

Deities & Personalities of DarkMoore



Editor's Notes:

Herein described are the gods of DarkMoore and a brief history of their past; here you will learn that the gods themselves struggle for survival the same as the lowliest of adventurers. The gods are at war...now little more than a war of attrition with each side entrenched across a line in the sand. The gods have withdrawn themselves into their own respective realms; despite the isolation the battle continues by following the path of least resistance; which means it spills over into the realm of DarkMoore as a proxy war.

Each player must ultimately decide which side they are on...before the war eventually finds them and the choice to decide is no longer there. The decision to follow the gods is a double edge sword...if you do you must be willing to go all the way and not falter, if you don't it would be better you never did in the first place; the wrath of any god is not to be taken lightly. The gods of DarkMoore are not idle, though they are isolated far away; they have great power to intervene in the lives of men. Each god adheres to a specific ideology and moral compass; they expect their adherents to follow the same, you will be judged accordingly.

The Realm of DarkMoore contains a myriad of personalities; only a few that live in and govern the village of DarkMoore are listed here. It is intended that you return from time to time to update the latest file as more personalities are added...there will be many more added as the Realm of DarkMoore expands. The purpose of this book is to provide the Game Master and the players with a general background of the gods and personalities of DarkMoore in a realm where they interact more than you are probably accustomed too.

Welcome to DarkMoore!

Steve Jensen

Archaic Adventures



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An Introduction to the Realm of DarkMoore:

The World of DarkMoore is a new campaign setting filled with magic, monsters, and endless adventure. The realm is driven by the irresistible force of creation, this creative force is called the Omnipresent Luminiferous Ether (OLE) The OLE is bound in all living things, it is the source of all magic, it is the force for evolutionary change in all species, and the source of power that sustain the mighty gods themselves.

The Story of Creation, Manuscript 1

The Omnipresent Luminiferous Ether (OLE) has always existed, an inexhaustible field of power that fills the immensity of space - in its first act of sporadic genesis it gave birth to the god OA (pronounced Oh-ahh) - an entity of great power made from the very fabric of the Ether itself. It was OA, who after suffering eons of time within the insanity of the OLE eventually initiated material creation and created the first of many worlds and the first of all the breathing hosts therein. Like a potter with careful hands he crafted many works of splendor from seemingly unworkable clay, only to later see his creations take minds of their own and cease to obey him. In a fit of jealous rage OA allowed chaos to return and destroy his creations, his anger became sated only after returning to the silence of the void where he broods to this day. However, this was not the end, as life eventually re-emerged from the ashes of his own destruction. OA was pleased with this small spark of life and decided not to pursue and destroy it, because to his astonishment something had actually survived the chaos and was therefore not entirely his own.

14 entities of power emerged from the cataclysmic destruction; their desperate struggle for survival brought forth The Great War of Heaven. The most powerful of these entities was named NYA, a being with the power of a god yet bound as a slave to the insanity of the Ether. NYA was neither good nor evil, as this concept was incomprehensible to any child born out of the field (OLE). NYA contained the greatest spark of OA and like her father brought forth great works of splendor and with it an equal penchant for destruction...as these were one and the same to her. The insanity of the Ether had less sway over the 13 lesser powers and it was they who could see that NYA's mindless cycle of creation and destruction would never bring an order to things. At times, the power of NYA threatened the very existence of all who remained; it was fear that ultimately brought the 13 remaining powers together to plan NYA's destruction.

Such began the first heavenly alliance, the solemn pledge of the 13 lesser powers to bring an end to their unpredictable sister. At first, they coaxed NYA into great acts of creation which brought forth the World of DarkMoore along with many other creations - they then combined the forces of all their power to destroy her. Still blinded by the insanity of the AEther, NYA began only to defend herself near the end of her existence and in her final gasp she unleashed a torrent of destruction that destroyed galaxies. The War of Heaven was not won without great cost as 4 members of the heavenly alliance met their end in the cold embraces of annihilation along with the worlds they inhabited.

The victory barely in hand, the heavenly alliance began to quickly fall apart as the imbalance caused by the aftermath was too great; the hand of fate had favored the light, giving it supremacy over the darkness. The 5 gods of order: Sol, Rhea, Aethec, Enik, and Eir favored a strict form of stability and order, whereas the outnumbered siblings believed some chaos was necessary. In the end, the 4 gods of chaos: Khainos, Ginian, Erebus, and Nyx rebelled and formed their own dominions drawing all those who would answer the call to their cause.

The 9 gods who survived OA's wrath understand they sit upon thrones of power only while their father sleeps. They know too well the bitter taste of their father's jealous rage, their sister's wrath, and the inhospitable insanity of the Ether. The gods that remain are little more than victims of a tortured destiny; and that past has left a mark upon them all. The Gods of Order work to preserve the cycle of existence for all living things - calling forth priests of light to defend and protect all things good. On the other hand, the gods of Chaos filled with hatred towards their uncompromising siblings seek only to destroy - calling forth priests of darkness to rein terror upon the children of light.

Let it be known to all inhabitants that we are all inexorably bound to the Ether as it is likewise bound to us...fear not its presence as it is a companion that continually molds and shapes the destiny of us all.

