warning towers, they also serve to train the orc shaman into higher-than-normal-level wizards. The tower temples are thick with magical protections from wizard locks, to traps blasting large fireballs.



ARTIFACT: MECUR-OPP SPHERE

The sphere is summoned to hand out of a pocket dimension. It doubles the power of any damaging spell. It also absorbs zero to fourth level spells thrown at the wielder and allows the wielder to cast them back when they wish. The sphere was only given once to a human wizard, and no one knows what the wizard gave up for the right to use the sphere.

ARTIFACT: MECUR-OPP SKULL STAFF

The staff throws 10d6 lightning bolts and fireballs without using charges. It has never been loaned by the goddess.

MECUR-OPP AVATAR

This avatar rarely appears. She has been known to come to the aid of her temples when a lawful dragon attacked the area. She appears when there are many magic foes attacking her worshipers and expects to take back all the magic of the defeated foes. She has appeared to help loot rich lairs and she took all the magic to be found there.

MECUR-OPP AVATAR (*lawful evil*), HD 20 (d10), HP 200, AC 21, MV 50 ft. *Primary Attributes:* intelligence 21, wisdom 20, constitution 19. She isn't light sensitive. She stands eight feet tall. She has all the powers of a 20th level wizard. *Spell levels:* 0th-8, 1st-8, 2nd-8, 3rd-7, 4th-7, 5th-6, 6th-5, 7th-5, 8th-4, 9th-4.

HUMANOID PANTHEON

FELLON SANS

KOBOLD GOD OF THE CAVE

GOD SYMBOLS: Short Bow, Five Arrows in a Star Pattern, a Blaze

DEITY PROVINCE: Lairs, Fortifications

CEREMONY: Ten gold coins are always buried in the entrance of a kobold lair.

TABOO: Worshipers cannot have more than 15 kobolds living in a lair at one time.

GRANTED ABILITIES: Worshipers are +3 to strike and do damage when defending their own communities.



FELLON SANS TEMPLES

The temples are deep caverns in the ground with several long corridors leading to the cavern. The corridors have holes in the walls allowing worshipers to use their bows on those entering the area. All of these caverns and corridors are four feet tall at their highest. On one end of each corridor is a huge, round, boulder-release trap. The kobolds can release this heavy stone to roll all the way down the corridor and crush the unwary who invade their lairs.

ARTIFACT: FELLON SANS BOW

The magical bow hits anything it is aimed at and does double the normal heavy crossbow damage. It has never been loaned to a worshiper.

ARTIFACT: FELLON SANS DEMON SWORD

The sword gives the wielder an armor class of 25. It strikes to 3d6 +3 and takes a strength point from the victim for 48 hours. It has never been loaned to a worshiper.

FELLON SANS AVATAR

The avatar appears in the communities of nonworshipping kobolds and tries to get them to believe.

FELLON SANS AVATAR (*lawful evil*), HD 20 (d4), HP 80, AC 25, MV 70 ft. *Primary Attributes:* strength 22, wisdom 20, dexterity 18. *The avatar has all the powers of a 20th level fighter. He strikes three times a round with his demon sword. He is immune to charm and hold spells of all types.*

BENON SEPTEP

KOBOLD GODDESS OF ASSASSINS AND THE NIGHT

GOD SYMBOLS: Leaf-shaped Dagger, Skull Amulet

DEITY PROVINCE: Assassination, Starry Night

CEREMONY: In a coming of age rite, the worshiper is given a poisoned, leaf-shaped dagger,

TABOO: Nonpoisoned weapons can never be used by these worshipers.

GRANTED ABILITIES: When worshipers hit the flank or back of a victim, they do +3 points of damage.

BENON SEPTEP TEMPLES

These temples are always located in large kobold enclaves. They are caverns in the deepest part of the community. These caverns are filled with traps for the unwary and magical cursed portals that explode in the faces of invaders.

ARTIFACT: BENON SEPTEP DAGGER OF DEATH

The dagger does 15 points for each successful strike. The magic of the dagger allows it to ignore all the magical protections surrounding the victim. It is never given to a worshiper.

ARTIFACT: BENON SEPTEP SKULL AMULET

The amulet holds the life of the wearer and it's necessary to do fifty points of damage to the amulet to do any damage to its wearer. It is never given to a worshiper.

BENON SEPTEP AVATAR

Benon has appeared when it was necessary to assassinate the leader of an invading army attacking a kobold metropolis.

BENON SEPTEP AVATAR (*lawful evil*), HD 20 (d4), HP 80, AC 25, MV 70 ft. *Primary Attributes:* strength 22, wisdom 20, dexterity 18. *The avatar has all the powers of a 20th level assassin. She strikes three times a round with her dagger. She is immune to charm and hold spells of all types.*



GRONGE

GOBLIN GOD OF THE HUNT

GOD SYMBOLS: Javelin, Boar Spear, Arrow

DEITY PROVINCE: Hunting Anything

CEREMONY: A worshiper must kill another goblin before they are allowed to worship Gronge.

TABOO: Worshipers must attack all humanoids with ranged weapons before they can attack with melee weapons.

GRANTED ABILITIES: Gronge worshipers are never attacked by reptiles including dragons, unless they attack first.

GRONGE TEMPLES

The temples are hidden thorn towers in the dark of the woods, within miles of goblin lairs. There are powerful goblin shaman spreading the worship of Gronge from every one of these temples. Any invaders will have many arrow attacks as the thorn towers have long corridors of thorns with areas for goblin archers at the ends of the corridors.

ARTIFACT: GRONGE GAUNTLETS

The gauntlets fire 2d6 lightning bolts and make the wearer immune to all lightning attacks. These artifacts have never been lent to a worshiper.



ARTIFACT: GRONGE HELM

The helm gives the wearer an armor class of 20 and they can teleport to any place they can see. The artifact has never been given to any worshiper.

GRONGE AVATAR

The avatar always appears when humans attack the temples of Gronge.

GRONGE AVATAR (*lawful evil*), HD 20 (d6), HP 120, AC 20, MV 80 ft. Primary Attribute: strength 22, constitution 22, dexterity 20. The avatar uses a magical +3 long bow in ranged combat, and then his gauntlets for melee.

ZEPTUNA

GOBLIN GODDESS OF DARK PLACES

GOD SYMBOLS: the Moon, Goblin Head, Single Goblin Eye

DEITY PROVINCE: Darkness, the Night

CEREMONY: All young goblins go on a fasting vision quest before they become adults.

TABOO: Any who bring light into the darkness must be killed.

GRANTED ABILITIES: Wearing all black, worshipers are -3 to be hit by ranged attacks and in the darkness are +2 to strike with ranged attacks themselves.

HUMANOID PANTHEON

ZEPTUNA TEMPLES

These are at the north edge of any goblin community. They are always covered in darkness spells that the worshipers have no problem looking through as if they weren't there. The temples are goblin high except for the large central meeting chamber where a ten-foot-tall statue of Zeptuna fills the center area.

ARTIFACT: ZEPTUNA SWORD OF DARKNESS

The sword is a +4 adamantine long sword striking for 2d10 +4 and double that versus humans. The weapon has never been lent to a worshiper.

ARTIFACT: ZEPTUNA CROWN OF DARKNESS

The crown gives the wearer an armor class of 22. It allows the

Zeptuna Avatar to teleport anywhere she has been before. It also allows her to hurl 10d6 fireballs every round if she wishes. The crown has never been lent to a worshiper.

ZEPTUNA AVATAR (*lawful evil*), HD 20 (d6), HP 120, AC 22, MV 80 ft. *Primary Attribute: wisdom 22, constitution 22, charisma 20. The avatar uses her sword in melee combat and can hurl 10d6 fireballs from her crown of darkness.*

GROORG

OGRE GODE OF WAR AND THUNDER

GOD SYMBOLS: Crushed Skulls, Broken Fort Walls

DEITY PROVINCE: War, Siege Engines, Thunder, and Rain

CEREMONY: All worshipers must learn to build catapults and onagers.

TABOO: Worshipers can't advance in levels until every castle they see belongs to their army.

GRANTED ABILITIES: Worshipers gain +5 in breaking down doors and opening chests. They have a tenth level rogue's ability to spot a trap in any area.

GROORG TEMPLES

Groorg's temples are fortified castles high on mountains. Large ogre bands try to build such structures in just a few weeks as they always cut the stones for such structures before they set one stone on a foundation. The magics of Groorg allow for unusually strong walls and towers.

ARTIFACT: GROORG ARM BRACERS

The arm bracers increase the intelligence of the wearer by 2. The bracers also prevent any damage from magical fires or lightning. Shaman who have successfully built large castle temples for Groorg are often given the bracers for a year.

ARTIFACT: GROORG SPIKED MACE

The mace is an adamantine weapon doing 4d10 +4 and double that versus dragons and giants. It has never been loaned to a worshiper.

GROORG AVATAR

The avatar always appears to help defend a castle temple against the attacks of humans and their armies.

GROORG AVATAR (*chaotic evil*), HD 15 (d10), HP 150, AC 25, MV 50 ft. *Primary Attributes: dexterity 26, constitution 22, wisdom 19. The avatar can slam for 2d20, but rarely does so. When it is defending a temple, the sun is constantly blackened with dark thunderclouds and it rains any time Groorg wants.*



PATROCKA

OGRE GODDESS OF PURE EVIL

GOD SYMBOLS: Mammoth skull, Blue Spinel

DEITY PROVINCE: Evil, Death, Disease

CEREMONY: Food is often boiled by worshipers in homage to Patrocka's power.

TABOO: Food over ten days old can never be eaten.

GRANTED ABILITIES: Worshipers can only be cursed by shaman of Patrocka.

PATROCKA TEMPLES

Her temples are always in large caverns and her worshipers capture young evil dragons and tame them to grow older as the defenders of the temple. Her largest temples have ancient red dragons guarding all of the exits.

ARTIFACT: PATROCKA BONE NECKLACE

The necklace allows her to control dragons with spells that are +4 to charm monsters. This artifact has never been given to a worshiper.

ARTIFACT: PATROCKA WORG CLOAK

The worg cloak is often imitated by worshipers. Her favored clerics have their cloaks turned into +3 cloaks of protection by the magic of Patrocka. Her artifact cloak prevents all ranged spells and ranged attacks from touching her. This cloak has been loaned often to worshipers attacking lawful good characters. The cloak vanishes back to the goddess if her worshiper dies.

**PATROCKA AVATAR**

She appears whenever lawful dragons or paladins come to attack her people.

PATROCKA AVATAR (*chaotic evil*), HD 25 (d10), HP 250, AC 25, MV 60 ft., 100 ft. (flying) *Primary Attributes:* intelligence 26, dexterity 25, strength 24. The avatar can slam for 2d20, but rarely does so. She is into the pestilence and plague way of affecting nonbelievers, and it is rare for an invading army not to get plagued.

SUNGO**HOBGOBLIN GOD OF MAGIC**

GOD SYMBOLS: Skull Staff, Purple Ametrine Gem

DEITY PROVINCE: Magic, Curses

CEREMONY: Worshipers must kill a human with a magical item before they can rise to the fifth level of advancement.

TABOO: Worshipers must always attack magic users first in any battle.

GRANTED ABILITIES: Worshipers cannot be hurt by magic missiles and are +2 in their resistance of all magical fire attacks.

SUNGO TEMPLES

The temples are black towers, often magicked in one night. It is filled with magical traps that worshipers cannot spring as they move about the levels. Shaman of Sungo move about the hobgoblin lands healing worshipers. Worshipers that give numbers of Ametrine gems are often given a low-level shaman to help them in what they do.

ARTIFACT: SPHERE OF SUNGO

The sphere can be summoned by high-level shaman using ametrines. The sphere can be thrown at enemies and blinds them if they don't make their intelligence check. When held, it absorbs zero through third level spells thrown at the holder of the sphere.



HUMANOID PANTHEON

ARTIFACT: T-REX BONE RING OF SUNGO

This ring has never been given to a worshiper. It allows the wearer to turn into a Tyrannosaurus Rex. The creature has its own saving throws and hit points and when transforming back, it heals the ring wearer of half their lost hit points. If the T-rex dies, the wearer is restored with one hit point.

SUNGO AVATAR

The Sungo avatar seeks to collect magic and sacrifice it on his temples altars. If a large treasure cache of magic becomes known, his avatar appears among his worshipers and the tribe searches for the treasure.

SUNGO AVATAR (*lawful evil*), HD 20 (d10), HP 200, AC 20, MV 60 ft. *Primary Attributes:* intelligence 22, dexterity 22, constitution 21. *This avatar can see as bright as day in fogs, darkness, or blinding snow. It can cast cleric or wizard spells of the following levels:* 0th-5, 1st-5, 2nd-5, 3rd-4, 4th-4, 5th-3, 6th-3, 7th-2, 8th-2, 9th-1.

YUNGO

HOBGOBLIN GODDESS OF DEATH

GOD SYMBOLS: Diamond, The Sun

DEITY PROVINCE: Death, Sunlight

CEREMONY: There is a blood-drinking rite done in the darkness of the equinox for all worshipers.

TABOO: Worshipers must attack enemy shaman last, giving them the chance to retreat from a battle.

GRANTED ABILITIES: Worshipers gain a +3 on all their saves versus poison or curses.



YUNGO TEMPLES

Yungo temples are always on islands, either underground or in the ocean. Trolls also worship Yungo and there are always large families of trolls living in Yungo temples.

ARTIFACT: YUNGO DEATH SWORDS

The swords are +3 vorpal blades. +1 imitations are long swords that are given as rewards to powerful worshipers. The true death swords have never been given out to worshipers.

ARTIFACT: YUNGO DEATH ARMOR

The armor is highly magical and doesn't allow destructive magics to touch the wearer. It gives Yungo an armor class of 25 and turns to dust when her avatar dies.

YUNGO AVATAR

Yungo will appear whenever an enemy avatar has come to attack her worshipers. She also appears when she wants a new temple built.

YUNGO AVATAR (*lawful evil*), HD 20 (d10), HP 200, AC 25, MV 60 ft. *Primary Attributes:* intelligence 22, dexterity 22, constitution 21. *This avatar can see as bright as day in fogs, darkness, or blinding snow. Yungo leads attacks against magic users when she is in a battle. There are no stories of her ever losing in a fight.*

SSETHESSEL

LIZARDFOLK GOD OF THE SWAMP

GOD SYMBOLS: Lizardfolk Skull, Mummified Lizardfolk Talon, Green Jade

DEITY PROVINCE: Swamps, Black Dragons

CEREMONY: Any new Ssethessel temple summons an ancient black dragon with a spell so that the temple is guarded.

TABOO: Never eat anything with six or more legs.

GRANTED ABILITIES: All worshipers can hurl spears with a +2 to strike.

SSETHESSEL TEMPLES

Ssethessel temples are huge domes made of woven swamp grass. Some of the older ones are a mile long and wide. There are many types of creatures used as guards and food in each of these temples.

ARTIFACT: SSETHESSEL BONE ARMOR

Edged weapons can't pierce the armor. It has often been loaned to leaders who gave green jade to the temple.

ARTIFACT: SSETHESSEL BONE STAFF

The bone staff does 2d8 and double that against enemies who walk on two legs. It has never been given to a worshiper.

SSETHESSEL AVATAR

The deity appears to help his worshipers defend his temples especially versus humans and dragons.



SSETHESSEL AVATAR (*neutral*), HD 20 (d10), HP 200, AC 18, MV 50 ft., 60 ft. (swim) Primary Attributes: strength 23, constitution 22, wisdom 21. Using his armor and staff, he will lead his worshipers in any struggle.

SSANTHS

LIZARDFOLK GODDESS OF THE HUNT

GOD SYMBOLS: Javelin, Throwing Stick, Blowgun Dart

DEITY PROVINCE: Hunting, The Clan

CEREMONY: On the solstice, all worshipers leave the swamp and don't come back until they have brought food.

TABOO: Destroying any egg for any reason can never be done.

GRANTED ABILITIES: Worshipers can sense any intelligent being in the swamp up to a mile away from their position.

SSANTHS TEMPLES

Dwarves make Ssanths temples. The lizardfolk pay the dwarves in vast amounts of gold to make thick-walled, fortress-like temples to Ssanths in the middle of the swamp. The center of each of these temples is used for maturing eggs. Worshipers of Ssanths are growing in numbers like never before and they're starting to leave their swampy homes as population pressures drive them out of the swamp.

ARTIFACT: SSANTHS CROSSBOW

The heavy crossbow loads itself with magical +3 heavy quarrels. It works as well under the water as well as above the water. It has a line-of-sight range with a +4 to hit anything. While it has never been loaned out, worshipers often copy the style to create formidable, nonmagical, heavy weapons.

ARTIFACT: CROWN OF SSANTHS

The crown has never been loaned out. It stops half of all damage from striking the wearer.

SSANTHS AVATAR

She appears whenever a new temple needs to be built and the dwarves need to be paid. She firmly controls her worshipers so that there are no attacks on the working dwarves.

SSANTHS AVATAR: (*neutral*), HD 20 (d10), HP 200, AC 18, MV 50 ft., 60 ft. (swim) Primary Attributes: strength 23, constitution 22, wisdom 21. This avatar has the respect of many dwarven communities in the mountains around her swamps. It is her quest to expand her lizardfolk populations and the swamps they live in.



HUMANOID PANTHEON

HUMANOID SPELLS

PAIN, Level 0, Humanoid Shaman

CT 1 R 50 ft. D 2 rounds

SV intelligence negates SR yes Comp V

The spell causes massive pain to a character's hands and other outer appendages. If they are holding shields or weapons or the like and don't make their check, they drop them and scream out in agony.

ACID BLAST, Level 1, Humanoid Shaman

CT 2 R 10 ft. D 3 rounds

SV dexterity negates SR no Comp V, M

Throwing a half-pound of sulfur dust into the air generates a ten-foot wide cloud of acid with the magic of this spell. It does 3d6 in acid damage to whatever enters the cloud. Breezes of any type dispel the cloud in one round.

THE DEAD WALK, Level 2, Humanoid Shaman

CT 2 R touch D 24 hours

SV n/a SR n/a Comp V, M

Using a body that has died in the last three hours, a type of zombie can be produced. It obeys simple commands and follows the caster of the spell. It does not attack, but can carry whatever the living version could have carried. Any single attack on the dead body doing more than five points negates the walk spell. Only humanoids can be bespelled.

SNAKE SPIRIT, Level 3, Humanoid Shaman

CT 2 R touch D 2 rds/lvl

SV n/a SR n/a Comp V, M

Using a giant snake scale, a spirit creature is summoned. It strikes as a 10d snake monster doing 4d4 points of damage with a successful strike. It can only be hit by magical weapons and it takes three strikes to banish the spell. The snake creature attacks anyone the caster selects.

DEMON SPIRIT, Level 4, Humanoid Shaman

CT 3 R 50 ft. D special

SV n/a SR n/a Comp V, M

The spell requires the flesh of a demon in order to work the magic to bring another demon into the world. A four-foot tall humanoid demon is summoned.

DEMON (*chaotic evil*), HD 3, HP 18, AC 20, MV 80 ft. *Primary Attribute: P. It's claws attack for 4d4, its bite for 3d8 and edged weapons only do half damage against its flesh. It can't be hurt by spells that do damage. It stays to eat one enemy selected by the caster and then it runs away to cause problems in other areas.*

DEATH MIST, Level 5, Humanoid Shaman

CT 3 R 100 yds. D 1 rd./lvl

SV intelligence negates SR yes Comp V

The caster loses all but one hit point when they cast this spell. It generates an evil-looking storm cloud in a 100-yard radius around the caster. All those finding themselves in the cloud must make an intelligence check or die. They can't see in the cloud and their attempts to move out of it are random. Every three rounds, they

must make a new save to survive. This check includes allies, but not the caster who is at the center of the cloud. Winds of any type dispel the cloud in two rounds.

FIRE BLAST, Level 6, Humanoid Shaman

CT 1 R 100 ft. D instant

SV wisdom negates SR yes Comp V, M

The caster must have a flame to make this spell happen. The magic burns up any magic found on a target. It destroys weapons and the like in a blast of fire that does ten points of damage to whoever holds the magics. It does not harm artifacts of any type.

DEATH DUST, Level 7, Humanoid Shaman

CT 1 R 20 ft. D instant

SV constitution to half SR no Comp V, M

A tube is packed with the dried and crushed petals of several black lotus flowers. With the magic of the spell, the caster blows the dust into the face of a foe. That foe takes thirty points of damage, saving to half.

SPIRIT MOUNT, Level 8, Humanoid Shaman

CT 1 R Touch D 1 hour/lvl

SV n/a SR n/a Comp V, M

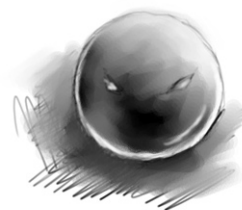
The dried flesh of a large animal is used. The spirit of that animal appears and acts as a mount for the caster. A ghost image of the creature appears and allows itself to be ridden by the caster and any allies that can fit on its back. While riding the mount, they and the mount can only be struck by magical weapons and all spells of control are ineffective. The spirit mount cannot be killed or harmed. It moves at the rate that the slowest rider could walk.

DRAGON SPIRIT, Level 9, Humanoid Shaman

CT 3 R 50 ft. D 1 tn./lvl

SV n/a SR n/a Comp V, M

Using a dragon scale that turns to dust after the spell, a ghostly version of the dragon appears and is controlled by the caster. It has a solid form, even though it appears ghostly. The ghost dragon is most often used as a barrier as it cannot take damage or be killed unless a holy symbol touches its spirit flesh. It can be used as a mount for the caster and its allies. If the caster dies before the spirit goes away, the dragon comes full into the world and attacks the allies of the caster as an alive version of the original dragon. It rages for two hours and then vanishes.



DARK HUNTER**NO. ENCOUNTERED:** 1-4**SIZE:** Large**HD:** 5 (d10)**MOVE:** 60 ft., 30 ft. (climb)**AC:** 20**ATTACKS:** Bite (1d12)**SPECIAL:** Poison, Web, Dark Vision**SAVES:** P**INT:** Low**ALIGNMENT:** Neutral Evil**TYPE:** Magical Beast**TREASURE:** 1**XP:** 240 +5

Dark Hunters appear to be two-foot tall spiders, with midnight black flesh. They are treasured as pets by humanoid races and trained to be silent guards. They create dense web nests in the ceilings of the lairs of the leaders of tribes. As foes come in, the dark hunter spins its webs out in attacks. When the foe flees, the dark hunters are sent to chase down the enemy and attack them from surprise to bring back their heads to the leaders of the dark hunters.

Poison: A victim bitten by a dark hunter makes a constitution save or is paralyzed for 24-hours.

Web: The dark hunter casts a black web and is totally invisible at night. Webs are used to tie up victims and if they don't make a strength save, they can't do anything as the web strands wrap them up.

Combat: These spiders like to attack at night. They are expert trackers and save their attacks for after sunset. They are smart enough to set up ambushes for the victims.

