



Unknown Gods

Revised and Expanded



JG 1311

Unknown Gods

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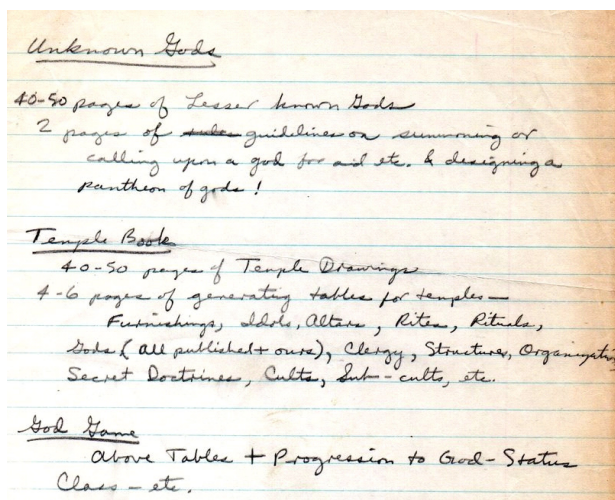
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- Preface -

In 1979, Bob Bledsaw wrote an outline for a product he titled "Unknown Gods" which was to become a pantheon of unusual and lesser Gods which would interact with players within the Wilderlands setting. Bob had been influenced by ancient Greek and Egyptian mythologies wherein characters interacted and conversed with powerful deities. Bob wanted players to experience the same kind of adventure that Jason had with his Argonauts; that their characters might weave their own epic tales of quests, monsters, and treasures. A completely separate "Gods Game" was planned by Bob but never made it past the draft-stage. It had players assuming the roles of the lesser gods, eventually commanding spiritual hosts of minions in galactic wars for control over vast sectors of the universe; possibly tying it in with the popular sci-fi line we were also publishing modules for at the time.



working with his cousin Mike Petrowsky, and JG Staff writer Mark Holmer; Bob created several Gods for different occasional settings, leaving out his plan to list "how they may be summoned," but instead outlining their dispositions and suggesting how a judge may call them into play. Once they had several in writing, it was handed to JG's first staff artist Sheryl England to draw the characters, but there the product floundered. Paul Jaquays had finished working on another project, and Bob sent him the manuscript requesting he "flesh it out" and add appropriate art. He was not satisfied with the England images, thought Jaquays should have a shot at it. More Gods were added, and Jaquays tied the work together for the JG layout staff. The delay caused it to be released in 1980, a full year later than planned, but Bob was well pleased.

In 2014, JG began to overhaul the Unknown Gods; expanding on the personalities, skills, items, habits, and quirks of each god. Confering with those in Bob's original gaming group, Bob II and his son Samuel, expanded and edited the text to explain new things like the blessings, curses, items, or battle tactics each

god would likely use. Some additional gods have been added, and although a god may be a very rare event in the life of any wilderlands character, emphasis was put on creating a god for every situation, locale, or environment, so that the judge might feel free to "release the kraken" whenever he wishes.

In the lifetime of any character, the chance conversation (or battle) with any of these divine or devious spirits might happen rarely, if at all. Yet, here is provided a plethora of gods to choose from, rich with characteristics, quirks, and items to spark your creativity in a thousand ways. Jason and the Argo may not have sailed the merchant routes between Tarantis and Rallu, but with these Unknown Gods, your wilderlands campaign can now become as epic as any Odyssey.

Note to Judges: Some aspects of this material may need changed or adapted by the individual Judge to suit their personal campaigns. The Moral Alignment of each Unknown God is listed in brackets just after the Name and Title. For example; the first listed Molna. His Moral Alignment is Lawful Good with a Good tendency. L = Lawful, C = Chaotic, G = Good, N = Neutral, and E = Evil, while X = Random. Level indicators equal Fighter/Magic-User abilities, unless otherwise noted. A plus or minus (+ or -) next to a stat indicates a variable factor that will be detailed in the description. It should be remembered that these are not mere NPC's, but somewhat grandiose deities; usually little-concerned with the wants or doings of mortals in the Wilderlands. The time they spend with the party may be short or curtailed and abruptly ended without notice. The Gods are busybodies with many pressing worries, or perhaps they are simply bored. Judges might well avoid too much interplay to keep due unfamiliarity, and although one god may send the group off on a quest, they are just as likely to appear as a bolt of lightning, determined to lay low the entire party out of blind rage. What is it about this party's actions or recent events that drew the attention or brought about an exchange with an Unknown God?

~ Ye Gods! Here they come! ~

Molna, God of Travellers (LGG) Symbol – Receding Road (see illustration).

LVL 129 (087 Cleric) HTK 078 SPD 179 STR 199 INT 207 WIS 195 CON 174 DEX 159

CHA 134 AGL 159 WIL 163 LCK 121 PSY 146 ACL 127 WPN Staff of Travelling.

Disposition - 1, Gruff, 2. Disinterested, 3. Distant, 4. Playful, 5. Interested, 6. Beneficial.

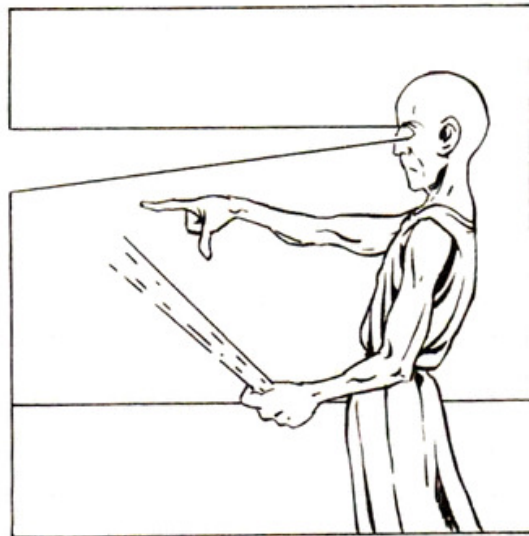
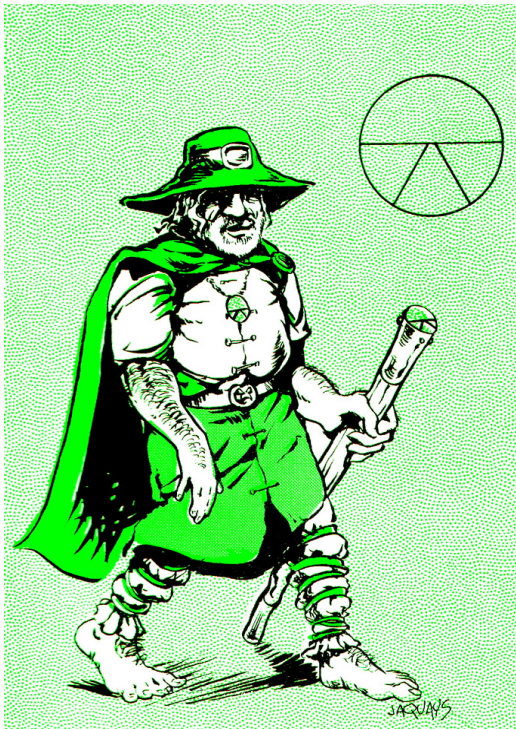
Likely Encountered – Lonesome Roads or Trails, Open Lands, Tundra, Badlands, and Canyons.

The god, Molna, appears to beings on the Prime Material Plane as a middle-aged, male traveler, dressed in a long cloak and wide-brimmed hat. Both Hat and Cloak are Magical and appear to be of Shifting Colors to constantly Match his surroundings. Molna's Cloak functions as a Vestment of Armor (absorbing 22 pips of Damage from Non-Magical Weapons, and 12 pips of Damage from Magical). His Hat Protects him Completely any Effects of Weather (including all forms of Wind, Cold, Hail, or Lightning). His Amulet of Travelling Grants him Unlimited Stamina and Alertness. It may also be used to Create enough Nourishment or Water for up to 3 persons, twice per day.

A three-legged Wolfhound; Brol is Molna's constant companion. Brol (HTK 033) is able to Flit Between Dimensions or Planes, Claw (doing 1D6+2 pips of Damage) or Bite (for 1D10+3 pips). Brol will Never Allow Molna to be Surprised or Harmed, and will Instantly Attack anyone Raising a Weapon against him. A large Raven, named Tanor, also travels with Molna. Tanor (HTK 007) can Speak to Molna (alone), and has the Ability to See what is Invisible. He will Avoid Combat, but can Peck (does 1D4+2 pips of Damage, twice per melee round) or Scratch (for 1D4 pips) if called to assist.

Molna loves all travelers, especially wayfarers on long journeys, but seldom comes to their Aid, for Molna's care is of the "hands-off" variety. He is Assisted in his own travels by his Staff of Travelling, a unique artifact that Grants the Ability to Leap any Natural Barrier (Cliff, Crevasse, River, Swamp, etc.) including Forest-Fires and Lava Flows. This Staff also has the Ability to Find Path (preventing Molna from becoming Lost), Walk On Water, Speak With or Control Plants, and Control Weather (range 5 miles, 1 Hex) up to 3 times per day. Molna's Staff can also act as a Witch's Flying Broom (distance 40 miles per day) Permitting Flight, can Heal Wounds (2D6+2 pips twice daily), or can Grow in length (up to 20 feet). The latter allows him to use its special "Pole Trick", which functions much the same as a Magical Rope Trick; where Molna climbs up the Staff and Disappears (pulling the Staff up after himself). He can remain so Hidden unharmed for up to 1 day.

Except for his Staff, Molna is unarmed. In combat, he Fights as a 12th Level Fighter with Martial Arts Expertise, and can Target and Hit two targets per turn. A blow from his Staff delivers 2D10+3 pips of Damage to those with AGL < 13, or 2D12+4 to those with AGL > 12. Any Staff parried by Molna's will Splinter on contact (regardless of Magical Power). Molna is also known as The Wanderer, Molna the Landless, and The Eternal Wayfarer.



Tyrebill - God of Light (LGG) Symbol - Lamp.

LVL 082/102 HTK 080 SPD 184- STR 164 INT 208 WIS 158 CON 194 DEX 184-

CHA 126 AGL 154- WIL 14 LCK 129 PSY 199 ACL 102 WPN +3 Laser Dagger.

Disposition - 1. Interested, 2. Vengeful, 3. Angry, 4. Helpful, 5. Happy, 6. Disinterested.

Likely Encountered – Open Lands, Mountain Tops, the Isle of the Blest, and Volcanic Islands.

Tyrebill takes the shape of a man, 10 foot tall, and has no hair upon his body. His pale skin gives off a Phosphorescent Glow that illuminates a 5 foot radius around him. He can cast Rays of Light from his Eyes that will do 2D12 Pips of Damage to Anyone in his line-of-sight. His Eyes also emit a Continual Light, and with them he can Discern any being's Weakness; attacking foes accordingly. Lightning Bolts hitting him will have the effect of Healing his Serious Wounds, and any lesser electrical Shock Spell will result in curing his Lesser Wounds. Tyrebill will take Half-Damage from any Fire Spell or Fire Weapon. A short Ray or Laser of Light is held in his Left Hand, and this he uses as a +3 Dagger (Hits at 1D10 pips of Damage).

Tyrebill is Slowed when in Rain, Fog, or Snow (Dropping his SPD, AGL, and DEX by 3). If he suffers serious injury (HTK < 012), his body will emit a Great Flash (once each round his HTK remains < 012) that does 1D4 pips of Damage to All beings within a 50 foot radius. These Flashes will Summon 1 - 4 Will-o-Wisps (HTK 11 each) in 3 turns which will Attack in his defense. Tyrebill concerns himself with keeping the knowledge of prisms and mirrors out of the hands of those who do Evil. He is very concerned about the development of Laser Weaponry, and is therefore very much against anyone delving into Markab Ruins.

Sinakad - God of Mercy for the Trapped (LGG) Symbol - Ram's Horn.

LVL 121/041 HTK 072 SPD 144+ STR 186 INT 206 WIS 163 CON 175 DEX 123

CHA 134 AGL 113 WIL 166 LCK 142 PSY 128 ACL 124 WPN Magical Net.

Disposition - 1. Concerned, 2. Cooperative, 3. Disturbed, 4. Forgiving, 5. Grim, 6. Helpful.

Likely Encountered – Open Plains, Tundra, Dungeons, Caverns, Badlands, Lenap, and Ghinor.

Sinakad appears as an 18 foot tall muscular man with the head of a Ram. All LG within a 100 yard radius of him will Gain +1 to CON, WIS, and CHA for duration of 1 Week. He has a natural passionate hate for all Chaotic beings. In combat against Chaotics, he gains a Bonus of +2 SPD; taking only 50% Normal-Damage. He can Sense all Evil at a range of 100 yards. He can Create and Cast Touchable Illusions, and requires no concentration to maintain them. He can hit with his Horns, by Head-Butting, for 3D12 pips of damage, or Wield Any hand-held Weapon for 1D20 pips. An Iron Bracelet on his right arm allows him to Levitate and makes him Impervious to Any type of Heat Damage. Sinakad collects unusual Magic Swords of all alignments. In attack or defense, he tends to use a Magical Net that will Subdue Any Creature or Being it lands upon (delivers 2D20 pips of Shock Damage per melee).



Bachontoi - God of Red Wisdom (LGN) Symbol - Open Book.

LVL 101/202 HTK 080 SPD 114 STR 144 INT 208 WIS 188 CON 186 DEX 115

CHA 127 AGL 103 WIL 186 LCK 108 PSY 206 ACL 115 WPN +5 Sword of Wisdom.

Disposition - 1. Concerned, 2. Jovial, 3. Disinterested, 4. Curious, 5. Whimsical, 6. Serious.

Likely Encountered – Ancient Libraries, Schools of Learning, Ruins, Temples, the Isle of the Blest, and Tarantis.

Bachontoi appears as a very old man with long gray beard, garbed in a white robe and red sash. He can Regenerate his Health (25 pips per melee round) and, when angry, can cause anyone who looks upon his face to drop his weapon in Fear (Disarms any < 18 CON). He knows the answer to most problems and questions, and often makes a person solve a riddle before he will offer any assistance. He always carries a +5 Sword of Wisdom (does 3D12 pips of Damage, Permanently Absorbing one 1 WIS per Hit). His other constant possession is the Book of Knowledge, which will Permanently Raise the WIS of Anyone who reads it through by 2 (once per person, requires 2 days); however, Bachontoi will only permit Clerics who have performed some great act of kindness in his service to read from this Book. He is also known as Bachontoi the Omniscient, Bachon the Knowing (Tarantis), and the God of the Sages (Rallu).

Bachontoi will sometimes concern himself with the doings of Wizards or high-level Magic Users, so long as he sees it is for a Good purpose. He will not abide Thieves, and will insist they stay far from him. Although he helped with the creation of the Great Mages Library of Tula, he rarely visits it; being off in the far corners of Gaia, searching through ancient tombs for long-dead languages and the secrets they tell. Certain Wizards are said to be able to call upon him for favors in time of need; both Lumo of Viridistan, and Jordoal of Altanis were both seen to confer with Bachontoi at times.

Cilborith - God of the Elves (LGX) Symbol - Glowing Sword.

LVL 162/161 HTK 086 SPD 198 STR 164 INT 209 WIS 189 CON 195 DEX 183

CHA 188 AGL 186 WIL 136 LCK 152 PSY 175 ACL 139 WPN +5 Glowing Sword.

Disposition - 1. Helpful, 2. Rude, 3. Disinterested, 4. Hurried, 5. Sad, 6. Wary.

Likely Encountered – Elphand Lands, Altanis, Wooded Areas, Valleys, Badlands, and Markab Ruins.

Cilborith, the Elvish god, stands 6 foot 6 inches tall in his Mithral Armor and emits an amber-colored Aura to a radius of 3 feet from his body. His face is fair to behold and his hair and eyes are silver. Whenever Cilborith is in a battle-rage, the Aura extends out to 10 feet, becoming brilliant red. Any Evil beings that see Cilborith may Flee in Fear (PROB 40%). He bears a Glowing Sword named Thramrakmar or "Slayer of Trolls" and the Spear Bithcor or "DragonSlayer." Both weapons have Special Abilities. The Glowing Sword Hits with doing 3D6+5 pips of Damage while shedding Light in a 50 foot radius equal in strength to full Daylight. This Sword will Kill any Troll with a single Hit. The Spear has the Range of 200 yards when thrown. It also hits at +5, doing 2D10 pips of Damage (Double Damage to CE beings). Bithcor will slay Dragons < Level 12 with a single Hit, or 3D20+11 pips on any Dragon Level 22 or higher. Cilborith will likely try to dissuade or discourage anyone from exploring Markab Ruins, as he keeps a wary eye out for any sign of the alien race returning, or of their technology being tampered with. Although Cilborith has the Power to Restore Life to Dead Elves, there is no account of him performing this important service for those of other races. He will perform this service Only to Beings with G or N Alignments, and for Non-Elvish Races (PROB 30%) Only when great services are rendered on his behest, or in his favor. Restoration of Life cannot be purchased from Cilborith with material wealth.



Vicon - Goddess of Visions (LGX) Symbol - Purple Shield.

LVL 131/071 HTK 095 SPD 146 STR 126 INT 208 WIS 168 CON 165 DEX 176

CHA 189 AGL 104 WIL 156 LCK 115 PSY 103 ACL 105 WPN +4 Spear.

Disposition - 1. Compassionate, 2. Verbose, 3. Stunning, 4. Helpful, 5. Jocular, 6. Jealous.

Likely Encountered – Shorelines, Fertile Valleys, Flowered Meadows, Temples, and Near Pools.

If Stunning in Disposition, Vicon will cause any viewer (male or female) to forget all matters for 1 - 6 rounds. She prefers the form of a slender, very beautiful woman who is able to create a vision in anyone's mind within 50 yards (this cannot be avoided by any means, except by Paladins with WIS > 16). All persons within 30 feet will fall under her Amorous Charm spell (except Paladins CON > 16). There is a great chance (PROB 50%) that any weapon hitting her will Refuse to do Damage, unless it is Chaotic. She will always try to help LG types, but will refuse or attack all Chaotics. Vicon carries a +4 Spear and a +5 Shield.

She sometimes wears a spectacular purple Cloak of Magical Vestment +2. She loves parties and will abandon all else to attend one to which she has been invited by another of her status. She can become temporarily mesmerized by mirrors, and enjoys provoking jealousy amongst females in mixed company. It is said that those who encounter her, wake as if from a dream, sometimes very far from where they believed themselves to be. Some will think the entire encounter was a dream, some will assume they were teleported, but most believe that Vicon had projected a vision so intense that it fooled every sense they possessed.

Aladantle, Goddess of Beauty (LGE) Symbol – Glowing Gem.

LVL 098/138 HTK 135 SPD 176 STR 168 INT 207 WIS 113 CON 153 DEX 178

CHA 204 AGL 164 WIL 127 LCK 123 PSY 142 ACL 116 WPN +3 Gold Dagger.

Disposition - 1. Miffed, 2. Bored, 3. Passive, 4. Interested, 5. Loving, 6. Overjoyed.

Likely Encountered – Frozen Realms, Tundra, Open Lands, Ruins, Temples, Scenic Castles, and Overlooks.

Aladantle appears as a very beautiful woman with a mesmerizing amount of CHA, 5 feet 5 inches tall, with long honey-golden hair. She will leave if a Character is War-Like, Rude, Belligerent or has a CHA < 6. Her

beauty and charm can Stun both male and females (PROB 40%) with CON < 18 (duration 3 turns). If Aladantle comes across a LG type, she will completely Heal any lost Hit Points, Cure Disease, or Bless them. Aladantle's Blessing Adds 2 to STR and AGL, and 1 to LCK (duration 1 week). She carries a small Scabbard on her belt containing a +3 Gold Dagger (she ain't messing with no broke dagger) valued at 50,000 GP (diamond-encrusted). In combat, her Gold Dagger can inflict 2D10+3 pips of Damage. She will sometimes Throw a Fireball Kiss doing 2D20+2 pips of Fire Damage (range 120 yards, doing Double Damage to Undead). If Attacked, she will likely Teleport before the being can Strike. She can do this up to 6 times per day.

She does have a mischievous side, which tends to manifest in the form of harmless pranks. She might create the illusion that a nutritious fruit cocktail is a wriggling chalice of worms, or something similar, to fool someone who miffs her. She does not like scoundrels of any form, yet she may cast Illusions or make persons jealous to dupe them, but in the end, she will always try to make amends. She is especially fond of soft music and wind-chimes. She has an confessed love for Suthak (Goddess of Fertility), and will go to great lengths to protect or please her. She also wears a Gold Anklet, a delicate band of linked maple leaves, which was a gift from Suthak. It Detects Lies or Ill-will, and will "tickle" if someone tries to Deceive her (2,600 GP).



Promeheme - God of Time (NGG) Symbol - Olive Branch, Hour Glass (Altanis and N Lenap).

LVL 081/101 HTK 065 SPD 124 STR 108 INT 205 WIS 202 CON 134 DEX 163

CHA 186 AGL 154 WIL 122 LCK 121 PSY 102 ACL 105 WPN Touch.

Disposition - 1. Vague, 2. Peaceful, 3. Interested, 4. Annoyed, 5. Happy, 6. Curious.

Likely Encountered – Altatnis, Lenap, Dense Woods or Jungles, Marshes, Swamps, and Markab Ruins.

Promeheme seems to be a young boy of 3 foot 5 inches, wrapped in a white silk robe. He carries an Olive Branch which Protects him from All Magic Spells. If he fans the air with it, the Olive Branch will Sing a gentle ringing sound, which Charms all Evil Beings (1D6 rounds, range 200 yards). Promeheme can Regenerate his own Health 6 pips per round. His Right Hand can Restore 1 - 10 years of Youth (adding a permanent +1 to AGL); while his Left Hand can Age a being 1 - 10 years (Permanently reducing both AGL and DEX by 1). By gazing into one's eyes, Promehene can See their Immediate Future. If asked about a Specific Event, there is a likelihood (PROB 60%) that what he Predicts will come to pass.

He is fascinated by automatons and gyroscopes. He often confers with Suthak, and together they enjoy writing songs and poetry. Promeheme is many millennia older than Anui (Lord of Time), yet Anui sometimes oversteps his authority, which causes strife between them. Lately, both Promeheme and Suthak have been plotting a course of action that should correct Anui's behavior. There may be a way for the right person or persons to help with their plain, and these two gods may bestow some powers upon those brave enough to accept the task.

Tar-Ark - God of Invisibility (NGX) Symbol - Human Outline, Glass Human Figurine (Valon).

LVL 041/092 HTK 072 SPD 134 STR 126 INT 203 WIS 113 CON 142 DEX 143

CHA 144 AGL 124 WIL 145 LCK 166 PSY 112 ACL 115 WPN +4 Morning Star.

Disposition - 1. Timid, 2. Depressed, 3. Brooding, 4. Lonely, 5. Bothered, 6. Interested.

Likely Encountered – Jungles, Ebony Coast, Wooded Areas, Valon, the Isle of the Blest, and Caves.

When visible (which is very rare), Tar-Ark takes the form of a man with short-cropped gray hair, 6 foot 1 inches tall, with the Tail of a Monkey. He will endeavor to assist anyone who call on him for help. Usually, he will Turn (or remain) Invisible rather than face a conflict. If forced (or so encouraged) to fight, Tar-Ark can use his Touch of Instability (causes Any Opponent to become Ethereal every time it tries to strike a blow, but whenever Tar-Ark returns attack, the Being Will be Hit, without fail. Any Character receiving his Touch of Instability with CON < 16, will Immediately suffer a Permanent -3 to DEX (unless Tar-Ark is later convinced to Restore it). Any Character receiving the Touch with CON < 6, becomes Immediately and Permanently Negated to the Ethereal Plane; their Only Chance of Return being by Tar-Ark's desire. The Instability lasts 10 rounds, and he can use this Touch indefinitely. Tar-Ark can fight while Invisible without any difficulty or penalty; wielding a Morning Star that Hits at 2D10+4 pips of Damage, with an additional 5 pips against Lycanthropes or Undead. He can also hang from his tail, and climb monkey-fashion whenever it suits his needs.



Lono - God of the Heart-broken, the Searching Heart (NGX) Symbol - Lit Torch.

LVL 172/121 HTK 092 SPD 108 STR 186 INT 204 WIS 138 CON 199 DEX 123

CHA 128 AGL 136 WIL 208 LCK 112 PSY 147 ACL 114 WPN Flaming Torch.

Disposition - 1. Sad, 2. Angry, 3. Violent, 4. Concerned, 5. Remorseful, 6. Lonely.

Likely Encountered – Open Sea, Shores of Islands, the Silver Skein Islands, and Isles of the Dawn.

Lono is usually encountered at sea, often near islands; appearing as an aged dark-skinned man bearing a lit torch. Vessels sometimes approach a beckoning light in the darkness of night at sea, only to find that it is the Lono, walking the waters alone, in search of his long-lost love, Kaikilani. He will search any vessel or island he encounters and, upon not finding her there, much will depend upon his current disposition. Aside from his ability to walk upon the waves, he can also Levitate, but never at a great height. He is bound by the sea, and on the rare occasions when he is seen on land, it is never on high ground, but wandering the shore of small desolate

islands. He has the ability to grant Longevity (Reversing 1 - 12 years of age, without reduction of WIS), and can Heal All Wounds, Cure Diseases, and will often show favor to any who carries a Spear or Pike. Lono has a carries a natural dislike for treasure-seekers, and will refuse offers for monetary gain.

He is often distrustful of Ship Captains and Merchants. He stands 8 feet 4 inches tall, and holds in his left hand a magical Flaming Torch which can emit a Tongue of Flame to a range of 20 yards (doing 1D20 Pips of Damage per melee) and a Blinding Flash in a radius of 50 feet (doing 1D6 pips of Damage, and Stun 1D4 rounds). He Cannot be Harmed by Fire or Shock, and can Summon forth violent Sea Storms, which can last 1 full Day, wrecking any sea-vessel unprotected by strong magic. His favors cannot be bought and he will refuse any tempting to bribe him. Any torch that he lights with his own Remains Lit until the shaft is broken; even if submerged into water. These Lono Torches are especially prized by the Merfolk, who have long-erected Temples and Shrines in Lono's name. Lono holds no fear of the Sea, having forged a friendship with the great fish Mobeus long ago.

Frantilla - Goddess of Flight (NGX) Symbol – Blue Bird Wing on a White Field.

LVL 101/151 HTK 075 SPD 143- STR 125 INT 206 WIS 176 CON 152 DEX 155-

CHA 196 AGL 148 WIL 192 LCK 157 PSY 178 ACL 116 WPN Winged Staff.

Disposition - 1. Hurried, 2. Bubbly, 3. Sedate, 4. Bothered, 5. Bored, 6. Cheerful.

Likely Encountered – Open Areas, Mountains, Frozen Realms, Open Seas, the Isle of the Blest, and Valon.

Frantilla appears as a small, thin, charming woman wearing lovely white silk robes and a winged ivory Helm. She stands a mere 4 foot 3 inches tall, but whenever she wishes to Fly (which is often), a pair of silver and gold Wings sprout from her back. Seldom is she seen on the ground, due to the fact that Flying does not tire her. She may Shapechange freely into a large, white Eagle, and by doing so can deliver damage by Talon (2D6 pips, twice per melee), Beak (2D12 pips, once per round) or Cry (1D6 pips, once per round, range 50 yards, Stunning all < 17 CON). Whenever Frantilla is not Winged, she suffers a Penalty of -2 points on DEX and SPD.

When not in Eagle-Form, she carries a Winged Staff of Redwood and gold. It will do 3D10 pips of Damage to Any Being Struck by it; Permanently Negating any Flying-Abilities the creature naturally possesses, and Permanently Grounding any person from ever Flying, even by way of Magic (the exception being that they may still use a Flying Carpet, Air Ship, Balloon, or similar mechanism). The Staff can also fire up to 6 Lightning Bolts each Day, with an affective-range of 200 yards, capable of 10 - 40 pips of Damage each. Frantilla will frown upon anyone with a pet bird (especially caged ones), and will refuse to assist any such person, or possibly the entire party (PROB 50%) unless set free.



Penelopania, Goddess of Music (CGG) Symbol – Silver Harp on Red Field.

LVL 048/116 HTK 052 SPD 098 STR 123 INT 209 WIS 184 CON 148 DEX 116

CHA 192 AGL 126 WIL 153 LCK 203 PSY 185 ACL 114 WPN Mithral Harp.

Disposition - 1. Confused, 2. Sleepy, 3. Mischievous, 4. Happy, 5. Playful, 6. Cheerful.