Therrin, the Wise - High Wizard of the 1st age

By order of King Crusadian III, Holy Defender of the City of Atherria

A Moral Compass:

The DarkMoore/Atherrian Realm has a basic morality system adhered to by the gods and all intelligent beings. This is referred to as a moral compass; this is the basic moral sense that separates an intelligent being from the actions of a dispassionate beast. A Moral Compass is a general guide to social interactions between individuals and groups. The Moral Compass is divided into 6 different ethos categories:

Honorable: Any individual that is good natured and believes in obeying just laws. An active participant in doing good to others. One who believes in the defense of honor even at great peril. They will gladly risk their life for an honorable cause and likewise for their friends.

Good: Any individual that finds happiness in the simple things of life and allows those around them to succeed. They will gladly offer help to those in need; they are usually surrounded by friends because of their jovial nature. They are less motivated by honor than they are about relationships. They will risk their lives for their friends.

Wayward: Any individual who is generally good natured, but tends to stray for one reason or another. They are usually swayed by those around them - they go along to get along. They can always be brought back into good graces by the ones they respect. They value their own life as much as they value the lives of their friends, if it comes to life or death everything is weighed in a balance.

Indifferent: Any individual who doesn't care about societal norms and generally sees them as prohibitive. They will often do whatever is in their best interest, but occasionally they are capable of surprising themselves. They are the solitary type that never becomes too attached to anything. They will sacrifice the life of a friend if it will save their own.

Narcissistic: Any individual that cares only for themselves at the expense of everyone else. Narcissists are usually surrounded by other narcissists as they are socially intolerable. They will attempt to get along with others as long as there is a perceived advantage. Narcissists will gladly sacrifice the lives of all those around them if they believe they can derive some benefit.

Evil: Any individual driven by hate to destroy those that dare inconvenience their slightest whim; they are likewise driven by revenge to destroy all those that dare oppose them. They are active participants in the destruction of all things good. Though most have narcissistic tendencies, some are willing to submit to being organized as long as the combined forces become more effective in the destruction of good. They will gladly sacrifice those around them to live and fight another day. Though it is rare, evil is capable of honor if the participants believe strongly enough in their cause.



The Gods of Atherria

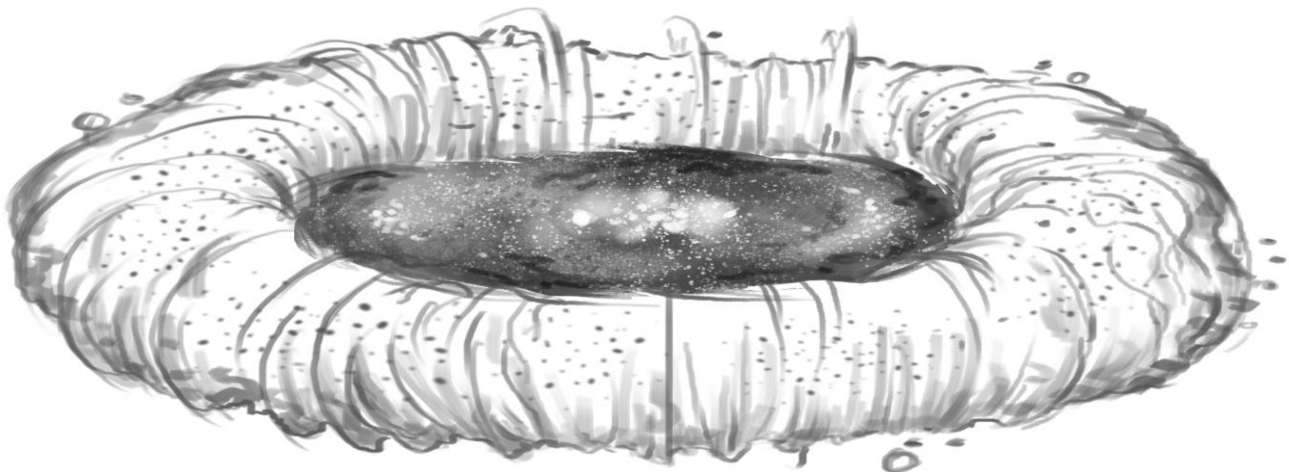
Only the gods can inhabit the Ether directly and survive. The Ether is an inhospitable place that even the gods wish to avoid, a fathomless field of infinite energy in a constant state of flux. (The Gods are more entities of energy than they are embodied personae.) The God OA was the first to navigate the harsh and unforgiving environment of the Ether; it was he who discovered a way to create a safe island in an unrelenting sea. OA created the first Ethereal Flux Toroid (EFT) he discovered a way to warp the fabric of the Ether into a perpetual ring-shaped flow of flux. The toroid became a barrier of protection against the onslaught of the endless ethereal sea; wherein the interior of the ring became a region of calm capable of supporting material existence.

Note: the toroid by its nature is the most efficient shape with which to transfer or contain ethereal energy, wizards are aware of this phenomenon and utilize the toroid in their greatest spells.

When an EFT is large enough to support galaxies, it becomes self-sustaining as it feeds upon the energy of the Ether itself. It is believed that the god OA has sufficient power to create an EFT of such astronomical proportions at will; he also has the power to destroy them at will. It is not known how many EFTs were created by OA before he destroyed them in a jealous rage. NYA the most powerful entity to survive the chaotic aftermath is believed to have struggled to create 3 EFT's during her existence; after the War in Heaven only her largest self-sustaining EFT remains. (Upon NYA's annihilation the other 2 EFT's collapsed as she was no longer there to maintain them) The World of DarkMoore is located in NYA's sole surviving EFT.