ORC HEX STATUE**NO. ENCOUNTERED:** 1**SIZE:** Medium**HD:** 10 (d8)**MOVE:** 30 ft., 20 ft. (climb)**AC:** 20**ATTACKS:** Slam (1d10)**SPECIAL:** Tendril whips (1d4)**SAVES:** P**INT:** Low**ALIGNMENT:** Chaotic Evil**TYPE:** Construct**TREASURE:** 1**XP:** 600 +10

The orc hex statue is an animated statue created by an orc shaman. The statue guards the entrances to orc lairs or the treasure chamber of a stronghold. These statues are given simple orders and they are able to attack intruders and defend other orcs. They are usually nine feet tall and appear to be made out of bits of rusty metal and wire. The skulls and talons are always made of dwarf or elf bones. There are several large drooping tentacles pulled from some other creature and attached to the statue. These tendrils drag until a victim is spotted and then they come alive and whip out from the statue.

Combat: The creature has long-ranged tendril attacks for 1d8 for each tendril. Their claws strike for closer melee doing 1d6 points of damage. The statue shrugs away half of any damage done with each strike from an enemy.

GOBLIN LIZARD MOUNT**NO. ENCOUNTERED:** 1-20**SIZE:** Large**HD:** 7 (d8)**MOVE:** 50 ft.**AC:** 20**ATTACKS:** 2 Talons (1d6/1d6), Bite (1d12)**SPECIAL:** Darkvision 60 ft., slam (2d10)**SAVES:** P**INT:** Animal**ALIGNMENT:** Neutral**TYPE:** Animal**TREASURE:** None**XP:** 720 +7

The mount is a very docile, huge lizard. The adult is twenty feet long, ten feet at the shoulder, and has a huge tail it uses for balance. The creature enjoys its relationship with lizardfolk and is large enough for several lizardfolk to ride it at the same time.

Combat: The lizard likes to charge its victims and use its massive body to crush prey. It's a carnivore and if it doesn't get fed often, it happily eats its riders.



INDIA PANTHEON

One of the first pantheons to come up with the concept of avatars, many of the gods have named avatars that are just as famous and revered as the gods themselves. This is also one of the few pantheons with active worshipers in today's age. Let me say that it is not the intention of this treatment to degrade or mock the deities of India or any other pantheon. Rather, it is the intention to allow players and Castle Keepers to use the legends of this pantheon in their gaming and maybe learn a little about the pantheon in the process.

There is a rich mythical history in the legends from India. They have unusual monsters and their avatars are constantly fighting these creatures and taming them or killing them to help worshipers all through the land. Demons and devils are common in the lands of India. Not all of them are evil creatures and often the gods 'tame' the demonic creature and it starts doing great good.

Temples tend to be shaped the same throughout the land, except for the statues of the gods in and around them. These temples can sometimes be found in the middle of the wilderness or high in the mountains. These temples have many levels and chambers, and can be difficult mazes to move through. There will be a large central chamber with a single statue of the primary god in the middle of the chamber. Whether the statue is made of solid gold or not is optional.

There are also a great many unusual magical weapons and magical items moving through the myths of India. It's worth a Google of the culture to see powers and abilities of items that no other fantasy game system has matched.

BRAHMA

GOD OF CREATION

GOD SYMBOLS: Lotus, Swan, Bull

DEITY PROVINCE: Creation, Sustenance

CEREMONY: The drinking from a lotus pond is supposed to bring peace

TABOO: One never harms cattle.

GRANTED ABILITIES: All worshipers gain +1 in intelligence and wisdom.

The great Brahma brings life to the world and helps sustain that life through the eating of fine foods. His priests and worshipers work on studying peace and tranquility. His temples are often found in difficult-to-reach areas.

ARTIFACT: BRAHMA'S LOTUS

The lotus is an aircraft that can hold any number of riders. It is often given to priests who have to take a party of clerics to a battle or other holy area. They gain use of the artifact just twice and then it flies back to Brahma. The lotus is immune to all types of damage, but can be taken over by a greater intelligence than the one asking it to fly.



ARTIFACT: BRAHMA'S SWAN STAFF

The staff is unbreakable, does 3d10 points of damage, and throws a charm spell with every strike. It is often carried to many types of avatars (not just Brahma's) who are battling evil.

BRAHMA'S AVATAR

This avatar walks the land when there is a special creation to be done. Building temples of all types is an especially enjoyable activity of the avatar.

BRAHMA'S AVATAR (*lawful good*), 20th level cleric, HP 120, AC 17, MV 80 ft., 70 ft. (flying on his own power) Primary Attributes: 26 wisdom, 26 intelligence, 20 dexterity. He comes to the material plane most often in cleric robes with no armor. He is there to give wisdom and advice to his worshipers. He has all the powers of a 20th level cleric. Spell levels: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

VISHNU

GOD OF LIFE AND PROTECTION

GOD SYMBOLS: Turtle, Lion, Dark Clouds

DEITY PROVINCE: Life, Protection

CEREMONY: All efforts in bringing new life to the world are holy acts.

TABOO: Undead must always be destroyed on sight.

GRANTED ABILITIES: Worshipers can also note undead and attack undead with a +4 to strike.

Priests of Vishnu fix things. There is a love of storms and dark clouds that has them often preach in the rain. Worshipers of Vishnu often try to help others resist evil. They are expert defenders against demons and undead.

ARTIFACT: VISHNU'S SWORD OF JUSTICE

The sword has a purpose to slay evil and chaos. It does 35 points of damage to those beings and 2d12 to other victims. It gets loaned to heroes and avatars all the time while they are on the material plane doing right.

ARTIFACT: VISHNU'S LION SKIN

The lion skin gives many powers to those who wear it. All natural creatures are friendly to the wearer. All natural abilities of magical creatures do not influence the wearer. It gives the wearer an AC of 25. It is loaned to heroes and high-level clerics all the time.

VISHNU'S AVATAR

The avatar comes down to the material plane to judge the powerful.

VISHNU'S AVATAR (*lawful good*), 20th level fighter, HP 140, AC 25, MV 40 ft. Primary Attributes: strength 25, dexterity 25, intelligence 25. He has all the normal abilities of a 20th level fighter. He uses a +4 adamantine crossbow shooting



+4 adamantine bolts. When he leaves or dies, his equipment stays behind to help his people. There are many sets of this equipment spread around the world and used by the Vishnu heroes of every land.

SHIVA

GOD OF DESTRUCTION

GOD SYMBOLS: Scimitar, The World

DEITY PROVINCE: Destruction, Death, Creation

CEREMONY: The best of Shiva worshipers dedicate a scar on their arms to Shiva in the shape of a scimitar

TABOO: Shiva worshipers can't put out fires.

GRANTED ABILITIES: Shiva worshipers are +3 to resist magical fires and take 2 less points a turn from fire damage.

Shiva temples often share their glory with other deities. The destruction of Shiva is often coupled with the reincarnation power of other gods. His priests are unusually powerful and gain a +2 to their strength. Martial arts are taught in his temples and they are especially good with the shield.

ARTIFACT: SHIVA SWORD OF DESTRUCTION

The sword has great destructive power. When it strikes anything that can be consumed by fire, it does an extra 25 points in fire damage. It takes no damage from striking stone and does double damage when that happens. The weapon does 2d12 +4 and is made of adamantine. The weapon bursts into flame when used in the darkness or against demons and devils.

ARTIFACT: SHIVA BOW OF FIRE

Not known as an archer, when faced with enemy avatars or demons and devils, he can summon a huge blazing longbow to his side. It fires blazing adamantine arrows doing 2d10 +4 and another 10 points of fire damage with each strike. The bow has never been loaned to a worshiper.



INDIAN PANTHEON

SHIVA AVATAR

An archetypical fighter, his avatar comes to the material plane to fight the greatest of all evils.

SHIVA AVATAR (*chaotic good*) 20th level ranger, HP 140, AC 25, MV 70 ft. *Primary Attributes:* strength 26, dexterity 25, charisma 24. He has all the abilities of a 20th level ranger. He wears many types of armor as he comes to the material plane as an avatar. This equipment stays behind for his worshipers to use.

GANESHA

GOD OF BUSINESS AND ART

GOD SYMBOLS: Rat, Elephant Head, Conch Shell, Snake Staff

DEITY PROVINCE: Business and Art

CEREMONY: One sacrifices gold to Ganesha when starting out on a quest.

TABOO: A worshiper must always finish any quest they dedicate to Ganesha.

GRANTED ABILITIES: In the outdoors, all worshipers are not surprised and gain a +3 with their ranged attacks.

Ganesha's temples are often found in the heart of large communities. His priests are fond of helping out new artists and new businesses. A great deal of the progress made in the culture can be said to come from worshipers of Ganesha.

ARTIFACT: GANESHA'S SNAKE STAFF

Reptiles of any type including dragons cannot bite the wielder of the staff. The staff also allows the wielder to strike first in any battle, even when surprised. It hits for 4d8 points of damage. It can call to nearby reptiles and they will come and fight for the wielder. It is often given to worthy heroes fighting for the temples of Ganesha.

ARTIFACT: RAT ICON OF GANESHA

The icon is hand-sized and turns into a huge, thirty-foot-long rat that acts as a mount for the wielder. The rat never takes a weapon strike and can race at a full run for many days and never tire. It has been given to priests who make a great sacrifice to Ganesha. Some of these weren't even worshipers of the deity.

GANESHA AVATAR

The avatar often comes to help the cities with the creation of Ganesha temples.

GANESHA AVATAR (*chaotic good*), 20th level illusionist, HP 60, AC 20, MV 60 ft., 30 ft. (fly) *Primary Attributes:* intelligence 26, wisdom 25, dexterity 24. Ganesha has all the abilities of a 20th level illusionist. *Spells:* 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5. He is immune to all illusion spells and the damage of wizard spells.



INDRA

KING OF THE GODS

GOD SYMBOLS: Fish Hook, Conch, Noose, Rainbow, Vajra

DEITY PROVINCE: Rulership, Lightning

CEREMONY: A worshiper receives a vajra when they swear faithfulness to Indra.

TABOO: One does not fight the enemy in a thunderstorm.

GRANTED ABILITIES: Worshipers are +3 to hit and do damage with their Vajra.



Indra's worshipers live and work along the great rivers and in the larger cities. Demons are special enemies to the clerics of this deity and there is a great deal of study of their ways and how to destroy them. Clerics often have dual-classes with wizards so that they can hurl deadly spells at enemies of the deity.

ARTIFACT: VAJRA OF INDRA

An unusual, close-in melee weapon, this artifact is cable of hurling 10d6 die lightning bolts and fireballs at the enemies of the wielder. It's an adamantine weapon striking for 3d10 +4 and twice that against demons. When in use, thunderstorms form and lightning fills the sky and often strikes the enemies of the wielder. It has been lent out many times to the heroes of the order. There are many +1 versions in the hands of the clerics of the order and often they are used as holy symbols.

ARTIFACT: HOOK OF INDRA

The artifact weapon is made to fight demons and devils. One slash will send any demonic creature back to their plane of creation. The adamantine artifact does 15 points of damage otherwise, and is +10 to strike demons and devils. It has been given out to the more powerful worshipers in times of need when they have given golden sacrifices to the order.

INDRA AVATAR

Indra always appears when there is trouble from demons or devils and they often come into the land to destroy.

INDRA AVATAR (*neutral good*), 20th level wizard, HP 80, AC 20, MV 40 ft. *Primary Attributes:* 25 intelligence, 20 dexterity, 25 charisma. He uses his hook and vajra and rarely uses armor in battle. Always attacking demonic creatures first in any battle, his worshipers gain a +3 to strike within two hundred yards of this avatar. *Spells:* 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

AGNI

GOD OF FIRE

GOD SYMBOLS: Fire, Sun

DEITY PROVINCE: Heat, Sun, Volcanoes

CEREMONY: True believers are branded with his symbol on their hands.

TABOO: Fires are not to be put out, as each is a sign from the god.

GRANTED ABILITIES: Worshipers always make their dragon breath checks as well as taking 3 less points of damage from any fire attack.

Volcanic areas and immortal flames are all a part of Agni worship. The clerics become very adept at starting and maintaining fires of all types. They are even able to use flames in their healing rituals. The temples are filled with red and yellow jewels and gem-encrusted statuary. Often, there are magical, animated statues able to burst into flame as they defend the temple against rogues of all types.



ARTIFACT: AGNI'S FLAMING SWORD

The sword has a will of 20 and a purpose to slay demons and devils. It's a vorpal adamantine weapon doing 2d10 +4 and double that versus creatures from other planes. The weapon bursts into flame when demons or devils come within 100 yards. The flames do an extra 20 points to those the weapon strikes. It appears often in the hands of worshipers doing the work of Agni.

ARTIFACT: AGNI'S FLYING CLOUD

The cloud is a sign of Agni's favor toward worshipers that are doing his work. His avatar appears on the cloud and gives it to them to use for a year. The cloud can be instantly summoned and flies through the air as fast as any dragon. It can hold any number of people. Victims cannot be hurt by any magical spells while on the cloud. The cloud never takes damage of any type.

AGNI AVATAR

His avatar appears often out of massive flames. He comes to right wrongs done to his worshipers.

AGNI AVATAR (*chaotic good*), 20th level wizard, HP 80, AC 20, MV 40ft. *Primary Attributes:* 25 intelligence, 20 dexterity, 25 charisma. He uses a +4 adamantine shield in combat that prevents all spells from touching him. He always attacks demonic creatures first in any battle. *Spells:* 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

INDIAN PANTHEON

VAYU

GOD OF SKY AND AIR

GOD SYMBOLS: Hand-Fan, Crown, Thunder Cloud

DEITY PROVINCE: Sky, Air, Flight, Rogues, Monks

CEREMONY: Each solstice generates a ceremony of life, baby males born on the solstice will be heroes.

TABOO: Food can never be destroyed or wasted.

GRANTED ABILITIES: Worshipers gain a +2 to their constitution and have a +2 in striking with a cestus or javelin.

The mountains hold the largest of the Vayu temples. Special large kites pull clerics up into the air all around the temples. Often, mystical creatures fill the temples and act as guards. The raw treasures of the mountains reveal themselves to the clerics digging deep into the sides of the mountains.

ARTIFACT: VAYU'S FAN

Working the fan blows any creature off of their feet. A second use of the fan rips weapons out of their hands. In close, the fan does 2d8 to all beings in front of the wielder up to 100 yards away. The fan is often in the hands of worshiping heroes and avatars.

ARTIFACT: VAYU'S BAG OF WIND

Once a day, tornado-strength winds can be released from the bag and these winds carry victims at the direction of the wielder up to fifty miles away. The bag has only been in the hands of avatars.



VAYU AVATAR

This avatar appears when mystical creatures plague his worshipers.

VAYU AVATAR (neutral good), 20th level monk, HP 170, AC 35, MV 80 ft., 60 ft. (flying) Primary Attributes: constitution 26, wisdom 26, dexterity 26. He has all the abilities of a 20th level monk. He uses an unlimited supply of 25-hit-point, lightning bolt javelins for ranged attacks. While he favors unarmed combat, he has a pair of +4 adamantite cestus striking for 2d10/2d10, four times a round. In any given enemy group, he will attack the most powerful fighter or the largest creature, whichever is doing more damage at the time.

VARUNA

GOD OF THE OCEANS, STARS, AND SKY

GOD SYMBOLS: Dragons, Ocean Waves, Pearls

DEITY PROVINCE: Dragons, Oceans, Stars, Sky

CEREMONY: Worshipers wear pearls on their foreheads in a coming-of-age ceremony.

TABOO: Worshipers must never eat reptiles, especially dragon flesh.

GRANTED ABILITIES: Worshipers always make their dragon breath check and are +3 in their armor class against all reptiles.



Seaside temples have some measure of their structure overlooking the sea. Fierce tides or tidal waves never strike such temples. Often, sea elves and other intelligent ocean creatures live near these temples and support the worshipers.

ARTIFACT: VARUNA'S GOLDEN NOOSE

The magical noose extends itself and grasps a victim's weapon or head. In the noose, the golden threads force the victim to tell the truth of any question asked of them. It also does 25 hit points of damage a round. The victim can still fight against the wielder of the noose. It has never been lent to a worshiper.

ARTIFACT: VARUNA'S GOLDEN CROWN

The crown prevents physical attacks from touching the wielder. It has never been lent to a worshiper.

VARUNA AVATAR

The avatar loves his worshipers and comes to their call when they are being threatened by armies and devil spawn.

VARUNA AVATAR (*lawful good*), 20th level paladin, HP 140, AC 29, MV 40ft. *Primary Attributes:* intelligence (25), wisdom (25), dexterity (20). *Varuna wears +4 adamantine plate mail, and fights with a vorpal +4 adamantine sword, striking 4 times a round.*

When Varuna passes on, his avatar armor stays on the material plane. There are several sets of this god armor being used by clerics and paladins of his order.

Varuna has all the typical paladin powers at the 20th level: cure disease, detect evil, divine aura, divine health, lay on hands, turn undead, divine mount, aura of courage, smite evil and divine healing.

Varuna's divine mount is an ancient blue dragon. It appears with the avatar and turns to dust when the avatar goes away.

KALI

DESTROYER OF WORLDS

GOD SYMBOLS: Black Sword, Black Vajra, Flying Carpet

DEITY PROVINCE: Death, Time, Aging

CEREMONY: Worshipers give up five years of their life on the altar of Kali. She takes this and ages the worshiper and blesses them as the spell for one year.

TABOO: Worshipers don't show mercy to fallen foes.

GRANTED ABILITIES: When attacking from behind and using a ranged weapon, worshipers do an extra 2d6 in damage.

The temples to Kali are often hidden away in secret alleyways or hard-to-reach valleys. Often, more important temples have powerful magical beasts like dragons or sphinxes guarding the entrances. Worshipers as assassins are always found in the temples acting as powerful guards. The Kali statue is always highly decorated in gold and jewels with a king's ransom for value. Stealing from

such a statue causes all manner of assassins and rogues to be sent to find the treasure and gain the revenge of Kali.

ARTIFACT: KALI'S BLACK SWORD OF DESTRUCTION

The sword is an intelligent, chaotic-evil-aligned weapon with a will of 23 and the following powers: speech, telepathy, *detect magic* at will, grants total resistance to poison, deflects missiles constantly, detect illusions at will, *holy word* 3/day, quench all fires at will, *teleport* at will, and *locate creatures* at will. Its purpose is to destroy the world. It does 3d30 +4 and double that versus creatures with more hit points than the wielder. It's rarely loaned out, but large sacrifices of life to Kali can gain her favor and the sword.

ARTIFACT: KALI'S BLACK VAJRA OF DESTRUCTION

A sacred relic of Kali, this one does 40 points of damage every time it strikes anything. It never misses a living victim. The weapon gives the wielder an armor class of 30. It can be called for a great distance into the hand of the avatar. It has never been lent to anyone.



INDIAN PANTHEON

KALI AVATAR

The Kali appears when there is the chance for a great deal of death and destruction to be visited on the Material plane. She loves fighting demon armies and devil hordes.

KALI AVATAR (*lawful evil*), 20th level assassin, HP 390, AC 30, MV 80 ft., 50 ft. (*flying*) Primary Attributes: dexterity 26, constitution 26, charisma 26. She has all the skills of a 20th level assassin: case target, climb, death attack, disguise, hide, listen, move silently, poisons, sneak attack, traps.

SPELLS OF INDIA

Although it is necessary to worship a deity of India to cast these spells, it is not necessary to worship the god of a named spell to cast that spell.

DANCING SHIELD OF KALI, Level 0, cleric, druid

CT 2	R 1 ft.	D 3 rd/lvl
SV no	SR n/a	Comp V, M

Using a metal shield, this spell places the horrific version of Kali's face animated on the face of the shield. She's roaring mad and glaring at the foe facing the shield. It's such a horrible visage that it causes the foes to strike at a -2 at the holder of the shield.

DANCING VAJRA OF INDRA, Level 1, cleric, druid

CT 2	R 10 ft.	D 3 rd/lvl
SV no	SR n/a	Comp V, M

Using a Vajra weapon made of silver, this spell causes the weapon to float in the air and strike at anyone who comes within ten feet of the caster. The magical Vajra does 2d6 in damage. The spell can't tell friend from foe. The weapon can be thrown in an area and it will defend that area from anyone for the duration of the spell. It strikes as a 9th level fighter.

BRAHMA SPELL OF RELEASE, Level 2, cleric, druid

CT 2	R touch	D permanent
SV no	SR no	Comp V, M

A small hand-sized disk of silver touches the flesh of the victim and turns to dust with the working of this spell. The caster touches a cursed or bespelled victim and they gain three checks to remove the magical effect from their persons. Each check has a cumulative +1 to the number needed to succeed in resisting the spell.

VISHNU MAJOR RESTORATION, Level 3, cleric, druid

CT 2	R 10 ft.	D instant
SV yes (h)	SR yes (h)	Comp V, M

A piece of silver jewelry worth 1,000 gold pieces turns to dust with the action of this spell. This spell is cast after a battle, but before 60 minutes have elapsed since the damage was done. It restores all lost hit points to as many beings as the caster can touch at the same time.

SHIVA SPHERE OF DESTRUCTION, Level 4, cleric, druid

CT 2	R 10 ft.	D instant
SV yes	SR yes	Comp V, M

A large black pearl turns to dust with the action of this spell. A magical sphere rises from the hand of the caster. It goes

out up to ten feet from the caster and does 150 points of physical damage to any nonliving object. It destroys most doors, breaks down walls, and damages boats and other objects. When it has done all of its points in damage, it vanishes. If the caster is disturbed or loses sight of the sphere, it is dispelled. The damage done is from a concussive force, smashing and breaking things.

GANESHA'S RESTORATIVE, Level 5, cleric, druid

CT 2	R touch	D instant
SV yes (h)	SR yes (h)	Comp V, M

The use of a healing potion is destroyed in working this magic. Everyone touched gains at least as many hit points as the caster of the spell if they originally had that many hit points before they were wounded. This also cures all poison effects.

AGNI FIRE SPHERE, Level 6, cleric, druid

CT 2	R 40 ft.	D 2 rds
SV yes to half	SR yes	Comp V, M

Using a 1,000 gold piece ruby that turns to dust with the casting of this spell, it generates a five-foot sphere of fire. The sphere does 40 points of fire damage to whatever it touches. The caster is able to direct the floating action of the sphere so that it moves as fast as the caster can move on their feet. If the caster loses sight of the sphere, it is dispelled.

VAYU CLOUD CARPET, Level 7, cleric, druid

CT 2	R 10 ft.	D 3 tn/lvl
SV no	SR no	Comp V, M

Using a diamond worth 2,000 gp or more that turns to dust with this spell a cloud is created that acts like a large flying carpet. While riding the cloud, there is only a 50% chance that a hostile spell can touch one of the riders. The cloud takes no damage from any attack.

VARUNA SILVER VESSEL, Level 8, cleric, druid

CT 2	R 10 ft.	D 1 day/lvl
SV n/a	SR n/a	Comp V, M

A perfect green jade carving of the vessel desired turns to dust with the casting of this spell. It creates a life-sized, sailing vessel that moves magically across the water and will not ever sink in any type of storm. The vessel takes 300 points of damage before being forced to sink. If the caster goes unconscious or loses their vision, the vessel turns into water.