Likely Encountered – Open Roads or Trails, Coastal Areas, the Ebony Coast, Fishing Villages, and Upper Ghinor.

This goddess of Music appears as a sultry blackamoor woman, 4 foot 9 inches tall, with long wavy black hair bound in a bandana with large hoop earrings dangling from her ears. Penelopania carries a Mithral Harp that when Played with intent can cause Every Living Being in 1 mile radius to Fall Asleep (PROB 60% if CON < 16, PROB 30% if CON < 15, duration 1 day). She does not appear often, but when she meets someone, the goddess will sometimes Play a song for them to ease their mind from their travels. The song will also restore 1 lost Level of Experience and Cure Insanity. If in a Happy, Playful, or Cheerful mood, she might teach a Whistle which can Charm to Sleep any Creature (PROB 50%, does not work on Dragons, Elementals, the Undead, or after having recently eaten crackers).

Penelopania will always smile upon Bards, and can raise those in her favor up to 3 LVL's with but a touch of her hand. She despises mechanized weapons, and has been known to force the destruction of catapults, ballista, and siege-towers. She is somewhat fascinated with tales of the alien Markab race; having once heard their music.

Tika-Nahu - God of Campfires, the Flaming One (CGG) Symbol - Flame.

LVL 061/172 HTK 081 SPD 124 STR 117 INT 203 WIS 128 CON 145 DEX 186

CHA 143 AGL 113 WIL 146 LCK 121 PSY 175 ACL 157 WPN Magical Fire.

Disposition - 1. Gluttonous, 2. Helpful, 3. Inconsiderate, 4. Wary, 5. Lenient, 6. Serious. .

Likely Encountered – Wooded Areas, Lonesome Trails, Valleys, Tundra, Ruins, Badlands, and Caves.

Tika-Nahu appears as a young boy, standing 3 foot 7 inches in height, having 3 arms, wears a Suit of +4 Flaming Chainmail which causes 1 - 12 pips of Damage whenever it is Touched. This Flaming Chainmail cannot be extinguished by water or smothered out, but will burn so long as Tika-Nahu is alive. He can make Smoke roll out of his head, which will turn to Fire in one full turn, doing 1D20+2 pips of Burn Damage to All Beings within a 20 feet radius. Tika-Nahu's Fingernails can be plucked out and thrown (range 25 feet); the result being a Fireblast doing 1D20+5 pips of Damage; these Fingernails Regenerate each Dawn.

Although adept at Level 17 Magic and Immune to all Fire Attack, he is Vulnerable to Weapons of Cold, which have a +3 Chance of Hitting, and do Double the Normal Damage. He can Regenerate Health at 20 pips per round, but only at 10 pips if hit by Cold the previous round. Tika-Nahu can Reforge broken Swords (at a cost of 50% of it's former characteristics), but he must be in a Helpful mood and well compensated for doing so. He is wary of boats, bridges, and things built for water-purposes.



Losborst - God of Wine, the Spirit of the Grape (CGG) Symbol - Bunch of Grapes.

LVL 081 HTK 074 SPD 122 STR 153 INT 202 WIS 142 CON 174 DEX 102

CHA 133 AGL 103 WIL 177 LCK 162 PSY 102 ACL 108 WPN Fists.

Disposition - 1. Mischievous, 2. Drunk, 3. Belligerent, 4. Very Drunk, 5. Mirthful, 6. Blotto. .

Likely Encountered – Lenap, Altanis, Elphand Lands, Fertile Valleys, Small Villages, Inns, and Taverns.

Wearing a crown of grape-vines upon his head, Losborst appears as a roly-poly Giant, 14 foot tall. He is often singing, dancing, festive, and quite inebriated. The golden Goblet he carries produces an Endless Supply of Wine of the finest quality. Anyone He Permits to drink from it will Permanently Gain +1 to their HTK and +1 to their CON. By waving this Goblet over his head, he can cast of Spell of Merry Drunkenness upon any he desires (range 100 yards), but this has no effect on Magic Users > LVL 18 or Paladins. The Grapes that grow in his Crown act as a Potion of Longevity, if eaten (each Reducing the Age - not stats - of beings by 5 years).

Losborst has a weakness for beautiful women, and can become very amorous of any female with CHA > 14; especially when drunk (CHA > 11 if Blotto). If Attacked, Losborst will Whistle; Summoning his Great Dire Wolf, named Jaeger (HTK 055) and Jaeger's Pack of 11 Dire Wolves (HTK 033, 030, 023, 018, 018, 030, 024, 021, 020, 030, 026, Each Bite at 1D10 pips, and Claw at 1D4 pips).

Dorak - God of Peace (CGG) Symbol - Olive Branch, Lotus Flower (Lenap).

LVL 201/101 HTK 082 SPD 136 STR 209 INT 208 WIS 148 CON 145 DEX 158

CHA 144 AGL 142 WIL 147 LCK 143 PSY 165 ACL 107 WPN +4 Flail.

Disposition - 1. Friendly, 2. Tranquil, 3. Concerned, 4. Helpful, 5. Irritated, 6. Disinterested. .

Likely Encountered – Jungles of Lenap, the Isle of the Blest, Open Areas, Badlands, and Mountainous Regions.

Dorak appears as a tremendously large man, standing 100 feet tall, garbed in a leather tunic. He enjoys peace and will go to great lengths to preserve it, even if it means destroying an entire army. His body Deflects all form of Magic Spells, he is irritated by conflicts, and he will never allow a battle of size (> 20 persons) to continue in his presence. His Flail is so massive that it hits a 12 foot area; however, because he is so large, Dorak is less corporeally-solid and thus does less damage when he hits than would normally be the case if he were solid. His +4 Flail Hits at 3D20+4 pips of Damage, and will effectively Stun (1D4 rounds) Anyone within a 12 foot radius.

Dorak is most-often seen in Lenap, where he enjoys huge bowls of bird-nest soup flavored with the

large lotus flowers that grow in the Hutamah Jungle. He has also made legendary appearances in the Valley of the Ancients, Isle of the Blest, and the old Battle Plains of Viridistan. He will demand that all weapons be dropped in his presence, and anyone who does not immediately comply will be Frowned Upon (Dorak's Frown Permanently Drops Any Character's STR and DEX by 3).



Teros, God of the Forest (CGN) Symbol – Bear Claw.

LVL 131 (104 Druid) HTK 083 SPD 162 STR 205 INT 186 WIS 198 CON 193 DEX 153

CHA 086 AGL 162 WIL 174 LCK 083 PSY 102 ACL 135 WPN Bite and Claw.

Disposition - 1. Hurried, 2. Languid, 3. Beneficial, 4. Angey, 5. Apprehensive, 6. Resentful. .

Likely Encountered – Wooded Areas, Flowered Meadows, Valleys, Scrub Forest, Badlands, Tundra, Swamps, and Caves.

Teros commonly takes the form of a 9' tall Brown Bear. He can Converse in most Tongues or in the guttural language of Bears. Teros is the protector of all forests. If some Being needlessly chops down a tree, or deliberately tears up bushes and plants, Teros may Appear before them (PROB 60%) in a definitely Angry disposition. All forests Animals Obey his commands, because they know him as a protector. Teros is often allied with Druids, known to them as The Bear God, The Woodland Avenger, and Bearwalker.

He is also well regarded, though not exactly worshipped, by the various tribes of Washbears; being instrumental in preserving several tribes of Washbear from the wrath of several Gods by migrating them to Northern Ghinor. Although not visible, being covered by long fur; Teros wears a Platinum Chain Necklace about his neck (worth 20,000 GP) that Protects Him from All Forms of Magic. In combat, Teros can Bite (delivering 1D20+6 pips of Damage) or Claw (for 1D20+2 pips, twice per round). He can Call 1D6 Bears (HTK 18 each) to his Aid 3 times per day. He is especially fond of the Washbear and Halfling races, because they are so plant-friendly.

Ayu, Goddess of the Winds (CGN) Symbol – Flying White Bird.

LVL 154/064 HTK 122 SPD 209 STR 185 INT 205 WIS 209 CON 173 DEX 196

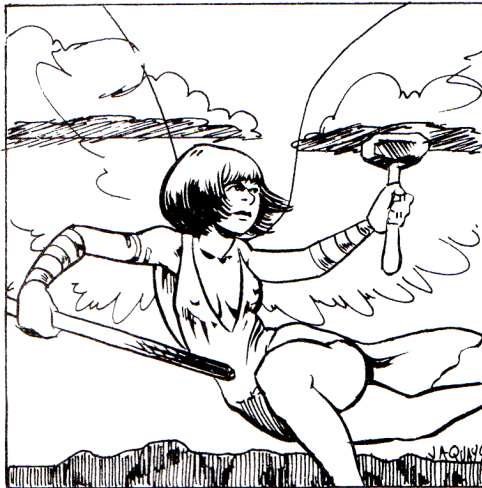
CHA 199 AGL 192 WIL 148 LCK 087 PSY 135 ACL 102 WPN Zian and Ohm.

Disposition - 1. Flirtatious, 2. Stormy, 3. Passive, 4. Capricious, 5. Amorous, 6. Helpful.

Likely Encountered – Open Areas, Mountains, Deserts, Frozen Realms, Badlands, Open Seas, and Canyons.

The corporeal manifestation of Ayu is that of a comely blue-skinned woman with transparent Bird Wings. Her eyes are like finely crafted jade, and she gracefully Moves with Complete Silence. The white Robes that she wears gives her the Power to Nullify Any Magical Spell or Magical Missile directed at her. Overall, she is 50% Magic Resistant, and Immune to All Poisons. Twice per day, she can completely Control the Weather (5 mile radius from her position, duration 6 hours) or can Summon up to 6 tornado-strength Dust Devils (HTK 70) per day.

In her right hand she carries Zian, a powerful Staff of Weather Control. It can Throw non-magical Lightning Bolts (doing 2D10+4 pips of Shock Damage), Streams of Sleet, Frost, Snow or Hail (doing 1D6+3 pips of Cold Damage) or Gusts of Wind (up to 80 miles per hour). Any Being Struck by this Staff will Suffer 2D6+3 pips of Damage, and a Permanent Drop of 4+1 to DEX. Zian can Heal Wounds and Restore Health (at a rate of 5 pips per turn) and it's Touch can Cure Diseases, including Vampirism. In her left hand she Wields +4 Stone Hammer called Ohm, which does 3D12+5 pips of Damage to those it Hits, carrying a chance of Stunning (PROB 60%, duration 1D4 rounds) all those within 20 feet, by the resounding crack of Thunder that results.



Mesha, the Bringer of Seasons (CGN) Symbol – a Snow-Covered Twig with Sprouting Leaves.

LVL 158 (204 Druid) HTK 160 SPD 185 STR 127 INT 208 WIS 196 CON 195 DEX 165

CHA 209 AGL 174 WIL 128 LCK 129 PSY 038 ACL 114 WPN Twig.

Disposition - 1. Cheerful, 2. Distracted, 3. Capricious, 4. Bored, 5. Inquisitive, 6. Bountiful. .

Likely Encountered – Fertile Valleys, Plains, Tropical Regions, Wooded Areas, Flowered Meadows, and Jungles.

Because Xirchiriog has always appeared in a different form, and is likely during Combat to Shapechange every hour (PROB 70%); use the following charts to determine this god's current form, powers, and attributes. The goddess Mesha takes the form of a 5 foot tall woman of unmatched beauty and charm. Her long Hair changes color with the seasons. In the Spring her Hair is light brown and a single strand of it will Cure

Any Disease. In Summer, it is dark red, and filled with the fragrance of jasmine; to Touch it Adds a Permanent (one time) +2 to CHA and LUC. In Autumn, it changes to a golden brown, and if Mesha Gives away such a strand, it can be wound around a Ring (1 only) thus Doubling that Ring's Magical Power, or if Stitched into the fabric of a Garment (1 only) will Double the Magical Power of the garment. Her Hair becomes coal-black in Winter. Any black strand she Gives can be wound about the Handle of Any Weapon, thereby Doubling the Damage of that Weapon (1 only). She has olive colored skin which shimmers with a golden light. This Aura Protects her from any Energy Forces, Spells, or Mind-Attacks.

On the rare occasion that Mesha requires a weapon, she produces a short Twig, which acts as a Powerful Wand. It can Throw Lightning (a non-Magical Bolt doing 1D20+6 pips of Shock Damage), or Shards of Ice (16 inches in length, at forces powerful enough to pierce all but metal armors, doing 1D12+2 pips of Damage, up to 4 per turn). The Touch of this Twig will Cause a Withering Disease (Saps 2 STR per turn, Immediate Permanent Drop of 1 to HTK, INT, WIS, DEX and AGL, death in 1 hour unless Cured). When not in Combat, a friendly Tap of her Twig upon one's head will Grant them the Power to Cure their Own Serious Wounds 3 times per year.

Mesha has the Power to Change the Seasons of all Gaia at will, but can only use this Power 2 times in any given year. She may use it to change one season to another, say Autumn is now Spring, but once the changed season is past, the year will resume as normal, and in this case Spring will give way to Winter. She may also use this Power to prolong a season, say Summer overflows the Season of Autumn, whereby it will eventually give way to Winter on the normal schedule. Mesha can Cure All Diseases up to 3 times per day, Heal Critical Wounds up to 4 times per day, and Resurrect 1 Life per day (the Resurrected Suffering the Loss of 1D6+1 in LVL but with a Gain of +1 to CON). On the other hand, Mesha can be very unpredictable. When Cheerful, she will gladly help both gods and mortals in a caring fashion, but when Bored or Distracted she may quickly become destructive, turning fertile valleys into arid badlands. She has been known to reward well those who have performed brave deeds, while cringing cowards often find themselves left with a Potent Curse.

Suthak, Goddess of Fertility (CGX) Symbol - Exaggerated Human Female Figure, Blossum (Valon).

LVL 031/141 (Cleric 101) HTK 065 SPD 122 STR 124 INT 204 WIS 181 CON 172 DEX 152
CHA 193 AGL 162 WIL 156 LCK 165 PSY 192 ACL 106 WPN Scream.

Disposition - 1. Interruptdd, 2. Bored, 3. Passive, 4. Interested, 5. Helpful, 6. Overjoyed.

Likely Encountered – Tropical Jungles, Flowered Meadows, Valon, Coastal Islands, Temples, and Beaches.

Suthak's form on the material plane is one of an extremely beautiful woman of medium height (this varies) with long, flowing dark hair and dark brown eyes. She wears a long white gown with a gold chain around her waist and Gems that sparkle like stars in her hair. If bestowed upon a mortal, the Gems of Suthak will Protect from All Poisons, and add +2 CHA when Worn. All non-Evil life will bow to her, and she is therefor able to walk throughout Gaia with very little trouble. Once each day Suthak has the power to cause all life within 10 miles of her to Bloom, Grow, Heal to Full Health, or be Cured from Disease; whatever the need may be. She is also known as The Spring of Life, Goddess of Spring, and the Bringer of Life. She wields complete power over the Charisma of all beings, and can change one's CHA from 2 – 19 at will; or by raising an eyebrow can cause Impotence or Change the Sexual Preferences of others.

If attacked, Suthak's Scream will Instantly Drop HTK, STR, and SPD by 50% +1 (effect lasts 4 turns, range 100 yards). She can also Blow Kisses (range 50 yards) which deliver 2D10 pips of Damage or Healing, depending upon if she is in combat. Any thrown or fired non-magical Weapon or Missile (dagger, knife, arrow, dart, etc.) will be turned back at the attacker. She may Call Promeheme (God of Time) or Kahared (Sands of Time) to her Defense. She loves poetry and the music made by stringed instruments; often Summoning 4 Spiritual Minstrels to accompany her travels in the Wilderlands. When seen travelling by night, her way is lit by a great swarm of fireflies in many colors, which Illuminate the area around her in a warm glow.



Kahared, Sands of Time (CGX) Symbol - Hour-glass on White Shield.

LVL 184 HTK 065 SPD 126+ STR 193 INT 202 WIS 174 CON 185 DEX 123+

CHA 055 AGL 136+ WIL 189 LCK 066 PSY 137 ACL 198 WPN +2 Mace.

Disposition - 1. Helpful, 2. Bored, 3. Intense, 4. Concerned, 5. Depressed, 6. Angry.

Likely Encountered – Ruins, Deserts, Temples, Mountainous Regions, Dungeons, Caves, and Caverns.

Kahared appears as a 6-foot-tall metallic humanoid in Warrior's Armor. He can Manipulate Time within 30-feet of his body (shifting up to 1 month + or -). He is composed of Shifting Sand within an exoskeleton of Hematite, can only be Struck by Magical Weapons of + 2 or greater, and can Summon up to 3 Giant Centipedes (twice per day). These Giant Centipedes (HTK 060, ACL 186) can Bite (doing 2D12+4 pips of Damage) and burrow underground. Kahared will sometimes ride one as a steed. He wields a +2 Mace, hitting at 2D12+2 pips of Damage, and a +1 Shield of Time-Absorption, which can Freeze in Time any wielder of a Weapon it Parries (duration 1D20 hours).

Followers of Kahared know that Time is the master of many events, and so pay service to him, that their hours of need be lessened. He is known to appear on occasions when Time has the most bearing; when someone is trapped without food or water, trying to outrace some cataclysm, or having particular need of some past item or knowledge. Although, he can only Alter an Envelope of Time about himself, he can Travel forward or backward in time (up to 3 million years) extracting Knowledge or Actual Items from those space-times and Depositing them in the now. He is usually helpful to all G or N Alignments, however he is distrustful of Winged or Reptilian Races, and will refuse any request by an E Alignment.

Bukera - God of Desert Mountains, The Silent Scorpion (LNG) Symbol - Glass Scorpion.

LVL 172/041 (Thief 121) HTK 120 SPD 126 STR 176 INT 209 WIS 159 CON 163 DEX 143

CHA 108 AGL 108 WIL 154 LCK 114 PSY 106 ACL 136 WPN +3 Whip, +1 Hammer.

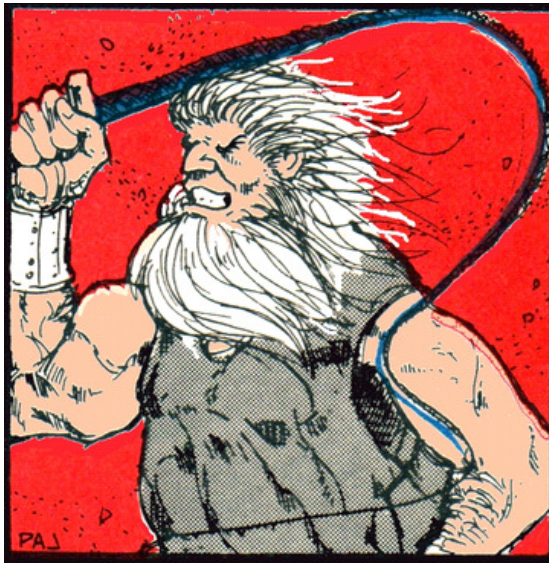
Disposition - 1. Peaceful, 2. Grim, 3. Mirthful, 4. Suspicious, 5. Pensive, 6. Helpful.

Likely Encountered – Deserts, Arid Regions, Badlands, Temples, and Ruins.

Bukera appears as a stout, 6 foot tall, bearish man with long unkempt beard. He can Move Silently and

Hide in the shadows as a LVL 12 Thief. He has the ability to Shapechange, often roaming in the form of a Scorpion or, if in a hurry, a great Jackrabbit. He can call up great Windstorms twice as powerful as those conjured by Wizards (once per day), and while in mountainous areas, can throw great Fireballs capable of 1D20x10 pips of Damage (once per hour or up to ten per day). He carries a +1 Obsidian Hammer on his Belt, which if Struck or Dropped upon the ground will cause an Earthquake of stunning magnitude in a 500 yard radius (duration 6 turns). This Hammer also has the magical power to Absorb All Spells, and the leather Belt he wears allows him to Fly. When the Belt is removed it is transformed, revealing itself to be a Magical +3 Hippocamp Whip, which delivers 1D20+3 pips of Damage. Glass or Obsidian is sacred to his followers, and he sometimes melts and shapes sand into glass oddments for them. Shifty merchants in desert regions often claim to be selling rare "Bukera Glass" pieces. Like his Windstorms, Bukera can also call up a Dust Storm or create a Mirage, Once each Day.

Burkera was the only God of Neutral alignment to defend the races of Gaia (the world) against the alien Markabs in the Uttermost War. He unleashed waves of Earthquakes, doing irreparable damage to the underground Markab cities and strategic bases. For this participation, other Gods of Good (Cilborith, Bachontoi, and Dorak) hold an allegiance to Burkera, and will likely come to his aid (PROB 60% each) if he is ever severely wounded (HTK < 020).



Kazadarum, God of Dwarves (LNG) Symbol – Gold Hammer on Purple Field.

LVL 126 HTK 118 SPD 145 STR 224 INT 202 WIS 183 CON 194 DEX 136
CHA 136 AGL 144 WIL 181 LCK 184 PSY 146 ACL 127 WPN +5 Zule Kar

Disposition - 1. Angry, 2. Annoyed, 3. Disinterested, 4. Interested, 5. Helpful, 6. Involved.

Likely Encountered – Dwarven Temples, Deep Mines, Underground Cities, Mountains, Caves, and Caverns.

Kazadarum stands 5' tall and 3" wide at the shoulders. He has brilliant red hair, beard and eyes. The Dwarf god involves himself mainly in the affairs of Dwarves but will, at times, help other races. He is 99% Resistant to Magic and has the following Special Abilities: can Teleport up to 20 miles (4 Hexes) Twice per Day, Regenerate Health (3 pips per melee round), and Open or Defeat Any Ancient Door, Lock, or Trap created by Mortals. The bejeweled Belt of Kazadarum gives him the power and damage of a Storm Giant when using his bare hands in Battle or for feats of Strength. His Shield has the herald of a Gold Hammer on a purple field and gives him the Ability to Withstand the heaviest Blows if they Strike his Shield. Kazadarum's mighty +5 Battle Axe, Zule Kar (meaning Demon Slayer), is a gruesome Weapon that will do 1D20+5 pips of Damage. It can be thrown like a War Hammer (so doing 1D20+12 pips) yet it will return to his hands (range 120 feet). With a single Blow, it will Slay any Demon < Level 10. Kazadarum is worshipped as a battle god by most Dwarf clans,

and is often referred to as Rock-Father, The Red Slayer, or Demon's Bane.

Kadrim - God of Small Birds (LNG) Symbol - Falcon, Red Falcon (Tarantis and Ebony Coast).

LVL 152/011 HTK 125 SPD 194 STR 178 INT 203 WIS 103 CON 124 DEX 124

CHA 126 AGL 175 WIL 124 LCK 142 PSY 123 ACL 115 WPN Talons and Beak.

Disposition - 1. Helpful, 2. Unruffled, 3. Charitable, 4. Brusque, 5. Domineering, 6. Generous.

Likely Encountered – Cloudwall Mountains, Altanis, Wooded Areas, Mountainous Regions, Highlands, and Cloud Cities.

Kadrim's common form is that of muscular man, 6 foot 7 inches in height; with the head, wings, and (sometimes) Talons of a Falcon. Though a Shapechanger; he has the torso and limbs of a human, his face is white, his wings are blood-red, and his body has a golden tint. He is Resistant to any and All Magic, even though he possesses no magic ability himself. He will Attack Any Chaotic Being within a radius of 2 miles from his Lair in the Cloudwall Mountains (Campaign Map I, Hex 2331). Kadrim despises the caging of birds and will seek a way to free any birds from captivity (and other animals too, for that matter). In a rage, his hands become deadly sharp Talons that can Strike 4 times per round (doing 1D10+2 pips of Damage each). He can also Strike with his Beak once per melee (for 1D12 pips of Damage). His Eyesight can Discern with great clarity Anything to the Horizon, and he is so infuriated by feathered hats that he often causes them to be removed, sometimes with the heads still in them! Kadrim may also assume the form of a Giant Grey Roc while in combat (Bite 2D12 pips of damage, Talon 2D20 pips). Though he has no need to, Kadrim enjoys eating snakes, and has been known to make appearances whenever particularly tasty breeds are being cooked. A slow-roasted Altanian Racer, or a juicy Elephant Hoop Snake with gravy, is a sure way to win his favor.



Scodem - God of the Hunt (LNN) Symbol - Arrow.

LVL 101 (Ranger 201) HTK 070 SPD 173 STR 162 INT 204 WIS 182 CON 186 DEX 154

CHA 115 AGL 165 WIL 186 LCK 195 PSY 133 ACL 128 WPN +2 Bow.

Disposition - 1. Grumpy, 2. Intrigued, 3. Outraged, 4. Distant, 5. Beneficial, 6. Wary.

Likely Encountered – Wooded Areas, Lonesome Trails, Hills, Wilds, Scrub Forests, Outposts, and Trade Routes.

Scodem appears to be a small, hump-backed man with an extremely long nose and very large ears. He stands only 4 foot 5 inches tall, and wears the leathers of a huntsman. All Scodem's Senses are exceptionally keen, keeping him from being Surprised (PROB only 5%). He acts as a LVL 20 Ranger, and can Hide in cover as a LVL 10 Thief. Nothing can evade him. Out-of-doors, he is 100% Magic and Poison Resistant. Whenever he shoots his Magic Bow (range 120 yards), he never misses. Scodem's Quiver is also Magical, producing an Endless Supply of Obsidian Arrows that hit with 2D12+2 pips of Damage. Unless opponents are closer than 10 feet from him, he can target and Loose 2 Arrows per melee. He is also proficient if using a Sling, or Blowpipe; sometimes using Paralytic Poisons to capture and subdue the living. More than a few encounters with Scodem resulted from first being caught one of his snares, pits, or elaborate traps. Scodem's Blessing adds a Permanent +2 to Hit, but is never bestowed without the completion of some task, test, game, or competition.

Hercon - Goddess of Directional Magic (LNN) Symbol - Wand.

LVL 051/222 HTK 076 SPD 146 STR 123 INT 207 WIS 185 CON 175 DEX 183

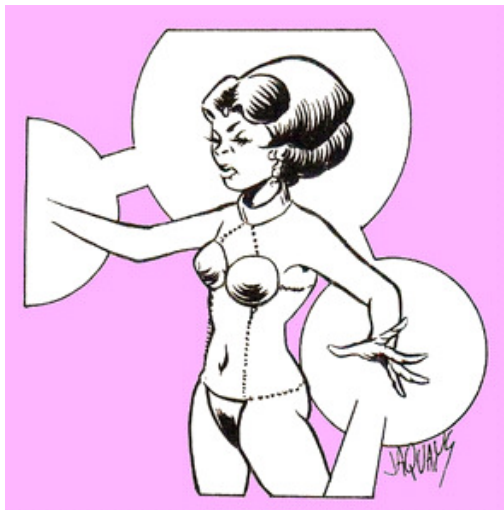
CHA 185 AGL 123 WIL 175 LCK 161 PSY 185 ACL 113 WPN +2 Dagger.

Disposition - 1. Inquisitive, 2. Generous, 3. Deadly, 4. Wicked, 5. Grateful, 6. Helpful.

Likely Encountered – Open Areas, Ruins, the Isle of the Blest, Valon, Deep Caverns, and Grymloch Strongholds.

Appearing as a beautiful woman, 5 foot 7 inches tall, Hercon carries a Wand of Coldness, a Ring of Magical Protection. She can Cast 2 Spells per melee round in Daylight, but Only 1 per round in Darkness. She can Ignite any combustible material by merely Breathing on it. Her Wand of Coldness permits her to Create a Blizzard in a 400-yard radius (delivering 2D10+4 pips of Cold and Wind Damage, causing Blindness) lasting 6 - 12 rounds. Her Ring of Magical Protection Turns all Magical Spells directed at her, and Negates all Present Magical Spells or Effects of Users < Level 10 (including Protections, range 100 yards), the exceptions being used potions or scrolls.

If in a Generous mood, Hercon may bestow her Blessing upon any Magic User. The Blessing of Hercon adds a 1D4 + Bonus Factor to all Directional Magic Spells currently known. She has a keen interest in Large Crystals, Lenses, and Prisms. These objects are often found at Hercon shrines, and sometimes these too will carry with them the Blessing of Hercon. Her earliest worshippers were the Grymlochs. Having unbridled use of Directional Magic was what eventually drove their numbers deep underground (something Hercon deeply regrets). This knowledge was lost from them in the long ages that followed, and living underground has greatly diminished their numbers. She seeks a way of helping restore the Grymlochs to their former selves, or at least encourage their return to the surface, and the grassy fields that were once their home.