None of the 9 remaining gods have sufficient power to create an EFT large enough that it becomes self-sustaining; they have since created smaller EFT's that they must maintain with their own power. Each god is content to permanently inhabit the EFT of their own making as it provides a welcome sanctuary against the ethereal storm. It has become home, where the gods have altered the environment to their own personal likeness and taste. The gods themselves do not travel into NYA's sole surviving EFT, instead they are content to send an Avatar or they send angels to do their bidding. The gods connect to the World of DarkMoore by way of Energetic Ribbon Vortices (ERV's) which is basically an energy conduit between EFT's. An ERV is an open conduit that requires the use of Ether points to operate, some priests and wizards utilize the ERV to teleport from place to place. The gods utilize the ERV to send their personal avatars or a host of angels into the World of DarkMoore at will.


The gods do not create ERV conduits between their own personal realms - instead they are content to connect to a politically neutral place that is powerless to oppose the intrusion - that place is the World of DarkMoore. The world of DarkMoore is ground zero in the proxy war between the gods, the gods utilize DarkMoore to: settle differences, wage war, impose ideologies, combine forces, and is even utilized to communicate with each other. The Gods of Order outnumber the Gods of Chaos, yet in no way does that slow their efforts, on the contrary it means they simply employ more drastic measures.




Sol, the God of Light

Sol dwells in an EFT called Solaris. Sol is the God that adheres to the strictest form of order, for this reason the Gods of Chaos hate him the most. Sol believes that life is fragile and should be given every opportunity to flourish; he believes success comes through order, organization, and patience. Sol is the epitome of benevolence and is most likely to directly interfere in worldly affairs.


Sol is universally known as the God of light and healing, his priests have the greatest powers of healing. He initiated the formation of the Crusadians, a holy order of knights who are charged with guarding and protecting the City of Atherria. Together, the Crusadians and the priests of Sol have brought peace and order to the continent's largest city. Both Crusadians and priests of Sol are required to use and carry kite shields as a constant reminder of their duty to protect the innocent. Sol requires all those that worship him to have an honorable moral compass.


Avatar of the God Sol	Moral Compass: Honorable	Health	620	Fire	76%
	The Avatar of Sol is known to arrive when the gods of chaos significantly shift the balance towards evil. The Avatar is fearless in battle and fights with a massive chromanium spear.	Aether points (AP)	300	Cold	53%
	(Touch) Heal /15 AP. Heals 4d10+10 health and cures all poisons, disease and paralyzation effects.	Attack Rating	+22	Acid	46%
	(Touch) Heal /25 AP. Heals 10d10+10 health and cures all poisons, disease and paralyzation effects.	Armor Rating	30	Electricity	76%
	(Touch) Resurrect /50 AP. Raises a dead organism back to life with full health.	Move Rating	18	Dark Magic	49%
	(0-20 radius) Sun Light /10 AP. Bathes area in warm sunlight - instantly destroys vampires and dispels all darkness. Duration: 20 turns.	Parry Rating	33	Death Magic	100%
	(1-30 Line) Ray of Light /20 AP. Immunity: light magic. Fail = 9d10+8 dmg. Success = 2d10+6 dmg.	Fly Rating	24*	Light Magic	100%
	(1-20 cone) Cone of Light /20 AP. Immunity: light magic. Fail = 8d4+6 dmg. Success = 3d4+3 dmg.	Swim Rating	10	Natural Magic	80%
	*Risk Boost: Phoenix reborn /0 AP. Upon death, avatar is instantaneously reborn with full health and 100 AP. (spell useable once/week) +55,000 RP	# attacks Ranged	-	Disintegration	82%
		Damage Ranged	-	Metamorphosis	95%
		# attacks Melee	2	Poison	100%
		Damage Melee	3d12+12	Disease	100%
		Demolition points	34	Curse/Hex	100%
		Body size	Giant	Illusion	100%
		# in Group	1	Charm/taunt	100%
		Risk Points (RP)	36,000	Mind Control	100%
		Initiative Bonus	+5	Paralyzation	100%
		*Flight Turn Radius: 0 squares			

Empyrians - Angels of Sol	Moral Compass: Honorable	Health	205	Fire	66%
	The Empyrians are loyal followers of Sol. They are masters of the skies and wisely use aerial tactics to their advantage. They fight with allumene great-spears. (Touch) Heal 3d4+5 health/5 AP. (0-10 radius) Holy Light /5 AP. Bathes area in sunlight, instantly destroys vampires, dispels all darkness. Duration: 10 turns. (1-30 Line) Ray of Light /10 AP. Immunity: light magic. Fail = 5d10+6 dmg. Success = 1d10+2 dmg. (undead damage x 2) (self) Holy Shield /10 AP. Summon a kite shield of light: +3 Armor Rating and +6 Parry Rating. Duration: 12 turns *Risk Boost: (1-20 radius) Effulgent Strike /10 AP. Emblaze an area with concentrated sunlight. Immunity: light magic. Fail = 3d6+3 dmg. Success = 1d6+1 (undead damage x 2) +2800 RP	Aether points (AP)	120	Cold	41%
	Attack Rating	+12	Acid	30%	
	Armor Rating	22	Electricity	61%	
	Move Rating	12	Dark Magic	32%	
	Parry Rating	25	Death Magic	64%	
	Fly Rating	24*	Light Magic	100%	
	Swim Rating	6	Natural Magic	68%	
	# attacks Ranged	-	Disintegration	48%	
	Damage Ranged	-	Metamorphosis	63%	
	# attacks Melee	2	Poison	70%	
	Damage Melee	2d8+5	Disease	90%	
	Demolition points	10	Curse/Hex	90%	
	Body size	Median	Illusion	90%	
	# in Group	1d6	Charm/taunt	90%	
Risk Points (RP)	3300	Mind Control	95%		
Initiative Bonus	+1	Paralysis	70%		
*Flight Turn Radius: 4 squares					