PORTAL, LEVEL 9, cleric, druid

CT 2	R 20 ft.	D 1 tn/lvl
SV n/a	SR n/a	Comp V, M

A thousand silver pieces is used up in the casting of this spell. A large portal forms as a 10-by-8-foot-diameter oval. This magical gateway opens up in another location that the caster has memorized. For the duration of the spell, any being can go through the portal from either side and travel great distances. The portal takes ten points of damage before it is dispelled.

VIRTRA, 3-HEADED SNAKE

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10 (d10)

MOVE: 60 ft., 40 ft. (climb)

AC: 20

ATTACKS: 3 bites (1d12/1d12/1d12)

SPECIAL: Glare, Swallow Whole

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 12

XP: 900 +10

Several hundred feet long and ten feet wide, this three-headed serpent was able to swallow entire rivers, destroying them in the process. Each head is twenty-feet wide and the fangy mouths can easily swallow an elephant. Virtra has a golden pattern of scales that burns glaringly in the sun or even in the light of a full moon. Its flesh is so tough that it only takes half the damage a weapon delivers to its body. Its lairs were many and filled with treasures of all types. Many deadly magical beasts came to serve the creature and guard its lairs.

Combat: Virtra bites three times a round and if it is unsatisfied with this form of attack, it has a glare that forces an intelligence check. Failing that check the victim is paralyzed and helpless.

Swallow Whole: When a head makes a natural attack of 18 or higher, there is a chance of being swallowed whole. If the

dexterity save -5 isn't made, the victim is swallowed. Once swallowed, the victim is in a crushing, acidic, digestive system. Each round they take 1d20 +10 in damage. Thirty points of damage to the inside of the creature causes a rip that can be escaped through.

GOLD ANTS

NO. ENCOUNTERED: 100-600

SIZE: Medium

HD: Worker 1 (d8), soldier 2 (d10), Queen 5 (d12)

MOVE: 80 ft., 50 ft. (climb)

AC: 19

ATTACKS: Soldier bites 1 (d12)

SPECIAL: Acid Sting, Spell Immunity

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 18 in raw gold and gems

XP: 20 +2 for each soldier

The ants have a golden hue to their flesh. They are the size of a large dog and their pincers are several feet wide. The nests always spring up around large deposits of gold. As the ants create their tunnels, they bring up the gold and pile it around their nests. Large masses of ants rush out to attack anyone wanting to take the raw gold and raw gems around their nests.

Combat: The warriors are fearless and bite at intruders. When a bite is successful, they twist their bodies and sting. Some mystical nature of the ants makes them immune to the effects of 0th-3rd level spells.

Acid Sting: This attack does 2d6 in acid damage. There is a constitution check, that saves to half from the acid.

SNAKE DRAGON

NO. ENCOUNTERED: 1

SIZE: Large

HD: 15 (d12)

MOVE: 60 ft., 50 ft. (burrowing), 50 ft. (climbing)

AC: 20

ATTACKS: Bite (3d12)

SPECIAL: Constriction, Swallow Whole

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 12 (only the coins)

XP: 2,800 +15

The mountains are filled with these creatures. Each adult is two hundred feet long with a thin body no more than four-feet wide unless it has fed on an elephant lately. Adults have a huge red crest along the head and part of its back. There is a diamond pattern of black marks all along its brown back. The head is massive at twenty feet wide and easily capable of swallowing an elephant whole. The creature is lightning fast and delights in burrowing under caravans and eating the



INDIAN PANTHEON

entire pack train. It is also capable of leaping a hundred yards during attack attempts.

Combat: These snakes delight in combat and are fearless, taking on any number of humans or other creatures. Commonly, the snake will take on the largest prey first and not stop until everyone around it is eaten.

Constriction: A successful bite can lead to constriction. In the round following the bite, the victim must make a strength save. If this save fails, the victim is wrapped in snake coils for 2d6 points of damage per round. Additional strength saves can be made every round to escape. These saves suffer a cumulative -2 penalty for each round after the first failed save.

Swallow Whole: When a head makes a natural attack of 18 or higher, there is a chance of being swallowed whole. If the dexterity save -5 isn't made, the victim is swallowed. Once swallowed, the victim is in a crushing, acidic, digestive system. Each round they take 1d20 +10 in damage. Thirty points of damage to the inside of the creature causes a rip that can be escaped through.

KALIYA, 5-HEADED JEWELLED SNAKE

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10 (d6)

MOVE: 50 ft., 30 ft. (burrowing), 30 ft. (climbing)

AC: 25

ATTACKS: Bite (2d12)

SPECIAL: Unusual armor class, poison

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 13 (just gems)

XP: 900 +10

The snake is five feet long and when it rises up and spreads all of its heads, it's ten feet wide. The snake has a very colorful pattern to its flesh. The older the snake is, the more jewels it has fastened to its scales. The snake is particularly attracted to treasure troves of all types and once there, it moves in and out of the jewels it finds, affixing those gems to its body with its sticky saliva.

The creature senses gems of all types and burrows its way to them. It will then spend years moving its body through the gems and forcing them to adhere to its scaly flesh. These stuck gems pick up a contact poison that forces a save just as if the victim was bit by the snake.

Combat: 50% of the time, weapon strikes hit a diamond or other raw gem and do no damage. The creature is capable of biting at five different targets if they present themselves in melee. Each successful bite forces a constitution save to half of the poison damage that does 2d10.

GARUDA BIRD

NO. ENCOUNTERED: 1

SIZE: Large

HD: 15 (d20)

MOVE: 40 ft., 120 ft. (flying)

AC: 30

ATTACKS: 2 Talons (2d20/2d20), Beak (35 points)

SPECIAL: -

SAVES: P

INT: High

ALIGNMENT: Chaotic Good

TYPE: Magical Beast

TREASURE: None

XP: 2,800 +15

The giant, 90-foot-tall, eagle-shaped bird has the face of a human female with an eagle's beak. It has thick golden feathers that reduce all damage to five points per strike from whatever weapon is used. The Garuda bird hates nagas and dragons and attacks them on sight.

Combat: It strikes first with its talons and will use its beak if a talon strikes. It's immune to the effects of dragon breath. Many of the gods helped the bird against its enemies and the bird allowed

itself to be used as a mount for the gods and their avatars.



JAPANESE PANTHEON

800 plus gods is an amazing statistic for the Japanese pantheon. Dragons, monsters, especially oni, demons, and many types of males and females populate the list of deities in the pantheon. These gods are often dripping in unusual weapons, magic items, and powers taken from Chinese, Koran, and India pantheons and their own Japanese culture.

These gods come down to the material plane and interact, but don't have to appear human. Dragons deities are mating with demons and mortals to make deities that can literally appear as anything they want from a pebble able to trip and kill a demon to a huge celestial dragon.

Dragons and monsters are such a part of Japanese legends that the people have no problem imagining their gods looking like these monsters. While one would think that the large island would determine what is worshiped, this is not the case. Every region on the many islands has their set of gods and monsters. The deities presented here are known in every land but sometimes they are major gods, and in others, they are minor ones. In any event, worshiping them is going to help the player character and his plans in this set of guidelines.

From the Western point of view, Japan is one of the first homes for assassins, ninja, and monks. Some of the faiths there practice martial arts as a means of prayer and daily focus. Temples dedicated to the training of monks is a natural for the gamer to look for in a campaign using these deities.

BENZAITEEN

GODDESS OF THE FLOW

GOD SYMBOLS: Lute, Bird Crown

DEITY PROVINCE: Flowing Things, Rivers, Music, Speech

CEREMONY: A dawn song praises the rising of the sun and asks for luck during the day.

TABOO: Worshipers can't enter battle with a shield as the goddess is supposed to be their protector.

GRANTED ABILITIES: Worshipers who are clerics or bards start out at the second level as they train as youths in the ways of Benzaiten.

The family history of the goddess is that of coming from celestial dragons. Because of this, her high-level clerics, bards, and wizards (11th level and higher) have the ability to transform into a young celestial dragon.

ARTIFACT: BENZAITEEN'S LUTE

The lute can sing by itself and has a will of 20. When playing the artifact, it casts *suggestion* spells at the listeners. While holding the lute, spells of control do not influence the wielder. It has been lent to worshipers who have made large sacrifices in star rubies.



ARTIFACT: BENZAITEEN'S BIRD CROWN

The crown transforms the wearer at will into any bird the wearer has seen before. All ranged attacks fail to strike the wearer of the crown. This artifact has been lent to worshipers when they quested to kill dragons.

BENZAITEEN'S AVATAR

Benzaiten appears when dragons or other hordes of magical beasts are plaguing her worshipers.

BENZAITEEN'S AVATAR (*neutral good*), 20th level bard, HP 140, AC 18, MV 80 ft., 70 ft. (flying) Primary Attributes: charisma 26, wisdom 26, dexterity 26. Benzaiten uses a flaming long sword in battle (3d8 +4 doing double that versus demons and devils). She has all the abilities of a 20th level bard.

BISHAMONTEN

GOD OF WAR AND THE FORTUNES OF WAR

GOD SYMBOLS: Spear, Banded Armor, Shiny Ring

DEITY PROVINCE: War and Protection

CEREMONY: At third level, each worshiper sacrifices a kill and a valuable weapon to the altar of the god.

TABOO: Worshipers are not permitted to run from a battle they started.

GRANTED ABILITIES: All worshipers are +3 on their armor class and +1 on their dexterity from the training of the Bishamonten clerics.

JAPANESE PANTHEON

Luck is a great part of the worship of this deity. Worshipers are to grasp the opportunities given by Bishamonten. They are to always be ready for battle. Their homes and temples must be armed forts and made as defensible as they can with their resources. Even the humble hut is a difficult structure to invade if it is owned by a Bishamonten worshiper.

ARTIFACT: BISHAMONTEN SWORD OF DARK LUCK

This is a +4 adamantine weapon with soul-stealer properties, doing 3d10 +4. It also gives the power of always making magical saving throws for the wielder. It's often lent to rich worshipers who are going to face magical beasts.

ARTIFACT: SPEAR OF BISHAMONTEN

The spear does 3d12 points of damage, cannot be broken, and always hits when striking at the undead or magical beasts. It's been lent to powerful worshiping fighters who have gone on quests to help the temples of the deity.

BISHAMONTEN AVATAR

The avatar enjoys leading his worshipers in battles against large armies of magical beasts and undead.

BISHAMONTEN AVATAR (*lawful good*), 20th level ranger, HP 140, AC 20, MV 60 ft. Primary Attributes: strength 25, wisdom 20, dexterity 22. He comes to the material plane with a dragon ring. It's a magical device that traps dragons inside, and it is necessary to do damage to each dragon on the ring before he can be hit with damage. When the damage equals the dragon's hit points it is released and usually fights on the side of the avatar. He has all the abilities of a 20th level ranger.



FUJIN

GOD OF THE WINDS AND WORLD CREATION

GOD SYMBOLS: Face in the Thunder Clouds, Large Cloud Bag

DEITY PROVINCE: Winds, Storms, World Creation

CEREMONY: Worshipers that work in the rain do homage to the god.

TABOO: Worshipers never set sail or begin a quest with thunderclouds overhead.

GRANTED ABILITIES: Magical beasts of all types are a -3 to strike and do damage to these worshipers.



The temples are often in the mountains and produce the best monk/clerics in the world. Clouds seem to often hide these temples from those below the mountains.

ARTIFACT: FUJIN WIND SWORD

The sword blows a wind at the enemies all around causing them to strike with a -3 to all of their physical attacks. When using the sword out of doors, a thunder storm forms and every fourth melee round there is a 25% chance a 30 hit point lighting bolt comes from the sky to strike the enemies of the sword wielder. This weapon has been lent to worshipers who begin quests to find and defeat evil dragons.

ARTIFACT: FUJIN BAG OF SUMMONING

When the bag is opened, random things happen. The bag can only be opened twice between full moons. The artifact is lent to worshipers who give large sacrifices in gold to the main temples of the deity.

- 1: A wind rises that blows all foes fifty miles to the north.
- 2: A random dragon appears and always helps the wielder of the bag.

- 3: Total darkness fills the area in a mile around the bag wielder and only the wielder can see in this darkness.
- 4: A set of +4 adamantine plate armor spills out of the bag and perfectly fits the wielder of the bag.
- 5: Magical adamantine bindings fly out of the bag and bind the foe of the bag wielder.
- 6: Three tuns of the finest rice wine roll out of the bag.

FUJIN AVATAR

The avatar most often appears when monster armies are attacking his worshipers.

FUJIN ONI AVATAR SIZE: *Large, 15 feet tall, HD 20 (d20), HP 400, MOVE: 90 ft., 120 ft. (flying), AC 25, ATTACKS: 2 Claws (1d10/1d10), SPECIAL: Cloud Breath Weapon (35 hit points), SAVES: P, INT: High, ALIGNMENT: Chaotic Good, TYPE: Extraplanar, TREASURE: None, he wields his sword and wind bag and can make the wind bag produce any of the six effects he wishes.*

HACHIMAN

GOD OF WAR AND DIVINE PROTECTION

GOD SYMBOLS: The Dove, The Sword, Rice

DEITY PROVINCE: War, Agriculture, Protection

CEREMONY: The direction a white dove flies when released give portents of the future.

TABOO: Swords or armor once used are never sold but can be sacrificed to the god.

GRANTED ABILITIES: Worshipers as fighters start out at the second level, all worshipers are +1 on their armor class and +1 on their constitution.



Hachiman temples produce knights and nobles send their young to the temples to train in the art of being a noble warrior. Honor is prized as the highest achievement of a warrior. These temples are constant targets of forces of evil as they are filled with the best in fighter equipment and other valuables.

ARTIFACT: HACHIMAN ARMOR

The banded armor is made from the scales of a dragon and provides +6 against all attacks. It has never been lent out to worshipers and turns to dust with the death of the avatar. It prevents all ranged attacks both physical and magical from touching the wielder of the armor.

ARTIFACT: HACHIMAN SWORD

The black sword never misses and does 30 hit points of damage with every strike. It has never been lent to a worshiper.

HACHIMAN AVATAR

This avatar delights in training the best of the young heroes sent to his temples. He will often appear as an old man, but have all the skills and energy of the best knight.

HACHIMAN AVATAR (*lawful good*), 25th level knight, HP 160, AC 30, MV 80 ft. *Primary Attributes:* charisma 26, strength 25, dexterity 25. *He has all the abilities of a 25th level knight. His birthright mount is always a white dragon that fights with him and is always the first to die in any given battle. Large numbers of worshiping warriors come at his call to fight in his own army.*

OMOIKANE

GOD OF THOUGHT AND IDEAS

GOD SYMBOLS: Spear, Eagle Shield, Diamond

DEITY PROVINCE: Wisdom, Intelligence

CEREMONY: Worshipers are encouraged to bring scrolls to the altar of Omoikane.

TABOO: Onis must be driven off but never killed.

GRANTED ABILITIES: All worshipers gain a +1 in their intelligence and wisdom.

Omoikane's temples produce the best in assassins. In fog-shrouded, forested valleys, there are mystical temples dedicated to Omoikane where magical beings train worshipers in the martial arts and the skill of ending the life of evil characters, human and mystical.

ARTIFACT: OMOIKANE SPEAR OF JUSTICE

The spear is often given to a worshiper who presents a large sacrifice in diamonds. From full moon to full moon, the worshiper uses the spear as they will. The weapon does 25 points of damage with each strike and never misses. Anyone using the spear is never surprised. The weapon has a purpose to slay evil characters.

ARTIFACT: OMOIKANE RING OF CLEAR THOUGHT

The ring does not allow the wielder to be controlled by spells or

JAPANESE PANTHEON

fooled by illusions. It has often been loaned to worshipers who gave large diamonds to the temple.

OMOIKANE AVATAR

This avatar delights in battling powerful evil characters.

OMOIKANE AVATAR (*neutral*), 20th level druid, HP 110, AC 30, MV 70 ft. *Primary Attributes:* wisdom 24, strength 22, dexterity 21. *Omoikane has all the powers of a 20th level druid. He wears magical white robes giving him an armor class of 30 and taking the first five points of damage from any attack. Druid spell levels: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5. This avatar has appeared as a monk and an assassin, but most often appears as a druid.*

RAIJIN



GOD OF STORMS AND HEROES

GOD SYMBOLS: Lightning, Thunder Clouds

DEITY PROVINCE: Storms, Heroes

CEREMONY: Worshiping heroes stand in a thunderstorm and are struck by lightning to increase their constitution by +1.

TABOO: When killing a reptile of any type, a sacrifice must be made to Raijin.

GRANTED ABILITIES: Electricity of all types only does half damage to worshipers and they can make a constitution check for no damage. If a worshiper is hit by random lightning, they are raised one level as a sign of Raijin's favor.

Always atop mountains, the temples are filled with clerics training in the martial arts. At the tenth level of experience, these clerics or monks can cast a *lightning bolt* spell as a 12th level wizard.

ARTIFACT: RAIJIN ROBES OF LIGHTNING

These magical robes shock any foe who strikes the wearer with 15 points of electrical damage. They are indestructible, and on several occasions have flown the unconscious Raijin out of a battle and to safety. The robes have never been loaned out to a worshiper.

ARTIFACT: RAIJIN SPEAR OF THUNDER

The spear absorbs all 0th-4th level spells. When it strikes, it does 19 points of electrical damage and never misses. It can be sent to its own pocket dimension, and summoned or put back there at the will of the spear wielder. It has never been loaned out to a worshiper.

RAIJIN AVATAR

The avatar only appears when evil avatars are working against Raijin's worshipers. He rarely takes part in a battle, but has no problem finding a hugely-powerful champion to fight in his stead.



RAIJIN ONI AVATAR SIZE: Large, 10 feet tall, HD 20 (d20), HP 400, MOVE: 90 ft., 120 ft. (flying), AC 25, **ATTACKS:** 2 Claws (1d12/1d12), **SPECIAL:** he can cast any electrical spell as a 25 level spell caster, **SAVES:** P, **INT:** High, **ALIGNMENT:** Chaotic Good, **TYPE:** Extraplanar, **TREASURE:** None, he wields his spear in battles. There is always a lightning storm in the air around him. If he doesn't strike, with a spear he can concentrate and do 20 points of lightning strike to any enemy within ten feet of his position.

RYUJIN

DRAGON GOD OF THE SEA AND TREASURE

GOD SYMBOLS: Raw Gems, Ocean Wave, Castles

DEITY PROVINCE: The Sea and Treasure

CEREMONY: Just before important quests, gems are given to the temples of Ryujin for good luck.

TABOO: Plate armor is never worn by worshipers of this deity.

GRANTED ABILITIES: All worshipers always make their magical saving throw as long as they have sacrificed a gem to their deity in the last thirty days.

All Ryujin temples are built half in the sea and half on the cliffs by the sea. Each of these temples has a fortune in tide jewels that act much like ioun stones, but also serve to increase the tide or hold it back at the will of the wielder.

ARTIFACT: RYUJIN SEA JEWEL

The jewel has a single personal power, like an ioun stone, and it works on water to push it away or attract it in the direction of the wielder. Rivers can have their courses changed, large tidal waves can be stopped, and the normal tides can be added to or diminished with a thought. These jewels are constantly found in the hands of deserving worshipers bent on important quests for the temple.



ARTIFACT: RYUJIN DRAGON ICON

A hand-sized copper dragon image has the ability to summon Ryujin to the material plane. When summoned, the avatar judges if the summoning was worthy or not. If it wasn't worthy, the avatar eats the summoner. If it was worthy, the dragon fights alongside the icon wielder.

RYUJIN AVATAR

Ryujin only comes to the material plane when summoned. There are five of these icons located in the largest of the Ryujin temples.

RYUJIN AVATAR he appears as an ancient copper dragon with all of that creature's abilities. Copper Dragon (chaotic good) HD 27, AC 23, DB 9, SR 4, Int. 22, MV 40 ft., 150 ft. (fly), Attacks: 2 claw (1d4/1d4), tail (1d8), Bite (4d4), Breath weapon, Spell-like abilities, immunity to acid, spider climb, Saves M, P

SUSANOO-NO-MIKOTO

GOD OF WATER AND TRICKERY

GOD SYMBOLS: Sword, White Robes, Merchant Ship

DEITY PROVINCE: Water, Trickery, Merchants

CEREMONY: Worshipers mock duel with clerics of Susanoo-No-Mikoto to honor the god.

TABOO: Worshipers can only use edged weapons as their primary weapon.

GRANTED ABILITIES: Worshipers of Susanoo-no-mikoto are so clever they have a +10 percent in there experience points to raise a level.

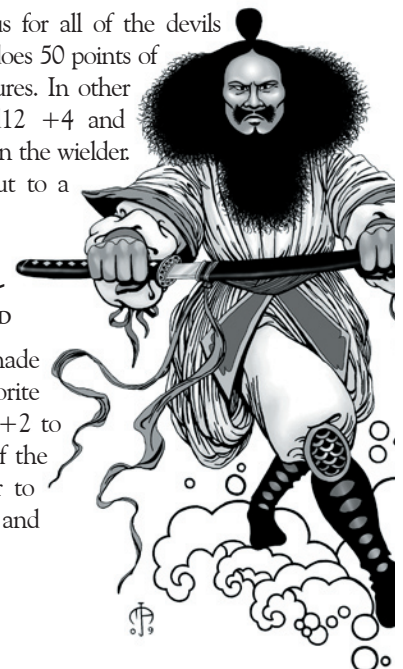
The deity's temples are all located on high mountain cliff-faces. It is said the cleric trainers of these temples produce the best monks in the entire world.

ARTIFACT: SWORD OF KUSANAGI

The weapon is world famous for all of the devils and demons it has killed. It does 50 points of damage to extraplanar creatures. In other types of battles, it does 2d12 +4 and spells of control won't work on the wielder. It has never been loaned out to a worshiper.

ARTIFACT: SUSANOO-NO-MIKOTO RED SASH OF SPEED

Such sashes are especially made by the deity for his favorite worshipers. Each sash adds +2 to the dexterity and strength of the wearer. It allows the wearer to see evilly-aligned characters and detect magic at will.



JAPANESE PANTHEON

SUSANOO-NO-MIKOTO AVATAR

The avatar only appears to fight magical beasts and monks coming to attack its larger temples.

SUSANOO-NO-MIKOTO AVATAR, (neutral), 24th level monk, HP 170, AC 30, MV 80 ft., 50 ft. (flying) Primary Attribute: constitution 26, wisdom 25, dexterity 22. He has all the abilities of a 24th level monk. While he begins battle with his artifact sword, if the action becomes tense, he will revert to his unarmed combat abilities. He only rarely appears on the material plane in his true dragon form. When he does this, some terrible curse influence his people and he has come to lend his maximum strength to the battle.

JAPANESE SPELLS

These spells can be used by any type of Japanese spell caster.

HANDY WEAPON, Level 0, all spell casters

CT 1	R touch	D 3 rds/lvl
SV n/a	SR n/a	Comp V, M

A pound of iron is used up in this spell. A weapon appropriate to the character's class and skill level appears for them to use in battle. When the fight is finished, the weapon vanishes unless it took part in killing a character of a higher level than the caster. In this case, it becomes permanent with a +1 magic aura around it.

MAGICAL EFFECT, Level 1, all spell casters

CT 2	R 150 ft. radius	D 4 rds/lvl
SV n/a	SR n/a	Comp V, M

This spell generates one type of random effect from a set of six. A yellow amber jewel is used up with the casting of this spell.