Sashu - God of Justice and Blind Beggers (LNN) Symbol - Measuring Scales.

LVL 121/201 HTK 103 SPD 108 STR 167 INT 208 WIS 154 CON 114 DEX 175

CHA 104 AGL 103 WIL 165 LCK 163 PSY 186 ACL 114 WPN Sword of Judgment.

Disposition - 1. Caring, 2. Disinterested, 3. Indignant, 4. Lecturing, 5. Advising, 6. Outraged.

Likely Encountered – Temples, Poorer Neighborhoods, Near Debtor's Prisons or Jails, Villages, and Trade Routes.

Sashu appears as a 20 foot tall blind man, and Discerns every Move and Motive of Every Being within a 50 foot radius of him. Spells thrown in the air, Directional Magic, and Normal Weapons will not affect him. Anyone striking him will have their Prime Requisite drop by 2 points Permanently, and the Weapon used will Disintegrate, without fail. He carries a Sword of Judgment; any Chaotic being touched by it is Immediately Banished to Hell (or some other plane of infernal punishment) for 1 Year and 1 Day of Game-Time, only to return Naked (itemless) and with All Stats Reduced Permanently by 3+1. All Neutral Characters will be Subdued, if touched by the Sword, without fail, and all Neutrals seeing the Sword may Flee in Fear (PROB 50%). The Sword does 3D6 pips of Damage when Hitting, doing Twice that to Paladins and LG > LVL 9. Any Lock will Fail and Yield to Sashu's touch. Sashu has a love of music, and well-played musical instruments; often playing a reed flute, when merry.

Vernaha - the Pixie Goddess (LNX) Symbol - Hummingbird.

LVL 101/101 HTK 052 SPD 116 STR 108 INT 209 WIS 129 CON 189 DEX 167

CHA 154 AGL 124 WIL 128 LCK 184 PSY 184 ACL 067 WPN +5 Platinum Dagger.

Disposition - 1. Fearful, 2. Friendly, 3. Happy, 4. Playful, 5. Suspicious, 6. Jealous.

Likely Encountered – Flowered Meadows, Wooded Areas, Plains, Jungles, Near Pools, Swamps, and Farmlands.

Vernaha assumes the form of an ordinary Pixie, blue in color and very cute. She is only visible when she employs a Spell of Visibility; otherwise she is completely Invisible at all times, and can attack without becoming Visible. Vernaha carries an ornately sculptured +5 Platinum Dagger that was given to her by Tardome, a God of War, when she once saved his life. This Dagger is named Sweere, and inflicts a random 1D100+5 damage (Zocchihedron recommended) whenever it Hits. Dust from her wings can cause the heaviest objects to Float in the air (defy gravity). She values the wisdom of high-level Clerics; entreats their company, and has a curious interest in the making of obscure Healing Potions.

She is attracted to the sound of summer locusts or cicadas in places of peaceful solitude. If ever severely injured (HTK < 010), she may call or Summon Tardome to fight in her Defense. Vernaha can grant up to 10 years of Youth to Any Being encountered without adverse effects. She can Heal the wounds of Any Living Being, and can Remove Curses of All Types. Her own Curse is known as Vernaha's Vexation, and any being Cursed with it, suffers a Constant Allergic Reaction to All Vegetation (Grasses, Weeds, Trees, Vines, Mosses) and will Suffer a Loss of 1 HTK per Day, Without Fail, until removed to a distance of 100 yards from any Living Plant or Vegetation. If her Curse is bestowed while in a glacial or rocky desert setting, it may not be immediately noticed. This is a loss of "Overall HTK" and any pips "lost" by Vernaha's Vexation are Not Returned to the character's stats, even if her Curse is later lifted. Although Not Leathal in itself; unless checked, it Can Reduce Overall HTK to a Permanent 2 HTK.



Alinah, Goddess of the Moon (LNX) Symbol – White Crescent Moon.

LVL 155/028 HTK 175+ SPD 178 STR 188 INT 209 WIS 199 CON 205 DEX 154

CHA 188 AGL 166 WIL 179 LCK 188 PSY 179 ACL 106 WPN none.

Disposition - 1. Cool*, 2. Smoldering, 3. Amorous, 4. Jubilant, 5. Vengeful*, 6. Helpful.

Likely Encountered – Plains, Temples, Ruins, Wooded Areas, Jungles, Hills, Caves, and Caverns.

Alinah appears as a tall slender woman with very pale skin. She has 4 Arms; 2 of which are Only Visible when she is in Battle. Alinah is goddess of the Creatures of the Night; and so being, has the ability to Find Any

Creature during Nighttime hours. She is very fond of Lycanthropes, and will always seek to aid them. Alinah has the power to Shapechange into any Lycanthrope Form, and attains an additional 20 HTK while so changed. While in Lycanthropic Form, Alinah will only take 50% of Any Damage inflicted by Any Opponent. Her domain is of the Night. She has little use or respect for those with the impudence to call upon her in Daylight hours; *her Daytime Dispositions being equally Cool or Vengeful.

Alinah is especially fond of Gold and Platinum. Offerings of Silver, Copper, Bronze, or lesser metals will be taken but not valued. She travels in a Flying Chariot pulled by two very old Silver Dragons from the Moon; Kleopax (HTK 310) and Jaccobex (HTK 277). These two Dragons will never stray far from Alinah, having been charged with the duty of her Service and Protection, even unto their own deaths, by the Man in the Moon many centuries ago. If Alinah wishes to send aid during daylight hours, there is a likelihood (PROB 70%) that she will send one of the two Dragons to assist (PROB only 40% at night). Alinah feels as if she is in constant conflict with the Sun for dominion over the sky, sometimes sending legions of her followers to overthrow the temples of various Sun Gods. To speak of the Sun, or to mention a Sun God by name in her temples or in her presence is to invoke her wrath. She has lately been coaxing an alliance with two Star Gods, Tel Star and Pasperus, for the purpose of waging a war against Umannah, a powerful god of the Sun.

Crondussa - Goddess of Eagles (LNX) Symbol - Eagle.

LVL 121 HTK 063 SPD 185 STR 182 INT 208 WIS 184 CON 187 DEX 147

CHA 138 AGL 166 WIL 124 LCK 131 PSY 102 ACL 133 WPN War Axe and Claws.

Disposition - 1. Annoyed, 2. Pompous, 3. Glum, 4. Irritated, 5. Helpful, 6. Merciful.

Likely Encountered – Mountains, Cloud Cities, the Isle of the Blest, Giant Villages, and Arid Regions.

Crondussa bears the shape of a Giant Eagle with the head, bust, and arms of a Woman. Her wingspan is 20 feet, and in her powerful arms she bears a +2 War Axe of Silver and a +2 Shield of Roc Feathers. Her powerful black wings can easily take her 170 miles (34 hexes) per day; even when she carries others. She can Transport 3 Individuals at a time; one rider, and one in each Talon. In combat her +2 War Axe can do 1D12+2 pips of Damage Twice per melee round, while and her Claws can do 2D10 pips Twice per round.

Encountered in mountainous regions, Crondussa may help those in urgent need of transportation from place to place; sometimes later demanding costly tolls. She has been known to carry persons away for unknown reasons; those taken never to be seen again. Because of her friendship and knowledge of the Storm and Cloud Giants, it is assumed Crondussa spends much of her time in amongst the great Cloud Cities of the Sky Realm.



Mosinylo - God of the North Wind, Father Bitter Cold (LNX) Symbol - Icicle,
Crescent Moon (Valon).

LVL 111 HTK 090 SPD 143 STR 135 INT 208 WIS 208 CON 163 DEX 123
CHA 112 AGL 125 WIL 165 LCK 129 PSY 164 ACL 114 WPN Touch.

Disposition - 1. Bothered, 2. Frigid, 3. Cold, 4. Vague, 5. Interested, 6. Helpful.

Likely Encountered – Frozen Realms, Glacial Wastes, the Holy Cities, Ancient Libraries, Ruins, and Near Lakes.

Mosinylo takes the form of a very old, thin man with a long gray beard, standing 5 foot 6 inches tall; wrapped in a dark leather cloak. His Touch is so Cold that it causes 4 - 24 pips of damage per melee round, and any being in his Grip for 2 melee rounds will also suffer a Permanent -1 to STR, DEX and AGL, without fail. He can Shapechange into a Foggy Mist or Air Elemental at will, and may Summon 1 - 4 Air Elementals (HTK 022 each) or 2 Icy Wisps (HTK 044) Twice per Day to assist him, if attacked. He can Create Icy Winds (up to 80 mph), that can Freeze Solid any creature within 100 feet of him. The same Icy Wind can Freeze Solid the surface of Ponds or Lakes (1 mile radius, depth 1 foot), locking swimmers or water-craft. Mosinylo is immune to Fire or Heat Magic, and can solidify magma if he chooses to walk on it. He has a personal dislike of Thieves.

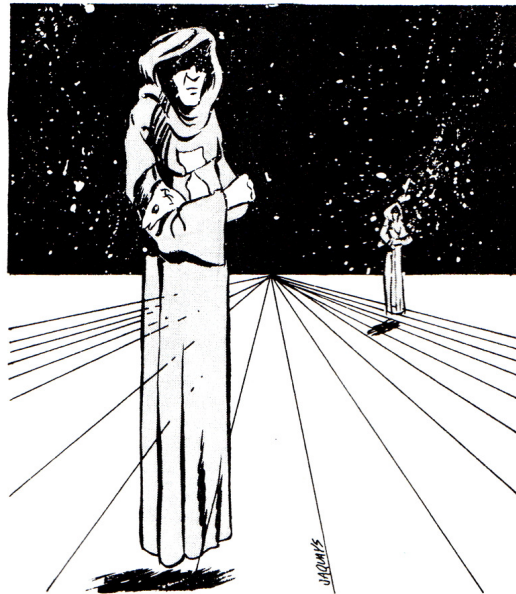
Umannah - the Sun God, The Radiant Death (LNX) Symbol - Gold and Red Spiral.

LVL 141/061 HTK 175 SPD 186 STR 209 INT 209 WIS 178 CON 188 DEX 158
CHA 125 AGL 188 WIL 168 LCK 163 PSY 128 ACL 093 WPN +5 Sword of Light.

Disposition - 1. Generous, 2. Indignant, 3. Merciful, 4. Benevolent, 5. Lonely, 6. Irritated.

Likely Encountered – Open Areas, Frozen Realms, Badlands, the Isle of the Blest, and Cloud Cities.

This god appears as a 28 foot tall man with golden skin and red hair of Fire (actually flames from the scalp). When angered, or when Defending in Combat, his body Radiates a Blinding Light for 2D6 melee rounds. Umannah has but one eye in the center of his head, as a Cyclops, which projects a Heat Ray that can inflict 60 pips of Radiated Heat Damage per round (extra Damage against Bows, Staffs, and Wands, with a 20% PROB of their Immediate Destruction by Ignition). His sidearm, a +5 Sword of Light, can deliver 2D12+4 pips of Damage and function as a Wand of Continual Light. Umannah can Shapechange into any Fire-based Creature, but prefers to assume the shape of a Superheated Ball of sparkling light with a diameter of 12 feet. In this form, he can make a 15-mile radius appear as if in Daylight, or can Melt through solid rock (60 - 360 pips of Damage per round), as Superheated Plasma. He may assume this latter form only once per day.



Aniu, Lord of Time (LNX) Symbol – Hourglass.

LVL 158/207 HTK 125 SPD 999 STR 136 INT 209 WIS 999 CON 187 DEX 999

CHA 168 AGL 999 WIL 199 LCK 153 PSY 204 ACL 095 WPN Temporal Staff.

Disposition - 1. Bored, 2. Untroubled, 3. Brooding, 4. Mysterious, 5. Ominous, 6. Curious.

Likely Encountered – Temples, Ruins, Desolate Areas, Desert Regions, Burial Mounds, and Cloud Cities.

The Lord of Time will manifest himself as a 6 foot tall, slender man, shrouded in a grey hooded cloak. Aniu does not appear to walk or run from place to place, but Flit Instantaneously from one spot to another. He is often very curt or direct in his speech with Mortals, and rarely involves himself in the play of worldly events. Aniu knows the total history of the Universe and the possible destinies of every Living Being therein. He can See into all Planes of Existence, discern parallel space-time continuums, and can therefore be very helpful in choosing paths, making decisions, or avoiding cataclysmic events. However, Aniu obeys a strict Oath to Never Interfere with Time, so he Avoids divulging the fate of Any Living Being. Only if the balance of Order and Chaos,

Good and Evil, is severely threatened will he intervene. If so desired, Aniu may alter Time; manipulating the events or outcomes of a continuum of existence.

He carries a shepherd's staff known as the Temporal Staff. It has the Power of Longevity and Withering, and it's Touch can Alter the Age of Any Living Being 10 – 200 years per turn. It also permits Aniu to Stop Time for up to 1 month in duration, however, should he do so, it would require him to break his Oath. Requiring Aniu to Break his Oath would require payment in the form of great sacrifices, years of labor or servitude, or arduous tasks, since Aniu puts no value on material wealth. For those who have amused him, or done him some great service, he may bestow upon them an Amulet. An Aniu Amulet is Bonded to whomever it is bestowed upon, and Grants this Being the Power to Flit (Move Instantaneously in Time) From Place to Place (range 20 feet, regardless of walls or barriers) up to 3 times per day.

Eqni, the Worldly God (LNG) Symbol – Diamond.

LVL 166/068 HTK 148 SPD 184 STR 225 INT 203 WIS 192 CON 184 DEX 155

CHA 148 AGL 163 WIL 172 LCK 129 PSY 138 ACL 117 WPN +4 Skyshaker.

Disposition - 1. Cheery, 2. Dubious, 3. Carefree, 4. Playful, 5. Stern, 6. Helpful.

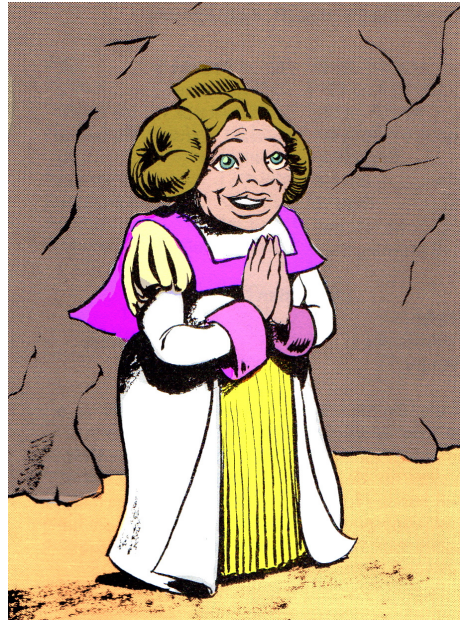
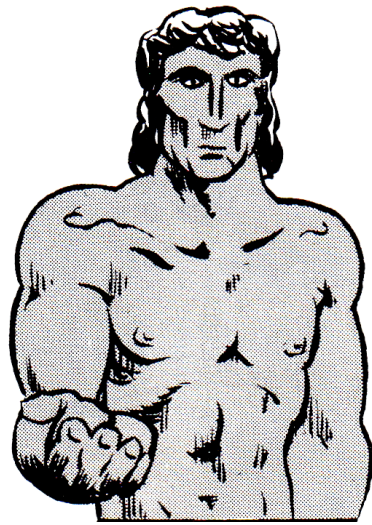
Likely Encountered – Mountainous or Rocky Terrain, the Strait of Clashing Rocks, Volcanic Regions, and Canyons.

The Worldly God, Eqni, usually takes the form of a Titan, with bright shining eyes, and a heavily muscled darkly tanned body. He has the Power of Shapechanging and Accurately Mimicking Any Being he desires. Although he appears to be scantily clad in a cloth wrap, if Attacked or in Combat his magnificent Armor of Living Diamonds will become Visible (ACL +11). Having Power over All Elements of Gaia, Eqni can Restore Life to Any Dead Being of Any Alignment regardless of how decomposed the body may have become. That being said; he can Summon or Resurrect Creatures Long-Extinct to Assist him (up to 3 beings, 3 times per day).

Because of some problems he created for Aniu, the Lord of Time, Eqni is careful to only Resurrect Species in batches of the Same Sex. He may Summon up 3 Pterodactyls to carry your party over the Wine Dark Sea, but he will be sure they cannot procreate and upset the balance of the current Space-Time Continuum.

Eqni can assume full Control over All Mineral Elementals and Wields a +4 Trident called Skyshaker. In one Hit, it can deliver 3D20+4 pips of Damage, with a chance of Stunning (PROB 20%, radius 10 feet, duration 2 turns) Any Being with CON < 15. Being Stuck by Skyshaker will bring a violent force of Vibration Damage to all Items Carried; including Items held in Magical Bags or Boxes. Any Crystal, Glass, or Frail Wooden Items will likely be Shattered.

Eqni will Not Summon or Resurrect Undead, preferring their Original Living Forms. Although usually in a Friendly mood, when Angered he has the full Power of the Material World at his whim. He tends to Summon Mineral Elementals (HTK 38 each) to Assist him when he so desires, as they will Act on their own, requiring no Control from him. He can Cause Earthquakes of a Magnitude far Exceeding Any Clerical Spell, with the Power to Level Mountains or Cause Vast Crevasses. In the space of 4 Turns, he can Raise an Active Volcano to a surface height of 500 feet, along with Active Lava Flows. This Lava can flow at a rate of 30 feet per round, doing 3D20+10 pips of Burn Damage to Any Being it Touches. Anything Flammable within 10 feet of this Lava will Ignite and Burn (Judge's discretion regarding Clothing and Burn Damage per Character).



Teth Tufa, Gnome Goddess (LNG) Symbol – Granite Triangle.

LVL 107/404 HTK 103 SPD 152 STR 103 INT 205 WIS 194 CON 186 DEX 166

CHA 128 AGL 148 WIL 174 LCK 195 PSY 124 ACL 117 WPN +3 Hammer.

Disposition - 1. Motherly, 2. Peaceful, 3. Indignant, 4. Outraged, 5. Caring, 6. Jubilant.

Likely Encountered – Gnomie or Underground Cities, Temples, Ruins, Mines or Stannaries, and Flowered Meadows.

Teth Tufa, Deep Rock Mother of the Gnomes, appears as a rather stout, yet still attractive, older Gnome woman, dressed in queenly robes. She is usually cheerful and carries a sparkle in her eye. She is a sworn protector of living rock, and loves all Gnomie peoples. They, in turn, worship her; asking her permission before cutting or mining into living rock. Although she is of a peaceful nature and loathe to shed blood, Teth Tufa can be a fell opponent and will use her +3 Warhammer to powerful effect (1D12+3 pips of Damage per Hit).

More dangerous are her Magical Powers over Stone. As a 40th LVL Magic User, she may use each of the following Spells 1 time per day:

- Create a Wall of Stone (up to 40 feet high and 1 mile long).
- Rock to Mud or Mud to Rock (up to 400 cubic feet)
- Stone to Flesh or Flesh to Stone (up to 40 Beings at 1 time)
- Heat Rock (up to 1000 cubic feet, and 1000 degrees F)
- Create Landslide (up to 3 square miles)
- Create Earthquake (up to 1 hour of duration)
- Cause Wall to Give Continual Light (entire wall, duration 1 day)
- Speak with Stones
- Repair Stone (up to 50 cubic feet)
- Raise Magma (pool with 10 foot diameter)
- Weather or Age Stone (up to 2000 years, area 50 cubic feet)

Shape Stone (as if Clay, up to 100 Cubic feet)
Summon Giant Magma Golem (20 feet tall, HTK 230)
Shrink or Grow Stone (increase or decrease size 10x)

Aside from these Spells, she can Regenerate Health (rate 6 pips per melee round) so long as she is in contact with living rock.

Definition: Living Rock or Stone is Any unmined stone or rock that is not separated from it's original bed or formation place (usually underground). She can repair any Stone or Gem, broken or cracked, to it's original condition, and sometimes makes Gifts of Gnome-Stones. These are Yellow Gemstones which Add +3 to the LUC of those to whom one is given (cannot be compiled), and are often added to Staffs or worn on Hats, as they Give off an Everlasting Light (range 50 feet).

Ragtha, God of the Waters (LNG) Symbol – Fish.

LVL 206/065 HTK 131 SPD 204 STR 207 INT 203 WIS 181 CON 153 DEX 186

CHA 163 AGL 171 WIL 145 LCK 126 PSY 136 ACL 108 WPN Fists, Breath.

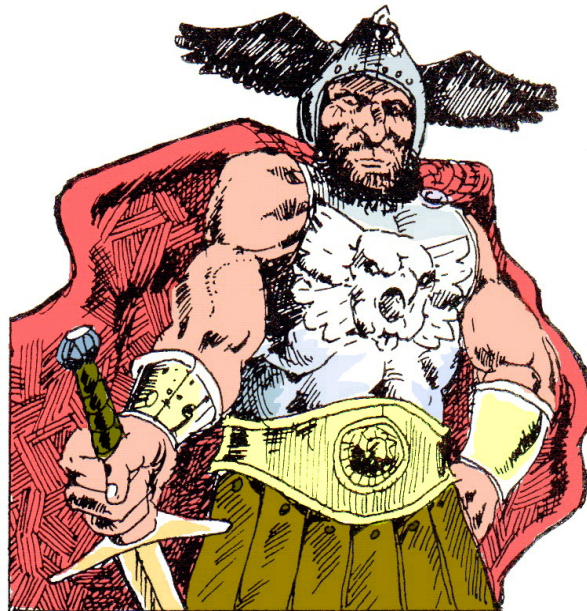
Disposition - 1. Sulky, 2. Turbulent, 3. Calm, 4. Ominous, 5. Helpful, 6. Angry.

Likely Encountered – Open Seas, Deep Waters, Large Lakes, Cities of the Merfolk, and Coastal Waters.

The God of the Waters appears as a giant Merman, standing 15 feet tall, with grey-green scaly skin over a very masculine physique. Though he breathes both water and air, he is normally keeps to the Sea or large bodies of water, and will only venture occasionally ashore; never traveling more than 1 mile inland. He carries no Weapons, but wears a Stone Crown adorned with Aquamarines. This Crown Grants him the Power of Animal Control (range 5 mile by water, 1 mile by land), permitting him to use Any Sea Creature within range for Assistance. This Crown is Bound to Ragtha so that Any Other Being Wearing it will be Driven Insane (Reduces INT and WIS by 5 points per turn) so long as it is In Their Possession (all points Restored after 12 hours). Any Beings encountering Ragtha may become Immediately Charmed (PROB 40% if CON < 16, PROB 20% if CON > 15). He is Capable of Any Water Spell; Clerical, Magical, or Druidical, and can Summon to his Aid 1D6 Water Sprites (HTK 42) up to 3 times per day.

Having Command of the Waters about him (radius 1 mile), he can Cause Tidal Waves, Raise Water Spouts, or Open Great Whirlpools capable of wrecking great ships by either driving them ashore or dragging them under. From the waters' surface, Ragtha may Breathe forth a scalding Cloud of High-Pressure Steam (30 foot radius) that can do 4D20+10 pips of Burn Damage.

He is almost universally worshipped by the Merfolk, Humanoid Beings of the Sea, some Fisher Folk, and a few Coastal Sea Dwellers. All of his Temples are in Underwater locations, and so worshippers of Ragtha may be Granted by him the Power of Water-Breathing for the purposes of visiting or serving his Temples. Should he later become angered with someone, he might abruptly Remove this Power at an inopportune time. His Strength is immense and, by beating holes in the hull, can drag a large Gallery beneath the waves in 6 turns. Regardless of being in or out of water, his bare Fists can do 3D20+2 pips of Damage (Hitting Twice per round). He is Immune to Poisons, and can Regenerate Health (rate 3 pips per turn).



Tardome, God of Aerial Warfare and Falcons (LNN) Symbol – Falcon.

LVL 167/045 HTK 178 SPD 154 STR 199 INT 203 WIS 154 CON 147 DEX 178

CHA 137 AGL 158 WIL 164 LCK 113 PSY 135 ACL 146 WPN +5 Two-Handed Sword.

Disposition - 1. Inspiring, 2. Pessimistic, 3. Generous , 4. Wary, 5. Autocratic, 6. Raging.

Likely Encountered – Open Areas, Highlands, Tundra, Mountainous Regions, Small Forests, Valon, and Ruins.

Appearing as a 10 foot 2 inch tall muscular warrior with an ornate Winged Helm, Tardome has the Ability to both Fly and Flit Between Dimensions at will. He can quickly Shapechange, and Any Missile he may fire will Always Hit it's intended target. He carries a +5 Two-Handed Sword named Earth-Render, which can Instantly Change into a +3 Crossbow. As a Sword Earth-render delivers 2D20+5 pips of Damage, while as a Crossbow it deals 2D12+3 pips, with an effective range of 80 feet. His Winged Helm Grants Protection from Magic, and while in Flight, his Armor Can Shine forth a Sunburst, Blinding Opponents (PROB 70% if CON < 12, PROB 50% if CON > 11, duration 1D4 turns). By Shapechanging into a Falcon, Tardome will Drop All Damage Taken, if injured.

If in an Inspiring or Generous mood, he may put his Blessing upon those he deems worthy. Tardome's Blessing gives those who Wield Missiles of any nature (spears, arrows, bolts, stones) the Ability to Always Hit anything within a range of 50 feet. They can Never Miss their targets while under his Blessing. He avoids the Subterranean Realm. He is wary of Dwarves, Earth-Dwellers, Halflings, and Merfolk, but often curiously willing to hear tales of adventures in caves or dungeons.

Rhiannon - Goddess of Witches (LNE) Symbol - a Two-Faced Woman - one comely, one

ugly.

LVL 101/162 HTK 110 SPD 109 STR 117 INT 207 WIS 186 CON 129 DEX 146

CHA 106 AGL 127 WIL 144 LCK 129 PSY 188 ACL 115 WPN +2 Magical Dirk.

Disposition - 1. Outraged, 2. Passionate, 3. Boastful, 4. Melancholy, 5. Whimsical, 6. Irate.

Likely Encountered – Near the Irminsul Forest, Ruins, Caves, Wooded Areas, Lonesome Trails, and Dungeons.

Rhiannon can appear as an attractive or hideous woman of only 5 foot 2 inches. She wears a Grey Cloak of Confusion +2, and an Unusual Ring on her right hand which cannot be clearly discerned with the naked eye. Made of platinum, the ring has been burnt black and holds a center-stone of Ruby, with two smaller attendant Emeralds. It is a Ring of Spell Storage, Invisibility, Three Wishes, Water-Walking, Penetrating Vision, and Health Regeneration (5 pips per round). Rhiannon is obsessed with finding the Wand of Whiteworm, which she lost when a large pack of Wargs had attacked her in the great Irminsul Forest (Campaign Map IX). She entraps monsters, forcing them to search for this Wand, and whenever possible recruits others into the quest.

The Wand of Whiteworm is a powerful Rod of Absorption (can Drag Any Creature, Being, or Object < 10x10 feet to the Ethereal Plane) and also serves as a Staff of Striking activated by holding to a grip near the bottom of the Staff. It was crafted for Rhiannon by Dacron to help alleviate a Troll problem she once had. (It now rests in the belly of giant Land Slug in the Northern end of the Sulfer Bog of Wilsat, West of Kahled, Campaign Map IX, Hex 2421). When Striking, the Wand delivers 3D6 pips of damage and has 8 Absorption charges left. Her sidearm is a +2 Magical Dirk (2D6+2 with Poisoning, Health-Drain 2 pips per round), and does Twice the normal Damage against Paladins or Undead.



Phelonious, God of Ancient Kings (NNG) Symbol - Black Crown.

LVL 161/061 HTK 076 SPD 146 STR 148 INT 209 WIS 199 CON 167 DEX 155

CHA 114 AGL 126 WIL 144 LCK 183 PSY 183 ACL 125 WPN +3 Flaming Sword of Cold.

Disposition - 1. Angry, 2. Mocking, 3. Grim, 4. Careful, 5. Helpful, 6. Forgiving.

Likely Encountered – Ancient Battlefields, Ruins, Temples, near Rallu, Tombs, Burial Mounds, and Overlooks.

Phelonious, the god of Ancient Kings can Call forth from the Dead any King who has lived and passed away. The kings will appear with the same statistics as Spirit Spectres, but without any Life-Draining Ability. The god himself appears as a tall, gaunt man with flowing gray hair and beard. He is garbed in a dark grey tunic with a black crown on the front, +2 Mithral Armor and a midnight blue cape. Upon his head is the Crown of Crowns. The Crown appears to shape-shift as he moves, taking on the aspect of all the Crowns ever worn by the dead Kings he represents. Phelonious appears only at night.