Rhea, the Goddess of the Organic



Rhea dwells in an EFT called Geonosis. Rhea is the undisputed goddess of nature and utilizes her great power to support all living things throughout the world. Rhea is the goddess of life energy; as it is...only Rhea and the god Sol are capable of bringing the dead back to life (Resurrection). Rhea is good natured with a tendency to nurture those within her influence, she finds greatest happiness when nature explodes with life. (Abundance makes happiness) She grants her priests influence over the trees, plants, and animals of the world. Her priests may only use weapons and armor made from trees or plants. (Her followers avoid metals) Rhea requires all those that worship her to have an honorable or good moral compass.

Avatar of the Goddess Rhea	Moral Compass: Honorable/Good	Health	640	Fire	52%
	Rhea sends her avatar into Atherria when nature becomes severely threatened. Rhea's avatar wields a mighty oak staff in battle.	Aether points (AP)	340	Cold	69%
	(Touch) Regenerate 3 health for 3d8 turns /20 AP.	Attack Rating	+20	Acid	84%
	(Touch) Resurrect /90 AP. Raises a dead organism back to life with full health.	Armor Rating	28	Electricity	96%
	(Range 1-20, area line 0-12) Falling Timber /30 AP. Instantly grows a mighty (12 tall) tree in target square 0, then commands it to fall in any direction.	Move Rating	18	Dark Magic	59%
	Immunity: natural magic. Fail = 8d8+10 dmg.	Parry Rating	31	Death Magic	79%
	Success = 3d6+6 dmg. (does 90 demolition dmg.)	Fly Rating	18*	Light Magic	91%
	(Range 1-10, 1-20 wall, 3 tall) Thorn Wall /30 AP. Summons a wall of dense thorns. Any attempt to cut through = 1d8+6 damage/turn. (Clad in metal armor ½ damage) (Wall Amor Rating: 12 and 60 demolition points/square) Duration: 20 turns.	Swim Rating	10	Natural Magic	100%
	(range 1-20, radius 0-10) Choke Brush /25 AP. A single blade of grass is transformed into a crushing nightmare. Immunity: natural magic. Fail = no movement. Success = ½ move. 4d4 damage/Turn while within effect radius. Duration 1d6 turns	# attacks Ranged	-	Disintegration	69%
	*Risk Boost: Combat Treant /60 AP. Transforms a tree into a mighty treant. (see Bestiary) +35,000 RP	Damage Ranged	-	Metamorphosis	100%
		# attacks Melee	2	Poison	100%
		Damage Melee	5d6+10	Disease	100%
		Demolition points	28	Curse/Hex	100%
		Body size	Giant	Illusion	100%
		# in Group	1	Charm/taunt	100%
		Risk Points (RP)	32,000	Mind Control	100%
		Initiative Bonus	+5	Paralysis	100%
		*Flight Turn Radius: 0 squares			

The Weald - Angels of Rhea	Moral Compass: Good	Health	252	Fire	34%
	<p>The Weald must root and become trees by night. They regenerate 1 health/turn while they rest in the sunlight. Rhea has commissioned them to heal the world of blight. The Weald attack with their wooden fists.</p> <p>(Touch) Regenerate 1 health for 2d4 turns/6 AP.</p> <p>(0-20 radius) Cure Blight/5 AP. Cures vegetation of any infectious disease or microbial infestation.</p> <p>(self) Natures Rage/5 AP. Add +3 attack rating bonus for 2d4 turns.</p> <p>(line 1-6) Ball of Vines/8 AP. Hurl a ball of tendril-like vines that entangle an enemy.</p> <p>Immunity: natural magic. Fail = held helpless for duration. Success = Escape. Duration: 4 turns.</p> <p>*Risk Boost: (1-8 radius) Fear of the Wild/8 AP. A loud yowl creating fear in the enemy.</p> <p>Immunity: Natural Magic. Fail = flee (run) 1d6 turns. Success = no effect. +1900 RP</p>	Aether points (AP)	105	Cold	44%
		Attack Rating	+13	Acid	87%
		Armor Rating	23	Electricity	65%
		Move Rating	14	Dark Magic	39%
		Parry Rating	26	Death Magic	82%
		Fly Rating	-	Light Magic	85%
		Swim Rating	5	Natural Magic	100%
		# attacks Ranged	-	Disintegration	51%
		Damage Ranged	-	Metamorphosis	90%
		# attacks Melee	2	Poison	68%
		Damage Melee	1d10+6	Disease	100%
		Demolition points	12	Curse/Hex	73%
		Body size	Median	Illusion	90%
		# in Group	1d6	Charm/taunt	75%
		Risk Points (RP)	2850	Mind Control	90%


Enik, the God of Time


Enik dwells in an EFT called Aprilian. Enik is the great record keeper of past events as nothing escapes the precision of his all seeing eye. No god posses the power to see the definitive future, nevertheless with that being said Enik is by far the best prognosticator of all the gods. (Knowledge of the past is the best way to forecast the future) Enik is a god of order and laws; he believes that success is achieved through organizational obedience. Enik is the master of manipulating fields of energy; He is the only god that can manipulate time. He grants his priests powers to divine the past and prognosticate the future; ultimately he grants his priest with power to manipulate time itself. The priests of Enik may only use the bow as a ranged weapon; the arrow to remind them that time has a precise vector that must be respected. (They can use any melee weapon) Enik requires all those that worship him to have an honorable moral compass.