- 1: A fog is generated that only the caster can see through.
- 2: A driving rain is generated and the slippery water doesn't influence the caster.
- 3: A driving snowstorm blows hard in the area and the caster's ranged weapons are not affected.
- 4: A burst of fire springs up all around the caster doing 1d6 points of damage.
- 5: An earthquake shakes everyone but the caster to the ground.
- 6: Raging hot hailstones fall from the sky and burn the surroundings.

ANIMATED CLOAK, Level 2, all spell casters

CT 1	R 5 ft.	D 3 rd./lvl
SV n/a	R n/a	Comp V, M

An expensive cloak is needed for this spell. The magic animates the cloak and adds +3 to the armor class of the caster as long as the spell is in operation.

ONI TRANSFORMATION, Level 3, all spell casters

CT 1	R touch	D 2 rds/lvl
SV n/a	SR n/a	Comp V, M

The hair of an oni is used in this transformation as the caster is changed into a nine-foot-tall oni monster on the outside. They retain all of their own powers/abilities, but now look like a terrible, powerful monster.

DRAGON SENSES, Level 4, all spell casters

CT 1	R touch	D 3 rds/lvl
SV n/a	SR n/a	Comp V, M

A dragon scale is used in the casting of this spell. It allows the caster to see, smell, and hear with amazing acuity. Once the magic is in effect, the caster is not surprised. They see hidden doors on a 1-4. They always discover traps before such things hurt them.

ONI SUMMONING, Level 5, all spell casters

CT 3	R 50 ft.	D permanent
SV n/a	SR n/a	Comp V, M

The hair of an oni is used in the casting of this spell. The Oni monster appears and for the first three combat rounds, helps the caster of the spell. From then on, it's a 50% chance that the monster will turn and fight the caster.

INVISIBILITY TO DRAGONS, Level 6, all spell casters

CT 3	R 50 ft.	D 2 rds/lvl
SV n/a	SR n/a	Comp V, M

Three scales of a dragon are used in the casting of this spell. It allows a group of touching beings to move invisibility and silently by a dragon. They cannot fight in this state and break the invisibility for all if they attempt to attack anything while invisible.

BECOME A PART OF THE LAND, Level 7, all spell casters

CT 1	R touch	D 2 rds/lvl
SV n/a	SR n/a	Comp V, M

The caster must be bare foot and touching the soil outside of an enclosure when casting this spell. For the length of the spell, the caster doesn't take physical damage from weapons.

GAIN THE ATTENTION OF THE GODS, Level 8, all spell casters

CT 1	R 50 ft.	D instant
SV n/a	SR n/a	Comp V, M

A black star sapphire is used in the casting of this spell. It guarantees the caster's deity will look at the caster and what he is doing. If the deity becomes interested it's possible, something favorable will happen to the caster. If the spell is used more than three times in a century there is a 50% chance, the deity will destroy the caster and all of his allies.

ANIMATE STATUE, Level 9, all spell casters

CT 1	R touch	D 1 day/lvl
SV n/a	SR n/a	Comp V, M



A stone statue becomes animated with a low intelligence. The statue can obey simple commands.

WHITE TIGER

NO. ENCOUNTERED: 1

SIZE: Large

HD: 5 (d10) +10 HP

MOVE: 60 ft.

AC: 17

ATTACKS: 2 Claw (1d6/1d6); Bite (1d12)

SPECIAL: Rake, Dark Vision

SAVES: P

INT: Low

ALIGNMENT: Chaotic Good

TYPE: Magical Beast

TREASURE: 8

XP: 220 +5

The intelligent creature comes to the aid of good aligned temples in the mountains all over the world. Often, these tigers guard the front portals of the temple. These white tigers are bigger and stronger than normal tigers. They eat very little and no one as ever seen them drink.

Back through history there were many more white tigers in the high mountains and mountain passes, but champions and wizards learned that the paws of the white tiger contained a magical +1 effect on the success of spells and the accuracy of a warriors missile weapon attempts. Soon the tigers were hunted down and their feet taken from them to be made into powerful magical items.

Just the sight of the white tiger's stuffed head is said to be enough to cause humanoids like orcs, goblins, and kobolds to flee from a battle field as they determine that the warrior who could hunt down and kill a white tiger was more than a match for even a small army of orc warriors.



The fur of the white tiger is said to have powerful curing properties. Wrapping a dying man in the fur will keep him alive for at least ten hours longer than they would have normally lived. That gives allies time to present other healing methods to the wounded victim.

Combat: A white tiger will always attack the most powerful spell caster in any enemy group.

Rake: If a tiger successfully bites, it can make two rake attacks with its hind legs. Each attack gains an additional +3 bonus to hit and inflicts 1d6 +3.



GASHADOKURO

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10 (d12)

MOVE: 60 ft.

AC: 20

ATTACKS: Bite 2d20

SPECIAL: Undead

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: 8

XP: 900 +10

Gashadokuro are created from gathering bones from people who have died of starvation. The only way a gashadokuro can be detected before it appears is by hearing a ringing in one's ears. It surprises victims and continues to follow prey as long as some are alive. It seeks to bite the heads off of each victim before it passes on to the next prey. The skeleton is thirty feet tall, its dried old bones are hard, and more like stone than bone.

Combat: The creature bites trying for the head of its prey.

NORSE PANTHEON

I will admit to liking this pantheon the most of all of them. At a very young age, I became a comic reader because of Jack Kirby and the MARVEL comics. MARVEL'S creation of Thor the Thunder God was amazing and I got the first of many comic subscriptions so I wouldn't miss any of the stories, as they unfolded month after month. I kept that subscription up for years and years until some idiot turned Thor into a frog for an issue. It was then that I stopped reading comics for fun. I will attempt in this creation not to let my comic knowledge interfere with my gaming sense, but it will be difficult.

A Norse campaign would be easy to create and fill with terrible monsters, stunning heroes, and amazing magic items. Asgard is the land of the gods and at the center of everything. A huge tract of land filled with adventure potential, it is connected to everything else by the Bifrost bridge (pronounced 'beye-vrurst'). The rainbow bridge connects Asgard to the underworld, which is every other plane of existence, and at the bottom of those planes is the Material plane. Naturally, Heimdall guards the bridge. He's a fine fellow who can easily be tricked into letting mortals go past.

There are many magical lands around Asgard. Alfheim is filled with the elves of light. Joruvellir, Jotunheim, Muspelheim, and Niflheim are filled with giants, many hostile to the gods. Nifelhel is filled with the dead. All of these lands have large homes of the gods interested in those lands for one reason or another.

Then there is Ragnarok, the final battle of the gods versus evil, represented by giants and others. There will be three years of winter on the Material plane. Then the final announcement of the battle has Heimdall blow his magical horn and the Bifrost bridge shatters. During the age-long battle, the Material plane burns and the oceans rise. What a fight that's going to be! The gods, brave heroes, and the the Valkyrie gather to take on huge hordes of evil on the Ragnarok battlefield. They will certainly have a few C&C heroes among their ranks.

ASA-THOR

GOD OF THUNDER AND WAR

GOD SYMBOLS: Hammer Pendant, Lightning, Combat

DEITY PROVINCE: Storms and War

CEREMONY: Worshipers learn to use a throwing hammer and take down a creature or foe and dedicate it to Thor.

TABOO: New efforts and quests are never started if there is a thunderstorm in progress.

GRANTED ABILITIES: Worshipers do +2 in damage with any hammer and are +3 to strike when throwing a hammer in battle.

Thor is a size-shifter able to change his size from a normal man to the height of the giants he often battles. While he has as much strength as he needs to do any job, he also has a magical belt called, Megingjardar, doubling his strength, but the magic of the



belt tires him out in the process. He rides a giant chariot pulled by two huge goats and this chariot can fly across the sky. His feast hall is called Bilskirnir and is the biggest building ever built with 640 levels. His temples are huge, single-room feast halls, but most of the praying to Thor is done in the open on the planting fields when rain is needed and on the battlefield when skill in combat is needed. His worshipers are skilled in many weapons, but all use the war hammer for their primary weapon.

ARTIFACT: THOR'S MJOLLNIR HAMMER

Possibly the most famous of magical weapons, the device was filled with magical power by his father Odin and given to Thor when he turned fourteen. Few are said to be able to lift the weapon, let alone use it, and none of those beings are giants. The hammer is balanced for throwing and returns to Thor's hand. It does 50 points of damage and double that versus giants and dragons. The weapon has been stolen, but never lent to anyone else.

ARTIFACT: THOR'S ARMOR

Thor wears specially-made, adamantine, ring mail armor. The armor holds Thor's tremendous body heat in, allowing him to interact with his friends and allies. When not wearing the armor, the heat of his body causes great damage and burns all things combustible within a hundred yards of his position. The armor shrinks and expands to fit all of Thor's sizes. The armor stops half of the damage of all the physical blows Thor takes in battle.

THOR'S AVATAR

He's considered the god of the common man and appears often to help with plantings and fight the many magical beasts that plague his worshippers.

THOR'S AVATAR (*chaotic good*), 25th level fighter, HP 200, AC 25, MV 80 ft. Primary Attributes: strength 26, constitution 26, charisma 26. He's able to strike with his hammer four times a round against any group of opponents if he doesn't throw it. When out of doors, he can summon up a storm and hurl lightning bolts at his enemies. He doesn't size-change in his avatar form, but he's usually at least seven feet tall.

BALDUR

GOD OF RESSURECTION AND LIGHT

GOD SYMBOLS: Mistletoe, Spear, Sun

DEITY PROVINCE: Wisdom, Horses, Happiness

CEREMONY: When a male or female becomes an adult in the tribe, they are given a feast where Baldur is said to sit and bring luck to the new adult.

TABOO: All mistletoe must be ripped up and destroyed on sight.

GRANTED ABILITIES: Worshipers gain a +3 to their armor class during the day.

Baldur, the Bright One, is the deity of wisdom, the sun, and happiness. His feast halls are filled with stored food and every solstice and the equinoxes are times for a large feast. Worshipers are skilled with weapons, but even more skilled in blocking attacks. His worshipers gather wealth and craft in gold making his temples bright places.

ARTIFACT: BALDUR'S SWORD OF SINGING

The sword begins singing a battle song that causes foes to strike at -2 and allies to strike at +3 in a one hundred-yard radius around the sword. The weapon's purpose is to slay chaos. It has a will of 20 and the single ability to teleport its wielder anywhere they wish. The blade does 4d10 points of damage and can't be broken or made to melt. The weapon has been lent to worshipping heroes when fighting giants.

ARTIFACT: BALDUR'S DANCING SPEAR

The spear never misses and is tossed in the air and fights along side its wielder. It strikes first in every round, does 15 points of damage, and double that against evilly-aligned characters. It has never been lent to a worshiper.

BALDUR'S AVATAR

Baldur's avatar appears after battles that are lost. He brings hope and comfort to his worshippers.

BALDUR'S AVATAR (*lawful good*), 20th level cleric, HP 110, AC 30 + special (only mistletoe can touch his flesh in combat), Prime Attributes: wisdom 26, charisma 26, dexterity 22. He has all the abilities of a 20th level cleric. Clerical spells: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5. He wears armor, because he can be struck if he strikes at a foe first.



BRYNHILD

GODDESS OF BATTLE

GOD SYMBOLS: Winged Horse, Lance

DEITY PROVINCE: Recovering Heroes

CEREMONY: When a female wants to be a warrior, she sacrifices to the Valkyries.

TABOO: Female worshipers cannot use ranged physical weapons.

GRANTED ABILITIES: Worshipers are +3 to strike from horseback.

Like all Valkyries, she appears on a winged horse above a battlefield and she picks up heroes just as they breathe their last. Taking them back to Asgard, these heroes are given back life by Odin and they are expected to fight in Ragnarok. Valkyries

NORSE PANTHEON

are worshiped as protectors of females and the innocent. They are able to shift their form by using feathered cloaks. In the bird form, they can observe what is happening on the material plane. Brynhild has a swan disguise she can use whenever she puts on her swan-feathered cloak.

ARTIFACT: BRYNHILD'S LANCE

If left alone on a battlefield, Valkyries are content to not enter battle, but they are rarely left alone. The lance does 2d12, never misses, and can't be used by anyone else but another valkyre. These lances are never given to mortals.

BRYNHILD'S WINGED HORSE

She rides a double-sized, double-strength pegasus and these beasts are sometimes loaned to worshipers of the pantheon who sacrifice in a feast hall or bravely battle alongside clerics of the faith.

BRYNHILD'S AVATAR

She comes down to the material plane for lots of reasons and she and her sister warriors often fall in love with brave heroes.

BRYNHILD'S AVATAR (*chaotic good*), 10th level fighter, HP 100, AC 18, MV 70 ft. Primary Attributes: strength 22, charisma 22, intelligence 22. She and all of her sisters are fighters and are always ready for battle. Skilled with her lance, she can strike four times a round with it and when using her war hammer, she can strike three times a round with that.



FREYA

GODDESS OF FERTILITY AND MARRIAGE

GOD SYMBOLS: Doorway, Fireplace, Battleaxe, Amber Gem

DEITY PROVINCE: Hearth and Home

CEREMONY: The building of a lodge is considered a holy sacrifice to Freya.

TABOO: Worshipers never attack a pregnant woman or anything else that is pregnant.

GRANTED ABILITIES: All of her worshipers fight two levels higher than their stations when they are defending their home, a home of a friend, or other worshiper.

Freya is the jealous wife of Odin and the goddess of the home and womanly things. She is an extremely talented goddess, but jealousy causes her to act rashly many times throughout her legends. Her worshipers tend to be women, but she attracts powerful male heroes as well. Her temple feast halls gather the best in home fixtures and always welcome the poor and the homeless.

ARTIFACT: FREYA'S FALCON COAT

She has a coat of falcon feathers that allows her to transform into a large falcon so that she can spy on things from the air. Her clerics are able to borrow this cloak with a sacrifice of amber gems on her altars.

ARTIFACT: FREYA'S LONGSHIP

The boat can hold any number of people and can sail in the sky or on the sea. It's a fighting ship and has 100 archers ready to do battle. It shrinks down to a hand-sized model and is said to be carried in her belt. She lends this artifact to heroes who are helping her clerics fight armies of monsters.

FREYA'S AVATAR

She appears to help in birthings and when her temples are being attacked.

FREYA'S AVATAR (*chaotic good*), 20th level cleric, HP 110, AC 18, Prime Attributes: wisdom 26, charisma 26, intelligence 22. She has all the abilities of a 20th level cleric and can heal anything with a touch of her hand. Cleric spell levels: 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.



HEL

GODDESS OF DEATH

GOD SYMBOLS: Skeleton Head, Black Dagger, Raven

DEITY PROVINCE: Death

CEREMONY: Food is placed on the body of the dead, dead heroes are sent into the ocean on burning longships

TABOO: Worshipers don't eat the entire day of the burying of a friend.

GRANTED ABILITIES: The first blow struck by an enemy at the beginning of any battle always misses a worshiper of Hel.

Hel is the goddess of death and she takes all the dead who haven't passed in battle to Niflhel and her Eliudnir hall. She feeds the dead from plates filled with hunger. She stabs the unruly with her dagger of famine. In her aspect as death, she looks upon those who have died from the black side of her body and if she finds them worthy, they can stay in her hall. If they aren't worthy, they may roam the lands of Niflhel.

Assassins are her favored worshipers as well as skilled warriors.



ARTIFACT: HEL'S DAGGER

Her black onyx dagger is called, Famine. It kills a mortal with a touch and does forty points of damage to all other creatures touched. It never misses, and is not lent to worshipers.

ARTIFACT: HEL'S SHIELD

The shield prevents mortals from striking at her from the front. The shield also prevents all breath weapons from touching the wielder. The artifact is loaned out all the time to worshipers that are going to fight dragons and giants.

HEL'S AVATAR

She doesn't come out in avatar form often. When she does, it is usually to capture an ancient dragon, as she likes to take them down to her feast hall to use them as guards.

HEL'S AVATAR (Neutral), 20th level assassin, HP 300, AC 25, MV 50 ft. Primary Attributes: dexterity 25, intelligence 25, wisdom 25. This avatar has all of the normal assassin abilities at the 20th level: case target, climb, death attack, disguise, hide, listen, move silently, knowledge of poisons, sneak attack, and traps. She can't be killed on the material plane, but can be driven unconscious by massive damage.

HEIMDALL

THE WHITE GOD

GOD SYMBOLS: Rune Symbols, Longship, Treasure Pile

DEITY PROVINCE: Guardian of the Gate, Magic

CEREMONY: Every new ship is dedicated to Heimdall and is his to let float or destroy.

TABOO: No worshiper may fight in the sight of a rainbow.

GRANTED ABILITIES: Guarding anything gives a worshiper +4 in defense.

Heimdall has many aspects, but his main task is to guard the Bifrost Bridge. Of all gods, he has the best hearing (able to hear grass grow on all the worlds) the best sight (able to see even inside castles on the other worlds) and the quickest reflexes.

ARTIFACT: HEIMDALL' GJALL HORN

The horn is blown softly when gods come upon the bridge. During the time of the final battle, the horn is blown with full force to destroy dimensional bridges connecting to all the worlds, warning of the final battle. A version of the horn has come down to worshipers as a horn of blasting at double the normal power. These horns are often with worshiping warriors going to attack castles, and especially the castles of giants.

ARTIFACT: HEIMDALL'S SWORD OF THE GIANT

The sword has the ability to increase the size of its wielder to that of ten feet taller than the foes around the sword user. It does 30 points of damage and double that versus dragons and giants. It never misses a target and absorbs all fire, cold, and lightning attacks against its wielder. The sword has never been lent to worshipers.



NORSE PANTHEON

HEIMDALL'S AVATAR

Heimdall appears among his worshipers as a young man, and he always helps teach them to grow better crops, use magic, and defend themselves in battle.

HEIMDALL'S AVATAR (*lawful good*), 25th level fighter, HP 300, AC 25, MV 100 ft. *Primary Attributes:* strength 26, charisma 25, intelligence 24. While he presents himself as a fighter, he's able to cast all wizard and cleric spells at will. When not in battle, he tries to teach the uses of magic to his worshipers.

LOKI

GOD OF EVIL AND TRICKERY

GOD SYMBOLS: Lock Picks, Hand Axe, Fanged Snake

DEITY PROVINCE: Rogues, Fire, Bards

CEREMONY: In the dark of the night, worshipers only increase levels by making a blood sacrifice.

TABOO: Worshipers never deal in silver.

GRANTED ABILITIES: In picking locks and backstabbing, all worshipers are at +3.

Loki, the Father of Lies, the Shape-changer, the Sky-Traveler, and the Ruler of Fire is a much-worshiped deity because of what he brings to the table. He offers his worshipers great power and often delivers, as his worshipers are capable of networking and helping each other better than any other group of worshipers. Worshipers do not trick, steal, or work mischief on one another. They identify themselves by the amulets they wear. Rogues wear a coin visible on their person somewhere. Bards wear a bit of string or yarn visible on their bodies. Spellcasters of all types (Loki attracts them all) wear a lightning bolt symbol done in any metal but silver on their hat or neck.

ARTIFACT: SWORD OF LOKI

The sword is a singing sword of adamantine, striking for 3d10 +4. It has the unusual property of striking for three times its actual length of four feet so that it hits targets 12 feet away even though the material length isn't that long. When the sword sings, a *charm* spell must be resisted by the foes of the wielder, or they join him in the battle. It is never lent to anyone.

ARTIFACT: CLOAK OF LOKI

The cloak allows Loki to shape-shift into any natural bird, animal, or fish. The cloak absorbs all magical spells directed at the wearer and with

every spell, heals the wearer ten hit points. The cloak allows the wearer to fly 120 ft. per round. The cloak can change colors like a chameleon and acts as a portable hole. It is never lent to anyone.

LOKI'S AVATAR

Loki appears on the Material plane a lot, normally to hide from gods, who he has recently tricked. While on the material plane, he is often a benefactor to his worshipers.

LOKI'S AVATAR (*neutral evil*), he has all the abilities of a 20th level rogue and 20th level bard, HP 250, AC 20, MV 90 ft. *Primary Attributes:* dexterity 26, charisma 25, intelligence 24. His cloak contains a wide sample of equipment, allowing him to sing or steal at the drop of a hat.



ODIN

RULER OF ALL

GOD SYMBOLS: Spear, Large Hat, Well of Souls

DEITY PROVINCE: Wisdom, Magic, War

CEREMONY: At the solstice, the local lord must present a feast for all.

TABOO: Worshipers can't kill ravens or wolves.

GRANTED ABILITIES: Worshipers gain +2 in wisdom and strike as third level fighters or have a +3 with spears if they are 3rd level or higher.

Odin, the All-Father, rides an eight-legged horse named, Sleipner. The horse can move from the ground, to the sky with ease. As ruler of everything, he is known for walking around appearing as a one-eyed beggar, checking the way people treat strangers. His temples are feast halls where good food and strong drink are demanded every night. His holy men range from warriors and barbarians to clerics and wizards.



ARTIFACT: ODIN'S LONG SPEAR

The spear can hit anything Odin can see. It strikes for 50 points of damage and never misses. It is not given to worshippers. Odin strikes with it five times in a round against any type of creatures.

ARTIFACT: ODIN'S CLOAK OF DISGUISE

Odin's cloak allows him to appear as any humanoid he wishes. Odin knows the language, smells, and culture of that type of creature. This allows him to walk among the giants and any other race. He travels there to understand his greatest enemies better.

This artifact is never lent to a worshiper.

ODIN'S AVATAR

Odin walks the material plane a lot. He likes helping build his feast halls.

ODIN'S AVATAR (chaotic good), he has the powers of a 20th level wizard and 25th level fighter. HP 300, AC 35, MV 90 ft. Primary Attributes wisdom 26, intelligence 25, constitution 26. He doesn't use his special horse when roaming the material plane in disguise. As an avatar, he is very interested in the workings of giants on the material plane. Spell levels: 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

TYR

GOD OF VICTORY AND COURAGE

GOD SYMBOLS: Spear, Silver Hand, Horned Helm

DEITY PROVINCE: Victory, Truth, Courage

CEREMONY: Worshipers of Tyr undergo tests of courage before battles.

TABOO: Worshipers never lie.

GRANTED ABILITIES: All worshipers are specialized in the use of a spear from the first level. Those who can't use spears can specialize in quarterstaves.

Tyr is an old god that was replaced by Odin as the leader of the gods and the god of war. Fenrir couldn't be chained, so brave Tyr placed his arm in the mouth of the wolf to calm it down. When calm, dwarves were able to place massive chains on the creature that looked like light ropes. When the wolf discovered how it was tricked, it ate Tyr's arm, but it was still chained until the final battle. Tyr's followers are all filled with courage or they are not followers.

ARTIFACT: SPEAR OF TYR

Odin took Tyr's original spear, so the god had a new, and to his mind, better spear created. It is a lawful good weapon with a will of 23. It has speech and uses telepathy. The weapon has the following powers: All foes attacking the wielder are covered in faerie fire, the weapon regenerates 5 points a round for its wielder, the weapon allows the wielder to detect magic, illusions, and lies. It cannot be broken and strikes for 3d12 +4.