He Wields a +3 Flaming Sword of Cold which Shatters any Metal it comes into contact with. Those Hit by it Suffer 2D12+3 pips of Damage, and 3 pips of Burn Damage for 3 turns (unless Extinguished). If his HTK falls to < 10, Phelonious can Deprive the Area of Oxygen (range 20 yards, duration 2 hours), bringing Unconsciousness (in 4 turns), and Death (in 8 turns). He can Teleport up to 3 times per Day, and can Bless Armor, Rings or Necklaces (which bestows +2 WIS upon the Wearer).

Pernatem, God of Skulptures, The Image Immortal (NNG) Symbol – Stone Statue.

LVL 058/026 HTK 075 SPD 177 STR 202 INT 202 WIS 114 CON 162 DEX 144

CHA 095 AGL 149 WIL 154 LCK 088 PSY 065 ACL 099 WPN Gold Hammer.

Disposition - 1. Surly, 2. Calm, 3. Formal, 4. Sympathetic, 5. Contemptuous, 6. Injurious.

Likely Encountered – Mineral-rich Areas, Near Mines, Hill Country, Mountainous Regions, and Upper Ghinor.

Pernatem appears as a 40 foot tall bald man with a very muscular physique. He can Create Any Object (material, non-magical) he wishes, simply by Touching his Hands to Rock or Clay. He can further Breathe Life into Any Object he has Created (lives 500 days). If Missiles (arrows, darts, spears, etc.) are Fired at him, they have a chance of Bouncing off his rock-hard body (PROB 25%). Any Weapons that Strike Pernatem have a chance of Breaking on contact (PROB 50%). His Touch can turn Any Opponent to Stone (duration 1 week), while Any Being within a 50 foot radius of him will be Slowed to Half-Speed and Can Only Strike once every other melee round. A large Gold Hammer hangs at his side. Whenever he Raises this Over his Head in Combat, there is a chance Opponents will Flee in Fear (PROB 50% if CON < 10, PROB 30% if CON > 9). He will never Throw this Hammer, but when swung violently above his head, it can cause a Whirlwind. Pernatem is extremely gullible if his works are praised.



Rahda, The Child God (NNG) Symbol – Snake.

LVL 083/123 HTK 79 SPD 173 STR 068+ INT 202 WIS 073 CON 134 DEX 187

CHA 165 AGL 168 WIL 138 LCK 098 PSY 145 ACL 113 WPN Fists, Snakes.

Disposition - 1. Childish, 2. Spoiled, 3. Playful, 4. Timid, 5. Rambunctious, 6. Helpful.

Likely Encountered – Populous Villages, Poorer Neighborhoods, wandering Roads or Trade Routes, and Farmlands.

Rahda appears as a small child, standing a mere 3 feet tall, garbed in a simple tan nightshirt with two large pockets. If angered or drawn into Combat, Rahda grows 10x his size, to 30 feet in height. His pockets contain an endless amount of Poisonous Snakes of All Breeds, and as he uses one giant Fist to pound his enemies to the ground, Stomping upon others, he Pulls these Snakes from his pockets by the dozen, sprinkling them about his irritants. They tend to land in a very agitated state, when not landing directly on those below. While Enlarged, his Fist can deliver a Blow causing 2D12+8 pips of Damage, and by Stomping can cause 3D10+6 pips of Damage. The Snakes (HTK 004 – 007) will Attempt to Bite each round until killed; their Venom Lethal in 5 turns. If two or more Opponents are together, Rahda may Kick them (3D10+4 pips of Damage), which will Break any Bows and Staffs held. His STR jumps from 068 to 227 Instantly.

Rahda can Teleport and Shapechange at will, or can Dance of his Hands. This Dance Causes Sleep to befall all who see it (without fail, duration 6 hours). No Spells or Magic can affect him, he can only be Hit by Weapons +3 or better, and those only do 10% regular Damage. He can Cure Any Wound, and Give a Blessing which Gives the Ability to Charm All Snakes (duration 1 year). If he makes a demand, and grows impatient, he may throw a Tantrum and Curse those who have angered him. Rahda's Tantrum Curse causes those Afflicted to Suffer a chance (PROB 20%) of Berserking Against Friendlies each time they Enter Combat (draw or ready a weapon, duration 6 turns per event). The Curse lasts a full year.

Dyrantril, God of Alchemy (NNG) Symbol – Silver Mortar and Pestle on a Brown Field, Leaf (Lenap).

LVL 088/107 HTK 72 SPD 126 STR 188 INT 209 WIS 199 CON 209 DEX 147

CHA 139 AGL 127 WIL 113 LCK 068 PSY 148 ACL 124 WPN Staff of Alchemy.

Disposition - 1. Angry, 2. Interrupted, 3. Bored, 4. Intrigued, 5. Sarcastic, 6. Generous.

Likely Encountered – Fertile Valleys, Farmlands, Merchant Districts, Trade Routes, Port Towns, and Mines.

Dyantril, the patron god of Alchemists all over the world, and will at times lend Aid, Mentor, or Give Advice to his worshippers. He little involves himself with those who know not his name. Dyantril has the Power to Transmute Elements from one form to another; iron to copper, lead to silver, or water to gold. These Elemental Changes are Permanent and such a change can only be detected by another god.

Dyantril stands a little over 5 feet tall, has a dark complexion, fiery blue eyes, and a beard that is shot through with whiskers the color of gold, copper, silver, iron, and other elements. He is garbed loosely in the brown robe, embroidered with various symbols of Alchemy, and wears a low, wide-brimmed hat of the same color of brown (seemingly made of the same material). This Hat Protects him from All Poisons, Curses, and Magical Spells. He wears a Jade Ring of Welding, which allows him to Instantly Fuse any Non-Living Thing to another; permitting him to fuse arrows to quivers, swords to sheathes, or boots to the ground. It can make anyone who challenges him look foolish indeed.

He Defends himself with his Staff of Alchemy, which at his Will, can Strike in 1 of 3 ways. Firstly, it may Hit doing 2D20 – 1 pips of Damage (Stunning those Hit with CON < 18 for 3 turns); Secondly, it may Hit to Petrify (Turning to Stone anyone with CON < 19 for a duration of 1 year, else 2D20+7 pips of Damage); or Thirdly, Hit to Dehydrate (Reducing Permanently to a Pillar of Salt Any Being with CON < 20, else 2D20+4 pips of Damage). Only by the Will of Dyantril can Any Petrified or Dehydrated Being be Restored.



Dacron - God of Craftsmen (NNG) Symbol - Stone Hammer, Hammer over Anvil (Valon).

LVL 152/031 HTK 202 SPD 194 STR 198 INT 198 WIS 207 CON 208 DEX 197

CHA 166 AGL 194 WIL 164 LCK 106 PSY 104 ACL 138 WPN +3 Hammer and +4 Spear.

Disposition - 1. Angry, 2. Uneasy, 3. Disinterested, 4. Concerned, 5. Helpful, 6. Demanding.

Likely Encountered – Lonesome Roads or Trails, Underground Cities or Mines, Valon, Rallu, and Viridistan.

The extremely clever and skillful Dacron, God of Craftsmen, has no permanent home. He is ever on the move. By constantly travelling throughout Gaia, Dacron has long been able to construct any implement (magical or otherwise) that exists (or ever existed). He can accurately Produce or Repair works in the exact style and fashion of any current or bygone culture, race, or tribe (the exception being the alien technology of the Markabs). He looks to be a bronzish skinned muscular man of 5 feet 8 inches in height, with long reddish-blond hair, wearing a long mustache, but no beard. Due to Dacron's acute Dexterity and Skill, he takes only 25% damage from any blow he receives and wears heavy Leather Armor. He attacks with Hammer and Spear twice each round (total of 4 attacks). His +3 Hammer delivers 2D10+3 in Damage, while his +4 Spear does 2D12+4.

Dacron recognizes no causes, societies, or religions, but instead idolizes the art of craftsmanship, loving all items that are crafted by mortal creatures equally, regardless of purpose. He loves buildings, tools, art, and gadgets of all kinds; being especially interested in automatons and items that mimic the living. He can even accurately build some Markab items, having rarely come into contact with their technology. Generally, through the offering of uncommon implements or other interesting devices, Dacron's assistance or favor can be gained.

Hei - God of Giants, Nephil-Heim the Strong (NNX) Symbol - Gnarled Fist, Footprint (Ghinor).

LVL 161 HTK 085 SPD 173 STR 248 INT 165 WIS 136 CON 185 DEX 123

CHA 126 AGL 105 WIL 155 LCK 123 PSY 118 ACL 115 WPN +5 Club.

Disposition - 1. Troubled, 2. Vile, 3. Calm, 4. Morbid, 5. Bored, 6. Curious.

Likely Encountered – near the Cruaich Mountains, Ghinor Major, the Isle of the Blest, Hill Country, and Rough Terrain.

Hei is the God of all the Giant races, appearing as a strong Barbarian male of 16 feet in height; extremely muscular, and slightly hairy. His mighty +5 Magical Club Strikes for 2D20+5 pips of Damage, and causes Any opponent to Drop Any Weapon(s) in their hands. He may also Throw this Club, and wherever it hits, it will Explode like a Great Fireball (doing 2D12+8 pips of Damage, radius 10 feet). After Exploding, the bits of Club will Return to his hand, taking the form of a +5 Warhammer (also doing 2D20+5, but with a 50% PROB of Stun for 3 turns). After an hour of non-combat use, his Club will return to its original clubby self. Hei has a love of Elephants, especially those of the giant breed called Donderri, to be found in the Jungles S of the Cruaich Mountains (Campaign Map XI, NE). To the Giants of Ghinor and all lands S of the Isles of the Blest, he is known as Nephil-Heim the Strong, and offerings are burnt to him by worshippers, on great stone altars. Wildmen and Druids throughout Ghinor also recognize him in their rituals.



Beytnorn - God of Trees, Father of the Woods (NNX) Symbol - Green Tree, Oak Leaf (Valon).

LVL 091/101 (Druid 101) HTK 076 SPD 193 STR 182 INT 206 WIS 209 CON 177 DEX 187

CHA 135 AGL 186 WIL 133 LCK 165 PSY 134 ACL 137 WPN Hands, Leaves.

Disposition - 1. Distracted, 2. Outraged, 3. Annoyed, 4. Grim, 5. Suspicious, 6. Caring.

Likely Encountered – Forbidden Forest, Scarlet Forest, Wooded Areas, near Rivers or Streams of Valon, and near Caves.

Beytnorn, a 20 foot tall Tree Person, is Lord of the Forests and Protector of Trees. When in battle, his leaves can be fired singly at targets twice per round (causes 1D6 pips of Damage, range 30 feet). Cold and (amazingly) Fire have No Effect on him, however Lightning Will do Double-Damage. Most animals of the forest will obey him, and he can Summon great flocks of Birds, or swarms of Bees, Wasps, or Hornets. His Touch can Cure the Disease of any plant, and the Sap that runs down his bark can Cure Wounds (up to 8 pips, up to 10 pips for Elves) if eaten. His Fingers can tear through Solid Stone, and a single Blow of his Fist can deliver 2D12+2 pips of Damage. Beytnorn is most often seen by Rangers or Elves in the Forbidden Forest, but tends to sleep in the Scarlet Forest which was once his home (both found on Campaign Map IX).

Limtram - Goddess of Meadows (NNX) Symbol - Sheaf of Grass, Yellow Flower (Isles of the

Blest).

LVL 121/091 (Druid 061) HTK 116 SPD 129 STR 148 INT 209 WIS 169 CON 149 DEX 157

CHA 179 AGL 128 WIL 155 LCK 183 PSY 169 ACL 116 WPN Staff of Windblast.

Disposition - 1. Impatient, 2. Passive, 3. Cool, 4. Preoccupied, 5. Intrigued, 6. Helpful.

Likely Encountered – Meadows, Valleys, Plain of Lethe, near Druidic Dwellings, Altanis, Ghinor Major, and Isle of the Blest.

Limtram inhabits meadows throughout the Wilderlands; caring for the natural plants and animals of open areas in forests and grasslands. She also has been seen in plains and some tundra regions, but not in dry, barren lands, such as deserts, frozen realms, or rocky badlands. Shunning enclosed areas; she will not enter roofed buildings, caves, dense forests, or jungles. Because they are not animals and yet they burrow; Limtram has a distrust of Dwarves, and is wary of Halflings. She carries a Magical Pipe (musical) which can Summon and Charm all surrounding meadow and woodland Animals to aid her. Dressed in flowing robes of silver, Limtram roams the meadows and fields overseeing her domain in the form of a 5 foot 6 inch human female, with long copper-colored hair. Limtram's Staff is made of woven Elephant Grass, capable of throwing a Windblast 3 times per day (does 2D6+2 pips of Damage, radius 100 yards, Stuns at < 50 feet, duration 1D4 turns).

Limtram is also known as the Sister of the Gaia (Altanis), Meadow Mother, and Spirit of the Plains (Ghinor). She is often worshipped by Druidical sects. The Throne of Limtram is located in the Plain of Lethe (Campaign Map IX, Hex 1931), where she can be found most often at dusk and dawn. It sits within a Hidden Glade known as Erstwhile. It is accessed by way of an ancient Cottonwood Tree, which sits above an eternal blanket of white cotton down. Offerings of flowers, nuts, wine, and (when in season) berries are made there at the beginning of each month, by Druids and other peoples about the nearby villages of Jes and Murias.



Tangadorn - God of the Sky Dwellers, The Blue Thunderer (NNE) Symbol - Clouds.

LVL 202/021 HTK 084 SPD 168 STR 206 INT 209 WIS 159 CON 169 DEX 145

CHA 118 AGL 148 WIL 165 LCK 128 PSY 179 ACL 126 WPN Plasma Missiles.

Disposition - 1. Playful, 2. Agitated, 3. Angry, 4. Lazy, 5. Mischievous, 6. Elated.

Likely Encountered – Open Areas, Hilltops, Mountains, Overlooks, Glacial Wastes, and the Cloud Cities.

Although Tangadorn has no certain or specific form, but appears to his worshippers on the Material Plane most often as a 25 foot tall blue man with abnormally large ears, 4 eyes in his head, and one eye in the palm of each of his hands. During the Daylight hours he Sees and Hears Everything in a 20 mile radius, or within sight of the ground-plane; horizon to horizon. At Night he keeps to the Ethereal Plane, finding refuge in his palace within the Star Polaris, and only appears on Gaia in Daylight hours. Tangadorn hates darkness, and views any nocturnal creature with bitter contempt. Every place he goes must have light equal to daylight, or Tangadorn will cast a Spell for Continual Light to suit himself. When in an Angry mood, he will demand the most powerful or most prized Magical Item from Any or All within a 1 mile radius, with small chance of it being returned after examination (PROB 20%). However, if on the other hand, he is in a Playful or Mischievous mood, he may announce that it is time for a favorite game: "Musical Might," wherein he takes the STR of Every Character and redistributes it amongst the Players (Oldest gets Highest, Youngest Gets Lowest, Permanently Swapped). He will not reverse a game of "Musical Might," and any who voice open complaint, will have their SPD and DEX Reduced by %50+1 (duration 1 day). Any who openly praises the game receives a Bag of Gold (200 GP).

Tangadorn cannot be hit by any Physical Weapon, but can be affected by Magical Spells. He can Shapechange into any object that has ever been bathed in daylight. The Eyes in his Palms can act as Beacons of Brightness, and can throw a Spectral Beam doing 1D12 pips of Radiated Heat Damage (range 300 yards). His main weapon is his ability to form Plasma Missiles. These are emitted from his chest, formed into packed balls in his hands, and thrown once every two rounds. These Plasma Missiles have an accurate range of 100 yards and can deliver 2D20+8 pips of Damage (Dwarves and Halflings taking 50% Less). Tangadorn also has the power to Stop or Control any Mechanized or Automaton Device, so long as it is not in darkness.

Grismal, Guardian of the Underworld (NNE) Symbol - Cross with Symbols of one of the Four Elements at each end.

LVL 176 HTK 090 SPD 128 STR 204 INT 206 WIS 178 CON 188 DEX 147

CHA 062 AGL 146 WIL 196 LCK 146 PSY 186 ACL 175 WPN Mudza.

Disposition - 1. Angry, 2. Disinterested, 3. Forgetful, 4. Helpful, 5. Passive, 6. Interested.

Likely Encountered – Deep Underground Chasms, Mines, Underground Ruins, Caves, and Caverns.

The most distinctive feature of this 8 foot tall god is his two heads; they allow for only a small chance (PROB 5%) of catching him off-guard. His eyes allow him to see into all planes at once. Grismal's skin is reddish in color, with the texture of metal. He has no body hair and his only garb is a Mithral loin cloth. His weapon is the Flail known as Mudza; it has Four Balls that are each composed of the essence of one of the Four Elements - Fire, Water, Air, and Mineral. Each Ball has a special Hit Characteristic and Grismal may also choose which Ball he desires to hit with.

The Ball of Air does 1D6 pips of Damage when it Hits and those who are Hit may also become Blinded (PROB 30%, duration 2D6 turns). The Ball of Fire does 2D12 pips of Damage when it Hits, and those who are Hit may Suffer Magical Ignition (PROB 50%); Staves, Wands, Bows, Arrows, Spears, Flammable Garments will Ignite and Combust (beards, locks, and eyebrows being especially susceptible), resulting in 2D6 pips of Burn Damage. The Ball of Water does 2D6 pips of Damage, and those who are Hit may be Aged 10 years (PROB 50%) and Suffer a Permanent (one time) Drop of - 2 to SPD, STR, and AGL). The Ball of Minerals does 3D6 pips of Damage and those who are Hit may Suffer Petrification (PROB 30%), becoming Rooted to the Ground for 1D6 Days.

Anyone Struck with Grismal's Petrification can be Turned to Solid Granite (PROB 30%, determined when Petrification duration has ended) for 1D10x10 years. Grismal is also known throughout Ghinor and lands to the South as the Door-Guard of Death.



Olmandor, God of Lizardmen (NNE) Symbol – Crossed Red Axes on a Wooden Shield.

LVL 178/136 HTK 068 SPD 184* STR 127 INT 208 WIS 196 CON 195 DEX 165

CHA 065 AGL 154 WIL 086 LCK 074 PSY 102 ACL 138 WPN +2 Axe.

Disposition - 1. Crafty, 2. Wary, 3. Agressive, 4. Lazy, 5. Helpful, 6. Cold-blooded.

Likely Encountered – Near Viridistan, Jungles, near Towns or Villages of Lizardmen, Shallow Waterways, and Deserts.

Olmandor, God of Lizardmen (or Viridians), appears as an 8 foot tall Lizard-like humanoid with scaly greenish skin. He wears a Purple Cloak of Warmth, which Negates Any Magical Cold Spells. This permits him to travel into Frozen regions without pain. Twice per day, he may Summon to his Aid, up to 10 Undead Lizardmen (HTK 033 each). The Viridians were the first humanoids to evolve to the point of leaving the seas to inhabit the lands of Gaia, thus making Olmandor one of first gods to be ever be worshipped. The first temples to be erected were great rings of stone, sometimes walled, wherein Olmandor would appear to give guiding laws and instruction to the early Viridians. He will answer the Call or Summons of Lizardmen in dire need, or at times of their great want. He may also Appear to other races who evoke his name within his Temples, but most often Olmandor appears in long travels, crossing the paths of other wayfarers.

Olmandor Wields a +2 Axe which delivers 1D20+2 pips of Damage, and a Shield loaded with 12 Poisonous Steel Bolts which can be Fired by Fours, or All at Once (each delivering 1D6 and Poison, Health-Drain Saps 1D4 pips of STR per melee round, effective range 10 feet). These Bolts will Rematerialize and be Reloaded for use within the Shield 6 turns after Use. He may also Clash his Axe Against his Shield; in doing so, he takes advantage of his Immunity to Flame and produces a 10 foot tall Ring of Flame about himself at a radius of 4 feet (duration 8 turns). Olmandor can Breathe Water or Natural Gasses, and has Regenerative Powers (can regrow a lost eye in 1 hour, or an entire lost limb in 3 days, including his head). He can Heal himself at a Rate of 6 pips per melee round. Although his hearing is not-so-good, he can See in Infrared and in total Darkness.

He tends to not be so active at Night, as his movement is 50% slower in non-Daylight hours. Even though he may be underground and far away from sunlight, his movement is Slowed only at Night. For deeds performed in Olmandor's service, he may Bestow upon those he finds deserving either a Claw or a Tooth, or both. Olmandor Claws, worn as a Charm or Talisman, Grant a Regenerative Power to Heal, even in Combat, 3 pips per turn. Olmandor Teeth, worn in the same fashion, Grant the Power of +3 to SPD and DEX during Daylight

hours. These can be worn together, the Powers being thus Combined, however they are Bound to the Being on which they were Given, and will never function for others.

Corrno - God of the Thief (NNE) Symbol - Lockpick, Red Key (Altanis).

LVL 101/021 (Thief 241) HTK 063 SPD 127 STR 135 INT 203 WIS 113 CON 125 DEX 172

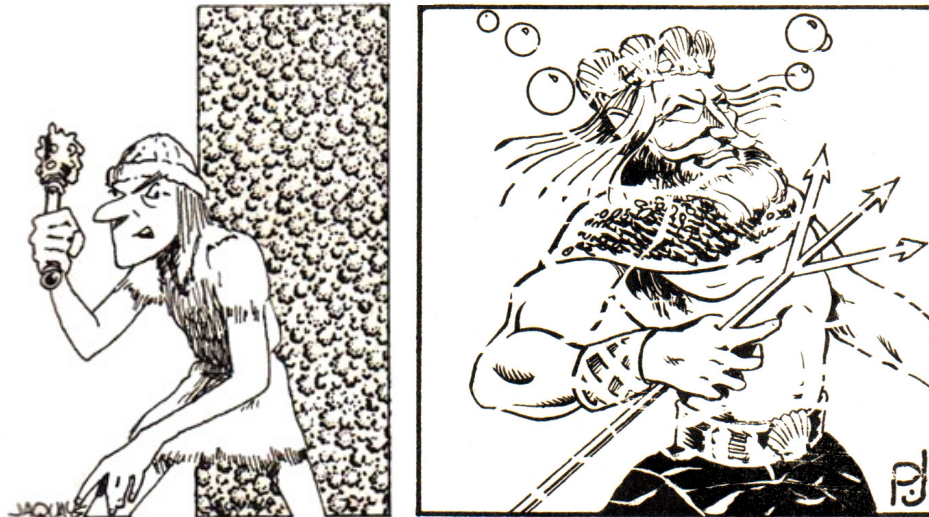
CHA 103 AGL 185 WIL 143 LCK 196 PSY 106 ACL 114 WPN +2 Mace.

Disposition - 1. Sly, 2. Conniving, 3. Suspicious, 4. Patronizing, 5. Simpering, 6. Helpful.

Likely Encountered – Poorer Neighborhoods in Cities, Shady Lanes, Taverns, Port Towns, Altanis, and Trade Routes.

Corrno will appear as a small, sneaky-looking man. He stands 5 foot tall, and wears the ragged clothes of a beggar. He uses a +2 Magical Mace called "Sapper," which will knock Any opponent struck Unconscious for 3 turns. When held in the hand, it permits Corrno to Walk-Through Locked Doors (unless the door is Solid Metal or Protected by Magic). If he is cornered in a fight; he will Fight like a Madman (with +2 Hit-PROB Bonus, +2 STR, +1 AGL, and +1 SPD). If pleased by an unusual gift or in a Helpful mood, Corrno may put his Blessing upon a person. Corrno's Blessing adds a +2 Success Bonus to Sneaking, Pick-Pocketing, or Slight-of-Hands moves and lasts for the Lifetime of the Character, or until verbally wished away.

Corrno has the ability to negate All forms of Magical Lighting, and is said to have left those who displease him tied up in nasty places. He does not personally like to kill, but will leave that to others. He has a distinct interest in Vampires, and is curious about their histories. He keeps in his pocket a pet Vampire Bat, named Nigel, who often fetches small things for him; a gift from Feninva (Goddess of Blood).



Zarkon - God of Long Rivers (CNG) Symbol - Wandering River.

LVL 162/101 HTK 160 SPD 128 STR 174 INT 205 WIS 152 CON 156 DEX 164

CHA 143 AGL 148 WIL 174 LCK 169 PSY 126 ACL 135 WPN Magical Trident.

Disposition - 1. Skeptical, 2. Generous, 3. Rude, 4. Helpful, 5. Grim, 6. Agitated.

Likely Encountered – Azurerain River, in or near Rivers or Streams, Waterfalls, Coastal Waters, and Merfolk Temples.

Zarkon is usually seen as a fit middle-aged man with golden hair and a flowing beard, 7 feet 2 inches tall, astride his silver male Winged Unicorn that both swims and flies. Zarkon has lungs and gills, breathes both air and water, but can also breathe all forms of natural gas. His will can command the Waters of All Rivers, Creeks, and Streams (including any Waterfalls), yet has no such power over Oceans, Lakes, or Ponds. He carries a platinum Trident that Hits as a Staff (delivering 1D12 pips of Damage), or can fire a Sonic Blast of 1D20+4 pips of Vibration Damage (range 60 yard radius, 3 charges per Day). This Sonic Blast is Twice as powerful Underwater (2D20+8 pips Damage, 120 yard radius).

Zarkon lives under the Azurerain River in the Wise Pillar Forest below the Mooren Falls (Campaign Map IV, Hex 3812). He will occasionally attack ships regardless of crew alignment or intent. He can command any River Creature and is accompanied by 1 - 6 Water Creatures at all times (Dolphin, Shark, Mantas, Whales, etc.) while in the water. Zarkon's Winged Unicorn can shift into the Ethereal Plane (with any rider) 1 time per week. Occasionally, Zarkon takes the form of a giant Lionfish.

Schleprechaun – Bringer of Bad Luck (NNX) Symbol - none.

LVL 044/023 HTK 055 SPD 077 STR 125 INT 205 WIS 183 CON 186 DEX 116

CHA 086 AGL 126 WIL 174 LCK 031 PSY 146 ACL 124 WPN +1 Flail.

Disposition - 1. Mocking, 2. Grim, 3. Hateful, 4. Solemn, 5. Dismal, 6. Interested.

Likely Encountered – Tombs, Dungeons, Caves, Burial Mounds, Underground Cities, Secret Chambers.

The Schleprechaun appears to be a weary Halfling standing 3 feet 5 inches tall. He will never give his true name; in fact, he is Cursed against revealing it. Originally a Halfling god of some distinction, the Schleprechaun found himself losing a quarrel against two more-powerful gods, Limtram and Teth Tufa. The result was that he lost what powers he had over Nature, and was Cursed with a surrounding (but Imperceptible) cloud of Bad Luck, both for himself, and any who travel with him. He is therefore mostly discovered, rather than encountered; locked in vaults, cells in dungeons, behind hidden doors, in bags or chests under lock and key,... but always oh-so-happy to be freed! He will promise anything to help or join the party that saves him from his confines (where the last unfortunate party managed to be free of him). He must avoid saying his own name, and in fact will never give it, and this deception may be perceived, although all else will seem very whole-hearted. Having been Cursed by gods, his funk is undetectable, but will eventually become evident.

While with a party, all rolls will be reduced by 4, and when Hitting in Combat, for each blow given there is an Increased Chance of Critical Miss (PROB 30%) and Chance of Weapon Breakage (PROB 20%), while Directional Weapons and Magic will Miss more often (PROB 50%). When Not in Combat, there is an increased chance of Losing Items (PROB 20% per being per hour, item random, judge's discretion) and a greater chance that any Spells Cast may Fail (PROB 50%). Although the Schleprechaun will Fight as a 4th LVL Fighter, he is quite cowardly, and will tend to keep a defensive position in the rear. This is because he is not sure of how physical harm might now affect him. He will willingly be searched, and discovered to have no stolen items on his person. If asked why he was discovered locked away, he will offer that orcs, goblins, bandits, or thieves left him there to die only a few days prior. He will not reveal himself to be a god, but will claim to be a very important Halfling with ties to the pipe-weed trade.



Grunchak – Markab God of Technology (LNE) Symbol - A Bone.

LVL 196 HTK 185 SPD 163 STR 199 INT 209 WIS 207 CON 208 DEX 165

CHA 116 AGL 154 WIL 198 LCK 149 PSY 046 ACL 134 WPN Vorpal Scepter.