<div>Avatar of the God Enik</div> <div></div>	<div>Moral Compass: Honorable</div> <div>Enik will often send his avatar to thwart an adverse event before it actually happens. Enik engages his enemies at a distance with his bow. (Range 1-50) (Touch) invisibility/10 AP He becomes visible if he attacks. Duration: 2 days (1-15 radius) Repulse Toroid /20 AP Projects an outward toroid of force. All objects less than giant size are forced outside the toroid. Does not trigger free-attacks. Immunity: electricity. Success = no effect. Fail = repulsed. (If repulsed into a solid object: 1d12 damage) Duration: 1 turn. (line of sight) Battlefield Augury/10 AP. 90% chance to divine the actions of one enemy's next turn. Fail = no knowledge. Success: CM determines (Area Line 1-20) Lightning Arc/25AP. Immunity: electricity. Fail = 7d12 dmg. Success = 5d4 dmg. *Risk Boost: (self) Time Paradox/25 AP. Enik by anticipating the future has an 80% chance to avoid personal detriment. If after a turn is completed and Enik does not like the outcome he simply negates it. Success = negates all (personal) harmful effects that turn. Fail = Subject to all effects. + 19,000 RP</div>	<table><tr><td>Health</td><td>580</td><td>Fire</td><td>68%</td></tr><tr><td>Aether points (AP)</td><td>380</td><td>Cold</td><td>71%</td></tr><tr><td>Attack Rating</td><td>+21</td><td>Acid</td><td>57%</td></tr><tr><td>Armor Rating</td><td>29</td><td>Electricity</td><td>100%</td></tr><tr><td>Move Rating</td><td>18</td><td>Dark Magic</td><td>57%</td></tr><tr><td>Parry Rating</td><td>32</td><td>Death Magic</td><td>69%</td></tr><tr><td>Fly Rating</td><td>20*</td><td>Light Magic</td><td>91%</td></tr><tr><td>Swim Rating</td><td>10</td><td>Natural Magic</td><td>78%</td></tr><tr><td># attacks Ranged</td><td>4</td><td>Disintegration</td><td>100%</td></tr><tr><td>Damage Ranged</td><td>3d6+6</td><td>Metamorphosis</td><td>90%</td></tr><tr><td># attacks Melee</td><td>-</td><td>Poison</td><td>100%</td></tr><tr><td>Damage Melee</td><td>-</td><td>Disease</td><td>100%</td></tr><tr><td>Demolition points</td><td>14</td><td>Curse/Hex</td><td>100%</td></tr><tr><td>Body size</td><td>Giant</td><td>Illusion</td><td>100%</td></tr><tr><td># in Group</td><td>1</td><td>Charm/taunt</td><td>100%</td></tr><tr><td>Risk Points (RP)</td><td>29,500</td><td>Mind Control</td><td>100%</td></tr><tr><td>Initiative Bonus</td><td>+9</td><td>Paralysis</td><td>100%</td></tr></table> <div>*Flight Turn Radius: 0 squares</div>	Health	580	Fire	68%	Aether points (AP)	380	Cold	71%	Attack Rating	+21	Acid	57%	Armor Rating	29	Electricity	100%	Move Rating	18	Dark Magic	57%	Parry Rating	32	Death Magic	69%	Fly Rating	20*	Light Magic	91%	Swim Rating	10	Natural Magic	78%	# attacks Ranged	4	Disintegration	100%	Damage Ranged	3d6+6	Metamorphosis	90%	# attacks Melee	-	Poison	100%	Damage Melee	-	Disease	100%	Demolition points	14	Curse/Hex	100%	Body size	Giant	Illusion	100%	# in Group	1	Charm/taunt	100%	Risk Points (RP)	29,500	Mind Control	100%	Initiative Bonus	+9	Paralysis	100%
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<div>Aldruans - Angels of Enik</div> <div></div>	<div>Moral Compass: Honorable</div> <div>The Aldruans are both record keepers and divines. The silent observers of Atherrian history. Their skill with a bow is unmatched. (Range 1-25) (Self) invisibility/5 AP. They become visible if they attack. Duration: 1 day (Self) silence/1AP. Silences all noise emanating from square 0. Duration: 30 turns. (1-12 Area line) Bolt of Lightning/15 AP. Immunity: Lightning. Fail = 6d8+3 dmg. Success = 3d4 dmg. (1-10 line) Ray of Repulsion/10 AP. Push away a median enemy or smaller (12 squares). Immunity: electricity. Fail = no effect. Success = repulsed. (If repulsed into a solid object: 2d4 damage) Duration: 1 turn. *Risk Boost: (self) Unabated Move/15 AP By moving through time it gives an aldruan a free turn to move unhindered. 1 free turn to move full movement. (does not trigger free-attacks) +1800 RP</div>	<table><tr><td>Health</td><td>195</td><td>Fire</td><td>43%</td></tr><tr><td>Aether points (AP)</td><td>100</td><td>Cold</td><td>38%</td></tr><tr><td>Attack Rating</td><td>+13</td><td>Acid</td><td>38%</td></tr><tr><td>Armor Rating</td><td>23</td><td>Electricity</td><td>100%</td></tr><tr><td>Move Rating</td><td>12</td><td>Dark Magic</td><td>39%</td></tr><tr><td>Parry Rating</td><td>26</td><td>Death Magic</td><td>80%</td></tr><tr><td>Fly Rating</td><td>20</td><td>Light Magic</td><td>90%</td></tr><tr><td>Swim Rating</td><td>8</td><td>Natural Magic</td><td>68%</td></tr><tr><td># attacks Ranged</td><td>4</td><td>Disintegration</td><td>61%</td></tr><tr><td>Damage Ranged</td><td>1d8+4</td><td>Metamorphosis</td><td>54%</td></tr><tr><td># attacks Melee</td><td>-</td><td>Poison</td><td>63%</td></tr><tr><td>Damage Melee</td><td>-</td><td>Disease</td><td>85%</td></tr><tr><td>Demolition points</td><td>4</td><td>Curse/Hex</td><td>88%</td></tr><tr><td>Body size</td><td>Median</td><td>Illusion</td><td>95%</td></tr><tr><td># in Group</td><td>1d6</td><td>Charm/taunt</td><td>90%</td></tr><tr><td>Risk Points (RP)</td><td>2700</td><td>Mind Control</td><td>95%</td></tr></table>	Health	195	Fire	43%	Aether points (AP)	100	Cold	38%	Attack Rating	+13	Acid	38%	Armor Rating	23	Electricity	100%	Move Rating	12	Dark Magic	39%	Parry Rating	26	Death Magic	80%	Fly Rating	20	Light Magic	90%	Swim Rating	8	Natural Magic	68%	# attacks Ranged	4	Disintegration	61%	Damage Ranged	1d8+4	Metamorphosis	54%	# attacks Melee	-	Poison	63%	Damage Melee	-	Disease	85%	Demolition points	4	Curse/Hex	88%	Body size	Median	Illusion	95%	# in Group	1d6	Charm/taunt	90%	Risk Points (RP)	2700	Mind Control	95%				
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Tellurian, the God of the Inorganic