The spear can be hurled at anything the wielder can see with the chance to strike, and then the weapon flies back to the hand of the wielder. The spear is often lent to a hero who is fighting giants.

ARTIFACT: LASSO OF TYR

It looks like a sixty-yard lasso. It weighs like a rope, twirls like a rope, and appears to be a rope. In actuality, the dwarves have placed a massive illusion on a huge 500-yard long massive chain with each link man-tall. When the rope falls over a foe, that foe is weighted down so much they can't move and are helpless. After the wielder makes his throw to successfully strike the foe with the lasso, the foe gets a dexterity check to slip out before the lasso settles on them. The metal of the links is a special dwarven metal that can't melt or be broken. The lasso is lent to worshipers, especially brave spell casters who are going to fight dragons or giants.

TYR'S AVATAR

Tyr roams the material plane has a wandering blacksmith and weapon smith. He enjoys making magical weapons for worshipers who only expected to get normal weapons.

TYR'S AVATAR (lawful good), 25th level fighter, HP 200, AC 25, MV 80 ft. Primary Attributes: strength 26, intelligence 26, charisma 26. He's able to strike with his spear six times a round against any group of opponents if he doesn't throw it. As an avatar, he is greatly skilled with metal. He can turn out +3 weapons and armor very quickly.

NORSE PANTHEON

ULLER

GOD OF ARCHERY, MAGIC, AND SKIING

GOD SYMBOLS: Bow, Arrow

DEITY PROVINCE: Archery, Magic, Skiing

CEREMONY: The first kill as an adult with a bow is to be dedicated to Uller.

TABOO: White creatures can never be attacked with a bow.

GRANTED ABILITIES: Worshipers are +2 with their bows to strike and do damage.

Uller is much more of a nature god than any of the others. He has glades where he is worshiped and his weapon is the only one that is truly considered holy. The bow wasn't a much-favored weapon for the Norse, but it was useful in ship-to-ship combat. Uller is another of the older gods who was more worshiped before the days of Odin.

ARTIFACT: ULLER'S BOW

The bow has a chaotic good alignment with a purpose to slay evil. It warns the wielder of attacks and can hit anything the wielder can see and never misses. It does 25 points of damage to any target and can be fired four times in a round. It was never lent to a worshiper.

ARTIFACT: ULLER'S ARMOR

Uller's leather armor is intelligent and gives the following powers to the wearer: detect magic and illusions at will, immune to edged weapon damage, absorbs 0th-3rd level spells, and regenerates the wearer five points a round. It was never lent to a worshiper.



ULLER'S AVATAR

This avatar enjoys teaching the use of the bow to worshipers. He walks the material plane, often with other Norse avatars and they do acts of goodness to the needy, worshipers or not.

ULLER'S AVATAR (chaotic good), 20th level ranger, HP 140, AC 20, MV 60 ft. *Primary Attributes:* strength 25, wisdom 20, dexterity 22. He has his artifact bow and quiver and for close work, he has an adamantite long sword (2d12 +4) that stays to help his worshipers even after he has gone. He has all the abilities of a 20th level ranger.

NORSE RUNE SPELLS

All of these spells are from scrolls. The runes are carefully inscribed and infused with magic and any spell caster that can read them can work the magic.

WARRIOR'S SKILL, Level 0, all spell casters

CT 1	R touch	D 1 rd/lvl
SV no	SR no	Comp scroll

The magic makes the touched person the same level fighters as they are in their other class. If they are a fighter already, it increases their abilities by two levels.

HAMMER OF THOR, Level 1, all spell casters

CT 2	R 50 ft.	D 1 rd
SV wisdom negates	SR yes	Comp scroll

The spell creates an illusion of thunderclouds and Thor's hammer coming down on a foe from the sky. If they don't make their wisdom check, they take ten points in fear damage. The spell influences all those around the scroll user for fifty feet that are foes to the caster.

ODIN'S SHIELD, Level 2, all spell casters

CT 2	R 50 ft.	D 1 rd/lvl
SV no	SR no	Comp scroll

A magical force appears as a large round shield and it floats between the caster and a single foe. It gives the caster +4 on their AC as it tries to block attacks from a foe.

HEL'S GLANCE, Level 3, all spell casters

CT 2	R 50 ft.	D 1 rd
SV wisdom negates	SR no	Comp Scroll

An illusionary head of the goddess Hel appears in the air above the caster. If the viewers of the head don't make their wisdom check they are stunned for 1d4 rounds. This spell includes allies in its effect. The face of the goddess appears no matter what the angle is of the viewer to the scroll user.

BIFROST BRIDGE, Level 4, all spell casters

CT 3	R 10 yd./level	D 1 tn/lvl
SV no	SR no	Comp scroll

A glowing rainbow bridge forms from the point of the caster to another connecting point as envisioned by the caster and the limit of the range of the spell. The bridge is firm and can take any amount of weight.

RUNE GUARD, Level 5, all spell casters

CT 1 R 50 ft. D Until the battle ends
SV no SR no Comp scroll

For every gold star sapphire in the hand of the caster, a Viking guard appears, defends the caster, and takes part in their battle. The gems burn up with the casting of the spell.

RUNE GUARD (chaotic good), 10th level fighter, HP 100, AC 18, MV 70 ft. Primary Attributes: strength 15, charisma 15, intelligence 15. Skilled with +2 Rune Hammers that strike for 2d10 +2, they can hit three times a round. They turn to dust at the end of the battle and they will never switch sides or become paralyzed by magical effects.

DRAGON'S CALL, Level 6, all spell casters

CT 2 R 50 ft. D 1 rd
SV constitution negates SR yes Comp croll

When the spells happens a large dragon's head appears. It roars out a call and all who don't make their constitution check that are in front of the spell caster run in fear.

GIANT'S STRIKE, Level 7, all spell casters

CT 1 R 50 ft. D 1 rd
SV constitution negates SR yes Comp scroll

All those in front of the scroll user take 15 points of concussion damage. If they make their check, they take no damage. The spell affects a 15-foot-wide path up to 50 feet away.

WARRIOR'S CALL, Level 8, all spell casters

CT 1 R unlimited D instant
SV no SR no Comp scroll

This spell brings those who have become lost to the side of the caster. The spell grabs lost allies in the last 30 minutes. Even if they have become teleported, they are brought back to the side of the caster. The spell works with up to 100 lost allies.

TREASURE'S CALL, Level 9, all spell casters

CT 1 R 300 yds. D 1 day/lvl
SV no SR no Comp scroll

The spell fixes on the largest treasure pile in the range of the spell. The 300 yards is a radius from the scroll user and works up, down, and all around the body of the caster. If there are no coins or gems in the treasures, the spell does not connect. The spell generates a light clinking noise to the ears of the scroll user. That noise grows louder and louder the closer the caster gets to the treasure. It will also help the caster find the treasure as it will grow louder at crossroads where there is a needed direction to take to get to the treasure even if at first that direction isn't directly to the treasure.

NORSE MONSTERS

BEARSEKERS "BEAR SHIRTS"

NO. ENCOUNTERED: 1

SIZE: Large

HD: 10 (d8)

MOVE: 30 ft. (human form), 50 ft. (bear form)

AC: 19

ATTACKS: 2 Claw (1d6/1d6), bite (2d8)

SPECIAL: Alternate Form, Bear Empathy, Dark Vision, Regeneration (5)

SAVES: P

INT: Average

ALIGNMENT: Chaotic Good

TYPE: Shape Changer

TREASURE: 8

XP: 600 +10

These are Norse worshipers above the fifth level of experience who have sacrificed gold to Odin. They are given a magical "Bear Shirt" that clings to their naked flesh and can never be taken off once it is put on. The shirt allows them to transform into a huge bear any time they wish. Transforming back doesn't happen until the light of a full moon. The transformed bear is smart enough to know friend from foe, but is more bear-like than human.

In human form, these characters are considered blessed by the gods and deemed very lucky.

Combat: These bears claw and bite. When they transform, they heal all hit points in the process.

Alternate Form: In bear form, they are barely intelligent, but can recognize friend from foe.

Bear Empathy: Bears tend to congregate around the Berserkers. These characters are immune to polymorph attacks or the disease of Lycanthropy.

ETIN GIANT

NO. ENCOUNTERED: 1-4

SIZE: Large (30')

HD: 20 (d10)

MOVE: 70 ft., 100 ft. (climb)

AC: 29

ATTACKS: 2 Fists (2d12/2d12), Giant Hammer (3d10)

SPECIAL: Rock Throwing, Darkvision 100 ft., Spell Abilities

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 11 (hoard)

XP: 3,250 +20

Etins are the strongest of giants and live on Jotunheimr. Etins have been known to fight on the side of the gods as they are moved through bribes. The older ones have the abilities of tenth level cleric and magical spell casters. The giants stand 30 feet tall and while appearing humanoid, have unusual muscles making their arms and legs huge, even for giants.

Combat: These giants love a good battle and like to fight with huge war hammers. They throw rocks for 5d8 in damage at a range of 1,000 feet.

ROMAN PANTHEON

For centuries, the legions of Rome walked the material plane as masters of everything they saw. They were the best engineers of the age, but also the most superstitious people of the age. Every piece of wood had its spirit. When things went bump in the night, it was goblins or kobolds doing their things around the house. The Romans had to be tough just to face down all the night terrors they were sure were just waiting to nail some unsuspecting Roman forced against his will to walk during the night.

A Roman campaign is the perfect place for the Castle Keeper and his players. The Romans are constantly exploring into unknown lands. They are very tolerant of all pantheons. They have no trouble believing in the power of wizards. There is a constant sale of luck charms and amulets going on. An enterprising hero can earn an excellent wage in the Roman Arenas. When PCs find trouble, there will be that handy thousand-man legion to come at their call and check things out.

Roman gods are known to be very active and supportive of their worshipers. While many of them are stolen from the Greeks, they act slightly different and do more things for their people than the Greeks gods do. It could be highly interesting to have the Roman Legions on the Greek borders and see the Avatar of Jupiter meet and battle the Avatar of Zeus.

One of the reasons the Roman empire was so successful was the use of the Roman gladius. The two-edged blade was perfect for thrusting in close quarters and made light for long use in combat. The temper and style of the blade would change as Romans learned from the Greeks and the Gauls how to improve on the sword. The magical gladius was the one smelted into steel by accident. There were lots of these roaming the legions and each was treated as a prize worth a lot of gold.

While the Greeks practiced training of their citizen soldiers, the Romans actively trained men to be professional soldiers. Not just soldiers either, but fighters of many types. That is why each god in this pantheon actually gives a huge boost to a character type. This reflects the training characters could get in the Roman culture.

APOLLO

GOD OF LIGHT AND TRUTH

GOD SYMBOLS: Crow, Sun, Chariot

DEITY PROVINCE: The Future, The Sun, Truth, Healing

CEREMONY: At noon, on the solstice, sacrifice is made in gold and diamonds

TABOO: One can't kill a crow.

GRANTED ABILITIES: Worshipers have +2 in charisma, and cleric worshipers have a +1 in all of their attribute scores.

Apollo has many powers and interests. As the sun god, his temples were placed on the west end of cities on hills allowing his clerics to face the dawn. Of all the clerics, his were taught the use of medicine and healing. The truth in all circumstances is important to worshipers and they try not to lie no matter whom they are talking to at the time.

ARTIFACT: APOLLO'S CHARIOT

The chariot is lent for a month, full moon to full moon, to heroes that help Apollo's clerics or temples to survive. The chariot can be called from the skies to any spot on the material and outer planes. Stepping into the chariot totally heals a character and the chariot can hold six, fully-equipped characters. The horses can't be killed or harmed and the chariot can move like a ghost through walls and earth.

ARTIFACT: APOLLO'S STAFF OF HEALING

The staff is lent to Apollo clerics, from full moon to full moon, to those helping the temples and worshipers survive. The staff won't let a physical weapon harm the wielder. It heals for 25 points, ten times in a 24-hour period.



APOLLO'S AVATAR

This avatar teaches worshipers how to heal and use medicine. It also appears when powerful evil magical beasts come to plague his worshipers.

APOLLO'S AVATAR (*lawful good*), 20th level cleric, HP 110, AC 25, MV 40 ft., 120 ft. (fly) *Primary Attributes:* wisdom (25), intelligence (25), dexterity (20). Apollo uses a Roman adamantine gladius (4d8 + 4 sun sword) in battle with 4 strikes a round. He is capable of using spells while at the same time fighting in melee. *Spell levels:* 0th-9, 1st-8, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.

All undead are turned to dust when coming within 100 yards of Apollo.



JUSTITIA

GODDESS OF LAW AND THE RIGHT TO RULE

GOD SYMBOLS: Balance Scales, Sword

DEITY PROVINCE: Civilizations, Law

CEREMONY: Rulers and judges celebrate her ways on the first of every month.

TABOO: Worshipers never break their lawful alignment.

GRANTED ABILITIES: Worshipers have an extra 6 hit points; and paladin worshipers have a +1 in all of their attributes.

Without laws, there is chaos, and the goddess Justitia kept track of those laws and her clerics taught those laws to the people of the world. Her clerics and worshipers are extremely black and white, not tolerating simple thefts even for a good cause. The times of the solstice are times of great judgment and all those who have killed another in anger are judged on those days.

ARTIFACT: JUSTITIA BALANCE SCALES

The scales stop chaotic aligned creatures from coming within 100 yards of the holder of the scales. The scales have been lent to worshipers, especially paladins who are fighting undead.

ARTIFACT: JUSTITIA LONG SWORD

This +4 adamantine sword of wounding does +2 constitution damage and 3d10 +4. It's a slay chaos weapon and instantly kills undead at a touch. It is often lent to paladins of the faith.

JUSTITIA'S AVATAR

Her avatar comes down to do judging and will appear as well when armies of chaos come to attack her worshiper's cities.

JUSTITIA'S AVATAR (*lawful good*), 25th level paladin, HP 160, AC 25, MV 90 ft. *Primary Attributes:* charisma 26, intelligence 25, wisdom 24. She has all the powers of a 25th level paladin. She rides a double-sized, white warhorse. Justitia is totally resistant to spells of control or holding. Illusions are dispelled when she comes within 250 yards of them.

DIANA

GODDESS OF THE MOON

GOD SYMBOLS: Moon, Woods, Stag Antlers

DEITY PROVINCE: Moon, Night, Destruction

CEREMONY: At the full moon, sacrifices in Opals are made to Diana.

TABOO: When killing things in the forest, a sacrifice must be made into a forest stream.

GRANTED ABILITIES: Worshipers are +2 to strike and do damage to creatures of the woods, and ranger worshipers have a +1 in all of their attribute scores.

ROMAN PANTHEON

ARTIFACT: DIANA'S BOAR SPEAR

This adamantine spear instantly kills natural animals, does 30 points a strike to magical beasts, and does 3d12 +4 to humanoids. It strikes four times a round and the wielder cannot be surprised. It is lent to high-charisma male worshipers for thirty days.

ARTIFACT: DIANA'S STAG ICON

She rides this stag and it fights beside her. The icon is hand-sized and can be drawn out five times a day.

STAG, LARGE HD 10(d10), MV 90 ft., AC 24, Attacks 2 Hoof (1d8/1d8), Antlers (2d12 +6), SPECIAL Darkvision, Extraplanar, Planewalk, SV P, INT High, Alignment Neutral Good, Type Magical Beast. This icon is never lent to worshipers.

DIANA'S AVATAR

Diana's Avatar roams the forests hunting and looking for worthy male worshipers.

DIANA'S AVATAR (neutral good), 20th level ranger, HP 140, AC 20, MV 60 ft. Primary Attributes: strength 25, wisdom 20, dexterity 22. She has an artifact bow and quiver (arrows doing 2d10 +4), and for close work, she uses her spear. The bow stays for worshipers to use after she goes back into the heavens.

JUNO

GODDESS OF THE ROMAN STATE

GOD SYMBOLS: Roman Shield, Roman Gate

DEITY PROVINCE: Roman Nation, Treasure

CEREMONY: Matronalia on March 1-2 is a time of great sacrifice to Juno.

TABOO: No fighting is done in the month of June.

GRANTED ABILITIES: In working with the Treasure Type Table 1.0 always deal with the next larger level, a treasure 4 becomes a 5 and the like for her worshipers and worshipping fighters have +1 in all of their attribute scores.

Her temples are near the front gates of the city and act as a fortification in times of trouble. Her worshipers are largely drawn from the Roman legions and her clerics are all dual class fighters as well. Her temples have underground areas where state treasure is well guarded and stored for times of need.

ARTIFACT: HELM OF JUNO

The helm gives the wearer an AC of 25. It allows the wearer to see through all illusions, to resist all lightning and fire spells, and to not be controlled or held by any spell. It is lent to heroes who are trying to get back stolen Roman treasures.



ARTIFACT: SHIELD OF JUNO

The shield is a +4 adamantine shield that attracts all ranged attacks to its middle and negates their damage potential. This effect works for attacks from behind as well. It is lent to heroes who are going to defend themselves against powerful magical beasts in the near future.

JUNO AVATAR

The avatar has no trouble getting into combats and often appears when armies of magical beasts are attacking the cities of her worshipers.

JUNO AVATAR (lawful good), 20th level fighter, HP 140, AC 25, MV 40 ft. Primary Attributes: strength 25, dexterity 25, intelligence 25. She has all the normal abilities of a 20th level fighter. She uses a +4 adamantine gladius and a +4 adamantine breastplate. When she leaves or dies, her equipment stays behind to help her people. There are many sets of this equipment spread around the material plane and used by her worshipers every day.



JUPITER

RULER OF THE GODS

GOD SYMBOLS: Eagle, Lightning Bolt

DEITY PROVINCE: Rulership, Storms, Patron of Rome

CEREMONY: Weekly sacrifices must be made to Jupiter.

TABOO: Worshipers can't shoot anything out of the sky.

GRANTED ABILITIES: Worshipers are +2 in armor class and constitution, and barbarian worshipers are +1 in all of their attribute scores.



Jupiter as the leader of the Roman Empire had high festivals on the solstice and the equinox. He encouraged worshipers to take up martial skills, men and women alike. His temples were also places to do the business of Rome and housed clerics and city and country administrators. Thunderstorms were times of warning and the legions tried not to fight during those times. Eagles were signs of the god's favor and such sightings were times to start quests or take action.

ARTIFACT: MACE OF JUPITER

The adamantine mace strikes for 2d12 +4 and ten points of electrical damage. Foes must make their intelligence check or have a -4 to strike at the wielder of the weapon. It is lent, for 30 days, to worshipers who are going to quest to battle magical beasts.

ARTIFACT: ICON FORTRESS OF JUPITER

The icon fortress is a hand-sized image of a large square tower, five stories tall. It is possible to activate the fortress twice in 24-hours. It rises up to be a large, 90-foot-tall fortress. Each level has ranged weapons, excellent armor for anyone coming in, and food for six months. The single door/gate at the bottom is *wizard locked* and there are trap doors, also with

a *wizard lock*, protecting every level. The tower is frequently given, for 30 days, to worshipers who are entering barbarian lands.

JUPITER'S AVATAR

He frequently appears on the outer boundaries of the empire when there is a large battle between legions and clans.

JUPITER'S AVATAR (*chaotic good*), 25th level barbarian, HP 200, AC 25, MV 80 ft. *Primary Attributes:* constitution 26, wisdom 25, dexterity 23. He commonly wears adamantine officer legionary armor. He has all the powers of a 25th level barbarian. He rarely declares his status and likes to come in midbattle to fight with his worshipers.

MARS

GOD OF WAR

GOD SYMBOLS: Bull, Sword

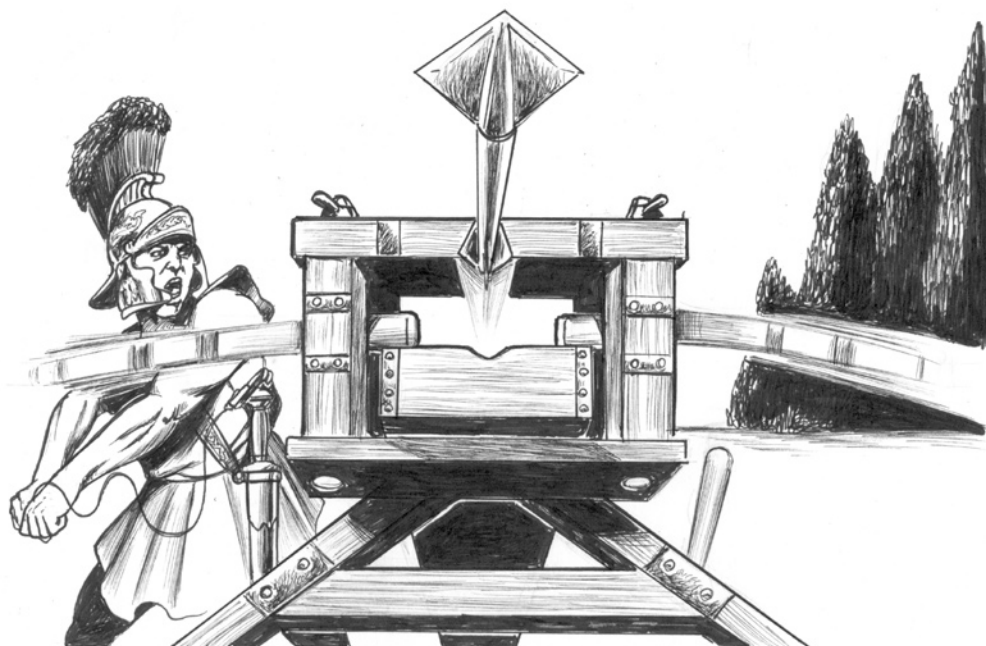
DEITY PROVINCE: War, Spring, Revenge

CEREMONY: The month of March is dedicated to Mars in song and sacrifice

TABOO: One never enters battle in the month of October

GRANTED ABILITIES: Worshipers are +3 in weapon use or +3 in armor class and all knight worshipers have +1 in all of their attribute scores.

The temples of Mars are armed structures where the practice of martial arts is the main activity. Military men of all types are allowed to come into the temple and train in all types of weapons. In the spring, young worshipers are encouraged to quest into unknown lands. It isn't enough for a Mars worshiper to be good with weapons; there is a sense of honor being taught as well.



ROMAN PANTHEON

ARTIFACT: SWORD OF MARS

This is a +4 adamantine soul stealer doing 2d10 +4 and double that versus evil-aligned characters. The weapon adds +4 to the armor class of the wielder. It has been lent to worshiping knights when they sacrifice large amounts of gold just before they undertake a quest.

ARTIFACT: HELM OF MARS

The helm regenerates 10 hit points a round for its wearer. Illusions and magic are detected for what they are by the helm. When more than one foe is attacking, the helm hastes the wearer as the spell. The helm has been given to worshipers who have helped raise temples to Mars in various cities.

MARS AVATAR

The Mars avatar comes to the Material plane when other avatars are fighting his worshipers. He always appears on a white stallion and he's dressed as a Roman general.

MARS AVATAR (chaotic good), 25th level knight, HP 200, AC 25, MV 80 ft. Primary Attributes: charisma 26, strength 26, intelligence 26. This avatar appears in a +4 adamantine breastplate and uses a +4 adamantine cavalry shield. The armor stays when the avatar vanishes and worshipers know to take it and use it in the service of the deity. The avatar appears riding a double-hit-point black stallion. The horse never takes damage in battle and when put to stud after the avatar leaves, produces amazingly-hardy colts.