Disposition - 1. Curious, 2. Grim, 3. Cold, 4. Passive, 5. Distracted, 6. Fascinated.

Likely Encountered – in or near Markab Ruins, Underground Chambers, Badlands, Open Areas, Undersea Ruins.

The Markab races, being cold-blooded by nature, were always nearly devoid of emotion, so once they had progressed to the stage of god and deity worship, the blood flowed more rapidly and for ages longer than what was common in the galaxy. The sacrifice of innocents, burnings and drownings, the beheadings and heart-cutting, and defilement of their young lasted many millennia without remorse, which resulted in gods with extreme powers. These gods were all of varying degrees of Evil, of course, but regardless of their regional power in the universe, nothing could stop them from disputing amongst themselves. This fighting amongst the various Markab gods culminated in what the Markabs called the War of the Gods. In their anger with each other, these gods actually manifested together on the Markab home planet and waged a cataclysmic 900-year war in which the damage to the planet was so great that continental maps all needed redrawn, oceans poured away, and the plant-life (on which the Markab relied for sustenance) burned away. Over 90% of the Markab population perished, and those who survived lived underground for ages, which weakened their health in several ways.

When the Markab emerged, all their gods too were in a much weakened state, and vows were made that the Markab would never again worship, or otherwise give power to the gods. Grunchak, being a god of technology, was always a weaker god, and a newcomer to the Markab when the great War of the Gods broke out, so little blame was placed on him for the cataclysm which followed. In time, and in secret, the wealthier and more-powerful of the Markab began to worship Grunchak. In time, the technological advancements being shared freely amongst the rebuilding Markab population, Grunchak grew in power, but always within their secret and unmentioned societies. The powerful wealthy and intellectuals held to this god, because he unfailingly steered them in the direction of beneficial discoveries.

So, when the pioneering space-expedition to Gaia was launched from Markab for the purpose of setting up colonization and terra-forming facilities on the newly-discovered planet, a few of their scientists were

secretly Grunchak worshippers. The only reason Grunchak knows of Gaia is because of the prayers to him received from the Markabs while on the assignment. He sometimes roams the abandoned Markab ruins of Gaia, puzzling over what happened to his followers, and when they may return. He is therefore wary of the other races he encounters, and doubtless has supplied the Markab with the technology required to subdue their enemies here. He appears as a black-skinned humanoid, nearly 7 feet tall, wearing a silver metallic suit, which acclimatizes the elements about him to mimic the Markab atmospheric temperatures, pressure, and chemical-composition. He does not require this, being a god, but simply finds it pleasing. The Markabs themselves wear similar suits when exploring other worlds, so they are likely of Grunchak's own design.

He carries a Vorpall Scepter, somewhat like a field marshal's baton, which has several buttons on it. Grunchak is in fact surrounded by protective Mechs of his own design, which are cloaked just beyond this dimension, and therefore imperceptible. These Mechs (there are 5 of them) resemble 6-legged mechanized insects, which can Emit jets of Flame, Frost, intense Sonic Waves, or bouncing blue Balls of Electricity. By pressing certain buttons on the baton, Grunchak can uncloak and engage these Mechs for a desired purpose. The Scepter can also Emit a Holding-field which can be directed at a Single target or a Group of beings (Holding Beings Immobile for up to 1 day). More disturbing is that this Scepter can open a Vorpall Hole into which something can be quickly sucked before it closes, presumably into another dimensional plane. These Holes can range in size from 1 foot in diameter to 20 foot in diameter, drawing in anything within an equal distance from it.

Being of an alien mind-set has its disadvantages. The differences between the physical brains of Gaian Beings and his own consciousness, results in Grunchak's PSY abilities being somewhat retarded in the translation. He can be perceptive of intent, is a Master of All Physical Weapons, but when it comes to understanding the various magical spells (especially of Elvish or Druidic origin) he can become confused.

Tel Star, God of the Northern Stars (CNG) Symbol - Golden Star.

LVL 172 HTK 073 SPD 209 STR 199 INT 209 WIS 149 CON 136 DEX 207
CHA 163 AGL 204 WIL 141 LCK 131 PSY 194 ACL 129 WPN Golden Lance.

Disposition - 1. Happy, 2. Helpful, 3. Passive, 4. Disinterested, 5. Gruff, 6. Irritated.

Likely Encountered – Open Areas, Plains, Frozen Realms, Glacial Wastes, Above Seas, and near Cloud Cities.

Tel Star appears as a 6 foot 2 inch tall man with golden skin and faintly glowing silver hair. His Eyes look like deep space with the Northern Stars twinkling brightly in them; capable of Mesmerizing Anyone with CON < 14 (PROB 20%). Anyone Mesmerized by Tel Star can Never Attack him. He rides a golden Chariot pulled by two Pegasi; Fleere and Dreete. They will defend Tel Star with their lives. Fleere (HTK 055) and Dreete (HTK 052) appear as silvery white, and can both cast Hold, Negate Magic, and Stun through Psychic Waves (range 100 yard radius). Bowstrings made from the hairs of Fleere's Tail will Fire True and Never Miss their targets, while Bowstrings made from the hairs of Dreete will bring a Hit Enhancement (PROB 20%) of Instant-Kill of Any Undead (Zombie, Ghoul, Skeleton, Ghost, etc.)

Tel Star can Teleport or open a Door to another Dimension or Plane with Unlimited Range and 100% Accuracy. Tel Star moves at speeds close to the speed of light, and is said to bend Time to his whim. His weapon is a Golden Lance that fires Lightning Bolts that do 3D20+10 pips of Shock Damage, and Never Miss. Although he resists attacking more than once per Turn, he is capable of attacking 4 times per Turn, and will do so or escape, if his HTK is < 10. Because he serves Chaos, he does not discriminate and will Attack all Lawful types; often without warning.



Yojo, God of the Random Chance (CNG) Symbol – Voodoo Doll.

LVL 141/061 HTK 067 SPD 152 STR 066 INT 206 WIS 189 CON 106 DEX 163

CHA 123 AGL 155 WIL 194 LCK 774 PSY 202 ACL 064 WPN Maniacal Squee.

Disposition - 1. Lazy, 2. Curious, 3. Distracted, 4. Agitated, 5. Rambunctious, 6. Quiet.

Likely Encountered – Cities, Villages, Seer's Shops, Shipyards, Port Towns, Merchant Shops, Inns, and Trade Routes.

Yojo appears as a 1 foot tall doll of cloth and straw, with misleadingly lifeless eyes and blank expression. He can shrink himself 13 times smaller, which allows him to creep under doors or between floor-boards like a spider, or (as when attacked) can grow to 13 times his size (or less, as best suits the environment). He will allow Flame or Fire Spells to Hit himself; this only Ignites him in an engulfing Flame which adds a Burn Bonus to his Melee Attacks (Fire does No Damage to Yojo). Once set ablaze, only Yojo can will himself Extinguished. He is incapable of human emotions, so you may set him ablaze in combat, only to have him hug you like a bear and love you to death! He can Hit (doing 1D12 pips of Damage, +3 if on Fire) or Kick (doing 1D20 pips, +2 if on Fire), but forgives easily.

Yojo controls all Random Chance; everything from the shuffle of tarot cards, to tea leaves, to rolling the bones. He acts as the conduit through which readers and seers have interpreted information from other planes throughout the ages. It is from this plasma of concentrated will, the ongoing play of discerning the outcome of random chance events, that Yojo came into being. His power draws from customs and worship worldwide; regarded and respected even by the most primitive of cultures. He also permits the function of voodoo dolls, witches knots, and similar curses. If you were to sit before a reader of a crystal ball, it is Yojo who permits what is seen in it. There is always a random element at play.

Unfortunately (or fortunately) for the Player, because he controls the bones; Yojo Determines the outcome of All Dice Rolls in play. Because of this ability, Yojo interacts with Players "Outside the Box." "You rolled a 16 on a DEX? No, that is an Illusion cast by Yojo. He gave you a 3!" All Dice Rolls being in Yojo's complete control (including Crits). The best combat against Yojo is done without requiring a roll, or it is better to cease

hostilities altogether. In the event that a fight is halted, and weapons are sheathed, Yojo's random and chaotic nature will cause him to also assume a non-violent stance. He only rarely kills.

On a positive note: If you please him, he has the ability to grant any single Player 3 Crits, which he can call to be used in Play at Any Future Time (these can be individually gifted to a needy Party-Member during Play, or used against a foe as a Critical Miss, but can never be used against Yojo). For dice to Hit Yojo, they must be crafted by hand by the Individual Player to use for that sole purpose. If in dire need, Yojo can let out a Maniacal Squee which does 3D20 pips of Sonic Vibration Damage to all beings within a 200-foot radius (Right-Handed Players take an additional 6 pips, Left-Handed take an additional 4 pips, any claiming "Ambidextrous" take an additional 8). He can also emit a Wave of Permeating Fear, which can cause All to Flee in Panic (60% PROB per turn, duration 6 turns, Palladins and Wizards with CON > 17 having only a 20% PROB).

Erion, Dog God, The Crowned Canine (CNN) Symbol – Bone Crown.

LVL 206/013 HTK 108 SPD 199 STR 162 INT 204 WIS 065 CON 177 DEX 173

CHA 073 AGL 158 WIL 115 LCK 048 PSY 055 ACL 124 WPN Bite, Claw.

Disposition - 1. Wanderlust, 2. Sleepy, 3. Irritated, 4. Playful, 5. Excited, 6. Voracious.

Likely Encountered – Shallow Caves or Dens, Wooded Areas, Farmlands, Hill Country, Ruins, and Badlands.

Erion appears as a 7 foot tall man covered in short, stiff fur, with a face somewhat resembling that of a dog. He also has a tail, which will wag freely, whenever he is not being wary. When first encountered, his tendency of getting acquainted by smelling posteriors can make things awkward. When in a Playful mood, he tends to be distracted by his Tail. He always travels alone, and his keen sense of Smell can Detect any Being around him (range 50 feet), so he is seldom Surprised (PROB 5%). When in Combat, he does 2 Attacks per round, and if he lets out a Howl, Everyone who Hears it is Cursed. Erion's Curse does an Immediate Permanent (1 time) Drop of – 2 to DEX, AGL and CON while Sapping STR – 1 per turn to a Minimum of 4. This Curse lasts 2 weeks, or until a new moon. Blunt Weapons have no effect on him, and he can only be Injured by Edged Weapons + 3 or better.

He is Immune to Cold, Fearful of Moonless Nights, and tends to Hibernate if he lingers in cold climates. His Hybernations may last 100 years, but if awaked from one, Erion will definitely be in an Irritated or "snappish" mood for at least 1 week. During one especially long Hibernation in a mountainside cave, his Bone Crown was stolen. By the time he awoke, the scent was too weak to follow deep into the mountain in pursuit. He suspects the Goblins or Draugr have it down there; somewhere in the bottom of the mountain known as Stagheart (Campaign Map II, hex 2911, NNE of Anatal). The Crown was bestowed upon him by the gods Eqni (Earthly God) and Hei (God of Giants) for ridding Altanis of the Undead Wargs of Nolgi (a great necromancer). If recovered, he promises to lead you to the location of a buried hoard of loot and weapons taken from Skandics (raiders, looters, and pirates).



Phread the Sightless, God of Unseeing (CNN) Symbol – Eye with no Pupil.

LVL 087/153 HTK 076 SPD 167 STR 184 INT 205 WIS 167 CON 156 DEX 168

CHA 144 AGL 164 WIL 162 LCK 088 PSY 177 ACL 118 WPN +3 Morning Star.

Disposition - 1. Helpful, 2. Impassioned, 3. Angry, 4. Bored, 5. Aloof, 6. Caring.

Likely Encountered – Towns, Lonesome Roads, Hill Country, Abandoned Castles or Fortresses, Ruins, and Plains.

Phread the Sightless, appears as a dark-skinned man, 5 foot 8 inches tall, with long black hair. His eyes are featureless milky-white orbs without pupils. When not in Combat, Phread appears to be weaponless, except for a short Baton he carries. This is the Baton of Sight, which Grants him the Power to Discern All Beings (range 200 yards), and Protection from any form of Directional Magic. It can emit a Blinding Light, which Blinds All Living Beings (range 50 feet, duration 1D12 turns), and Shapechange into a +3 Morning Star for melee Combat. As a Morning Star, the Baton can deliver 1D12+3 pips of Damage, and those Hit Suffer a Permanent (1 time) Drop of -3 to STR and CON. Any Magic User Hit by the Baton will Permanently Lose the Ability to Cast Any Spell having to do with Vision, Detection, or Sight.

In Combat, Phread may also Summon Helson, Star of Darkness. This is a Glowing +3 Morning Star, which Fights without his control, as a 12th LVL Fighter (doing 1D12 +3 pips of Damage per Hit). It cannot be Graspd or Held; dematerializing in such instances, and reappearing nearby. It will stay within 20 feet of Phread at all times, or until he wishes it away. Phread is 60% Resistant to Damage by Magic, and is Completely Immune to Detection, Poisons, or Disease.

Followers who provide Phread with Services or have performed Tasks for him, are often rewarded. This may take the form of Gems, Gold, or a Spell in the form of a Blessing. He may Grant a Blessing of Non-Detection, which (for 1 year) renders a Being Completely Invisible and Undetectable to All (defeating all Magic). He may also Bestow a Third Eye; a purely Spiritual Eye in the back of one's head, which Allows them to see in All Directions. This Third Eye never sleeps, and can Wake the bearer in time of need.

Vidmor - Bee Goddess (CNN) Symbol - Honeycomb.

LVL 141/061 HTK 053 SPD 149 STR 109 INT 205 WIS 165 CON 128 DEX 106

CHA 109 AGL 109 WIL 107 LCK 123 PSY 177 ACL 136 WPN +2 Reusable Stinger and Bite.

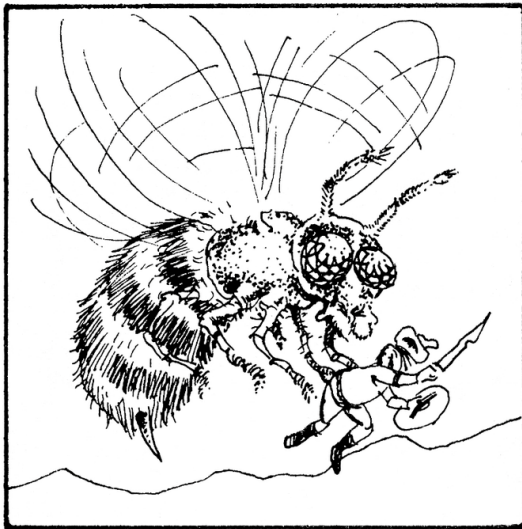
Disposition - 1. Helpful, 2. Distrustful, 3. Vexed, 4. Angry, 5. Curious, 6. Energetic.

Likely Encountered – Flowered Meadows, Fertile Valleys, Wooded Areas, Farmlands, Marshes, and Tropical Regions.

Vidmor is a huge Bee; being 10 feet tall, 12 feet wide, and 18 feet long. Anyone Stung by her takes 1D12+2 pips of damage and has a chance (PROB 40%) of being Poisoned into an Immediate Paralytic Sleep lasting 1D20 hours. Her Stinger Regenerates and can Strike every 3 rounds (pesky bee). She can also Bite (doing 1D6 pips of Damage) each turn. Twice per day, she can Summon a Swarm of 100 – 1000 Killer Bees. Such a Swarm will Target 1 Opponent Only each turn, rendering 3D20+2 pips of Sting Damage per turn. On rare occasions, and if time allows, Vidmor can Grip an opponent and Concentrate a Radiated Heat into them (doing 1D12 pips of Heat Damage per turn).

If feeling Helpful, Vidmor can safely carry 2 Persons or 1 laden Pack-Animal far distances without dropping (up to 50 miles per day, 10 hexes). She will not fly over mountains or higher than 2000 feet, however she can Teleport Once each day, even while holding others. When initiating an Attack, Vidmor has been known to Project an Illusionary Doppelganger of herself as a decoy. Sensitive to Cold; Cold Spells do Twice the Normal Damage against Vidmor, and she avoids colder climates and higher altitudes, for this reason.

Possibly as a result of her complex eyes, Vidor is said to have a weakness when confronted with kolidescope patterns; more specifically, moving ones. The Wizard Llangwellan once successfully hypnotized Vidmor near Tlan, by rigging a brightly painted silk pinwheel. This rendered her transfixed and stationary; as if in a dream. It is believed that Vidmor avoids large bodies of water for this reason.



Coriptis, Goddess of Battle Lust, The Berserker Goddess (CNX) Symbol –

Red Sword on a White Field.

LVL 308/044 HTK 161 SPD 205 STR 209 INT 205 WIS 183 CON 197 DEX 184

CHA 158 AGL 188+ WIL 188 LCK 095 PSY 148 ACL 137 WPN +5 Mal Kazi.

Disposition - 1. Touchy, 2. Haughty, 3. Benevolent, 4. Playful, 5. Aggressive, 6. Grim.

Likely Encountered – Valon, Viridistan, Old Battlefields, near Fortresses or Strongholds, Temples, and Ruins.

The Goddess of Battle Lust appears as a 7 foot tall woman dressed in Golden Chainmail with a Sword and Shield. Her long red hair flies free and seems to glow with a radiance when she is in battle. Her Chainmail makes her 90% Magic Resistant, and can Heal her lost Health (rate 20 pips per round). She can Strike 4 times each round with her +5 Vorpall Blade Sword named Mal Kazi. It can deliver 4D10+5 pips per Hit, and Instantly Dispel Any Active Defensive Magic of those it Hits. Coriptis received Mal Kazi from Grismal to keep it from falling into the hands of the evil Margonne after the Uttermost War; knowing that Coriptis, despite her chaotic nature would thrive to maintain the balance between Good and Evil. If Coriptis so Wills, a Weapon once Touched to Mal Kazi will Receive a +2 Bonus and be Changed to a true N Alignment.

She also carries a Shield which Parries or Deflects Blows or Missiles (PROB 80%). Any Weapon to Contact this Shield will Lose Any Magical properties connected to it. In Combat, Coriptis is prone to Fits of Battle Lust (PROB 40%). When suffering from Battle Lust, she Fights like a Berserker, and can sometimes even harm her Allies. It allows her a 5th Strike per melee round, and a +2 to her AGL. She is a god championed by most Amazon Tribes, and Many Hold an Annual Festival of Coriptis, which involves games of strength and stamina. Like Receiving her Blessing; a Talisman of Coriptis, as found in her Temples, can Grant a +2 to the STR and CON, or Grant 1 LVL of Expertise to Any Being of G or N alignment, when prayed to. These Talisman stones are made from Bloodstone with the carved shape of a Sword pointed downward.

Bandorack - God of Feline Animals (CNX) Symbol - Feline Eyes.

LVL 121/011 HTK 094 SPD 148 STR 208 INT 204 WIS 124 CON 167 DEX 125

CHA 138 AGL 158 WIL 168 LCK 181 PSY 103 ACL 117 WPN Magical Reed Whistle.

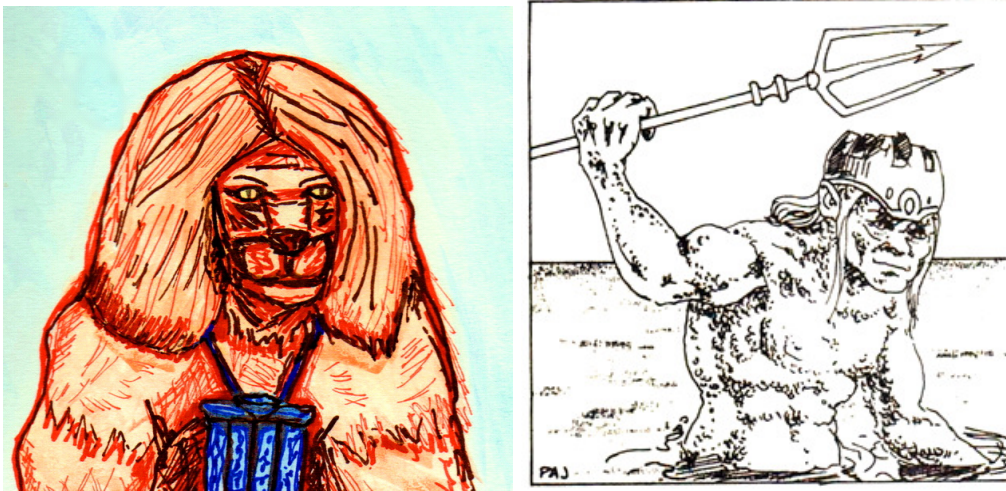
Disposition - 1. Disturbed, 2. Interested, 3. Wary, 4. Helpful, 5. Untrusting, 6. Angry.

Likely Encountered – Wild Expanses, Jungles, Wooded Areas, Desert Regions, Shallow Caves or Dens, and Grasslands.

Bandorack is seen as a 12 foot tall Humanoid; having the trunk and head of a goldish, furry Man, but the legs and paws of a Lion. His facial-features also resemble that of a Lion, yet he has no problem communicating to either humans or animals. He may call to his aid 12 - 24 non-magical Felines (Lions, Tigers, Panthers, Jaguar, Puma, etc.) up to 6 times each Day. His main weapon is a Reed Whistle he carries on chain about his neck. Blowing this Reed Whistle stuns all opponents (having no effect on Felines) for 1 - 6 melee rounds. He can also strike with his Claws twice per melee (3 - 18 pips of damage each), or Bite once per melee round (6 - 24 pips). If put on the Defensive; Bandorack will release a Bellowing Roar causing Fear (100-yard radius) in all non-feline beings. Any non-feline beings within range of a Bellowing Roar will Flee in FEAR if having < 14 CON or < 12 WIL.

He associates himself with the ways of the Lion. Therefore, Bandorack believes Females are for tending the young, and the provision of meals, but little else. His disdain for Females of all races, especially those non-feline, can be vividly apparent. He will therefore ignore or become angry with any Female who speaks out of turn or without being spoken to, or who claims to be dominant in any way. He will speak or negotiate with Males most earnestly, yet will always try to avoid dealing with Females. Seeking terms or contracts with Females are simply out of the question. Furthermore, he will distrust Males who keep company with females

who are Not clearly subservient. Any Females wishing to reach terms with Bandorack would be wise to seem meek, and remove any emblems of rank or achievement prior to their audience with him.



Trameron - God of the Five Seas (CNX) Symbol - Breaching Dolphin, Starfish
(Isles of the Blest).

LVL 222/021 HTK 181 SPD 104 STR 195 INT 205 WIS 182 CON 166 DEX 153

CHA 105 AGL 105 WIL 162 LCK 125 PSY 123 ACL 139 WPN +5 Trident.

Disposition - 1. Careless, 2. Stubborn, 3. Concerned, 4. Cheerful, 5. Portentous, 6. Helpful.

Likely Encountered – the Sea of Five Winds, Merfolk Temples or Cities, Open Seas, Coastal Regions, and Deep Waters.

Appearing as a green, heavily-scaled man with webbed hands and feet, standing 6 foot 8 inches tall; Trameron carries a +5 Platinum Trident of Chaos. This Trident will ordinarily deliver 2D10+5 pips of Damage, Disarming Anyone Hit; however there is also a chance (PROB 40%) that Anyone Hit (if CON < 12) will Chaotically Attack Anyone within range for 3 Turns (controlled by judge). Trameron wears a Magical Helm of gold, which gives him Telepathic Ability (radius 25 miles), and rides the waves in a Chariot of gold pulled by 8 Dolphins (maximum speed of 40-feet per turn). Most Merfolk pay great homage to him, and he favors them accordingly; often interceding on their behalf. He can command any Sea Creature in a 5-mile radius, and when in a Portentous mood, will Predict the Immediate Future Accurately. He collects unusual items lost in shipwrecks (causing some of those sinkings himself), and holds a vast Treasure Vault, near his Throne-room, NE of Vigil Sound (Campaign Map VIII, Hex 2610). There is a large Temple of Trameron in the Merfolk town of Napola (Campaign Map VIII, hex 3726) and a Shrine of Trameron in Merfolk Village of Ollond (Campaign Map VIII, hex 4929). He has made recent appearances at the Napola Temple, and has been present at the Crowning of every Merfolk King.

The Sea of Five Winds bears it's title because the Winds therein are often baffling, and sometimes violently unpredictable; blowing North, South, East, West, and sometimes Directly Downward in huge gusts. These Downward Gusts can bowl the surface of the sea for miles, sink ships instantly, and cause destructive waves on far-away shores. It is Trameron who controls this Fifth Wind, and he can call upon this destructive force up to 3 times per day. Should the Merfolk ever be attacked by large forces of surface beings, Mobeus or Trameron would be their greatest protection.

Trameron's Throne and Treasure Vault



Note: All Rooms are completely flooded with the exception of A7 which is reached via Ramp B2.
Each Square = 10 feet.

- A1 - Guardians Rest and Armory of 12 Undead Mermen. Lances and Swords (HTK 18 each).
- A2 - Guardian 3 Electric Octopi with Poison Ink (sleep-drown), guarding Key to A5, which rests in a Nitch.
- A3 - Throne Chamber guarded by Sea Witch wielding a Wand of Petrification. She can boil or freeze all water within the complex. Golden Throne Chair encrusted with Diamonds and Rubies worth 2,350,000 gp. Any being sitting upon Trameron's Throne is healed 20 pips per turn and protected from all magic.
- A4 - Inner Chamber of Portals. Walls have labled stone doors, teleport doors to 12 submerged locales: Modron, Mysk, Lake of the Gods, Chim, Tula, Onomi, Delos, Myriad, Gадiera, Gheulost, Laome, Napola. Two Sea-Nagas are sleeping wrapped around two large pillars (HTK 38 and 33), passing will wake.
- A5 - Hall of Chains. Walls adorned with Gold and Silver chains of vaious lenghts and thicknesses. Two sentral Pillars of White Marble are each lit on four sides by Lono Torches (extinguished if removed) provide ample lighting. Any Active Magic within this Hall will call 6 Shadow Sharks (shade creatures with teeth that damage both living and undead), HTK 20 - 26 each, can only be hit by Magic, Immune to Cold.
- A6 - In each corner of this room stands tall statues, cut from solid Agate, of four beautiful Mermaids, each hold a differed item; a Sword, Bell, Trident, and Tetrahedron. The base of each is encrusted 44 large cut Sapphires each worth 2,700 gp. The door to A5 requires the Key (located in A2). Tiaras worth 800 gp.
- A7 - The half-flooded Treasury Room, the walls hold racks for items Not water-resilient: Magical Staffs, Vestments, Books and Scrolls of Magic, Wooden Weaponry, Feathered Helms, and Vials of Powdered Chemicals. Items include two powerful Explosive Rockets, a crude Blunderbuss with Powder Horn, and an Elvish Helm of Perpetual Healing (heals wearer 6 pips per turn). 25 Coffers containing 36,000 gp each. 17 Bags of Gems worth 12,400 gp each, and 386 Bars of Silver worth 40 gp each.
- A8 - Squeezing Passage. In 2 turns, the walls will begin to close to, takes 3 turns. One side-wall shows some digging, which may afford some respite. Forcing will require combined STR of 60, else it holds for 1 Day. 12 Barracuda Wait. The movement and noise of the Squeezing Passage alerts all Guardians.
- A9 - Sentinels Keep. 4 Merfolk Priests of Trameron with Tridents and 6 Merfolk Guards with Dirks (HTK 14 each). Each Priest wears a bonded Necklace of Healing (2 pips per turn) and a Vest of Mithral worth 26,200 gp that turns All Bladed Weapons up to Magical +1. One Priest wields a Wand of Kill Magic.
- B1 - Contains Hidden Door to B2, which CANNOT be detected by Any Means so long as Key to A5 rests in it's Nitch in A2, or if any weight replaced that key inside the Nitch. Broken blade fragments on floor.
- B2 - Ramp rising from B5 up 12 feet to A7. Walls holding 22 Vaults of Booty; 11-77,000 gp in each.
- B3 - Biljy the Mystical Crab and Trameron's Personal Pet (HTK 62, immune to All Magic) guards Key to A4, which lies in the bottom of a Silver Coffer, filled with 10,800 gp of Gems. Room contains Scattering of 26 Magical Staffs of varying abilities, including the Staff of Mysterious Sands.*
- B4 - Coquille Walls embedded with Rubies and Sapphires Enchanted to Negate All Magic, School of 400 Saltwater Piranha will Attack Intruders. A leather Bag holds 4 vials of Healing (3 pips each) and 42 gp.
- B5 - Walls of brightly colored large shells emit a spell of Stupidity, draining 1 pip of INT and WIS per turn, duration 1 day. Two keys hang from gold chains (both are useless decoys).
- B6 - Entering here will alert Guardians in A9. Area lit by several glowing Yellow Crystals embedded in the ceiling. Large Pots contain teeth of Shark and Whale. 3 Sawfish Attack (HTK 11, 9, and 8).
- B7 - Pile of Common Weapons and Armor. The gear of those who tried and failed. Some helmets with heads still in them feeding a large assortment of small sea-life. A nearly complete Skeleton will beg you to flee.
- B8 - Rough Room, with natural coral floor and ceiling, filled with many Poisonous and Spiky Sea Urchins (Sleep and Paralyze). Small Chest of Pearls worth 80 gp contains 2 Vials of Waterbreathing (duration 1 day).
- B9 - Entrance to Traneron's Throne Chamber guarded by Giant Octopi (HTK 43), can Call 12 Shark and 4 Orca to assist. Chance of Merfolk Patrol of 4 Guards with Dirks (HTK 10 each) PROB 10% per turn.