Tellurian dwells in an EFT called Erydius. Tellurian is the god of earth and minerals. He is much like the earth he commands - a solid, reliable foundation upon which to build a worthwhile world. Tellurian is patient and long suffering, one who plans the destiny of DarkMoore not in years but over millennia. Since time immemorial, the dwarven miners who toil deep in the underground have called upon him for protection because they know the earth and stone are his to command. He blesses his priests with various powers over the earth and at 5th level bestows upon them a pure Alumene ingot sufficient in size to fabricate a suite of plate armor or 1 weapon if the priest is a dragoon. (Tellurian will retrieve the armor or weapon if that priest commits an evil act) The priests of Tellurian are required to wear metal armor and may only utilize metal weapons. (They will avoid wearing organic materials, with the exception of standard clothing.) Tellurian's avatar arrives gloriously arrayed in plate armor fabricated from the rarest of metals: EFT tektite. Tellurian requires all those that worship him to have an honorable or good moral compass.


Avatar of the God Tellurian	Moral Compass: Honorable/Good	Health	680	Fire	79%
	Tellurian can move through earth and stone as if walking upon the surface. (use his standard move rating) He arrives on the battlefield adorned in his EFT Tektite armor wielding a massive maul. (Range 9-30, 0-8 radius, 4 tall) Instant Pit /20 AP. Instantly digs a massive pit. Immunity: natural magic. Fail = 4d4 fall dmg. Success = fall into pit, but no fall dmg. Climbing skill check to get out of the pit. Fail = 4d4 fall dmg. Success = climb out. Pit is permanent (line 1-30, 2 tall) Excavate/Fill /40 AP. Instantly excavate or fill a permanent cavern in earth or stone in any linear direction.	Aether points (AP)	220	Cold	74%
	*Risk Boost: (Range 1-40, radius 0-20)	Attack Rating	+24	Acid	80%
	Earthquake /40 AP. Does automatic 600 demolition damage to all walls, buildings, and fortifications, etc. Also damages all living things within effective area. Immunity: natural magic. Fail = 5d8+12 dmg. Success = 2d6+8 dmg. +41,000 RP	Armor Rating	37	Electricity	83%
		Move Rating	10	Dark Magic	39%
		Parry Rating	40	Death Magic	65%
		Fly Rating	10*	Light Magic	87%
		Swim Rating	3	Natural Magic	100%
		# attacks Ranged	-	Disintegration	71%
		Damage Ranged	-	Metamorphosis	95%
		# attacks Melee	2	Poison	90%
		Damage Melee	4d12+12	Disease	100%
		Demolition points	80	Curse/Hex	100%
		Body size	Giant	Illusion	100%
		# in Group	1	Charm/taunt	100%
		Risk Points (RP)	40,000	Mind Control	100%
		Initiative Bonus	+3	Paralysis	100%
		*Flight Turn Radius: 0 squares			