MERCURY

GOD OF TRADE AND MERCHANTS

GOD SYMBOLS: Coin Pouch, Coin, Winged Boots

DEITY PROVINCE: Trade, Merchants, Potions

CEREMONY: On May 15, Merchants cause a huge feast to happen.

TABOO: Sales are never done at the beginning or end of any journey.

GRANTED ABILITIES: Worshipers act as if they have a luck stone in their pockets with luck given by Mercury. Monk and rogue worshiping characters have a +1 in all their attributes.

Mercury's clerics ride the fastest of horses, fly on the backs of magical beasts, and protect messengers as important persons. His temples always have the best of horses in the stables. Worshipers dress light and often have expensive magical armor. May 15 is a high holy day where merchants everywhere begin their trade journeys.

ARTIFACT: WINGED BOOTS OF MERCURY

The boots allow the wearer to fly 180 ft. a round. They also act as a displacer cloak and attackers miss in their first attack. The boots are often lent to important messengers.

ARTIFACT: SWORD OF MERCURY

The sword is designed to destroy magical beasts. Adamantine, it does 20 +4 against most things, and double that versus magical beasts. It is often given to worshipers who are going to quest for a lost message, usually sent from a king to another king.

MERCURY'S AVATAR

Mercury appears when a worshiping wizard has an important message to be delivered that will help grow the faith.

MERCURY'S AVATAR (neutral), 22th level monk, HP 180, AC 23, MV 90 ft. Primary Attributes: constitution 26, dexterity 25, intelligence 24. He rarely uses armor and has all the abilities of a 22nd level monk. When pressed in battle, a +4 adamantine large shield appears in his hand. The shield stays after the avatar leaves for his worshipers to use.

MINERVA

GODDESS OF COMMERCE AND MAGIC

GOD SYMBOLS: Wood Axe, Clay Tablet

DEITY PROVINCE: Commerce, Industry, Education, Magic

CEREMONY: March 19 is a festival where gold is sacrificed to Minerva.

TABOO: Books and scrolls can never be destroyed on purpose.

GRANTED ABILITIES: Wisdom is +3 for all worshipers; and worshiping wizards and illusionists have a +1 in all of their attributes.

The solstices are high holy days and actions started on those days have a lucky chance of success. Her temples are work places where the sciences of medicine and engineering are studied and taught. They are

also places where magic items are bought at top prices as the goddess and her followers study such items to learn of their magical power.

ARTIFACT: HELM OF MINERVA

The helm sees through all illusions and dispels them. It makes the magical saving throws of the wearer. It allows the wearer to strike with any weapon at +4. The helm is often lent to a worshiper who has brought a valuable magical sacrifice to the temples.

ARTIFACT: HORSE ICON OF MINERVA

The horse icon is a fist-sized, black stallion model. When the command word is said, all the allies of the icon wielder and the wielder are furnished with saddled and war-trained black stallions. No attacks can affect the stallions. The icon is often lent to worshipping wizards who give large sacrifices to the temple.

MINERVA'S AVATAR

This avatar appears when evil magical spell casters come to attack her temples.

MINERVA'S AVATAR (*lawful good*), 20th level wizard, HP 80, AC 20, MV 40 ft. *Primary Attributes:* 25 intelligence, 20 dexterity, 25 charisma. She uses a staff of striking in battle and wears a ring of +5 protection. She attacks evil characters first in a combat. *Spell levels:* 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5.



NEPTUNE

GOD OF THE SEA

GOD SYMBOLS: Fishing Net, Ocean Wave

DEITY PROVINCE: Sea, Shipping, Racing

CEREMONY: July is the time of Neptune and every day needs a sacrifice.

TABOO: One never begins a voyage or quest at night.

GRANTED ABILITIES: When taking treasures out of liquid, there is always two extra magic items over what would be normal for the hoard. His paladin worshipers are +1 in all of their attribute scores.

God of the sea, Neptune was represented on every ship leaving a Roman port. Coins were dropped into the sea at the beginning of every journey. The temples were set up on the cliffs above the sea. The month of July is holy and a time to sponsor betting on all types of races.

ARTIFACT: NET OF NEPTUNE

The net absorbs all magics thrown at the wielder. When thrown and it traps a being, they get a dexterity check to escape. If they don't escape, they are helpless in the light strands of the net. The net wasn't lent to a worshiper.

ROMAN PANTHEON

ARTIFACT: NEPTUNE'S VESSEL ICON

The hand-sized ship can be expanded to sail well in any body of water and it holds up to 500 people. It is not harmed by the harshest of storms and can be shrunk three times in 24 hours. In its shrunk state, it can still hold a full cargo of goods and weigh almost nothing. It is often given to a worshiper starting out on a quest to help a temple.

NEPTUNE'S AVATAR

The avatar most often appears as a ship captain with a ship ready to help heroes.

NEPTUNE'S AVATAR (*chaotic good*), 20th level paladin, HP 110, AC 19, MV Special, Primary Attribute: wisdom 25, intelligence 25, charisma 25. He rarely uses armor in battle, but can't help himself from joining in, and often grows to fifteen feet tall during a fight. He uses a long spear of adamantite doing 3d10 +4. He has all the abilities of an elf and a paladin. When he walks the material plane, he uses a huge green stallion that doesn't take damage in battle. On any body of water, he can transport himself instantly from one spot to another.



VENUS

GODDESS OF GARDENS AND VINEYARDS

GOD SYMBOLS: Grape Bunch, Rose

DEITY PROVINCE: Gardens, Vineyards, Beauty, Druids

CEREMONY: Gifts of money to strangers is made on April 1.

TABOO: One must always try to talk their way out of battles.

GRANTED ABILITIES: Worshipers can easily tame wild animals and use them for guards. All worshipping bards gain a +1 in all of their attribute scores.

The Roman version of the goddess of love and beauty was also concerned with gardens and vineyards. Her high holy days are on the equinoxes and worshipers brought beautiful things to her temples in hopes of luck and success all year long. Sacrifices were not just gems and vines, they included perfect grape bunches and excellent squash. Her temples were rich affairs filled with many types of treasures from rare statues, to richly-appointed marble floors.

ARTIFACT: DAGGER OF VENUS

Her dagger's purpose is to slay monsters. It's an adamantite dagger doing 2d10 +4 and 30 points of damage versus magical beasts. The weapon is often lent to high-charisma, worshipping warriors who are questing to fight monsters.

ARTIFACT: SHIELD OF VENUS

The +4 adamantite shield stops all ranged attacks from striking the user. It was often lent to unmarried females questing to find the right hero.

VENUS AVATAR

Venus likes to appear as a skilled bard and she always hides the fact that she is an avatar. She most often appears to defend her temples from invaders.

VENUS AVATAR (*chaotic good*), she has the abilities of a 20th level bard HP 150, AC 19, MV 90 ft. Primary Attributes: wisdom 26, charisma 26, dexterity 25. Males of any race cannot melee with Venus as they are too stunned by her beauty. They can make ranged attacks and throw spells at her from a distance. She rides a double-strength, white warhorse into battles. When fighting on horseback, she uses a +4 adamantite lance striking for 1d12 +4.

VESTA

GODDESS OF FIRE

GOD SYMBOLS: Hearth, Flame, Ruby

DEITY PROVINCE: Hearth, Fire, Donkey, Magic

CEREMONY: In the month of June, all worshipers bake cakes and give them to the poor.

TABOO: One never starts quests or trips in June.

GRANTED ABILITIES: Worshipers are +2 in all checks versus magic, and worshipping assassins have +1 in all of their attribute scores.

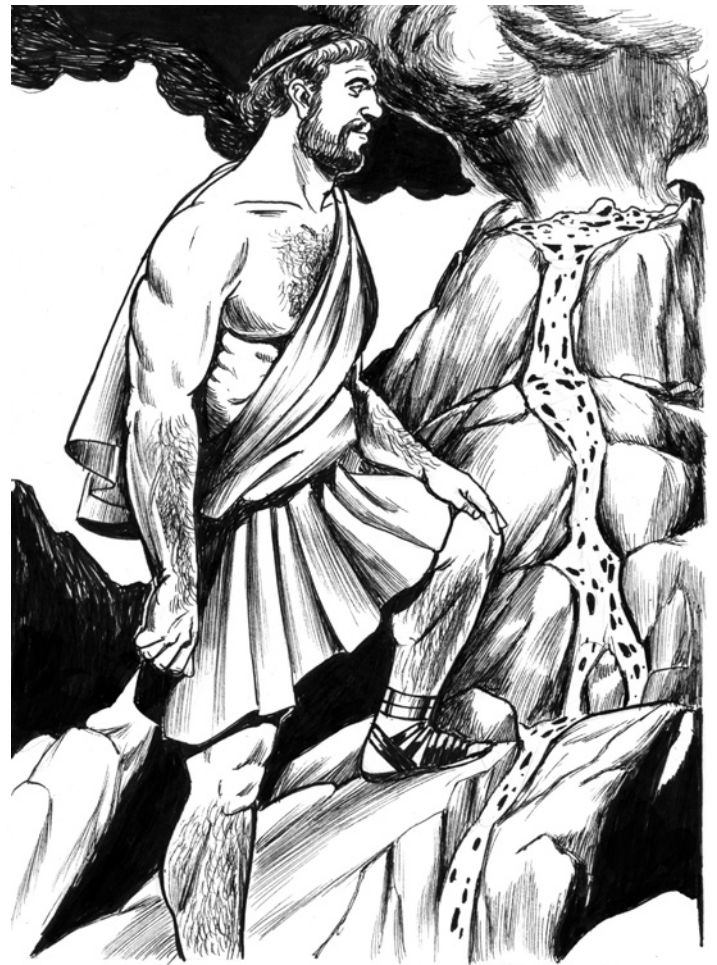
June is the high holy month for worshipers of Vesta. Her female clerics would walk the city looking to help the people. It was the custom of the day to walk prisoners about the city shouting out their crimes; if they walked by a party of Vesta's clerics, those prisoners were immediately set free and expected to become model citizens. Her temples were at the center of the city and held an eternal flame. As long as that flame burned, the city would prosper. Often, attackers had to secretly enter the city and snuff that flame to successfully invade.

ARTIFACT: VESTA'S STAFF OF FIRE

The staff throws all types of fire spells as if a 30th level wizard threw the spell. It never runs out of charges and it can quench any fire. The artifact was often lent to females going on quests against enemies of the city and Vesta, when they sacrifice large rubies to the temple.

ARTIFACT: VESTA'S CLOAK OF FIRE

The cloak allows the wearer to walk through any type of heat up to and including lava with no harm. The wearer can set the cloak on 'burn mode' and anything that can burn will turn into a blaze within fifty yards of the cloak wearer. The wearer can also fly at the rate of 50 yards a round. It has been lent to high-level worshipers who sacrifice rubies to Vesta and have a cause that helps her temples.



Vesta's Avatar

Vesta appears most often to put out fires that are threatening her temples. Rome burned several times in its history and Vesta was there every time.

VESTA'S AVATAR (lawful good), 20th level wizard, HP 80, AC 16, MV 40 ft. Primary Attributes: 25 intelligence, 20 dexterity, 25 charisma. She uses her staff in battle and never wears armor, but her cloak gives her some protection. She attacks nonhumans first in a combat. Spell levels: 0th-9, 1st-9, 2nd-9, 3rd-8, 4th-8, 5th-7, 6th-6, 7th-6, 8th-5, 9th-5. She often rides into battle on a white donkey that takes no damage during the battle.

VULCAN

GOD OF CRAFTSMANSHIP

GOD SYMBOLS: Anvil, Hammer, Volcanoes

DEITY PROVINCE: Blacksmiths, Crafters

CEREMONY: August is a month for sacrificing gold to Vulcan.

TABOO: One doesn't make a fire in the month of August.

GRANTED ABILITIES: Worshipers always know if a thing is magical and/or cursed, and all fighters have a +2 on their AC and a +2 to strike and do damage. This magical plus counts as a magical weapon feature when they are using normal weapons.

ROMAN PANTHEON

Vulcan's temples are usually near volcanoes active or not. Each is a large structure to accommodate the spirit of their deity. The largest of people in a city usually come to worship Vulcan, as their height is a sign of the god's favor. All clerics have smithing ability and part of their homes must have forges and anvils.

ARTIFACT: VULCAN'S HAMMER

The hammer is a dancing hammer and fights as a 20th level fighter when it enters battle. Only in the avatar's hands, it acts as a throwing hammer as well doing 4d10 +4 in damage and destroying any wall or building it hits. The weapon is lent to worshipers who sacrifice blue-white diamonds to Vulcan's temples. They gain the weapon from full moon to full moon.

ARTIFACT: VULCAN'S CHEST PLATE

The chest plate is carved in a battle scene of Jupiter versus a hydra. It's a +4 adamantine artifact that stops all edged weapons from striking the wearer. Magical beasts always miss in their first strike at the wearer and only do half damage when they strike. It has been lent to worshipers for thirty days if they sacrifice powerful magic items to Vulcan's temples.

VULCAN'S AVATAR

The avatar comes down to the material plane when a major piece of engineering needs to be done.

VULCAN'S AVATAR (*lawful good*), 20th level fighter, HP 140, AC 25, MV 40 ft. *Primary Attributes:* strength 25, dexterity 25, intelligence 25. He has all the normal abilities of a 20th level fighter. Vulcan always takes the time to train two or three talented smiths, turning them into weapon masters while he walks the material plane. In combat, he rides a huge black warhorse that doesn't take any damage in battle.

JANUS

GOD OF GATES, DOORS AND NEW BEGINNINGS

GOD SYMBOLS: Door, Gate, Jade

DEITY PROVINCE: Gates, Doors, Beginnings, Magic

CEREMONY: The month of January is when new buildings are started and dedicated to Janus.

TABOO: Those who start quests who don't sacrifice to Janus suffer harm during the quest.

GRANTED ABILITIES: A worshiper can't be surprised or miss on their first strike at a foe, and all worshiping warriors gain a +1 in all of their attribute scores.

At the time of the solstice and equinox, there are high feast days and major sacrifices are given to the god. The homes of worshipers have small alcoves at the doors where an image of Janus guards against evil. Guards and Roman legionaries who guard homes, forts, and city gates are especially blessed by the god and often begin a battle with a *bless* spell sent by Janus.

ARTIFACT: SWORD OF JANUS

The weapon strikes for 30 points of damage and does double damage against any invading foes fighting the wielder in his hometown. The weapon is often lent to worshipers who sacrifice large amounts of jade on the altars of the god.

ARTIFACT: JANUS STAFF OF KILLING

The staff is filled with death magic and forces a constitution check or the victim dies at a touch. It is lent to cleric worshipers of Janus who need to defend their homes and cities.

JANUS AVATAR

The Janus avatar appears as twin fighters ready to defend the temples of his worshipers.

JANUS AVATAR TWINS (*lawful good*), 20th level fighters, HP 140, AC 25, MV 40 ft. *Primary Attributes:* strength 25, dexterity 25, intelligence 25. Each twin has all the normal abilities of a 20th



level fighter. One twin uses the artifact sword and the other uses the artifact staff. They wear +4 adamantine Roman armor into combat. When each leaves or dies, their armor stays behind to help their people. There are many sets of this equipment spread around the world and used by the worshippers of Janus every day.

ROMAN SPELLS

There were shaman and clerics to cast spells in the Roman world. The druid was not well thought of and in fact, a great deal of effort went into killing all druids that could be found. These spells can be used by clerics and wizards.

LEGION SPIRIT, Level 0, all clerics and wizards

CT 1 R 50 ft. D 1 tn/lvl
SV no SR no Comp V, M

The hair from an experienced Roman trooper turns to dust with the action of this spell. A spirit trooper appears and physical weapons can't hit it. It fights for the caster of the spell.

SPIRIT TROOPER 10th level fighter, AC 19, HP 20, MV 60 ft. His gladius strikes for 1d12. He must stay in sight of the caster or he vanishes.

POWER OF HERCULES, Level 1, all clerics and wizards

CT 1 R 50 ft. D 2 rds/lvl
SV no SR no Comp V, M

The sweat from a gladiator is used up with this spell. It gives the victim +3 in their strength attribute.

LEGION ARRIVES, Level 2, all clerics and wizards

CT 4 R 50 ft. D permanent
SV no SR no Comp V, M

A gladius is turned to dust with the casting of this spell. It summons the two closest Roman legionnaires from where ever they are and they come and fight for the caster of the spell. These troops are free to be angry about being summoned after the fight.

STRENGTH OF THE GODS, Level 3, all clerics and wizards

CT 2 R touch D 1 rd/lvl
SV no SR no Comp V, M

The ten hair strands of an avatar is used up with this spell. During the duration of the spell, the caster does 20 hit points of damage with each successful strike.

HEALING OF THE GODS, Level 4, all clerics and wizards

CT 2 R touch D immediate
SV no SR no Comp V, M

The blood of an avatar is needed for this spell. It turns to dust as it heals 20 points of damage and even restores lost body parts, except for heads.

PROTECTION OF THE GODS, Level 5, all clerics and wizards

CT 3 R 50 ft. D 1 tn/lvl
SV no SR no Comp V, M

A one-pound piece of a god's altar turns to dust with the action of this spell. All the visible allies of the caster within 50 ft. gain

the armor class of the best of them without any of the weight encumbrance. The group must stay in sight of each other for the duration of the spell, or persons out of sight lose their bonus.

BLACK DEATH, Level 6, all clerics and wizards

CT 1 R 50 ft. D permanent
SV constitution immunity SR yes Comp V, M

A fist full of the hair of an undead is needed for this spell and it turns to dust with the activation of the magic. Those foes within sight of the caster must make their constitution save or die from the *black death* sickness. Undead can't be hurt by the spell. The caster can't be lawful good in alignment.

DEATH SPIRITS ARRIVE, Level 7, all clerics and wizards

CT 3 R 50 ft. D 1 rd/lvl
SV no SR no Comp V, M

The hair from dead foes is used in this spell and that hair turns to dust with the activation of the magic. 1d4 ghosts appear and fight on the side of the caster for the duration of the spell. The ghosts won't fight undead. These ghosts can't use the touch of death, but will use all their other powers. They each have 8 hit points. The caster can't be lawful good in alignment.

CURSE OF THE GODS, Level 8, all clerics and wizards

CT 2 R 50 ft. D 1 rd/lvl
SV wisdom to negate SR yes Comp V, M

A star ruby is destroyed in the casting of this spell. The caster begins glowing bright red and the glow extends out fifty feet from the caster. Those foes who enter the glowing area and fail their wisdom check are at a -4 to strike at anything.

FORTIFICATION, Level 9, all clerics and wizards

CT special R special D 1 tn/lvl
SV no SR no Comp V, M

The spell is first cast by a section of castle wall. A twenty-foot section vanishes and the flesh of the spell caster turns dark gray. Any time the caster wishes he can use the spell a second time. It creates a barrier made out of the castle wall that was taken. The barrier fills up to a forty-foot-long space and allows for up to thirty feet of height. The caster and his allies are transported to the top of the wall, and his enemies remain below, near the wall.

CACUS GIANT

NO. ENCOUNTERED: 1-6

SIZE: Large (12')

HD: 12 (d12)

MOVE: 50 ft., 60 ft. (burrowing) 50 ft.

AC: 23

ATTACKS: 2 Fists (1d12/1d12)

SPECIAL: Rock Throwing, Immunity to Magic, Dark Vision

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 8 (hoard)

XP: 950 +12

ROMAN PANTHEON

The Cacus giant only appears when earthquakes open large caverns in the ground; otherwise, they are a subterranean race of giants. Primitive cave dwellers, they crave cows and sheep and when exposed to the surface, they are ravenous hunters of these herds. They are massively-muscled with strong talons that allow them to dig quickly into the earth. Their tunnel complexes are vast, well-built, and never collapse on their own.

Combat: The giants usually fight close-up with their fists or talons. They are very aggressive and numbers of foes don't bother them at all. They often begin a battle stomping their feet to call other cacus giants to help in a battle.

Rock Throwing: Cacus giants hurl boulders up to 540 feet. A successful attack inflicts 2d12 points of damage and there are always boulders in their caves.

FAUNS

NO. ENCOUNTERED: 1-5

SIZE: Medium

HD: 3 (d6)

MOVE: 40 ft.

AC: 16

ATTACKS: Head Butt (2d6), Magical Weapon

SPECIAL: Faun Hooting, Twilight Vision, Blend, Immune to Magic

SAVES: P

INT: Average

ALIGNMENT: Neutral

TYPE: Fey

TREASURE: 4

XP: 20 +3

A faun is a forest spirit living in an untamed section of the woodland. Fauns have their lower bodies that of goats with goat hooves and their upper naked bodies that of humans. Their heads have a set of rounded and powerful horns on the males and females. Their flesh changes to match the color of the woods around them.

Female fauns are unusually attracted to mortal men and try to mate with them as it creates a much stronger breed of faun.

Blend: Fauns are virtually undetectable in their home woods, knowing the terrain intimately. They hide in these environments as a 20th level rogue.

Combat: Fauns are normally armed with +3 darts and small +3 javelins. They enjoy attacking from a distance and do not like closing to melee.

GENIUS LOCI

NO. ENCOUNTERED: 1

SIZE: Large (10 ft.)

HD: 5 (d8)

MOVE: 60 ft.

AC: 15 (see text)

ATTACKS: Incorporeal Touch (1d6)

SPECIAL: Dexterity Damage, Darkvision, Incorporeal Blend

SAVES: M

INT: Low

ALIGNMENT: Neutral

TYPE: Magical Beast

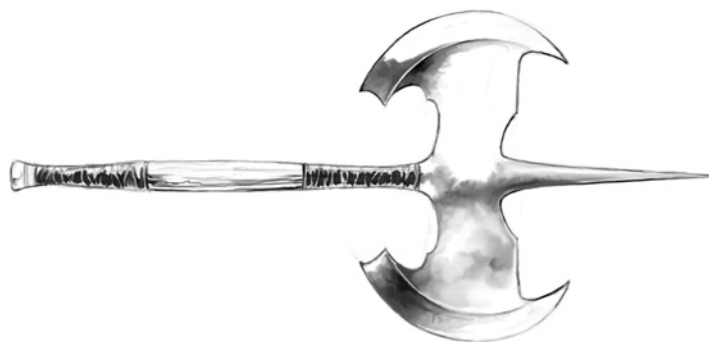
TREASURE: Special

XP: 120 +5

This creature appears when a relative dies in the household. The genius loci appears as a ten-foot-long snake with a gray, ghostly appearance. When the creature is attacked, it forms into the dead image of the relative and continues its attacks. The genius loci guard the largest amount of treasure in the home/castle/dungeon. It never appears to the family, but makes itself known to invaders.

Combat: The Genius Loci uses its lack of solidity to their advantage. They will walk through walls, crawl up to the victim from the floor, and attack from dark shadows. Their touch does slight physical damage, but it also drains a point of dexterity. Creatures that are drained to 0 dexterity die no matter how many hit points they have. If the victim survives the encounter, the lost dexterity returns at a rate of 1 point every 24-hours.