*Staff of Mysterious Sands has a Random Attack (1D6) when Capstone is Removed in Combat. 1 - Sands form into a hard Javelin piercing all but magical armor for 1D20 pips. 2 - Scouring Sands form a violent dust-devil which rends all non-metallic garb and flesh for 3 turns doing 2D6 pips per turn. 3 -

Sands Pool below opponent forming Quicksand pulling to another dimension (portal) within 3 turns (escape requires rolling a 6 on 1D6 per turn or a combined force total of STR 55. 4 - Sands form a Stoneskin Coating on the opponent, rendering them motionless for 1D6 turns. 5 - Suffocating Sands issue forth to enter every orifice of the opponent, causing internal strangulation and certain death within 2 turns. 6 - Sand Stones the size of walnuts burst forth at high-velocity (equal to shotgun force) penetrating all but heavy metal armor doing 8 - 28 pips and massive bleeding.

Bondorr - God of Swords (CNX) Symbol - Crossed Scimitars.

LVL 182/081 HTK 072 SPD 168 STR 194 INT 209 WIS 169 CON 174 DEX 166

CHA 147 AGL 167 WIL 164 LCK 106 PSY 153 ACL 136 WPN +4 Scimitars.

Disposition - 1. Jumpy, 2. Violent, 3. Thoughtful, 4. Questioning, 5. Skeptical, 6. Wary.

Likely Encountered – Desert Regions, Upper Ghinor, near Duels or Swordplay, and near Armories or Great Forges.

Bondorr looks to be a powerfully built man with Blue Skin and white hair, standing 6 foot 2 inches tall. He fights with a +4 Scimitar in each hand, one Silver and one Gold. The one in his left hand is Gold and will Parry (PROB 60%) Every Weapon attempting to strike him, and will Break Any Weapon it Parries. Bondorr is Immune to Injury by any Bladed Weapon (Sword, Shiv, Cutlass, Lance, Dirk, etc.), but will take Full Damage from other weapons. The Silver Scimitar in his right hand is so light that he can strike with it Twice each Turn, with a +4 Chance of Hitting. Both of these Scimitars Hit at 2D6+4 pips of Damage each.

Any Sword held in Bondorr's hands becomes a +1 Magical Sword Permanently, and any Sword he Blesses will Add +1 to the DEX of Anyone Wielding it. He has no use for other weapon types, but will always hear what a wizened blacksmith may say (especially about sword-smithing). If two men are dueling to settle some dispute and swords have been called for, Bondorr has been known to appear on occasion to witness the event. He knows that, in fights to the death, swordsmen will very likely pull out any tricks they may possess, revealing any original masterly techniques they have developed. He is always learning, and honing his skills.



Garricus, the Dragon Interceder (CNX) Symbol - none.

LVL 201 HTK 244 SPD 165 STR 209 INT 209 WIS 199 CON 168 DEX 154

CHA 104 AGL 176 WIL 168 LCK 115 PSY 196 ACL 199 WPN Breath, Bite, Claw, Tail.

Disposition - 1. Inquisitive, 2. Destructive, 3. Demanding, 4. Suspicious, 5. Amused, 6. Pensive.

Likely Encountered – near Recently Slain Dragons, Mountainous or Volcanic Regions, Plains, and Grasslands.

Garricus, a Dragon-God, takes the form of a giant Three-Headed Dragon, 50 feet tall and 200 feet long; each head visibly different from the others. Whenever a Dragon feels their death was untimely, or that they were unjustly slain in battle, they may appeal to Garricus to intercede on their behalf. Garricus will investigate, sometimes confronting witnesses or the Dragon's slayers themselves, to discern if the Dragon's death was fairly won. If there was any foul-play or deception found in the interviews, Garricus may restore the spirit to the corpse of the Dragon; or, in cases where the Dragon's body was burned or scattered, render up a new body full of vigor and vitality. Resurrected Dragons are not always in the best of moods, prior to their first hogshead of coffee.

Each of Garricus' heads are of a different Alignment to suit his primary task; Good, Neutral, and Evil, with the ability to Speak all known languages (both current or dead), and Discern Lies or deception. These abilities are great aids when interviewing beings of all cultures and breeds. Anyone who lies or attempts to deceive him during questioning will be attacked immediately; there being a chance (PROB 20%) that a single liar will cause Garricus to attack the entire party in a rage. His Good Head can Breathe Frost (3D10+8 pips of Cold Damage, taking 50% less each turn, Cold duration 3 turns), his Neutral Head can Breathe Lightning (3D20+10 pips of Shock Damage); and his Evil Head can Breathe Fire (3D12+8 pips of Burn Damage, taking %50 less each turn or until extinguished, duration 3 turns). The Good Head will only attack Evil, the Evil will only attack Good, but the Neutral will attack All, whenever in combat; each Head may Breathe Once every 3 Turns. He can also inflict damage by Bite (1D20 pips) or Claw (1D10 pips) or Tail Whipping (1D20 pips) every turn. If his defeat appears imminent (HTK < 040), he will Regenerate Health (2D6+6 pips per round). His scales may only be pierced by Magical Weapons or Magical Arrows.

Because of his task, Garricus will sometimes appear where a Dragon has recently fallen, or suddenly appear before those who have been party to a Dragon-slaying. His questioning can be intense, and he holds no regard for anyone who might cause him to err in his just duties. Upon restoring a Dragon, or terminating his interviews; he will generally consider his task done and depart; leaving the living to their astonishment. There is no account of Garricus aiding a restored Dragon in a rekindled battle, or any other Dragon in battle.

Kala Kala, the Fire God, God of Flaming Mountains (CNX) Symbol – Red Flame on a Black Field .

LVL 202/044 HTK 152 SPD 208 STR 153 INT 203 WIS 176 CON 204 DEX 188

CHA 036 AGL 183 WIL 122 LCK 103 PSY 163 ACL 086 WPN Molten Brimstone.

Disposition - 1. Boastful, 2. Defiant, 3. Angry, 4. Somber, 5. Smoldering, 6. Warm.

Likely Encountered – Active Volcanic Regions, Volcanic Isles, Deep Underground Crevasses, Deserts, and Ruins.

Appearing at a Human Flame, 30 feet tall, Kala Kala is often astride his great Red Dragon named Shashuk. Kala Kala has Can Unleash Any and All Spells regarding Fire or Heat and can Summon 1D6 Fire Demons (HTK 82 each) to Aid him, up to 6 times per day. He is reputedly a Child of the Sun, having been cast or

falling to Gaia, before the mountains rose from the seas. In Combat, he Hurls huge Blobs of Molten Brimstone (large enough to cover an area with a 15 foot radius), doing 1D100+12 pips of Burn Damage and leaving behind a 30 foot wide Pool of Lava (1 foot deep). This Lava will do 3D20+4 pips of Burn Damage to Any Being it Touches, and will Ignite Anything Flammable (carried or worn) by Beings within 5 feet of it.

Kala Kala is very proud of his appearance, and often boastful of his beauty and destructive power. He brags that it was he who taught the earliest mortals the use of fire, and that should he so desire, it would never serve another living being. Before Kala Kala will ever agree to Assist a Mortal, a large Fire must be built in his name, and offerings must be provided to him. Burning a villiage or two wouldn't hurt. He does have the Power to Extinguish any Natural Flame, and only Magical Flames produced by Others are Beyond His Control. Showing him any form of disrespect is unwise, as his Mood is prone to rapid change. If in a Smoldering or Fuming mood, he may simply raise great clouds of fiery smoke and lighten the skies, however if someone insults or displeases him, they find that they can no-longer cast Fire Spells, or gain a rather hot reception, swimming laps in a pool of magma (blorp blorp).



Shashuk, the Great Red Dragon (CNE) Symbol – Burning Eye.

LVL 208/099 HTK 210 SPD 207 STR 228 INT 186 WIS 179 CON 202 DEX 142

CHA 045 AGL 165 WIL 112 LCK 078 PSY 027 ACL 196 WPN Bite, Claw, Breath.

Disposition - 1. Irritable, 2. Unamused, 3. Vicious , 4. Hungry, 5. Restrained, 6. Braggadocious.

Likely Encountered – near Kala Kala, Open Areas, Shallow Caves or Pits, Craters, Mountain Tops, and Canyons.

Shashuk, the truly great Red Dragon, is the servant and mount of Kala Kala, God of Fire and Flaming Mountains. She is a 62 foot long Fire-Breathing winged serpent of old. Shashuk carries the Fiery God on his

mighty back, whenever Kala Kala needs visit the Material Plane, for the Dragon is Immune to Fire; in fact, being in contact with Fire actually Heals Shashuk (at a rate of 7 pips per round). Whenever Kala Kala is in contact with Shashuk, it adds 17 pips of Healing per round to counter any Lost Hit Points. Any would-be Opponent would be well-advised to *keep them separated!*

She can Bite (doing 2D20+5 pips of Damage) or Claw (for 2D10+7 pips of Damage), but her most deadly weapon is her Breath of Fire. She can Breathe Flame to a distance (range) of 120 yards, delivering death at the following powers: 7D20+10 pips of Fire Damage at 60 yards. Targets < 60 yards away Add 1D6 in Damage per 10 yards of closeness. Targets > 60 yards away Subtract 5 pips per 10 yards of distance. If Hit by her Breath of Fire, Clothing and Combustibles Will Ignite and Result in 1D12 of Burn Damage for the next 4 turns, unless extinguished. She can also Whip her Tail, delivering a Stunning Blow (2D12 Damage, plus Stunned for 1D4 turns).

Shashuk has the Ability to Turn Away All Magical Spells and Missiles, both shielding herself, and Kala Kala. Her Wings are powerful enough to flounder or poop medium-sized ships with reduced battle-sails, or drive all flying creatures from the air (radius 100 yards). On rare occasions, Kala Kala may (PROB 30%) send Shashuk in his stead to aid his followers or perform some deed. He would only loan her out to others at great cost (PROB 10%), and her returned condition would determine your fate.

Xirchiriog, Chaos Unbounded (CNE) Symbol – a White Z amid 4 Stars.

LVL 188 HTK * SPD 178 STR 198 INT 205 WIS 148 CON 183 DEX 157**

CHA 065 AGL 144 WIL 173 LCK 113 PSY 085 ACL 135* WPN *varies.

Disposition - 1. Playful, 2. Antagonistic, 3. Helpful, 4. Vicious, 5. Lighthearted, 6. Agonized.

Likely Encountered – Wild Expanses, Underground Caverns, Hill Country, Jungles, Grasslands, and Swamps.

Because Xirchiriog has always appeared in a different form, and is likely during Combat to Shapechange every hour (PROB 70%); use the following charts to determine this god's current form, powers, and attributes. Being chaotic in form often gives off the startling appearance of a ferocious beast, this can be deceiving because underneath Xirchiriog usually possesses the friendly if not playful demeanor of a young puppy (sometimes with teeth).

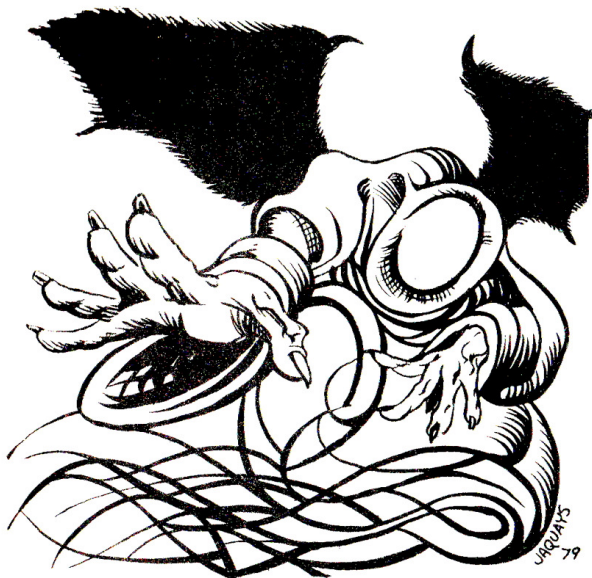
Form Taken: Roll 1D20

1. Manicore (HTK 129, female, 15 feet tall, Claw, Bite, Summons Griffons, Heal rate +4 per melee),
2. Scaly Bear (HTK 070, male, 13 feet tall, Poisonous Claw and Bite, Fire Breath, Immune to Fire),
3. Giant Tarantula (HTK 045, ACL 116, 11 feet tall, Poisonous Bite and Paralysis Sting PROB 70%, duration 8 turns),
4. Pheonix (HTK 090, 15 feet tall, Fire Breath, Immune to non-Magical Weapons),
5. Triceratops (HTK 085, male, 9 feet tall, Gore, Bite, Trample),
6. Giant Komodo (HTK 077, female, 7 feet tall, Poisonous Bite, Heal rate +5 per melee).
7. Giant Stag Beetle (HTK 089, ACL 188, 9 feet tall, Bite, Heal rate 3 per melee),
8. Giant Octopus (HTK 062, ACL 115, 12 feet tall, reach 80 feet, Poisonous Bite, Heal rate +4 per melee),
9. Cyclops Troll (HTK 092, male, ACL 138, 10 feet tall, +2 Club, Immune to Fire),
10. Two-Headed Hobgoblin (HTK 047, male, ACL 127, 8 feet tall, +2 Stone Hammer, Heal rate +4 per melee),
11. Winged Succubus (HTK 068, female, 7 feet tall, ACL 128, CHA 206, +4 Flaming Sword),
12. Griffon (HTK 087, 11 feet tall, Claw, Bite, Immune to Magic),

13. Giant White Liger (HTK 074, ACL 127, 10 feet tall, Claw, Bite, Heal rate +7 per melee),
14. Mastodon (HTK 094, female, 15 feet tall, Gore, Trample, Immune to Cold, Deflect Missiles at PROB 50%),
15. Winged Raptor (HTK 084, ACL 145, 9 feet tall, Claw x2, Bite x2, Immune to Fire),
16. Giant Tentacalled Slug (HTK 106, ACL 104, 14 feet tall, reach 18 feet, Constriction, Heal rate +2 per melee),
17. Green Slime (HTK 066, ACL 077, mass 9x9x6 feet, Acidic Touch, Suffocation, Weapons do 20% damage),
18. Five-Headed Hydra (HTK 105, male, 11 feet tall, Diseased Bite x5 per melee, Immune to Cold).
19. Warrior Automaton (HTK 069, ACL 196, 12 feet tall, +2 Morning Star and Shield, Immune to Magic).
20. Giant Frog (HTK 078, 10 feet tall, tongue reach 12 feet, Acidic Spit, Healing rate +4 per melee)

Special Attacks: (in Combat, each 6th turn, Xirchiriog will use one of the following) Roll 1D12

1. Sonic Wave (does 1D12+4 pips of Vibration Damage, Any held Potion Bottles or Vials will Shatter, range 100 feet).
2. Belches Toxic Gas (Sleep and HTK Drain 2 pips per turn, PROB 70% if CON < 12, 50% if CON > 11, duration 6 turns).
3. Spell of Berserk causes the Opponent(s) with Lowest CON to Attack at Random, range 50 feet, duration 5 turns.
4. Spell of Shapechange transforms Opponent(s) with Highest INT into a Hedgehog, range 50 feet, duration 1 day.
5. Rain of Yellow Stinging Jellyfish, area of 20 foot radius, 1D12+2 pips of Pain Damage, 20% PROB of Flee in Panic.
6. Sucking Wind, pulls Any Being within 15 feet into Bodily Contact with Xirchiriog, unless AGL > 19.
7. Chain-Lighting, Strikes 5 times, Any Beings at Random to a Range of 100 feet, each Strike does 1D20 +4 pips.
8. Scaly Skin, PROB 50% Opponents Skin becomes Reptilian, unless Reptilian. Drops CHA by 5+1.
9. Sex Change, PROB 70% Opponent becomes Gender-Reversed, does not affect Amazons.
10. Petrification Spell, changes Any Being to Stone (PROB 50% if CON < 15, PROB 20% if CON > 14, duration 3 days).
11. The Ugly Stick, Opponents Become Hideously Deformed, CHA Drop to 4, AGL, SPD, and DEX Drop 50%... Tentacles!
12. Pip-Siphon, Draws 10% of each Opponent's HTK, and Adds them to Xirchiriog's HTK. Causes 1D6 in Pain Damage.



Braz-Kazen - God of Smoke (CNE) Symbol - Dark Cloud.

LVL 121 HTK 058 SPD 129 STR 209 INT 209 WIS 189 CON 189 DEX 175

CHA 128 AGL 155 WIL 167 LCK 125 PSY 116 ACL 104 WPN +2 Sword of Flames.

Disposition - 1. Placid, 2. Turbulent, 3. Angry, 4. Bored, 5. Vengeful, 6. Helpful.

Likely Encountered – near Dundain Lake, Giant Villages, near Dwarven Forges, Open Areas, Jungles, and Karak.

Braz-Kazen takes the form of a Giant Berserker, 24-foot-tall, and will fight as a Storm Giant. He wears a Magical Belt of Fire that can produce a choking Cloud of Smoke (10-foot radius), and while so Engulfed, Any Physical Hits he takes are Reduced 50%. This Magical Belt also Protects him from All forms of Electrical Attack (Shock or Lightning). He Wields a +2 Sword of Flames which hits with 1D20+2 pips of Damage. Anyone Hit by this sword is Immediately set Aflame; taking Burn Damage equal to 50% of the Character's STR (duration 3 turns, unless extinguished). He is able to Levitate Twice each Day. Fire Attacks against him Mends his Serious Wounds, but Cold Magic will do Double-Damage against him.

He is Wary of Elves, but has an Interest in the Forging of Magical Weapons, especially Dwarven. His Throne Room overlooks Dundain Lake; his Fortress sits atop a high mountain N of the lake (Campaign Map III, Hex 4518). He is sometimes encountered by the lost who wander the Dar Undine Desert E of the Glow-Worm Steppes. It is believed that Braz-Kazen has a Treasure Vault of Weapons hidden there. Many have perished in search of it, being fooled by maps claiming to show its true location, but the stories persist.

Mungo, God of Nightmares (CNE) Symbol – Dark Cloud Surrounding an Eye.

LVL 111/101 HTK 056 SPD 138 STR 183 INT 204 WIS 162 CON 175 DEX 157

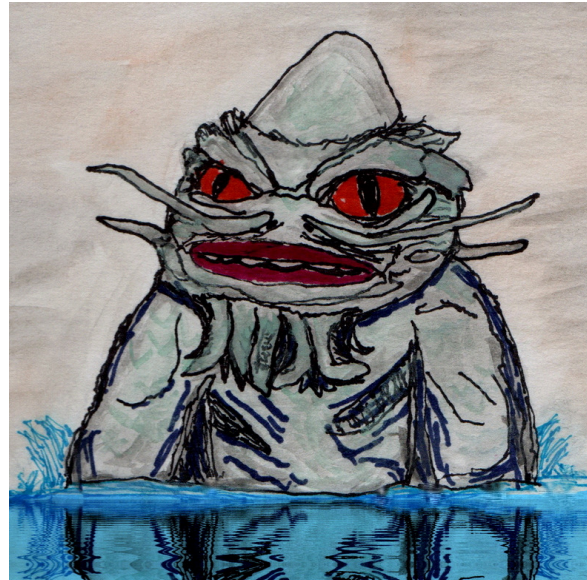
CHA 157 AGL 143 WIL 185 LCK 113 PSY 196 ACL 115 WPN +4 Halberd.

Disposition - 1. Curious, 2. Mad, 3. Spiteful, 4. Sarcastic, 5. Amused, 6. Sleepy.

Likely Encountered – near Burial Mounds, Tombs, Overlooks, Dungeons, Mines, Underground Cities, Caves, and Caverns.

Mungo appears as a 5' 3" tall man with dark skin, dressed in clothing robes of deep purple; often seeming to step out from a dark cloud, which lingers about his person. If Mungo chances upon a sleeping person or persons, he may Cause them to have a Nightmare more terrible than they have ever had before (PROB 20% of Instant Death from Fear). The victims will Not Awaken until the Nightmare is over or until Mungo Awakens them himself. If the god decides that he does not like a member of an adventuring party (PROB 10%), he will Immediately Attack that person. If Mungo Kills his victim, that person will Disappear Forever from this dimension.

Mungo's + 4 Halberd Hits doing 2D10+4 pips of Damage with the chance (30% PROB) of Dropping the Opponent into a Catatonic Sleep (duration 3 Days). He is an excellent Illusionist, and can Conjure Lifelike Illusions (Monsters, Persons, Treasures, Traps, Walls of Flame, Deep Chasms, etc.) Mungo may give Amulet Necklaces those he deems worthy. A Mungo Amulet Protects the Wearer from All Fear, but is bonded to that single owner, as the Protection will Fail if the Amulet is worn by anyone else.



Mobeus, God of the Deep (CNE) Symbol – Finned Fish.

LVL 201 HTK 388 SPD 183 STR 209 INT 165 WIS 207 CON 204 DEX 104

CHA 047 AGL 115 WIL 194 LCK 119 PSY 169 ACL 159 WPN Bite, Barb.

Disposition - 1. Amused, 2. Vengeful, 3. Irritated, 4. Playful, 5. Bleeding, 6. Unconcerned.

Likely Encountered – Open Sea, Deep Waters, Valon, Coastal Areas, Beaches, Bays, near Merfolk Villages and Towns.

Great god of the deep, Mobeus appears to be a massive Coelacanth. His true size is hard to fathom, as his body has only ever been seen in part. His head is estimated at 80-feet wide, and he can use his powerful

fore-fins to Heave his broad head and neck up onto Land to Attack or Converse with whomever he wishes. He has a wide mouth, like that of a Catfish, with great Stinging Barbs 34-feet long. He does have two rows of jagged teeth, and below his chin (resembling a beard) are 12 Tentacle-like Mandibles which assist his eating. He has both gills and lungs to breathe water or air; though his Eyesight is somewhat Hindered by Wind when out of water. While in water, his Hearing is quite sharp, so much so that nothing moving in the water within a 5-mile radius of him (1 Hex) can elude Detection. Submerged, he easily can converse with whales and other perceptive creatures thousands of miles away.

He is worshipped by Poseidon, the Lesser Gods of the Sea, the Sea Mages, the Sea Witches (chaotic powerful sorceresses), Merfolk, and even some races that walk upon the land. Unlike Poseidon, who was always a god, Mobeus began his life as a mortal Fish; the First Fish, the oldest of his kind. His longevity, wisdom, and deeds found the favor of other gods, and it is from them and the worship of other mortals that he outgrew mortality. This feat was never accomplished by any Land Creature, and so Mobeus has grown to become the wisest, largest, oldest living thing in all of Gaia. He remembers all things, converses in all languages (with the exception of races that live far inland). Even the Markabs learned to converse with him; having once captured him for the purpose of better understanding the world's history. Of all the gods, he is the only one to have never left the Sea.

He can easily batter great ships to flotsam, cause 40-foot tall waves to hit the shore, or swallow things as large as a whale whole. Mobeus is strangely watchful of large vessels traversing the Uther Pentwegern Sea (Campaign Map V) and will sometimes follow, stop, or question crews as to their cargos, destinations, or reasons for being there. Some hold that Mobeus guards something of great power below the waves there; gates to an abandoned Markab Complex or a secret Merfolk Treasure Palace.

The Scales of Mobeus, however won, are greatly prized for several reasons; though Mobeus has been known to bestow these rare gifts to certain heroes, a pirate of the Ebony Coast, the great Koljiobi, wielded one which he claimed to have successfully stole. These Scales are used as Shields and Life-Preservers, for both surviving in waterless deserts, as they are constantly moist and drip pure water, and in icy cold areas, for they maintain the constant temperature of Mobeus' own warm 82 degrees, so that in such areas the shield also gives off a some-times defensive cloud of steam. They can absorb 50 - 100 pips of Damage from Non-Magical Weapons and Missiles, and 20 - 50 pips from Magical Weapons and Missiles; while being completely Resistant to Fire of All Kinds. It is known that upon the Coronation of Merfolk Kings, and sometimes at their Royal Weddings, Mobeus has gifted his Scales, not only to males, but to females as well. The Kings and at least one Queen was burried with their Mobeus Scale Shields, as it is understood that they are not to be willed or passed-down.

Torrchas - God of Fools (CNE) Symbol - Jackal.

LVL 041/121 HTK 052 SPD 106 STR 178 INT 206 WIS 133 CON 165 DEX 144

CHA 114 AGL 146 WIL 129 LCK 139 PSY 149 ACL 107 WPN + 2 Flail of Giggles.

Disposition - 1. Mirthful, 2. Mocking, 3. Depressed, 4. Cunning, 5. Happy, 6. Mischievous.

Likely Encountered – Desert Regions, Badlands, Jungles, Wooded Areas, Inns, Outposts, and Taverns.

Torrchas appears to be a 4-foot-tall Jackal-headed Halfling with a long bushy tail. He wears a loose, short robe of buffed-leather. Tucked into a blue sash about his waist he keeps a short Jade Rod, called Gedar. His primary defense; when Gedar is waved over his head, it Protects him (or Anyone using it) from All Magical Spells, Curses, or Poisons for one full day. His Weapon is a +2 Flail of Giggles, which Hits at 1D10+2 pips of Damage, and Will Paralyze Anyone Hit with a Fit of Uncontrollable Laughter lasting 1D12+1 melee Rounds. He also carries the Verbosh Book, which when read aloud will cause every non-Bard Listener a Permanent INT and WIS Drop of 2 pips (Without Fail).



Shindra - Goddess of Dancing Girls (LEG) Symbol - Drum, Harp (Altanis and Valon).

LVL 101/051 HTK 078 SPD 187 STR 148 INT 207 WIS 102 CON 164 DEX 184

CHA 184 AGL 108 WIL 153 LCK 113 PSY 107 ACL 104 WPN Magical Flute.

Disposition - 1. Pensive, 2. Happy, 3. Carefree, 4. Spiteful, 5. Amorous, 6. Jealous.

Likely Encountered – Desert Regions, Grasslands, Flowered Meadows, Altanis, Lenap, Valon, and Port Towns.

Shindra takes the form of a 6 foot tall, charismatic, physically-lean, and limber woman with water-colored hair. She has 4 Arms, keeping one hand free for playing, yet holds onto one of Three Magical Weapons in each of the others. These are a Magical Flute (when Played, All who Hear will start Dancing wildly about, range 200 yards, duration 6 turns), a Harp of Charming (when Strummed, Charms Any Being with < CON 14, duration 6 turns), and a Drum of Chaos which when Beaten, causes severe Confusion to Any Being with < INT 17 (range 300 yards, duration 6 turns), but has No Effect upon Reptilian Races or Merfolk. Anyone Confused by this Drum has a chance (PROB 20%) of Attacking Any Being within range at Random, while under the Drum's Chaos effect. Shindra is known to Shapechange into a Gazelle, Fox, or a large Brown Bear. In the latter form, she can Claw (doing 1D12+1 pips of Damage) Twice per turn or Bite (doing 1D12+2 pips) Once per turn. She is Immune to all forms of Poisons. If Any of her Three Instruments are Destroyed during battle, she will Immediately Suffer a Drop of 20 HTK for each, and show visible pain.

Thanatos, God of Death (LEN) Symbol – Green Skull on a Black Field.

LVL 126/128 (105 Cleric) HTK 122 SPD 207 STR 184 INT 208 WIS 207 CON 193 DEX 176

CHA 188 AGL 164 WIL 168 LCK 115 PSY 162 ACL 117 WPN +8 Quarterstaff.