The Adareen - Angels of Tellurian		Moral Compass: Good		Health		300	Fire		80%
	The Adareen are earth golems that are bound to the soil. They cannot navigate through rock or stone, but they can navigate the soil between them. What they lack in Aether they make up for in other ways. They move through soil at their standard move rate and fight with solid earthen fists.			Aether points (AP)		40	Cold		70%
	(range 1-2) Earthen Slam /10 AP. Slams enemy with both fists. Use this attack rating: +10, Damage: 6d8+10.			Attack Rating		+13	Acid		85%
	*Risk Boost: (touch) Smother /10AP. Encase a single enemy in earth and bury it deep below the surface. (giant size or smaller) Immunity: Natural Magic. Fail = death (unless capable of breathing in airless environment). Success = escape, no damage. +3900 RP			Armor Rating		26	Electricity		90%
				Move Rating		14	Dark Magic		40%
				Parry Rating		29	Death Magic		62%
				Fly Rating		-	Light Magic		85%
				Swim Rating		-	Natural Magic		100%
				# attacks Ranged		-	Disintegration		58%
				Damage Ranged		-	Metamorphosis		82%
				# attacks Melee		2	Poison		100%
				Damage Melee		3d10	Disease		100%
				Demolition points		40	Curse/Hex		70%
				Body size		Giant	Illusion		85%
				# in Group		1d4	Charm/taunt		80%
			Risk Points (RP)		3500	Mind Control		74%	
			Initiative Bonus		+2	Paralysis		100%	

Eir, the Goddess of the Sea

Eir dwells on an EFT called Ceres. Eir is the Goddess of the seas and by extension has power over all bodies of water. Eir is the most unpredictable of the gods of order, her soul is inherently good, yet at times she is like the sea unpredictable and wild. Eir is the least likely to interfere in the affairs of others, she believes that it is better that individuals rule for themselves. She is thought to be the progenitor of the dragoon, whom worship her almost unanimously. She grants her priests power to protect those who call the seas their home. Priests of Eir must carry a small bag of blessed water bound to an arm at all times; this can be used only in times of emergency. The priests of Eir may only wear quilted or carapace armor. Eir requires those that worship her to have a good, wayward, or indifferent moral compass.


Avatar of the Goddess Eir	Moral Compass: Good/Wayward	Health	600	Fire	73%
	Eir is the least likely of the gods of order to send her avatar into Atherria. The dragoon are the first in line to defend the seas, while the assault dragoon reach those enemies that cower on land, when that fails she arrives wielding a barbed trident made of teranium.	Aether points (AP)	320	Cold	58%
	(1-25 line) Aquatic Dart /25 AP. launch a compressed water torpedo. Immunity: natural magic. Fail = 8d6+5 Dmg. Succeed = 1d10+4 dmg. (0-6 radius) Ink Cloud /10 AP. Discharge an opaque black ink cloud. No visibility within or through cloud. Duration: 4 turns.	Attack Rating	+21	Acid	66%
	(Range 1-30, radius 0-10, 20 tall) Great Whirlpool /60 AP. Summon a violent whirlpool. Immunity: natural magic. Fail = forced to the center of the vortex (square 0). Success = ½ swim rating. 7d4 +4 damage/Turn while within effect radius.	Armor Rating	30	Electricity	37%
	(Demolition dmg. 30 per turn) Duration: 2d4 turns	Move Rating	-	Dark Magic	59%
	*Risk Boost: Summon the Kraken /90 AP. Summons the elusive aquatic beast. (see Bestiary)	Parry Rating	33	Death Magic	84%
	+40,000 RP (can only summon once per week)	Fly Rating	14*	Light Magic	84%
		Swim Rating	24	Natural Magic	100%
		# attacks Ranged	-	Disintegration	80%
		Damage Ranged	-	Metamorphosis	85%
		# attacks Melee	2	Poison	95%
		Damage Melee	4d10+8	Disease	95%
		Demolition points	24	Curse/Hex	100%
		Body size	Giant	Illusion	100%
		# in Group	1	Charm/taunt	100%
		Risk Points (RP)	34,000	Mind Control	100%
	Initiative Bonus	+5	Paralysis	100%	
		*Flight Turn Radius: 0 squares			

Assault Dragoon - Angels of Eir	Moral Compass: Wayward	Health	130	Fire	61%
	<p>Eir has given Assault Dragoons a more terrestrial nature able to wear metal armor and survive longer away from water. They arrive adorned with an allumene sword, plate armor & shield. Assault dragoons are such powerful swimmers they are only one of a few that can do so while wearing plate metal armor. Assault dragoons are amphibious like their dragoon cousins, but have no spit capabilities.</p> <p>(self) Water Sheen/1 AP. Summon a sheen of protective water to coat the skin. Duration: 5 hours. +20% immunity to fire while in effect.</p> <p>(self) Webbed Feet/3 AP. Increases foot webbing for increased swim capability. +5 swim movement. Duration: 20 turns</p> <p>*Risk Boost: (range 1) Caecilian Kick/1 AP. Allows an additional melee kick attack per turn. Use this attack rating: +11, Damage: 1d6+2. +2700 RP</p>	Aether points (AP)	22	Cold	51%
		Attack Rating	+15	Acid	87%
		Armor Rating	27	Electricity	57%
		Move Rating	10	Dark Magic	48%
		Parry Rating	30	Death Magic	86%
		Fly Rating	-	Light Magic	90%
		Swim Rating	4	Natural Magic	100%
		# attacks Ranged	-	Disintegration	44%
		Damage Ranged	-	Metamorphosis	88%
		# attacks Melee	2	Poison	55%
		Damage Melee	3d4+7	Disease	88%
		Demolition points	28	Curse/Hex	70%
		Body size	Median	Illusion	85%
		# in Group	1d4	Charm/taunt	70%
		Risk Points (RP)	3400	Mind Control	89%