Blend: In darkness, a shadow is virtually undetectable. It is considered invisible, and it can attack without spoiling this concealment. If there are several light sources in the chamber, the creature can be seen.



SPELLS INDEX

CLERIC SPELLS (Divine)

0-LEVEL CLERIC SPELLS (Orisons)

1. **Forest Alarm**
Mist growls and covers foes in faerie fire.
Only for Arhide worshippers
2. **Spirit Gust of Air**
Spirit winds put out lights.
Only for American Indian worshippers
3. **Winds of Change**
Winds blow missile attacks away.
Only for Aztec worshippers
4. **Gold Reveal**
Hidden gold glows with faerie fire.
Only for Dwarven clerical worshippers
5. **Cobra Shadow**
An illusionary cobra is created.
Only for Egyptian worshippers
6. **Dragon Awareness**
The caster detects dragons.
Only for elfin worshippers
7. **Beer Sensing**
The caster senses beer in the spell area.
Only for gnomish worshippers
8. **Armor Hardening**
The caster increases their armor class.
Only for Greek worshippers
9. **Hide**
The caster can hide and move without penalties.
Only for halfling worshippers
10. **Pain**
The caster causes pain to a character's hands.
Only for nonhuman humanoid worshippers
11. **Dancing Shield of Kali**
The caster modifies a shield with the image of Kali.
Only for worshippers of India deities.
12. **Handy Weapon**
The caster generates a useful weapon.
Only for worshippers of Japanese deities.
13. **Warrior's Skill**
The caster gives equal level warrior skills to another type of character.
Only for worshippers of Viking deities.
14. **Legion Spirit**
The spell generates a roman trooper to fight for the caster.
Only for worshippers of Roman deities.

1ST-LEVEL CLERIC SPELLS

1. **Plant Aid**
Fruit becomes minor healing potion.
Only for Arhide worshippers

2. **Weapon Plus**
Casts a plus on equipment.
Only for American Indian worshippers
3. **Shadow Tree**
A large illusionary tree is created.
Only for Aztec worshippers
4. **Minor Blast**
The caster loses hit points and generates a dangerous blast.
Only for Dwarven clerical worshippers
5. **Divine Light**
The light helps versus undead and poison.
Only for Egyptian worshippers
6. **Dragon Breath Resistance**
The caster becomes immune to the effect of a dragon's breath.
Only for elfin worshippers
7. **Ale Brewing**
The caster fills a barrel of alcohol.
Only for gnomish worshippers
8. **Sharpened Weapon**
The caster increases their chances to hit with a weapon.
Only for Greek worshippers
9. **Bumper Crop**
The caster increases the yield of a planted crop.
Only for halfling worshippers
10. **Acid Blast**
The caster generates an acid cloud.
Only for nonhuman humanoid worshippers
11. **Dancing Vajra of India**
The caster causes a Vajra to attack by itself.
Only for worshippers of India deities.
12. **Magical Effect**
The caster generates a useful random effect.
Only for worshippers of Japanese deities.
13. **Hammer of Thor**
The caster gives thunderclouds and the appearance of Thor's hammer.
Only for worshippers of Viking deities.
14. **Power of Hercules**
The spell increases a character's strength attribute by three.
Only for worshippers of Roman deities.

2ND-LEVEL CLERIC SPELLS

1. **Plant Binding**
Tangle plants grow up and hold victim.
Only for Arhide worshippers
2. **Summon Weapon**
A useful weapon appears in the hand of the caster.
Only for American Indian worshippers

SPELL INDEX

- Brightness**
3. Blinding light fills a caster's hands.
Only for Aztec worshippers
- Rock to Sand**
4. Rock is transformed to sand.
Only for Dwarven clerical worshippers
- Cobra Strike**
5. The magic mimics a cobra's strike.
Only for Egyptian worshippers
- Dragon Toughness**
6. The caster gains +5 armor class.
Only for elfin worshippers
- Really Good Cookie Spell**
7. The caster bakes excellent cookies.
Only for gnomish worshippers
- Monster Repulsion**
8. The caster increases their armor class.
Only for Greek worshippers
- Guard Spirit**
9. The caster generates a guard to give the alarm.
Only for halfling worshippers
- The Dead Walk**
10. The caster generates a zombie.
Only for nonhuman humanoid worshippers
- Brahma Spell of Release**
11. The caster increases the chance of a victim making their save.
Only for worshippers of India deities.
- Animated Cloak**
12. The caster creates a +3 cloak.
Only for worshippers of Japanese deities.
- Odin's Shield**
13. The caster creates a floating defensive shield.
Only for worshippers of Viking deities.
- Legion Arrives**
14. The spell summons the two closest legionaries to fight for the caster.
Only for worshippers of Roman deities.

3RD-LEVEL CLERIC SPELLS

- Spirit Weapon**
1. Magical whip appears and fights for caster.
Only for Arhide worshippers
- Heal Animal**
2. The enchantment heals an animal.
Only for American Indian worshippers
- Quiet**
3. An aura of silence enfolds the caster.
Only for Aztec worshippers
- Major Blast**
4. The caster loses more points and makes a bigger blast.
Only for Dwarven clerical worshippers
- The Gaze of Anubis**
5. The magic creates a paralyzing death gaze.
Only for Egyptian worshippers

- Dragon Wings**
6. The caster gains wings and can fly.
Only for elfin worshippers
- Extra Fine Sandwich Spell**
7. The caster makes two great sandwiches.
Only for gnomish worshippers
- Spear Sharpening**
8. The caster increases a spear's striking and damage potential.
Only for Greek worshippers
- Luck**
9. The caster increases the abilities of a character.
Only for halfling worshippers
- Snake Spirit**
10. The caster summons up a giant spirit snake.
Only for nonhuman humanoid worshippers
- Vishnu Major Restoration**
11. The caster restores lost hit points to many.
Only for worshippers of India deities.
- Oni Transformation**
12. The caster becomes an oni.
Only for worshippers of Japanese deities.
- Hel's Glance**
13. The caster creates a stunning effect.
Only for worshippers of Viking deities.
- Strength of the Gods**
14. The spell grants the character massive striking power.
Only for worshippers of Roman deities.

4TH-LEVEL CLERIC SPELLS

- Summon a Servant**
1. A furry creature appears to aid the caster in simple tasks.
Only for Arhide worshippers
- Spirit of the Warrior**
2. The enchantment adds to attacking attempts and damage.
Only for American Indian worshippers
- Nasty Odor**
3. Gagging smells fill the air.
Only for Aztec worshippers
- Minor Rock Elemental Summoning**
4. The caster summons a rock humanoid.
Only for Dwarven clerical worshippers
- Ra's Touch**
5. Divine sun comes and does great damage.
Only for Egyptian worshippers
- Eyes of the Dragon**
6. The caster dragon perception to see hidden things.
Only for elfin worshippers
- Easy Road Spell**
7. The caster makes travelling luckier.
Only for gnomish worshippers

8. **Hero's Charge**
The caster increases the abilities of fighters.
Only for Greek worshipers
9. **Halfling fog**
The caster generates a thick fog.
Only for halfling worshipers
10. **Demon Spirit**
The caster summons up a demon.
Only for nonhuman humanoid worshipers
11. **Shiva Sphere of Destruction**
The caster creates a destructive sphere.
Only for worshipers of India deities.
12. **Dragon Senses**
The caster tremendously increases their senses.
Only for worshipers of Japanese deities.
13. **Bifrost Bridge**
The caster creates a magical rainbow bridge.
Only for worshipers of Viking deities.
14. **Healing of the Gods**
The spell heals massive damage.
Only for worshipers of Roman deities.

5TH-LEVEL CLERIC SPELLS

1. **Control Water Spirit**
Water creature comes to aid the caster in simple tasks.
Only for Arhide worshipers
2. **Summon Spirit Mount**
A flying mount comes at the call of the caster.
Only for American Indian worshipers
3. **Trap Reveal**
Traps glow in front of the caster.
Only for Aztec worshipers
4. **Bridge**
A magical bridge appears for the caster.
Only for Dwarven clerical worshipers
5. **Summon Set's Minion**
One of Set's warriors summoned to aid the caster.
Only for Egyptian worshipers
6. **Dragon Lightning Blasting**
The caster breathes lightning.
Only for elfin worshipers
7. **Enemies, What Enemies Spell**
The caster makes enemies vanish.
Only for gnomish worshipers
8. **Bronze Gleam**
The caster increases the defenses of fighters.
Only for Greek worshipers
9. **Lots of Help**
The caster summons animal help.
Only for halfling worshipers

10. **Death Mist**
The caster generates a mist of death.
Only for nonhuman humanoid worshipers
11. **Ganesha's Restorative**
The caster heals many.
Only for worshipers of India deities.
12. **Oni Summoning**
The caster summons an oni to fight for three combat rounds.
Only for worshipers of Japanese deities.
13. **Rune Guard**
The caster summons a 10th level fighter.
Only for worshipers of Viking deities.
14. **Protection of the Gods**
The spell changes the armor class of all surrounding allies.
Only for worshipers of Roman deities.

6TH-LEVEL CLERIC SPELLS

1. **Control an Air Spirit**
The air spirit obeys commands from the caster.
Only for Arhide worshipers
2. **Heal the Land**
The caster uses their own hit points to heal the land.
Only for American Indian worshipers
3. **Animal Calming**
Singing, the caster calms normal animals.
Only for Aztec worshipers
4. **Minor Hole**
A temporary hole is made in a rock face.
Only for Dwarven clerical worshipers
5. **Push of the Nile**
A wave of the Nile is summoned.
Only for Egyptian worshipers
6. **Dragon Fire Blasting**
The caster breathes red dragon fire.
Only for elfin worshipers
7. **Avocado Justice Spell**
The caster creates a special warning banner.
Only for gnomish worshipers
8. **Summon the Furies**
The caster creates new enemies for his foes to battle.
Only for Greek worshipers
9. **Cave Bear Spirit**
The caster summons the spirit of a cave bear.
Only for halfling worshipers
10. **Fire Blast**
The caster generates a fire destroying magic items.
Only for nonhuman humanoid worshipers

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- Agni Fire Sphere**
11. The caster generates a sphere of deadly fire.
Only for worshipers of India deities.
- Invisibility to Dragons**
12. The caster and allies become invisible and silent around dragons.
Only for worshipers of Japanese deities.
- Dragon's Call**
13. The caster creates a dragon's head causing fear.
Only for worshipers of Viking deities.
- Black Death**
14. This is a death spell.
Only for worshipers of Roman deities.

7TH-LEVEL CLERIC SPELLS

- Control an Earth Spirit**
1. The earth spirit obeys commands from the caster.
Only for Arhide worshipers
- Sense Evil or Good**
2. The caster sees through the eyes of other characters.
Only for American Indian worshipers
- Ignore the Elements**
3. Caster and allies ignore the effects of bad weather.
Only for Aztec worshipers
- Major Rock Elemental Summoning**
4. A large earth elemental is summoned.
Only for Dwarven clerical worshipers
- The Blessing of Isis**
5. This magic adds to a caster's damaging spell.
Only for Egyptian worshipers
- Dragon Acid Blasting**
6. The caster breathes black dragon acid.
Only for elfin worshipers
- Swords into Bread Spell**
7. The caster turns enemy weapons into loaves of bread.
Only for gnomish worshipers
- Summon Twin Elementals**
8. The caster summons two elementals.
Only for Greek worshipers
- Where's the Treasure**
9. The caster detects treasure in the spell range.
Only for halfling worshipers
- Death Dust**
10. The caster blows deadly dust into the face of a foe.
Only for nonhuman humanoid worshipers
- Vayu Cloud Carpet**
11. The caster generates a cloud-like magic carpet.
Only for worshipers of India deities.

Become a Part of the Land

12. The caster gains immunity from physical weapons.
Only for worshipers of Japanese deities.
- Giant's Strike**
13. The caster generates concussion damage in front of his body.
Only for worshipers of Viking deities.
- Death Spirits Arrive**
14. This is a ghost-summoning spell.
Only for worshipers of Roman deities.

8TH-LEVEL CLERIC SPELLS

- Control a Fire Spirit**
1. The fire spirit obeys commands from the caster.
Only for Arhide worshipers
- Summon Spirit Warrior**
2. The caster summons a warrior to fight for them.
Only for American Indian worshipers
- Transform**
3. Caster and allies transform into animals.
Only for Aztec worshipers
- Mineral Extraction**
4. The magic summons rare earths to hand.
Only for Dwarven clerical worshipers
- Pharaoh's Touch**
5. The magic influences saving throws.
Only for Egyptian worshipers
- Dragon Cold Blasting**
6. The caster breathes white dragon cone of cold.
Only for elfin worshipers
- Mass Eating Rather Than Dying Spell**
7. The caster is saved from death and transported home.
Only for gnomish worshipers
- Become the Hydra**
8. The caster transforms into a hydra.
Only for Greek worshipers
- Much Needed Weapon**
9. The caster summons a special magical weapon.
Only for halfling worshipers
- Spirit Mount**
10. The caster summons a spirit mount.
Only for nonhuman humanoid worshipers
- Varuna Silver Vessel**
11. The caster generates a magical sailing vessel.
Only for worshipers of India deities.
- Gain the Attention of the Gods**
12. The caster gains the attention of his deity.
Only for worshipers of Japanese deities.

13. **Warrior's Call**
The caster brings lost allies back to the caster.
Only for worshipers of Viking deities.
14. **Curse of the Gods**
An aura of deadly protection surrounds the caster.
Only for worshipers of Roman deities.

9TH-LEVEL CLERIC SPELLS

1. **Deep Healing**
Massive healing spell
Only for Arhide worshipers
2. **Attention of the Deity**
The caster gains the attention of their gods.
Only for American Indian worshipers
3. **Move Through the Elements**
The caster and allies move through the earth and other elements.
Only for Aztec worshipers
4. **Magical Metal Manufacturing**
The spell works tough metals.
Only for Dwarven clerical worshipers
5. **Summoning the Sphinx**
A sphinx appears to help the caster.
Only for Egyptian worshipers
6. **Dragon Transformation**
The caster transforms into the dragon of the scale he has.
Only for elfin worshipers
7. **Would You Believe Spell**
The caster's magic prevents damage from an enemy.
Only for gnomish worshipers
8. **Time Jump**
The caster travels back in time.
Only for Greek worshipers
9. **Halfling Dragon**
The caster or another transforms into a dragon.
Only for halfling worshipers
10. **Dragon Spirit**
The caster summons a dragon spirit.
Only for nonhuman humanoid worshipers
11. **Portal**
The caster generates a magical portal to another land.
Only for worshipers of India deities.
12. **Animate Statue**
The caster animates a stone statue and it obeys simple commands.
Only for worshipers of Japanese deities.
13. **Treasure's Call**
The spell generates a sound trail to treasure.
Only for worshipers of Viking deities.

14. **Fortification**
The caster generates a section of castle wall where they wish.
Only for worshipers of Roman deities.

DRUID SPELLS (Divine)

0-LEVEL CLERIC SPELLS (Orisons)

- Forest Alarm**
1. Mist growls and covers foes in faerie fire.
Only for Arhide worshipers
- Spirit Gust of Air**
2. Spirit winds put out lights.
Only for American Indian worshipers
- Throw and Knot**
3. The caster throws a rope to magically tie a victim.
Only for Celtic worshipers
- Cobra Shadow**
4. An illusionary cobra is created.
Only for Egyptian worshipers
- Dragon Awareness**
5. The caster detects dragons.
Only for elfin worshipers
- Beer Sensing**
6. The caster senses beer in the spell area.
Only for gnomish worshipers
- Armor Hardening**
7. The caster increases their armor class.
Only for Greek worshipers
- Hide**
8. The caster can hide and move without penalties.
Only for halfling worshipers
- Pain**
9. The caster causes pain to a character's hands.
Only for nonhuman humanoid worshipers
- Dancing Shield of Kali**
10. The caster modifies a shield with the image of Kali.
Only for worshipers of India deities.
- Handy Weapon**
11. The caster generates a useful weapon.
Only for worshipers of Japanese deities.
- Warrior's Skill**
12. The caster gives equal level warrior skills to another type of character.
Only for worshipers of Viking deities.

1ST-LEVEL DRUID SPELLS

- Plant Aid**
1. Fruit becomes minor healing potion.
Only for Arhide worshipers
- Weapon Plus**
2. Casts a plus on equipment.
Only for American Indian worshipers

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- Faerie Fire Trap**
3. Victims are outlined in faerie fire.
Only for Celtic worshippers
- Divine Light**
4. The light helps versus undead and poison.
Only for Egyptian worshippers
- Dragon Breath Resistance**
5. The caster becomes immune to the effect of a dragon's breath.
Only for elfin worshippers
- Ale Brewing**
6. The caster fills a barrel of alcohol.
Only for gnomish worshippers
- Sharpened Weapon**
7. The caster increases their chances to hit with a weapon.
Only for Greek worshippers
- Bumper Crop**
8. The caster increases the yield of a planted crop.
Only for halfling worshippers
- Acid Blast**
9. The caster generates an acid cloud.
Only for nonhuman humanoid worshippers
- Dancing Vajra of India**
10. The caster causes a Vajra to attack by itself.
Only for worshippers of India deities.
- Magical Effect**
11. The caster generates a useful random effect.
Only for worshippers of Japanese deities.
- Hammer of Thor**
12. The caster gives thunderclouds and the appearance of Thor's hammer.
Only for worshippers of Viking deities.

2ND-LEVEL DRUID SPELLS

- Plant Binding**
1. Tangle plants grow up and hold victim.
Only for Arhide worshippers
- Summon Weapon**
2. A useful weapon appears in the hand of the caster.
Only for American Indian worshippers
- Burn Wood**
3. Targeted wood burns with this spell.
Only for Celtic worshippers
- Cobra Strike**
4. The magic mimics a cobra's strike.
Only for Egyptian worshippers
- Dragon Toughness**
5. The caster gains +5 armor class.
Only for elfin worshippers
- Really good Cookie Spell**
6. The caster bakes excellent cookies.
Only for gnomish worshippers

Monster Repulsion

7. The caster increases their armor class.
Only for Greek worshippers
- Guard Spirit**
8. The caster generates a guard to give the alarm.
Only for halfling worshippers
- The Dead Walk**
9. The caster generates a zombie.
Only for nonhuman humanoid worshippers
- Brahma Spell of Release**
10. The caster increases the chance of a victim making their save.
Only for worshippers of India deities.
- Animated Cloak**
11. The caster creates a +3 cloak.
Only for worshippers of Japanese deities.
- Odin's Shield**
12. The caster creates a floating defensive shield.
Only for worshippers of Viking deities.

3RD-LEVEL DRUID SPELLS

- Spirit Weapon**
1. Magical whip appears and fights for caster.
Only for Arhide worshippers
- Heal Animal**
2. The enchantment heals an animal.
Only for American Indian worshippers
- Find Gold**
3. Gold finds more gold with this magic.
Only for Celtic worshippers
- The Gaze of Anubis**
4. The magic creates a paralyzing death gaze.
Only for Egyptian worshippers
- Dragon Wings**
5. The caster gains wings and can fly.
Only for elfin worshippers
- Extra Fine Sandwich Spell**
6. The caster makes two great sandwiches.
Only for gnomish worshippers
- Spear Sharpening**
7. The caster increases a spear's striking and damage potential.
Only for Greek worshippers
- Luck**
8. The caster increases the abilities of a character.
Only for halfling worshippers
- Snake Spirit**
9. The caster summons up a giant spirit snake.
Only for nonhuman humanoid worshippers
- Vishnu Major Restoration**
10. The caster restores lost hit points to many.
Only for worshippers of India deities.

11. **Oni Transformation**
The caster becomes an oni.
Only for worshipers of Japanese deities.
12. **Hel's Glance**
The caster creates a stunning effect.
Only for worshipers of Viking deities.

4TH-LEVEL DRUID SPELLS

1. **Summon a Servant**
A furry creature appears to aid the caster in simple tasks.
Only for Arhide worshipers
2. **Spirit of the Warrior**
The enchantment adds to attacking attempts and damage.
Only for American Indian worshipers
3. **Repel Snakes**
Snakes are repelled with the action of this spell.
Only for Celtic worshipers
4. **Ra's Touch**
Divine sun comes and does great damage.
Only for Egyptian worshipers
5. **Eyes of the Dragon**
The caster dragon perception to see hidden things.
Only for elfin worshipers
6. **Easy Road Spell**
The caster makes travelling luckier.
Only for gnomish worshipers
7. **Hero's Charge**
The caster increases the abilities of fighters.
Only for Greek worshipers
8. **Halfling fog**
The caster generates a thick fog.
Only for halfling worshipers
9. **Demon Spirit**
The caster summons up a demon.
Only for nonhuman humanoid worshipers
10. **Shiva Sphere of Destruction**
The caster creates a destructive sphere.
Only for worshipers of India deities.
11. **Dragon Senses**
The caster tremendously increases their senses.
Only for worshipers of Japanese deities.
12. **Bifrost Bridge**
The caster creates a magical rainbow bridge.
Only for worshipers of Viking deities.

5TH-LEVEL DRUID SPELLS

1. **Control Water Spirit**
Water creature comes to aid the caster in simple tasks.
Only for Arhide worshipers

2. **Summon Spirit Mount**
A flying mount comes at the call of the caster.
Only for American Indian worshipers
3. **Immunity to Wizard Magic**
Immunity works with fire and cold wizard spells.
Only for Celtic worshipers
4. **Summon Set's Minion**
One of Set's warriors is summoned to aid the caster.
Only for Egyptian worshipers
5. **Dragon Lightning Blasting**
The caster breathes lightning.
Only for elfin worshipers
6. **Enemies, What Enemies Spell**
The caster makes enemies vanish.
Only for gnomish worshipers
7. **Bronze Gleam**
The caster increases the defenses of fighters.
Only for Greek worshipers
8. **Lots of Help**
The caster summons animal help.
Only for halfling worshipers
9. **Death Mist**
The caster generates a mist of death.
Only for nonhuman humanoid worshipers
10. **Ganesha's Restorative**
The caster heals many.
Only for worshipers of India deities.
11. **Oni Summoning**
The caster summons an oni to fight for three combat rounds.
Only for worshipers of Japanese deities.
12. **Rune Guard**
The caster summons a 10th level fighter.
Only for worshipers of Viking deities.

6TH-LEVEL DRUID SPELLS

1. **Control an Air Spirit**
The air spirit obeys commands from the caster.
Only for Arhide worshipers
2. **Heal the Land**
The caster uses their own hit points to heal the land.
Only for American Indian worshipers
3. **Transport Via Water**
Transport happens between bodies of water.
Only for Celtic worshipers
4. **Push of the Nile**
A wave of the Nile is summoned.
Only for Egyptian worshipers
5. **Dragon Fire Blasting**
The caster breathes red dragon fire.
Only for elfin worshipers

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6. **Avocado Justice Spell**
The caster creates a special warning banner.
Only for gnomish worshipers
7. **Summon the Furies**
The caster creates new enemies for his foes to battle.
Only for Greek worshipers
8. **Cave Bear Spirit**
The caster summons the spirit of a cave bear.
Only for halfling worshipers
9. **Fire Blast**
The caster generates a fire destroying magic items.
Only for nonhuman humanoid worshipers
10. **Agni Fire Sphere**
The caster generates a sphere of deadly fire.
Only for worshipers of India deities.
11. **Invisibility to Dragons**
The caster and allies become invisible and silent around dragons.
Only for worshipers of Japanese deities.
12. **Dragon's Call**
The caster creates a dragon's head causing fear.
Only for worshipers of Viking deities.