Disposition - 1. Grim, 2. Cynical, 3. Condescending, 4. Vengeful, 5. Remorseless, 6. Intrigued.

Likely Encountered – Lonesome Roads, Open Trails, Bogs, Swamps, Caverns, Elephant Lands, Karak, and Ghinor Major.

Thanatos, God of Death, the Dark One, Bringer of Eternal Night (Elephant Lands), Father of Doom (Karak), and Keeper of the Damned (Ghinor), appears as a 7 foot tall, lean, handsome (almost beautiful) young man. His eyes are very dark like deep space, and may cause Any Being to Flee in Fear (PROB 40%, unless Paladin or Reptilian, then PROB 20%). There is also a Chance that Any Being he encounters will Die Instantly from Fear (PROB 5% for All Living Beings). Being the keeper of the dead, Thanatos can speak with any dead being he desires.

His Quarterstaff, "Reaper," is constructed of a faceted ebony substance, harder than any metal, yet can change shape, sometimes producing a long blade. For a mortal to Touch it means Instant Death (without fail). The Shapechanging ends of the rod are metal, one Silver and one Gold. If Struck by the Silver end, 2 pips of STR will be Drained (duration 1 day). If it forms a Blade, it does 2D12+8 pips of Damage. The Gold end Hits at 2D20+8 pips of Damage, with a 1 time Permanent Drop of -2 to AGL and DEX. Being Struck by the Ebony middle of Reaper brings Instant Death (without fail). Each Strike by Thanatos with his Quarterstaff is determined by D100: 1 – 45 Silver, 46 – 90 Gold, 91 – 100 Ebony.

Thanatos is 80% Resistant to All Magic, but can be Struck by +2 or Greater Weapons. Once Summoned, he will only return to his Plane after collecting 1D20 mortal lives. Any Mortal Killed by Thanatos cannot be Resurrected or Reincarnated. He has an interest in Alchemy and Elements, especially those with healing properties.



Montintra - Goddess of Lightning and Mirrors (LEE) Symbol - Looking Glass.

LVL 081/121 HTK 118 SPD 184 STR 122 INT 204 WIS 185 CON 126 DEX 144

CHA 142 AGL 134 WIL 126 LCK 157 PSY 176 ACL 117 WPN Magical Mirrors.

Disposition - 1. Benevolent, 2. Splendid, 3. Uncompromising, 4. Intrigued, 5. Bored, 6. Scorned.

Likely Encountered – Temples, near Pools or Ponds, Overlooks, Grasslands, Hill Country, and Coastal Regions.

Standing a slim 6-foot tall, Montintra appears as a plain, middle-aged woman, except that she is magnificently robed in blue, red, green, and white. She wears a tall green-feathered Headdress that enables her to Shapechange at will, Teleport, and Fly at great speeds. She creates Lightning Bolts from the Mirrors she holds in each hand; by letting the reflections cross. Each of these Lightning Bolts leap into the sky above her, to return with ferocity whenever she Claps her hands. It is in this clapping and small hand gestures that she directs the Lightning Bolts as a Weapons (doing 3D20+5 pips of Damage, Draining STR and DEX by 1 each Hit, duration 1 day). Montintra is only abroad on overcast or cloudy days, and can never be lured underground.

If in a Splendid disposition, Montintra will Flash a Blinding Light from her Mirrors, which will Blind for 3D6 days, everyone < 19 INT. Although her Mirrors do not appear to be deadly, they can be used as a hand-weapon (doing 1D6+4 pips of Damage Each per Hit). If the Mirrors are ever held together in the hands of a single person other than Montintra, 1D4 Lightning Bolts will drop from the sky, Striking the Holder (Each delivering 4D12+3 pips of Shock Damage).

It was she who first called for the extermination of all Washbears from the Isle of the Blest, when the younger of their tribes began to make away with small mirrors and polished gems left as offerings at her shrines. She tried to employ Bandorack (God of Felines) to eliminate them, by turning loose his Wildcats, but hearing of this, Teros (God of Bears) interceded and the Washbears were taken South to the shores of Ghinor on the back of the great Mobeus (God of the Deep). Although the Ghinorean Washbears never technically "stole" from Montintra (having no concept of money), she holds a great disdain for their race and bears in general.

Kuvartma, God of the Moon (LEE) Symbol – Crescent Moon.

LVL 127 HTK 065- SPD 158 STR 199 INT 205 WIS 188 CON 166 DEX 156

CHA 053 AGL 167 WIL 164 LCK 159 PSY 195 ACL 133 WPN Bite and Claw.

Disposition - 1. Angry, 2. Destructive, 3. Hungry, 4. Mirthful, 5. Restive, 6. Interested.

Likely Encountered – Open Areas, Hill Country, Mountains, Wooded Areas, near Cliffs, Frozen Realms, and Overlooks.

Kuvartma appears as a giant Ape with the huge reddish wings of an owl. These wings permit him to Approach Silently and without Warning. He can Strike with the force of a Giant (doing 2D20+4 pips of Damage), Bite with Blood-Draining (causing 1D20+2 pips while Dropping STR, SPD, DEX and AGL by 2, duration 1 day), or Claw (Hitting twice per round at 2D6+2 pips). He carries with him a Moonstone Shield which waxes and wanes as the moon does. When the moon is full, the Shield can Heal at a rate of 10 pips per round, but only 5 pips per round when less. It will Shatter any Iron or Steel Weapon that Strikes it. At Night he can cause Any Being to Change Alliance for 1 hour if his eyes gaze upon them (PROB 80% if CON < 16, PROB 40% if CON > 15).

This Evil God can sense the Fear and Panic of those who camp or wander at night. Feelings of Extreme Vulnerability or of Weakness in those of Good alignment, can draw his awareness. He tends, therefore, to attack small parties of Good alignment at what seems to them their more desperate state. Kuvartma rarely attacks during daytime hours, for in Daylight his HTK is dropped by 10.



Mururlu - God of Assassins (LEE) Symbol – Dark Green Dagger on a Red Field.

LVL 081 (194 Thief) HTK 055 SPD 173 STR 193 INT 204 WIS 182 CON 184 DEX 164

CHA 128 AGL 165 WIL 173 LCK 117 PSY 164 ACL 113 WPN Tail, +4 Dagger.

Disposition - 1. Ugly, 2. Brooding, 3. Silent, 4. Intrigued, 5. Depressed, 6. Vengeful.

Likely Encountered – Ghinor Major, Karak, Valon, Deserts, Ruins, Caves, Mines, near Trade Routes, and Lesser Villages.

Mururlu is a towering 12-foot-tall male Orc that has a long Tail with a Poison Stinger at the end. This Stinger can do 2D6 pips of Damage, often Poisoning (PROB 60%) when it Hits (Drain 1D4 pips per melee, Sudden Coma if Not Cured in 5 rounds). A Coma caused by Mururlu's Stinger can last 1D12 days. He will always Strike from Behind, Wielding a +4 Dagger that does 1 D20+4 pips of Damage. By dipping his hand into it, Mururlu can Turn Water into Virulent Poison (1D10 pips of Damage per round, Death in 5 - 10 rounds). He functions as an expert Thief, and can Move Silently and almost invisibly when Not in Daylight.

On his right hand is an Onyx Ring called Rasp; it Grants him the Power of Complete Control over the Mind and Body of any Thief of N or E Alignment within a 100 foot radius. So long as they remain under the influence of Rasp, they are completely at the whim of Mururlu, and can exert no will over their own bodies.

Margonne - God of Evil Plans, The Devious One (LEE) Symbol - Black Circle.

LVL 221/181 HTK 203 SPD 184 STR 195 INT 208 WIS 198 CON 175 DEX 164

CHA 103 AGL 145 WIL 195 LCK 135 PSY 177 ACL 129 WPN +4 Two-Handed Sword.

Disposition - 1. Unsympathetic, 2. Bored, 3. Terrifying, 4. Mischievous, 5. Crafty, 6. Solemn.

Likely Encountered – Outposts, Lonely Inns or Taverns, Dark Alleyways, near Cities, Ruins, Dungeons, Castles, near Forts.

Although he has never been seen by a living being (or at least by any survivors), Margonne is depicted as a mutated 10 foot tall Humanoid, somewhat Elvish in appearance, wearing a long black cloak. For Defense, he has an Anti-Magic Shell (Negates All Magic in a 20-foot radius) which he can call at will. He can Strike 4 times per melee round with his deadly +4 Two-Handed Sword, named Thanatos. It has an identical twin, a sister-sword, named Lupeos, which lies at the bottom of Doomall Lake (Campaign Map XVIII, Hex 4527). Both Swords are Evil. If ever clashed together in battle, they both will disintegrate. His six-pointed Crown of gold will Strike any living Being that Touches it with an Electrical Arc (4D20+12 pips of Shock Damage). This Arc has a chance (PROB 50%) of Jumping (once) to any other living Being within a 10 foot radius (Shock Damage reduced by 50%).

If by chance (PROB 10% per round) a person should glance or look at his face, that person will fall under Margonne's Complete Control for 1 Game-Year (without any chance of avoidance). Margonne is always accompanied by a personal bodyguard of two great Undead Warriors, Sogg (HTK 058) and Berk (HTK 060), both equipped with +2 Swords of Flame. These Swords deliver 2D6+2 per Hit, while those Hit receive 6 pips of Burn Damage, and 3 pips of Burn Damage per subsequent turn (duration 4 turns unless extinguished).

Born identical twins and to a life of slavery in the ore-mines of the World Emperor's Hoary Mountains (Campaign Map VI), Sogg and Berk were also born without eyes, but each with an uncanny ability to Perceive their surroundings psychically. This allows them to "See" clearly in total Darkness, giving them a distinct advantage over others, and making deep mining a natural appointment. Because of their size (both 7 feet tall), the slave-master of Caelam had them castrated as eunuchs in their teens, but after an uprising in the mines wherein Sogg and Berk killed 32 men including 6 of the Emperor's Elite Guard, they were given a gladiator's life in the Emperor's Arena Games. After long and illustrious careers, in which Margonne no-doubt took notice of the hundreds slayed, they eventually met their own mortal ends, whereupon they found themselves recruited to their present (and eternal) positions. For special purposes, Margonne may loan out or send Sogg or Berk to assist, but for a price (neither can be trusted). Blind Undead Eunuchs aside; Margonne can also summon to his aid 4 - 40 Ghouls or Ghosts (3 times per Day).

Margonne tends to be fascinated by elaborate and complex plans to achieve Evil gains. A plot being hatched with more than a few lives at risk (especially young innocent lives) is enough to draw Margonne's direct attention to those involved.



Mondorent - Goddess of Tombs (LEN) Symbol - A Bone.

LVL 101/081 HTK 071 SPD 174 STR 146 INT 205 WIS 145 CON 165 DEX 133
 CHA 101 AGL 143 WIL 169 LCK 121 PSY 146 ACL 114 WPN Fireball and Kick.

Disposition - 1. Mocking, 2. Grim, 3. Hateful, 4. Solemn, 5. Dismal, 6. Interested.

Likely Encountered – Tombs, Catacombs, Dungeons, Caverns, Burial Mounds, Underground Cities, Secret Chambers.

Mondorent appears as a Woman with a Dragon's head, Elephant's ears, wings like a Bat, and Cloven hooves. She stands 5 foot 9 inches tall, and when attacking can belch-forth a Fireball doing 2D20 pips of Fire Damage (range 50 yards) up to 4 times per day. Able to Hear the slightest noise; her large sensitive Ears permit only a small chance (PROB 5%) of her being Surprised when Encountered. Mondorent can even hear out Spells of Muffling or Silence. Any Living Being within 50 feet of Mondorent will Suffer a Health Drain (4 pips per turn, 50% less for Halflings) which if unchecked will Turn Any Opponent (at HTK 0) into one of the following Undeads: (1D6 determines) 1 Lich, 2 Skeleton, 3 Zombie, 4 Barrow Wight, 5 Wisp, or 6 Ghost. Her main Weapon, especially in Flight, is her Hooves; each Hitting at 1D10 pips of damage per melee round (Never Failing to Hit Any Being with SPD < 12). She is only encountered underground, usually in large open areas, but will usually Withdraw from any form of Light (PROB 70%).

Kodeus - God of Dexterity, Patron of Thieves (NEX) Symbol - Hand, Twisted Dagger (Valon).

LVL 101/101 HTK 052 SPD 183 STR 114 INT 204 WIS 144 CON 138 DEX 209

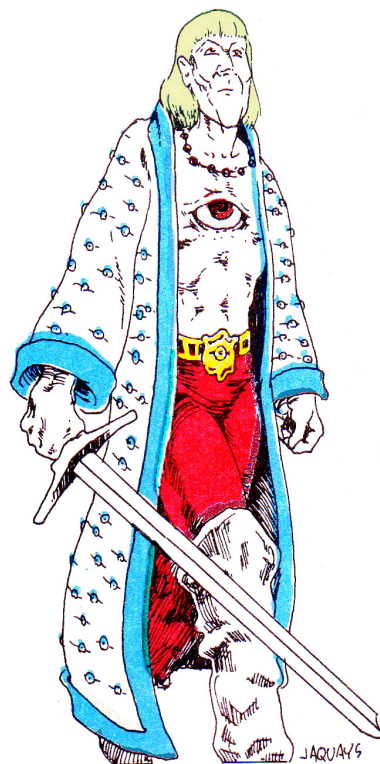
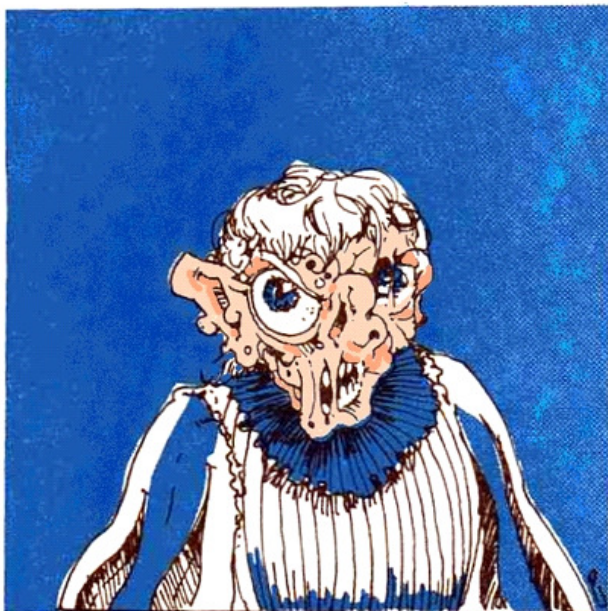
CHA 039 AGL 183 WIL 124 LCK 162 PSY 187 ACL 118 WPN +2 Short Sword, +2 Dagger.

Disposition - 1. Tricky, 2. Conniving, 3. Busy, 4. Impatient, 5. Helpful, 6. Mirthful.

Likely Encountered – Dungeons, near Vaults or Troves, near Thieves Guilds, near Bandit or Pirate Strongholds, Ruins.

Kodeus takes the form of a male Halfling with a hideously deformed face; a mere 3 foot 6 inches in height. Those who see him may Flee in Fear (PROB 40% if CON < 10, PROB 20% if CON > 9). Weapons have a Difficulty in Hitting him (PROB 30% of Missing). Any Miss indicates that the Weapon Cannot (Will Never) Strike Kodeus (or ever be used against him in Combat). He is Never Surprised, Always Attacks First, and is able to Fight with 2 Weapons simultaneously. He carries Poker (his +2 Short Sword), and Sticker (his +2 Twisted Dagger); each will Hit at 2D6+2 pips of Damage. Sticker can also Paralyze (PROB 30%, duration 1D6 rounds, doing an Additional 4 pips of Shock-Damage to Paladins). Kodeus will always do Double-Damage to any Thief that attacks him.

Kodeus was not always so ugly, but even though he is a god, he is unable to remove this Curse. It was placed upon him by the Aladantle (the Goddess of Beauty) for a theft he committed. Having once found Losborst (God of Wine) drunk asleep, Kodeus made off with his crown of Grapes of Longevity. He was quickly caught, and the crown was returned to Losborst, who was grateful to have it back. Although Losborst laughed it off, and felt no ill will about the event, Aladantle felt Kodeus should pay a price for his impertinence, and Cursed him with a hideous visage. Kodeus secretly plots revenge against Aladantle for what he considers to be "her poking her nose" into his business, and still covets the Crown of Losborst, which he secretly vows to attain once again.



Mabont, God of Sight (NEE) Symbol – Red Eye.

LVL 085/088 HTK 060 SPD 154 STR 199 INT 207 WIS 156 CON 147 DEX 178

CHA 137 AGL 158 WIL 164 LCK 113 PSY 135 ACL 114 WPN Sword of Blindness.

Disposition - 1. Bothered, 2. Brooding, 3. Cunning, 4. Curious, 5. Helpful, 6. Dismissive.

Likely Encountered – Temples, near Citadels or Fortresses, Ruins, Overlooks, Coastal Areas, Highlands or Mountains.

Mabont takes the form of a chalky white-skinned man, 6 foot 5 inches tall, with a large red Eye in the middle of his Chest. This Eye Enables Mabont to See Clearly (Through Obstructions or in Total Darkness) up to 25 miles. He Wears a Magical Robe of Many Eyes, which Permit Him to See in All Directions. There is only a 5% Chance of Catching Mabont by Surprise, as the Robe of Many Eyes Never Sleeps. He Wields the Sword of Blindness, Eyeblinder, which delivers 1D20+2 pips of Damage with a chance (PROB 50% if ACL < 09 or PROB 30% if ACL > 08, duration 1 day) Even if the blow is Parried. His Necklace is festooned with 12 large Tigers Eyes. In Combat, he may detach these Tigers Eyes and Throw them (range 100 feet), whereupon they Hit as great Fireballs, doing 2D12+2 Fire Damage to Any within a 10 foot radius of the impact.

Mabont can Bless a Being of N or E Alignment with Night-Vision (complete Ability to See in total Darkness), or Grant them the Power to see Through Doors or Walls of Wood or Stone, up to a thickness of 2 feet (duration 1 week). He can also Curse Any Being. The Curse of Mabont Robs any Being of Sight Permanently, and Mabont cannot Remove or Lift this Curse. The Curse Can be Broken, however, but only if the Stricken Being destroys All Worldly Possessions (they Must Be Destroyed, not given away), and Wanders the Wilderlands

Naked for 1 month (friends may assist, for they need not wander alone). During this Fast of Breaking, the Stricken Being must not Carry or Wear any Weapon or Clothing, for to Wear or Wield Will Break the Fast.

Ihlwynd, God of Pestilence (NEE) Symbol – Withered Tree.

LVL 089/023 HTK 095 SPD 183 STR 142 INT 202 WIS 184 CON 205 DEX 137

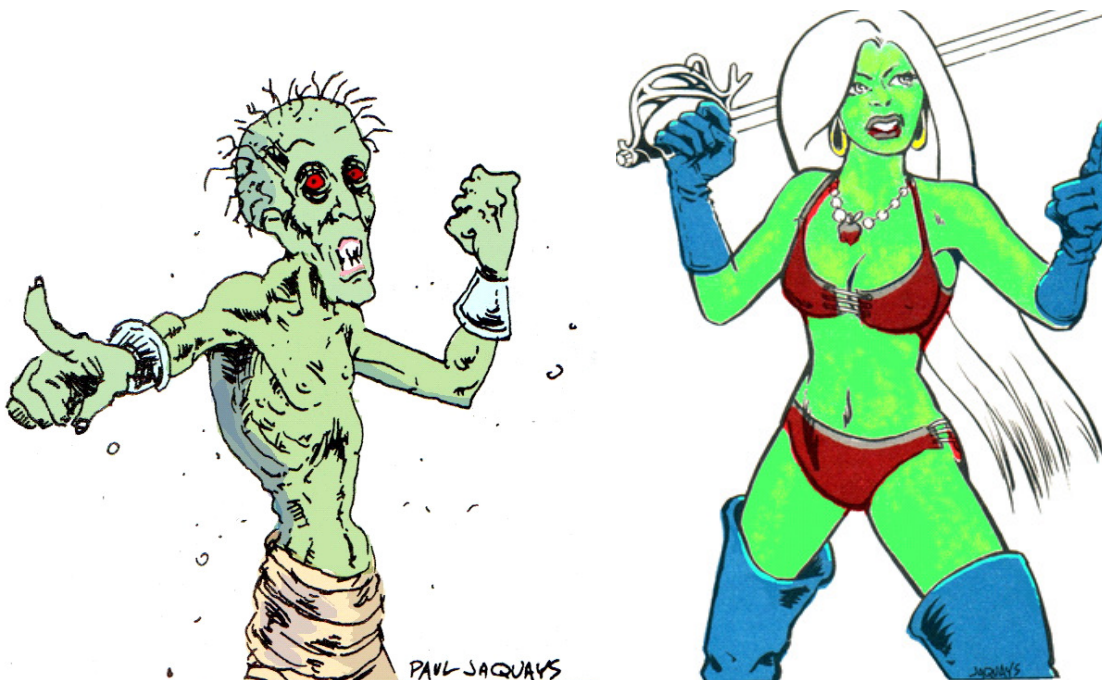
CHA 042 AGL 129 WIL 189 LCK 055 PSY 065 ACL 082 WPN +1 Spear.

Disposition - 1. Hateful, 2. Angered, 3. Bilious, 4. Vengeful, 5. Cruel, 6. Calculating.

Likely Encountered – Old Battlefields, Burial Grounds or Chambers, Abandoned Castles, Badlands, Moorlands, Swamps.

Ihlwynd, God of Pestilence, the Plague Wind, Enemy of Healers, appears as a gaunt lean (if not sickly) man of 6 foot in height. His skin appears leprous, mottled and greenish, and his baleful red eyes peer out from sunken sockets. if his works are praised. Wherever he walks, nothing will grow again for 1 century, and any plant-life will wither and die within 6 rounds. Any Living Being within 50 feet of Ihlwynd will Suffer a Permanent Drop of 3+1 to CON, and a Temporary Reduction of DEX and AGL by 1 (lasts until distance > 50 feet + 3 turns). Any Plant or Creature within 20 feet of him with < HTK 7 will begin to die of a rapidly spreading fatal disease, rotting away to dust, ashes, or bones in minutes.

Ihlwynd's Touch brings an Immediate rotting, wasting Disease that will Sap 1 – 2 pips of STR every round, and cause Death in 2 – 5 Days. There is No Cure for this Disease short of the Devine Intervention of a god. His +1 Spear delivers Wounds (1D20+1) that will Not Heal, but remain Open and Bleeding (Draining HTK by 1 every consecutive round). These Spear Wounds may only be Healed by Magic, regardless of any first-aid measures taken. However, if Ihlwynd's Spear can be wrested from him, it can be used to Cure Any Wound or Disease Caused by the god. It does Not have the power to Resurrect the Dead or Restore Life. Ihlwynd has some Necromantic Powers, being able to Raise Dead Creatures to fight for him, but their active Undead state will only last until the next Dawn.



Rashtri - Goddess of Strength in Revenge, The Green Revenger (NEE)

Symbol - Green Apple

LVL 162/041 HTK 120 SPD 175 STR 228 INT 207 WIS 146 CON 182 DEX 154

CHA 205 AGL 128 WIL 125 LCK 146 PSY 138 ACL 116 WPN +3 Sword of Hate.

Disposition - 1. Vengeful, 2. Hateful, 3. Remorseless, 4. Angry, 5. Helpful, 6. Devious.

Likely Encountered – Isolated Areas, near Fortresses or Outposts, Desert Regions, Upper Ghinor, Karak.

Rashtri appears as a 10 foot tall beautiful, green-skinned woman with long white hair. She is able to Lift any object and her Grip cannot be Broken. She Strikes with her +3 Sword of Hate for 2D10+3 pips of Damage (+10 pips of damage for her STR, unless her HTK < 040). Sword Hits against her chance an uncontrollable Fit of Rage (PROB 20%, duration 1D6 melee; those so Enraged have an increased chance of Critical Miss per the Judge's discretion). Rashtri can become Invisible at will (her Defensive move) and can remain Invisible while Fighting.

Anyone who Grasps her Arms or Legs will Suffer 3D10 pips of Shock Damage per melee round. She is Never Surprised, having great Intuition, and Discerns all Alignments due to her pair of Magical Earrings. She will Attack Twice per round for 6 turns, if she feels Tricked or Duped. Rashtri tends to Spit upon those she Curses in Battle (PROB 20%). Rashtri's Spit instantly and Permanently Drops any character's HTK, STR, and CON 50% +1. This can Not be Reversed. She can be respectful of Female Warriors who have many kills to their name, but rarely shows any amusement for the baraggadocio of men.

Pasperus - God of the Southern Stars (CEX) Symbol - Green 8-pointed Star.

LVL 151/061 HTK 105 SPD 109 STR 208 INT 206 WIS 179 CON 168 DEX 148
CHA 164 AGL 108 WIL 186 LCK 104 PSY 124 ACL 126 WPN +1 War Hammer.

Disposition - 1. Helpful, 2. Plotting, 3. Searching, 4. Questioning, 5. Doubtful, 6. Fearful.

Likely Encountered – Open Areas, Plains, Coastal Regions, Mountainous Regions, Frozen Realms, Glacial Wastes.

Pasperus usually appears as a 6-foot-tall muscular man with a glimmering white robe emitting a 60 foot Ring of Continual Light and Negating All Magical Spells from affecting him. Any G Alignments within this Ring will Suffer 20 pips of Radiant Heat Damage per turn (50% less for any N Alignments). He Teleports from star to star, often visiting Gaia at night. He casts spells on lone wanderers he chances upon in the dark, causing them to commit Violent Acts against others. He will often Shapechange, and Always Hits his opponents (Without Fail) using Any Weapon, delivering 3D20+1 pips of Damage. When in Human Form, he Wields a +1 War Hammer which hits at 2D10+1 pips of Damage. When in the Wilderlands, Pasperus prefers to travel in the form of a swift Nighthawk. Pasperus is commonly known by fisher-folk and sea-farers, especially in the Silver Skein Isles (Campaign Map XVII, E), where every 7th fish caught is tossed back in his name.



Jedahad - the Bird God of Summer Storms (CEX) Symbol - Silver Feather, Black Feather (E Ghinor).

LVL 131/151 HTK 127 SPD 209 STR 225 INT 181 WIS 163 CON 169 DEX 119
CHA 103 AGL 129 WIL 165 LCK 139 PSY 149 ACL 138 WPN Lightning Bolt, Talons, Beak.

Disposition - 1. Hungry, 2. Angry, 3. Brooding, 4. Tranquil, 5. Wary, 6. Grumbling.

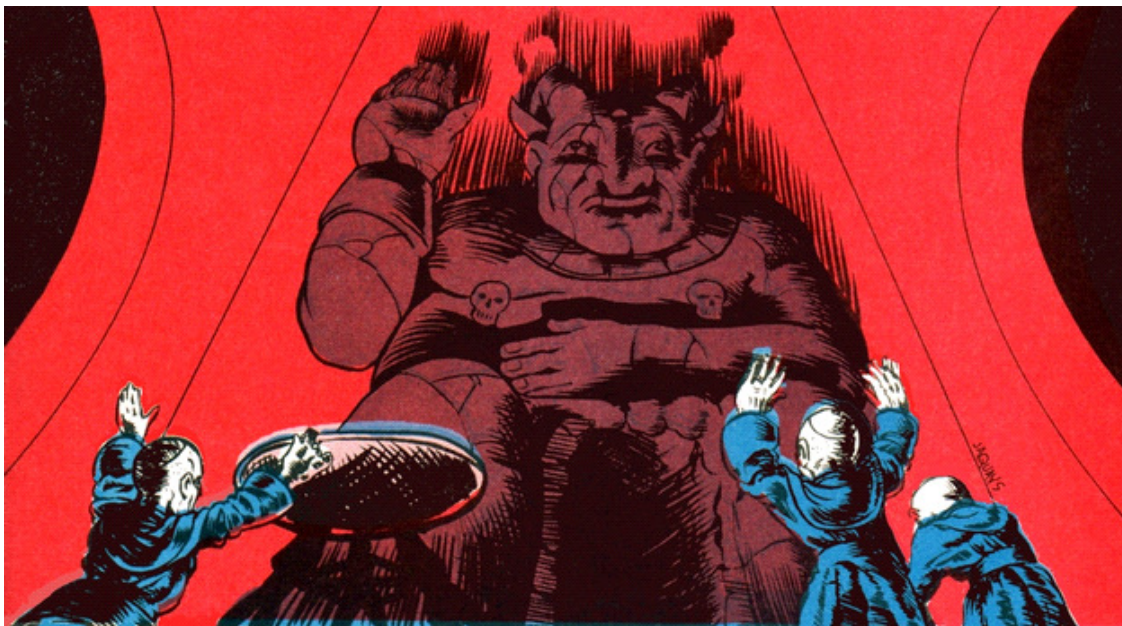
Likely Encountered – Open Areas, near Cloud Cities, Mountainous Regions, Frozen Realms, Karak, Ghinor Major.