7TH-LEVEL DRUID SPELLS

1. **Control an Earth Spirit**
The earth spirit obeys commands from the caster.
Only for Arhide worshipers
2. **Sense Evil or Good**
The caster sees through the eyes of other characters.
Only for American Indian worshipers
3. **Cold Storm**
Summoned cold does damage.
Only for Celtic worshipers
4. **The Blessing of Isis**
This magic adds to a caster's damaging spell.
Only for Egyptian worshipers
5. **Dragon Acid Blasting**
The caster breathes black dragon acid.
Only for elfin worshipers
6. **Swords into Bread Spell**
The caster turns enemy weapons into loaves of bread.
Only for gnomish worshipers
7. **Summon Twin Elementals**
The caster summons two elementals.
Only for Greek worshipers

8. **Where's the Treasure**
The caster detects treasure in the spell range.
Only for halfling worshipers
9. **Death Dust**
The caster blows deadly dust into the face of a foe.
Only for nonhuman humanoid worshipers
10. **Vayu Cloud Carpet**
The caster generates a cloud-like magic carpet.
Only for worshipers of India deities.
11. **Become a Part of the Land**
The caster gains immunity from physical weapons.
Only for worshipers of Japanese deities.
12. **Giant's Strike**
The caster generates concussion damage in front of his body.
Only for worshipers of Viking deities.

8TH-LEVEL DRUID SPELLS

1. **Control a Fire Spirit**
The fire spirit obeys commands from the caster.
Only for Arhide worshipers
2. **Summon Spirit Warrior**
The caster summons a warrior to fight for them.
Only for American Indian worshipers
3. **Nature's Helper**
A plant humanoid is summoned.
Only for Celtic worshipers
4. **Pharaoh's Touch**
The magic influences saving throws.
Only for Egyptian worshipers
5. **Dragon Cold Blasting**
The caster breathes white dragon cone of cold.
Only for elfin worshipers
6. **Mass Eating Rather Than Dying Spell**
The caster is saved from death and transported home.
Only for gnomish worshipers
7. **Become the Hydra**
The caster transforms into a hydra.
Only for Greek worshipers
8. **Much Needed Weapon**
The caster summons a special magical weapon.
Only for halfling worshipers
9. **Spirit Mount**
The caster summons a spirit mount.
Only for nonhuman humanoid worshipers
10. **Varuna Silver Vessel**
The caster generates a magical sailing vessel.
Only for worshipers of India deities.

- 11 . **Gain the Attention of the Gods**
The caster gains the attention of his deity.
Only for worshipers of Japanese deities.
- 12 . **Warrior's Call**
The caster brings lost allies back to the caster.
Only for worshipers of Viking deities.

9TH-LEVEL DRUID SPELLS

1. **Deep Healing**
Massive healing spell
Only for Arhide worshipers
2. **Attention of the Deity**
The caster gains the attention of their gods.
Only for American Indian worshipers
3. **Find Cut Gems**
Gems and magic help the caster find more.
Only for Celtic worshipers
4. **Summoning the Sphinx**
A sphinx appears to help the caster.
Only for Egyptian worshipers
5. **Dragon Transformation**
The caster transforms into the dragon of the scale he has.
Only for elfin worshipers
6. **Would You Believe Spell**
The caster's magic prevents damage from an enemy.
Only for gnomish worshipers
7. **Time Jump**
The caster travels back in time.
Only for Greek worshipers
8. **Halfling Dragon**
The caster or another transforms into a dragon.
Only for halfling worshipers
9. **Dragon Spirit**
The caster summons a dragon spirit.
Only for nonhuman humanoid worshipers
10. **Portal**
The caster generates a magical portal to another land.
Only for worshipers of India deities.
11. **Animate Statue**
The caster animates a stone statue and it obeys simple commands.
Only for worshipers of Japanese deities.
12. **Treasure's Call**
The spell generates a sound trail to treasure.
Only for worshipers of Viking deities.

WIZARD SPELLS (Arcane)

0-LEVEL WIZARD SPELLS (Cantrips)

1. **Forest Alarm**
Mist growls and covers foes in faerie fire.
Only for Arhide worshipers

2. **Cobra Shadow**
An illusionary cobra is created.
Only for Egyptian worshipers
3. **Dragon Awareness**
The caster detects dragons.
Only for elfin worshipers
4. **Beer Sensing**
The caster senses beer in the spell area.
Only for gnomish worshipers
5. **Armor Hardening**
The caster increases their armor class.
Only for Greek worshipers
6. **Hide**
The caster can hide and move without penalties.
Only for halfling worshipers
7. **Handy Weapon**
The caster generates a useful weapon.
Only for worshipers of Japanese deities.
8. **Warrior's Skill**
The caster gives equal level warrior skills to another type of character.
Only for worshipers of Viking deities.
9. **Legion Spirit**
The spell generates a roman trooper to fight for the caster.
Only for worshipers of Roman deities.

1ST-LEVEL WIZARD SPELLS

1. **Plant Aid**
Fruit becomes minor healing potion.
Only for Arhide worshipers
2. **Divine Light**
The light helps versus undead and poison.
Only for Egyptian worshipers
3. **Dragon Breath Resistance**
The caster becomes immune to the effect of a dragon's breath.
Only for elfin worshipers
4. **Ale Brewing**
The caster fills a barrel of alcohol.
Only for gnomish worshipers
5. **Sharpened Weapon**
The caster increases their chances to hit with a weapon.
Only for Greek worshipers
9. **Bumper Crop**
The caster increases the yield of a panted crop.
Only for halfling worshipers
10. **Magical Effect**
The caster generates a useful random effect.
Only for worshipers of Japanese deities.
11. **Hammer of Thor**
The caster gives thunderclouds and the appearance of Thor's hammer.
Only for worshipers of Viking deities.

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12. **Power of Hercules**
The spell increases a character's strength attribute by three.
Only for worshipers of Roman deities.

2ND-LEVEL WIZARD SPELLS

1. **Plant Binding**
Tangle plants grow up and hold victim.
Only for Arhide worshipers
2. **Cobra Strike**
The magic mimics a cobra's strike.
Only for Egyptian worshipers
3. **Dragon Toughness**
The caster gains +5 armor class.
Only for elfin worshipers
4. **Really good Cookie Spell**
The caster bakes excellent cookies.
Only for gnomish worshipers
5. **Monster Repulsion**
The caster increases their armor class.
Only for Greek worshipers
6. **Guard Spirit**
The caster generates a guard to give the alarm.
Only for halfling worshipers
7. **Animated Cloak**
The caster creates a +3 cloak.
Only for worshipers of Japanese deities.
8. **Odin's Shield**
The caster creates a floating defensive shield.
Only for worshipers of Viking deities.
9. **Legion Arrives**
The spell summons the two closest legionaries to fight for the caster.
Only for worshipers of Roman deities.

3RD-LEVEL WIZARD SPELLS

1. **Spirit Weapon**
Magical whip appears and fights for caster.
Only for Arhide worshipers
2. **The Gaze of Anubis**
The magic creates a paralyzing death gaze.
Only for Egyptian worshipers
3. **Dragon Wings**
The caster gains wings and can fly.
Only for elfin worshipers
4. **Extra Fine Sandwich Spell**
The caster makes two great sandwiches.
Only for gnomish worshipers
5. **Spear Sharpening**
The caster increases a spear's striking and damage potential.
Only for Greek worshipers

Luck

6. The caster increases the abilities of a character.
Only for halfling worshipers
7. **Oni Transformation**
The caster becomes an oni.
Only for worshipers of Japanese deities.
8. **Hel's Glance**
The caster creates a stunning effect.
Only for worshipers of Viking deities
9. **Strength of the Gods**
The spell grants the character massive striking power.
Only for worshipers of Roman deities.

4TH-LEVEL WIZARD SPELLS

1. **Summon a Servant**
A furry creature appears to aid the caster in simple tasks.
Only for Arhide worshipers
2. **Ra's Touch**
Divine sun comes and does great damage.
Only for Egyptian worshipers
3. **Eyes of the Dragon**
The caster dragon perception to see hidden things.
Only for elfin worshipers
4. **Easy Road Spell**
The caster makes travelling luckier.
Only for gnomish worshipers
5. **Hero's Charge**
The caster increases the abilities of fighters.
Only for Greek worshipers
6. **Halfling fog**
The caster generates a thick fog.
Only for halfling worshipers
7. **Dragon Senses**
The caster tremendously increases their senses.
Only for worshipers of Japanese deities.
8. **Bifrost Bridge**
The caster creates a magical rainbow bridge.
Only for worshipers of Viking deities.
9. **Healing of the Gods**
The spell heals massive damage.
Only for worshipers of Roman deities.

5TH-LEVEL WIZARD SPELLS

1. **Control Water Spirit**
Water creature comes to aid the caster in simple tasks.
Only for Arhide worshipers

Summon Set's Minion

2. One of Set's warriors is summoned to aid the caster.

Only for Egyptian worshipers

Dragon Lightning Blasting

3. The caster breathes lightning.

Only for elfin worshipers

Enemies, What Enemies Spell

4. The caster makes enemies vanish.

Only for gnomish worshipers

Bronze Gleam

5. The caster increases the defenses of fighters.

Only for Greek worshipers

Lots of Help

6. The caster summons animal help.

Only for halfling worshipers

Oni Summoning

7. The caster summons an oni to fight for three combat rounds.

Only for worshipers of Japanese deities.

Rune Guard

8. The caster summons a 10th level fighter.

Only for worshipers of Viking deities.

Protection of the Gods

9. The spell changes the armor class of all surrounding allies.

Only for worshipers of Roman deities.

6TH-LEVEL WIZARD SPELLS

Control an Air Spirit

1. The air spirit obeys commands from the caster.

Only for Arhide worshipers

Push of the Nile

2. A wave of the Nile is summoned.

Only for Egyptian worshipers

Dragon Fire Blasting

3. The caster breathes red dragon fire.

Only for elfin worshipers

Avocado Justice Spell

4. The caster creates a special warning banner.

Only for gnomish worshipers

Summon the Furies

5. The caster creates new enemies for his foes to battle.

Only for Greek worshipers

Cave Bear Spirit

6. The caster summons the spirit of a cave bear.

Only for halfling worshipers

Invisibility to Dragons

7. The caster and allies become invisible and silent around dragons.

Only for worshipers of Japanese deities.

Dragon's Call

8. The caster creates a dragon's head causing fear.

Only for worshipers of Viking deities.

Black Death

9. This is a death spell.

Only for worshipers of Roman deities.

7TH-LEVEL WIZARD SPELLS

Control an Earth Spirit

1. The earth spirit obeys commands from the caster.

Only for Arhide worshipers

The Blessing of Isis

2. This magic adds to a caster's damaging spell.

Only for Egyptian worshipers

Dragon Acid Blasting

3. The caster breathes black dragon acid.

Only for elfin worshipers

Swords into Bread Spell

4. The caster turns enemy weapons into loaves of bread.

Only for gnomish worshipers

Summon Twin Elementals

5. The caster summons two elementals.

Only for Greek worshipers

Where's the Treasure

6. The caster detects treasure in the spell range.

Only for halfling worshipers

Become a Part of the Land

7. The caster gains immunity from physical weapons.

Only for worshipers of Japanese deities.

Giant's Strike

8. The caster generates concussion damage in front of his body.

Only for worshipers of Viking deities

Death Spirits Arrive

9. This is a ghost-summoning spell.

Only for worshipers of Roman deities.

8TH-LEVEL WIZARD SPELLS

Control a Fire Spirit

1. The fire spirit obeys commands from the caster.

Only for Arhide worshipers

Pharaoh's Touch

2. The magic influences saving throws.

Only for Egyptian worshipers

Dragon Cold Blasting

3. The caster breathes white dragon cone of cold.

Only for elfin worshipers

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- Mass Eating Rather Than Dying Spell**
4. The caster is saved from death and transported home.
Only for gnomish worshipers
- Become the Hydra**
5. The caster transforms into a hydra.
Only for Greek worshipers
- Much Needed Weapon**
6. The caster summons a special magical weapon.
Only for halfling worshipers
- Gain the Attention of the Gods**
7. The caster gains the attention of his deity.
Only for worshipers of Japanese deities.
- Warrior's Call**
8. The caster brings lost allies back to the caster.
Only for worshipers of Viking deities.
- Curse of the Gods**
9. An aura of deadly protection surrounds the caster.
Only for worshipers of Roman deities.

9TH-LEVEL WIZARD SPELLS

- Deep Healing**
1. Massive healing spell
Only for Arhide worshipers
- Summoning the Sphinx**
2. A sphinx appears to help the caster.
Only for Egyptian worshipers
- Dragon Transformation**
3. The caster transforms into the dragon of the scale he has.
Only for elfin worshipers
- Would You Believe Spell**
4. The caster's magic prevents damage from an enemy.
Only for gnomish worshipers
- Time Jump**
5. The caster travels back in time.
Only for Greek worshipers
- Halfling Dragon**
6. The caster or another transforms into a dragon.
Only for halfling worshipers
- Animate Statue**
7. The caster animates a stone statue and it obeys simple commands.
Only for worshipers of Japanese deities.
- Treasure's Call**
8. The spell generates a sound trail to treasure.
Only for worshipers of Viking deities.
- Fortification**
9. The caster generates a section of castle wall where they wish.
Only for worshipers of Roman deities.

ILLUSIONIST SPELLS (Arcane)

0-LEVEL ILLUSIONIST SPELLS (Cantrips)

- Forest Alarm**
1. Mist growls and covers foes in faerie fire.
Only for Arhide worshipers
- Winds of Change**
2. Winds blow missile attacks away.
Only for Aztec worshipers
- Cobra Shadow**
3. An illusionary cobra is created.
Only for Egyptian worshipers
- Dragon Awareness**
4. The caster detects dragons.
Only for elfin worshipers
- Beer Sensing**
5. The caster senses beer in the spell area.
Only for gnomish worshipers
- Armor Hardening**
6. The caster increases their armor class.
Only for Greek worshipers
- Hide**
7. The caster can hide and move without penalties.
Only for halfling worshipers
- Handy Weapon**
8. The caster generates a useful weapon.
Only for worshipers of Japanese deities.
- Warrior's Skill**
9. The caster gives equal level warrior skills to another type of character.
Only for worshipers of Viking deities.

1ST-LEVEL ILLUSIONIST SPELLS

- Plant Aid**
1. Fruit becomes minor healing potion.
Only for Arhide worshipers
- Shadow Tree**
2. A large illusionary tree is created.
Only for Aztec worshipers
- Divine Light**
3. The light helps versus undead and poison.
Only for Egyptian worshipers
- Dragon Breath Resistance**
4. The caster becomes immune to the effect of a dragon's breath.
Only for elfin worshipers
- Ale Brewing**
5. The caster fills a barrel of alcohol.
Only for gnomish worshipers
- Sharpened Weapon**
6. The caster increases their chances to hit with a weapon.
Only for Greek worshipers
- Bumper Crop**
7. The caster increases the yield of a planted crop.
Only for halfling worshipers

8. **Magical Effect**
The caster generates a useful random effect.
Only for worshipers of Japanese deities.
9. **Hammer of Thor**
The caster gives thunderclouds and the appearance of Thor's hammer.
Only for worshipers of Viking deities.

2ND-LEVEL ILLUSIONIST SPELLS

1. **Plant Binding**
Tangle plants grow up and hold victim.
Only for Arhide worshipers
2. **Brightness**
Blinding light fills a caster's hands.
Only for Aztec worshipers
3. **Cobra Strike**
The magic mimics a cobra's strike.
Only for Egyptian worshipers
4. **Dragon Toughness**
The caster gains +5 armor class.
Only for elfin worshipers
5. **Really good Cookie Spell**
The caster bakes excellent cookies.
Only for gnomish worshipers
6. **Monster Repulsion**
The caster increases their armor class.
Only for Greek worshipers
7. **Guard Spirit**
The caster generates a guard to give the alarm.
Only for halfling worshipers
8. **Animated Cloak**
The caster creates a +3 cloak.
Only for worshipers of Japanese deities.
9. **Odin's Shield**
The caster creates a floating defensive shield.
Only for worshipers of Viking deities.

3RD-LEVEL ILLUSIONIST SPELLS

1. **Spirit Weapon**
Magical whip appears and fights for caster.
Only for Arhide worshipers
2. **Quiet**
An aura of silence enfolds the caster.
Only for Aztec worshipers
3. **The Gaze of Anubis**
The magic creates a paralyzing death gaze.
Only for Egyptian worshipers
4. **Dragon Wings**
The caster gains wings and can fly.
Only for elfin worshipers
5. **Extra Fine Sandwich Spell**
The caster makes two great sandwiches.
Only for gnomish worshipers

6. **Spear Sharpening**
The caster increases a spear's striking and damage potential.
Only for Greek worshipers
7. **Luck**
The caster increases the abilities of a character.
Only for halfling worshipers
8. **Oni Transformation**
The caster becomes an oni.
Only for worshipers of Japanese deities.
9. **Hel's Glance**
The caster creates a stunning effect.
Only for worshipers of Viking deities.

4TH-LEVEL ILLUSIONIST SPELLS

1. **Summon a Servant**
A furry creature appears to aid the caster in simple tasks.
Only for Arhide worshipers
2. **Nasty Odor**
Gagging smells fill the air.
Only for Aztec worshipers
3. **Ra's Touch**
Divine sun comes and does great damage.
Only for Egyptian worshipers
4. **Eyes of the Dragon**
The caster dragon perception to see hidden things.
Only for elfin worshipers
5. **Easy Road Spell**
The caster makes travelling luckier.
Only for gnomish worshipers
6. **Hero's Charge**
The caster increases the abilities of fighters.
Only for Greek worshipers
7. **Halfling fog**
The caster generates a thick fog.
Only for halfling worshipers
8. **Dragon Senses**
The caster tremendously increases their senses.
Only for worshipers of Japanese deities.
9. **Bifrost Bridge**
The caster creates a magical rainbow bridge.
Only for worshipers of Viking deities.

5TH-LEVEL ILLUSIONIST SPELLS

1. **Control Water Spirit**
Water creature comes to aid the caster in simple tasks.
Only for Arhide worshipers
2. **Trap Reveal**
Traps glow in front of the caster.
Only for Aztec worshipers

SPELL INDEX

3. **Summon Set's Minion**
One of Set's warriors is summoned to aid the caster.
Only for Egyptian worshippers
4. **Dragon Lightning Blasting**
The caster breathes lightning.
Only for elfin worshippers
5. **Enemies, What Enemies Spell**
The caster makes enemies vanish.
Only for gnomish worshippers
6. **Bronze Gleam**
The caster increases the defenses of fighters.
Only for Greek worshippers
7. **Lots of Help**
The caster summons animal help.
Only for halfling worshippers
8. **Oni Summoning**
The caster summons an oni to fight for three combat rounds.
Only for worshippers of Japanese deities.
9. **Rune Guard**
The caster summons a 10th level fighter.
Only for worshippers of Viking deities.

6TH-LEVEL ILLUSIONIST SPELLS

1. **Control an Air Spirit**
The air spirit obeys commands from the caster.
Only for Arhide worshippers
2. **Animal Calming**
Singing, the caster calms normal animals.
Only for Aztec worshippers
3. **Push of the Nile**
A wave of the Nile is summoned.
Only for Egyptian worshippers
4. **Dragon Fire Blasting**
The caster breathes red dragon fire.
Only for elfin worshippers
5. **Avocado Justice Spell**
The caster creates a special warning banner.
Only for gnomish worshippers
6. **Summon the Furies**
The caster creates new enemies for his foes to battle.
Only for Greek worshippers
7. **Cave Bear Spirit**
The caster summons the spirit of a cave bear.
Only for halfling worshippers
8. **Invisibility to Dragons**
The caster and allies become invisible and silent around dragons.
Only for worshippers of Japanese deities.
9. **Dragon's Call**
The caster creates a dragon's head & fear.
Only for worshippers of Viking deities.

7TH-LEVEL ILLUSIONIST SPELLS

1. **Control an Earth Spirit**
The earth spirit obeys commands from the caster.
Only for Arhide worshippers
2. **Ignore the Elements**
Caster and allies ignore the effects of bad weather.
Only for Aztec worshippers
3. **The Blessing of Isis**
This magic adds to a caster's damaging spell.
Only for Egyptian worshippers
4. **Dragon Acid Blasting**
The caster breathes black dragon acid.
Only for elfin worshippers
5. **Swords into Bread Spell**
The caster turns enemy weapons into loaves of bread.
Only for gnomish worshippers
6. **Summon Twin Elementals**
The caster summons two elementals.
Only for Greek worshippers
7. **Where's the Treasure**
The caster detects treasure in the spell range.
Only for halfling worshippers
8. **Become a Part of the Land**
The caster gains immunity from physical weapons.
Only for worshippers of Japanese deities.
9. **Giant's Strike**
The caster generates concussion damage in front of his body.
Only for worshippers of Viking deities.

8TH-LEVEL ILLUSIONIST SPELLS

1. **Control a Fire Spirit**
The fire spirit obeys commands from the caster.
Only for Arhide worshippers
2. **Transform**
Caster and allies transform into animals.
Only for Aztec worshippers
3. **Pharaoh's Touch**
The magic influences saving throws.
Only for Egyptian worshippers
4. **Dragon Cold Blasting**
The caster breathes white dragon cone of cold.
Only for elfin worshippers
5. **Mass Eating Rather Than Dying Spell**
The caster is saved from death and transported home.
Only for gnomish worshippers

- Become the Hydra**
 6. The caster transforms into a hydra.
 Only for Greek worshipers
- Much Needed Weapon**
 7. The caster summons a special magical weapon.
 Only for halfling worshipers
- Gain the Attention of the Gods**
 8. The caster gains the attention of his deity.
 Only for worshipers of Japanese deities.
- Warrior's Call**
 9. The caster brings lost allies back to the caster.
 Only for worshipers of Viking deities.

9TH LEVEL ILLUSIONIST SPELLS

- Deep Healing**
 1. Massive healing spell
 Only for Arhide worshipers
- Move Through the Elements**
 2. The caster and allies move through the earth and other elements.
 Only for Aztec worshipers
- Summoning the Sphinx**
 3. A sphinx appears to help the caster.
 Only for Egyptian worshipers

- Dragon Transformation**
 4. The caster transforms into the dragon of the scale he has.
 Only for elfin worshipers
- Would You Believe Spell**
 5. The caster's magic prevents damage from an enemy.
 Only for gnomish worshipers
- Time Jump**
 6. The caster travels back in time.
 Only for Greek worshipers
- Halfling Dragon**
 7. The caster or another transforms into a dragon.
 Only for halfling worshipers
- Animate Statue**
 8. The caster animates a stone statue and it obeys simple commands.
 Only for worshipers of Japanese deities.
- Treasure's Call**
 9. The spell generates a sound trail to treasure.
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