Jedahad appears as an awesome male Bird with a 150 foot Wingspan of silvery blue feathers and a long scaly Devil's Tail. When Angry, Jedahad subdues his enemies with the High Winds (80 mph) and Thunder Claps created by flapping his massive Wings. His normal speed of flight is 75 mph, resulting in 1800 miles per

day (or 360 5-Mile Hexes). He never tires; sleeping only when he feels like dreaming. (He can also create torrential Rain when in Flight; the sweat from his body seeding the clouds below. He can Strike with his Talons (for 3D20+5 pips of Damage), or with his Beak (for 1D12 pips); or release a fearsome Shriek. Upon hearing the fell Shriek of Jedahad, anyone within 100 yards with CON < 18 may Flee in Fear (PROB 50%, but PROB only 20% for Paladins, Clerics, or Druids). His most terrifying weapon is his Ability to throw a Lightning Bolt from his Beak, capable of 1D100 pips of Damage (Zocchihedron recommended), with an effective Range of 2 Miles.

Jedahad is Cloaked in Magic that protects him from All Missiles or Projectiles fired at him. They will Always Miss, and Only Magical Weapons > +2 Will Hit him (doing only 50% Normal Damage). His most ancient Eyrie is located near the headwaters of the Famorán River, on a very high mountain between Brown Thorn Peak and the village of Prim (Campaign Map XVIII, Hex 4121). This mountain is shrouded in violent thunderstorms, where lightning rends the living rock, making passage to the top most perilous. The Wave-riders claim Jedahad takes the form of a Silvery Waterspout at sea; this is likely folklore (or an Illusion), as there is no account of Jedahad causing any harm while traveling as a Waterspout.

One of Jedahad's Feathers, being usually 4 to 7 feet long, can (if waved about) create a Thunderstorm lasting the rest of the day, usually clearing by morning. One need not be a Magic User to use one, and the Bearer of a Jedahad Feather is Granted Protection from all forms of Lighting and Electrical Magic so long as it remains in their possession.



Ostyed, God of Natural Disasters, the Catastrophe Creator (CEX) Symbol – Horn.

LVL 196 HTK 176 SPD 174 STR 199 INT 163 WIS 123 CON 163 DEX 185

CHA 146 AGL 144 WIL 127 LCK 133 PSY 032 ACL 125 WPN none.

Disposition - 1. Bitter, 2. Ribald, 3. Fickle, 4. Antagonistic, 5. Reckless, 6. Lazy.

Likely Encountered – Mountainous Regions, Badlands, Glacial Wastes, Tropical Realms, Open Areas.

Ostyed appears as a huge yellow man (8 feet tall) wearing a blue robe and a wide leather belt that has a horn for a buckle. He has the Power to Break Anything in his Hands, and to Cause an Earthquake (1 mile

radius) by Blowing his Horn. He is able to Regenerate Health (10 pips each melee round) for any Damage Inflicted on him from Non-Magical Items. Any Fire Spell or Weapon to Hit him, will be Turned on the Sending Opponent at Double-Damage. He can Summon great and powerful Storms, Tornadoes, or even a Hurricane, once per day.

Whenever Outdoors, in 6 turns, he can Call Forth a Thunderstorm with which he can Direct Lightning Bolts Twice per turn (inflicting 2D20+6 Shock Damage). He can Shoot his Eyeballs out of his head (range 50 feet) inflicting 2D12 pips of Damage. His Eyeballs Regenerate, but take 1 round to do so, leaving him only Temporarily Blind. On a grander scale, Ostyed can Cause Fire, Drought, Flood or Plague over a 30 mile diameter area, once per month. Although he carries no Weapon, he is capable of using Any Weapon of E Alignment, as a Level 19 Fighter.



Midor - Orc God, Midor the Great (CEX) Symbol - Crossed Daggers, ... under a Dragon's Head (Viridistan).

LVL 191/121 (121 Cleric) HTK 083 SPD 123 STR 208 INT 184 WIS 106 CON 196 DEX 124

CHA 126 AGL 136 WIL 185 LCK 116 PSY 133 ACL 169 WPN +2 Sword, +4 Poisoned Dagger.

Disposition - 1. Nasty, 2. Hateful, 3. Angry, 4. Grumbling, 5. Hungry, 6. Mischievous.

Likely Encountered – Elphand Lands, near Orc or Goblin Strongholds, Mountainous Regions, Hill Country, Caverns.

Midor is an unusually large Orc, standing 9 feet tall, wearing a Banded-Steel Tunic and a Steel Helmet that Reduces All Damage from Magic %50. He is Accompanied at All times by a Bodyguard of 2 large Orcs (HTK 042 and 038) who fight as LVL 18 Fighters, each armed with a Steel Cutlass and Shield. Midor can Regenerate 4 pips per melee round, and can Cast SPD and Healing Spells upon his Guards or others of E Alignment. He has made a hobby of collecting exceptionally large Rubies, and carries his collection in a leather bag on his belt. His

primary weapon is a +2 Dragon-bone Sword named Seppograx (after the dragon from which it was made), and a +4 Poisoning Dagger (Drains 1 HTK and 2 DEX per melee, down to 1 HTK). Seppograx does 4D10+2 pips of Damage per Hit. Anyone Hit by this Sword will Suffer a Permanent (one time) Reduction of DEX and AGL by 2. Currently, his bag of Rubies holds 9 exceptional stones of the following values: 1 at 20,500, 1 at 16,400, 1 at 12,600, 2 at 10,000, 1 at 9,400, and 3 at 8,000.

Although Midor (and most Orc tribes) attribute the death of the dragon Seppograx to Midor, who did happen to cast the death-blow with a great axe; Seppograx had first been reduced to near-death as a result of a terrible battle with another dragon, his elder brother Otherrigok, who had rent open his stomach and left him in a crevasse to die somewhere in the mountains of the Elphand Lands. Midor, who was already renowned amongst the Orcs of the region as their most-championed warrior, was first to reach the dying dragon, and by beheading Seppograx, added much to his own legend. The head was brought back to Midor's home, where it oozed and hissed through three winters. After a time, Midor ate the meat off the skull, from which he attributes his god-like powers and strength, then he had the hard top of the skull cut out and shaped into the Sword now known as Seppograx. Midor has contempt for all races other than Orc, and despises any misuse of his people.

Vivistat - God of Mysterious Doom, God of Unexplained Fates (CEX) Symbol - Black Skull.

LVL 101/101 HTK 110 SPD 128 STR 204 INT 208 WIS 158 CON 194 DEX 146+

CHA 123 AGL 123 WIL 194 LCK 107+ PSY 125 ACL 126 WPN +3 Mace.

Disposition - 1. Dooming, 2. Vicious, 3. Grim, 4. Angry, 5. Bored, 6. Intrigued.

Likely Encountered – Ruins, Abandoned Castles or Fortresses, Deep Caves, near Cities or Towns, Overlooks.

Appearing as an 8-foot-tall man garbed in a long black robe, Vivistat is constantly surrounded by an Invisible Cloud of Fear (50 foot radius). He wields a +3 Mace called Grudge, and anyone hit by it will Time-Stop for Two Full Turns (without fail, except Paladins with AGL > 15); the weapon does 2D12+3 pips of Damage. When in battle, he Regenerates Health (10 pips per melee round), and will Never Cease Combat until all his opponents are destroyed. In his presence, any opponent Healing or Regeneration is reduced %50. All Magic used against him is reduced by 4, while All Opponents suffer a DEX Penalty of 5 points while in combat, until all melees are done. He also gains a Bonus of 5 points to DEX and LCK in non-daylight hours.

Vivistat is often present in areas of Natural Chaos; volcanic regions, areas of extremely harsh terrain, turbulent seas or rivers, and lands prone to frequent earthquakes. The Throne of Vivistat is said to be somewhere near the Strait of Clashing Rocks (Campaign Map II, NW), guarded by two Black Nagas. His worshippers are said to be able to attain Kighthood under his control; the Order of Greyrush. The Greyrush River lies to the east of the Clashing Rocks, and the area likely holds a door to his keep. He supposedly appears to knight members of Order personally; his Keep being a tall fortification built inside a vast subterranean cavern. The only known witness to see this Keep and escape to tell of it, was a gnome named Gleeps, who after many months of tunneling, emerged near Sunfells only to be apprehended by one of the Overlord's patrols and questioned at length by the Black Lotus. The City State was quick to speculate on Vivistat's Order and Keep.



Mawdorn - God of Shadows (CEN) Symbol - Black Hand.

LVL 081 HTK 044 SPD 128 STR 128 INT 206 WIS 138 CON 143 DEX 144

CHA 127 AGL 128 WIL 165 LCK 189 PSY 164 ACL 108 WPN Blade of Shadow, Touch.

Disposition - 1. Brooding, 2. Distant, 3. Vehement, 4. Thoughtful, 5. Rude, 6. Helpful.

Likely Encountered – near Troves, Dungeons, Caves and Caverns, Underground Cities, Markab Ruins, Burial Chambers.

Mawdorn's size and shape is variable; being a dark Shade, usually seen only as an outline of his current shape. He is only visible when light is present, but tends to remain in darkness. He is Never in Daylight. Anyone having a CON < 12 may Flee from Fear upon seeing him (PROB 30%). Mawdorn attacks with a Touch of Chilling (2D6 pips of Cold Damage), but can summon up to 4 Shadow Sharks (HTK 18) Twice each Day. Like Mawdorn, Shadow Sharks exist simultaneously both in the Material and Ethereal Planes, and can be Hit Only by Magic. These Sharks can Bite Twice per Turn (unless in Bright Light) doing 1 – 12 pips of damage with each bite. Each Shadow Shark Bite drops SPD, DEX, and AGL by 1 (duration 1 Day). Mawdorn's Touch of Chilling allows him to extinguish torches and small flames, or create ice from water. The only Physical Attacks that can affect him are Fire and Lightning (the latter doing Half-Damage). There is a chance (PROB 20%) that any Magic Used against him, will be turned against the Caster.

If Mawdorn's HTK fall < 20, he will Wield the fearsome Blade of Shadow. It does 2D12+6 pips of Damage, and does a Permanent (one time) Drop of STR and CON by 3 to those Hit. Pointed at an opponent, the Blade can unleash a form of Black Plasma Lightning, which can Kill Instantly (PROB 80%) or do 2D20+8 pips of Burn Damage. Mawdorn's Blade of Shadow passes through all forms of Shield or Armor that is not Evil.

When travelling open, wooded, or rough terrain, Mawdorn will ride his black misty steed, Nightmare (HTK 074). Nightmare, like his master, exists in both planes and only takes 50% Damage from Magical Weapons, as no Material Weapons can hit her. She appears as a large Horse composed of Black Mist, but can unfurl large bat-like Wings to Leap crevasses, obstacles, streams, or to Fly short distances (8 times per Night). Nightmare can Trample or Kick (delivering 1D6+5 pips of Damage) or Breathe Cold Mist (does 1D6+2 pips of Cold Damage). If the hairs of her Mane or Tail are taken (cut by Magical Blades) they may be Braided. Anyone Wearing a Nightmare Braid is Surrounded by a Field of Fear (range 50 feet) which Drops the WIL, LUC, and PYS of Opponents by 3 (any with CON < 15 may Flee in Fear, PROB 50%).

Kolrak Mar, Troll God (CEN) Symbol - Severed Human Hand.

LVL 161 HTK 080 SPD 174 STR 199 INT 153 WIS 124 CON 149 DEX 183

CHA 086 AGL 164 WIL 127 LCK 123 PSY 142 ACL 146 WPN +3 Mace.

Disposition - 1. Wrathful, 2. Angered, 3. Annoyed, 4. Hungry, 5. Bored, 6. Conniving.

Likely Encountered – Underground Areas, Caves and Caverns, near Grymloch or Orc Strongholds, Deep Mines.

Appearing as a massive Troll, 16 feet tall, with a very dark, mottled grey skin; Kolrak Mar is a terribly ugly god to behold. His temples are usually underground, and it is in those dark places that his Clergy of Priests perform the frequent Human sacrifices that he demands. Kolrak Mar has several special abilities. He may Regenerate his Health (5 pips per turn), Teleport great distances (range 500 Miles, Twice per Day), and Shout to Stun (up to 3 times per Day). His +3 Mace, called Bong, does 3D6+3 pips of Damage. If he Stikes an Opponent who has Previously Stuck him, there is a chance (PROB 50%) that the Opponent will Suffer Double Damage from the Hit and Any Subsequent Hits. The Mace can also cast Lightning Bolts as if it were a Magical Wand (12 times per day, Hitting at 2D20+8 pips of Damage, with a 50 yard range).

Kolrak Mar is worshipped by Trolls, Ogres, Orcs, Grymlochs, and most other deep-dwelling and befouled humanoid races. Occasionally, one may even find a suicidal cult of his Human worshippers. He is called The Grey Troll of the Deeps and Demon of the Bloody Hand by the peoples of Central and Southern Ghinor. A sure sign of Kolrak Mar worship is the steaming large cauldrons of Human Hand Soup, on which his Cultists frequently nourish themselves. Most of his Human worshippers are missing their Right Hands for this reason.



Marvistat Mar - Magicite Golum Symbol - none.

LVL 101 HTK 092 SPD 068 STR 207 INT 086 WIS 084 CON 208 DEX 076

CHA 067 AGL 056 WIL 209 LCK 203 PSY 094 ACL 207 WPN +2 Cursed War Hammer.

Disposition - Mute and conveys no emotion.

Likely Encountered – Caves and Caverns, Mines, near Trails or Roads, Dungeons, Hill Country, Badlands.

Nearly two centuries ago, Kolrak Mar was exploring some of Erred Perack's deepest chasms, far below Lemur Peak (Campaign Map II), when he happened upon a large chasm filled with Magicite Crystals (pure Magicum in crystal form). Never before had so much Magicum been discovered in one place. For a time he kept the find to himself; not knowing how it might best serve an Evil purpose. Knowing them wiser than himself, he finally confided the find to Margonne and Vivistat; that together they might better discern how to best use the crystals for Evil. A magical weapon of immense power might be forged of it, and any wielder would likely rule the Wilderlands by sheer terror. The three conferred for some time, weighing their options, and finally decided upon the forging of a Golem using all the pure Magicite found. Thus, the being was created by these three Evil Gods; Kolrak Mar the Deep Delving Troll God, Margonne the God of Evil Plans, and Vivistat the God of Doom Unexplained. They bound themselves to it spiritually and named the Golem Marvistat Mar (a combination of all their names), then poured into it all their malice; giving it great strength and magical power. The Golem was then given a single charge: to corrupt or destroy all magical items used for Good, and sent out into the Wilderlands with that purpose.

The Magicite Golem is drawn to Magical Items, especially those of great power (or when many are in a central location). He appears as a spiky reddish bear-like humanoid standing 4 feet 4 inches, slow moving, but never requiring rest. Any Wooden Non-Magical Weapon (Bow, Staff, or Spear) raised against the Golem will immediately burst into Flame and Burn with a Magical Fire until Destroyed, doing 1D6 pips of Burn Damage to the Holder. He can Radiantly Super-Heat any Iron or Steel Armor or Weapons within a radius of 60 feet, so that once-dropped or discarded, he might acquire them. He Changes the Alignment of Weapons by Holding (or Wielding) them for 4 Turns. This Permanently fixes the Items Alignment to Evil. Marvistat Mar wields a +2 War Hammer which in combat does 2D6+2 pips of Damage (if the Hit is > 10 pips, the blow will carry the Curse of Margonne). The Curse of Margonne will Alter the Alignment of any Good character to Neutral, and that of any Neutral Character to Evil Instantly; this Curse is Permanent and only Margonne may Remove it.

Should the Golem grow weakened (HTK < 020 or STR < 10), or should it suffer the loss of a Limb, Any or All Three of it's Creators may appear in order to reclaim it or assist the Golem in battle. They would never wish for any of it to fall into the wrong hands. They are bound to the Golem, and intend it to continue it's programmed mission of turning all Magical Items away from uses other than those of Evil intent.

Skortch, God of Pillaging, Plunder, and Thoughtless Acts (CEN) Symbol – Black Dagger or Burning Skull.

LVL 121/161 HTK 108 SPD 105 STR 174 INT 203 WIS 171 CON 133 DEX 123

CHA 044 AGL 137 WIL 159 LCK 148 PSY 177 ACL 106 WPN +3 Two-Handed Sword, Touch.

Disposition - 1. Merciless, 2. Hungry, 3. Destructive, 4. Mirthful, 5. Annoyed, 6. Brooding.

Likely Encountered – near Castles or Fortresses, Caves and Caverns, Frozen Realms, Glacial Wastes, Badlands.

Skortch appears as an 8 foot tall cadaverous, gray-skinned, nearly-skeletal man with glowing red eyes and filed pointed teeth. He is garbed in tattered, black robes that appear to be caked with dried blood. His hair seems to crackle like black fire. He rides a gaunt, black (Magic Resistant) Undead Horse (HTK 60) named Leurr that Breathes Fire (doing 2D10 pips of Burn Damage) and Drops the STR, SPD, and DEX by 3 of All Beings (PROB 50%) within a 100 yard radius. Skortch's +3 Two-Handed Sword, named Prevailer, hits at 2D10+3 pips of Damage. Any Creature Struck by Prevailer may Suffer Paralyzation (PROB 20%) and be rooted to the spot for

2D6 melee Rounds.

Skortch may Only be Affected by +2 or better Magic Weapons and is 50% Magic Resistant. When in a Destructive mood, the Touch of his Hand or Sword may cause Immediate Death (PROB 40%). In close-combat, Skortch's Bite delivers 1D6 pips of Damage and a Chance of Blood Poisoning (PROB 50%, Drains 3 pips per turn, duration 1 Day). He can Levitate and Teleport at will, 3 times per Day. If he feels the need (or HTK < 030) he may Summon Assistance in the form of either, 2D20 Bats (HTK 004), 1D10 Imps (HTK 010), or 1D6 Devils (HTK 014). Skortch can Summon such Assistance only 3 times per Night; but Never in Daylight Hours.



Partressa - Goddess of Deep-Water Fish (CEN) Symbol - Shark.

LVL 121/121 HTK 090 SPD 187+ STR 138 INT 204 WIS 117 CON 133 DEX 153

CHA 055 AGL 173 WIL 177 LCK 128 PSY 137 ACL 195 WPN Shark Jaw, Bite.

Disposition - 1. Flippant, 2. Indifferent, 3. Vicious, 4. Glum, 5. Intolerant, 6. Supportive.

Likely Encountered – Coastal Areas, Bays or Harbors, Shallow Waters, near Port Towns or Fishing Villages.

Appearing as a very ugly little woman with sea-weed hair and the Mouth of a Barracuda, Partressa stands only 5 foot 1 inch tall. Her teeth are as sharp as shards of volcanic glass and her Bite will do 3D10 pips of Damage. She is able to Breathe both Air and Water. In the Water, she moves extremely Fast (up to 4 feet), Attacking 3 Times per melee round; however on Land, she moves 3 feet and fights with normal speed. No Spells will Affect her as long as she is within 1 Mile of a large body of Water (Ocean, Sea, or great Lake). Partressa's Magical Armor, an offering from the Merfolk, is made of Black Pearl and Stop All Missiles, so that none harm her.

In normal combat she strikes with the Jawbone of a White Shark, doing 2D20 pips of Damage. She will Never Miss to Hit any Opponent that has Struck her on the same melee round. Partressa has an obsessive,

irrational Fear of Yellow Flowers; hating the color yellow passionately. She can Summon 2D6 various Sharks to Aid her in Sea Battles. Patressa once angered Mobeus for heavily extorting his Merfolk, and so he confined Partessa to a Coral Sea Cave many years ago. She has since escaped without his permission, and so Partessa now gives Mobeus a wide berth. Hoping to postpone his fury, she now avoids the Great Depths and keeps to the much shallower Coastal Waters.

Selyton, God of Pain, Master of Torturers (CEE) Symbol – Red Cross.

LVL 105/014 HTK 063 SPD 182 STR 204 INT 202 WIS 142 CON 174 DEX 156

CHA 087 AGL 169 WIL 184 LCK 136 PSY 049 ACL 139 WPN +2 Mace.

Disposition - 1. Sadistic, 2. Hungry, 3. Bored, 4. Intrigued, 5. Sated, 6. Playful.

Likely Encountered – Open Areas, Hill Country, Tropical Regions, Wooded Areas, Badlands, near Lizardman Dwellings.

Selyton usually appears in one of two forms; either a Mountain Giant or Hill Troll, standing 12 feet tall. In his chest are 3 small Gems (each worth 1,750 GP), which when exposed to the light, Creates a powerful Laser Beam which does 1D20 pips of Radiated Heat Damage per round, range 100 feet (being hit 2 consecutive rounds will Cause Combustion to Anything Flammable Carried or Worn). Selyton is a deliberate sadist that loves to inflict pain and see the effects of pain on others. For this purpose, he carries an incapacitating +2 Mace (does 1D20+2 pips of Damage) that can Stun (PROB 90% if ACL < 13, PROB 60% if ACL > 12, duration 1D6 rounds).

To assist him, he can Summon his 2 Lizard Men (HTK 24 each). They each wear belts and tunics with many pockets filled with various implements of torture. They are well acquainted with using vials of acid, various stinging insects, salts and poisons. Selyton is not the kind to accept a bribe without reneging, but is always looking for fresh young “squeelers” to liven his mood. He is Immune to Poisons and only takes %50 of Any Damage by Fire.

Selyton has claimed to keep an entire City of Screaming, a torture chamber greater than the size of an entire town, somewhere below the frozen ground of the Ament Tundra. There he has confined a large population; raising generation upon generation to grow old knowing nothing but various forms of pain. Thousands scream in such a constant din, that Selyton himself wonders that the suface of Gaia has not heard yet his City. Anyone brought there has remained, enduring a fate equalled only by Hell itself.



Feninva - Goddess of Blood (CEE) Symbol - Drop of Blood, Black Dragonfly (Ebony Coast).

LVL 041/121 HTK 060 SPD 128 STR 139 INT 207 WIS 149 CON 149 DEX 128

CHA 203 AGL 147 WIL 144 LCK 129 PSY 195 ACL 114 WPN +1 Dagger of Poisoning.

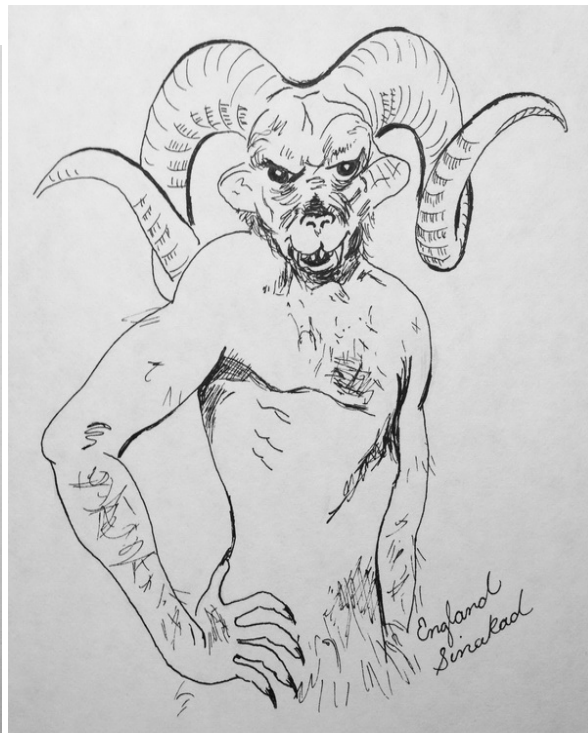
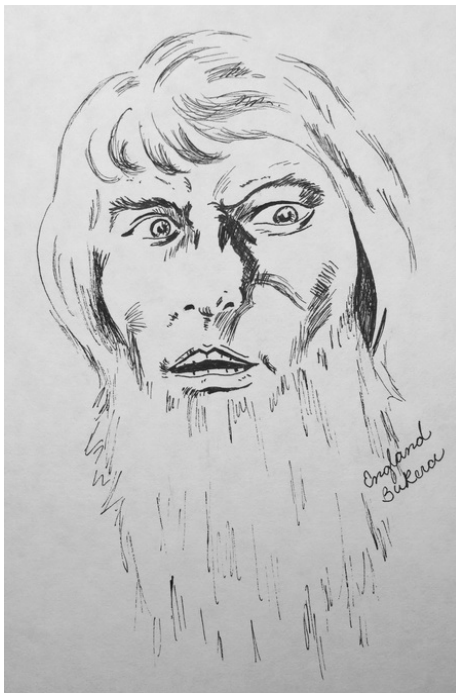
Disposition - 1. Interested, 2. Amorous, 3. Spiteful, 4. Edgy, 5. Lazy, 6. Concerned.

Likely Encountered – near Vampire Strongholds, Abandoned Castles or Ruins, Temples, Burial Chambers, Caverns.

Feninva appears as a comely, seductive young woman with a face so beautiful that it Paralyzes (1D6 rounds) Any Being that Looks at her (Without Fail). She stands 5 foot 5 inches tall and her long hair is red (blood red), matching her gown. Anyone sacrificing Human Blood to her (preferably still warm) will be rewarded with Feninva's Blood-Draining Kiss, resulting in their Death. However, the victim will then Rise within a day with a Permanent +2 to STR (with no drop to CON). She carries a +1 Dagger of Poisoning, which does 2D12 pips of Damage (Double-Damage to LG) and Poisons All it Hits (Blood Poisoning, 2 pips per turn). She will offer large sums or small favors to acquire relics or jewelry from the Holy Cities (Campaign Map VII, SW); her only desire being to destroy them. She will then often turn and attack the provider, or renege on the agreement.

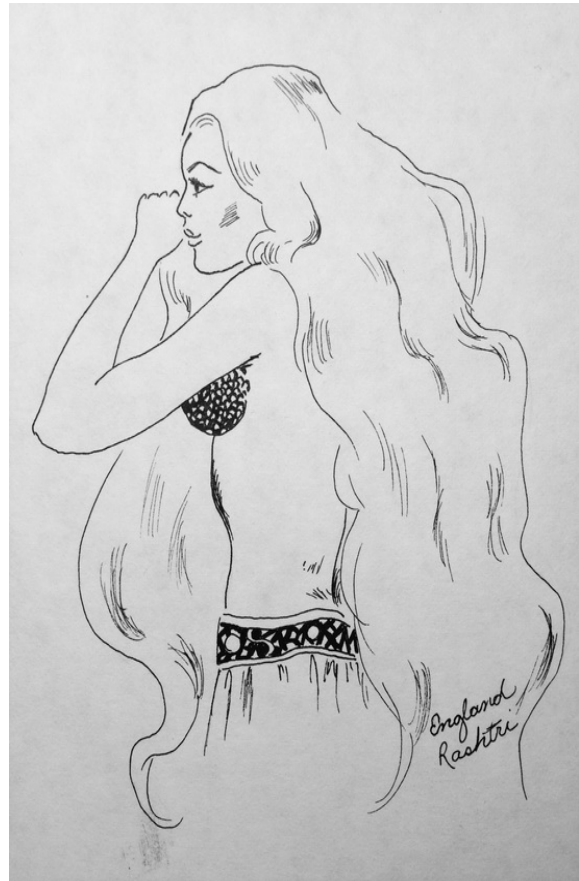
Altars of Sacrifice to Feninva sprang up on the Ebony Coast after the towns of Matansar and Livanonia were founded. There, and in the wooded villages and towns to the south, as far as Greywraith; those who worship her mix blood with the great Black Dragonflies of the area, and burn this mixture in cauldrons. Their traditions hold that for some time Feninva lived in the woods SE of the Starlight River (Campaign Map XIII) and found this burnt fragrance pleasing. The Black Dragonflies were therefor incorporated as a symbol of Feninva on shrines, jewelry, vestments, banners, and altars in that region. Many worshippers die each year in the process of procuring the insects; as their Sting brings Immediate Death.

~ Sheryl England's Original Gods Art from 1979 ~









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