Khainos, the God of Exotherm


Khainos dwells in an EFT he calls the Infernal Pit. Khainos retains the greatest hatred towards the gods of order; he was their greatest accuser, the first to dissent and the first to make war. Though Khainos numbers himself among the gods of chaos he is highly organized and methodical. Khainos rebelled because he believes that some chaos and destruction are necessary in order to allow survival of the fittest. He believes the weak and pitiful must be weeded out or it eventually poisons the rest of the herd. Khainos is better described as a god of order that selected chaos because it better suits his immediate needs: revenge! Khainos is the god of fire and ash; he is most likely of all the gods to interfere in Atherrian affairs. His priests are a deadly mix of flame and deception. Khainos organized the Kainian knighthood to counter and destroy the Crusadians. Kainian knights are heavily trained and heavily protected with alloy plate armor and shield. Khainos gifts his bravest veterans with the ability to exhale flames that burn their victims to ash. His arch-priest rules Kronos the 2nd largest city of Atherria under the heavy hand of the Kainian knights. Khainos requires all those that worship him to have an evil moral compass - those that don't are weeded out.

Avatar of the God Khainos	Moral Compass: Evil	Health	690	Fire	100%
	Khainos is the most active of all the gods; he often sends his avatar into Atherria to ensure the success of his plans. Khainos is an excellent warrior and prefers to melee his opponents when possible. He is diabolical, calculating and delights in death and destruction. Dressed in chromanium plate armor & wielding a massive sword he is a formidable foe. (1-11 radius, 4 tall) Immolation /25 AP. A wave of flame engulfing everything in its path. Immunity: fire. Fail = 7d8+3 dmg. Success = 2d8+2 dmg. (Range 1-30, 0-20 radius, 5 tall) Ungodly Fireball /60 AP. Hurl a colossal fireball that detonates with violent ferocity. Immunity: fire. Fail = 12d4+10 dmg. Success = 4d4+6 dmg. *Risk Boost: (0-100 radius) Cloud of Cinders /40 AP. Ignites all combustible buildings within area of effect. Damages all living things without cover. Immunity: fire. Must roll immunity each round within area of effect. Fail = 3d8+8 dmg. Success = 1d8+1. Duration: 8 turns. +60,000 RP	Aether points (AP)	210	Cold	31%
	Attack Rating	+25	Acid	46%	
	Armor Rating	36	Electricity	70%	
	Move Rating	12	Dark Magic	100%	
	Parry Rating	39	Death Magic	89%	
	Fly Rating	10*	Light Magic	39%	
	Swim Rating	4	Natural Magic	54%	
	# attacks Ranged	-	Disintegration	78%	
	Damage Ranged	-	Metamorphosis	90%	
	# attacks Melee	3	Poison	100%	
	Damage Melee	5d6+9	Disease	100%	
	Demolition points	42	Curse/Hex	100%	
	Body size	Giant	Illusion	100%	
	# in Group	1	Charm/taunt	100%	
	Risk Points (RP)	49,000	Mind Control	100%	
Initiative Bonus	+5	Paralysis	100%		
*Flight Turn Radius: 0 squares					

Ash Reavers – Angels of Khainos	Moral Compass: Evil	Health	300	Fire	100%
	Ash Reavers are giant scorpions covered in sickly gray ash, they bury themselves just below the surface in order to surprise their victims. (3 turns to burrow below surface) They melee with 2 large pincers and are able to simultaneously strike with a poisonous barbed stinger. Stinger: (range 1- 3) Immunity: poison. Fail = Death after 5d4 turns Success = no effect. They have no fear in battle. (1-4 radius) Ash Flurry /5 AP. Triggers a sonic snap that ejects ash into the air creating a dense cloud. Visibility within the area of effect is zero. Must roll immunity each turn you are within area of effect. Immunity: poison. Fail = nausea, lose all actions that turn. Success = no nausea, ½ move. Duration: 4 turns. (Ash Reavers are not effected) (self) Stinger Strike /2AP. Increases stinger precision for 1 turn: add +6 attack rating bonus. *Risk Boost: (range 1-7) Death Pounce /4 AP. Leap on top of a victim that is median size or smaller – crushing them. Use this attack rating: +11, Damage: 7d6+1. +3900 RP	Aether points (AP)	20	Cold	28%
	Attack Rating	+12	Acid	40%	
	Armor Rating	25	Electricity	63%	
	Move Rating	14	Dark Magic	82%	
	Parry Rating	28	Death Magic	82%	
	Fly Rating	-	Light Magic	30%	
	Swim Rating	6	Natural Magic	42%	
	# attacks Ranged	1	Disintegration	66%	
	Damage Ranged	Poison	Metamorphosis	77%	
	# attacks Melee	2	Poison	100%	
	Damage Melee	2d6+6	Disease	94%	
	Demolition points	39	Curse/Hex	79%	
	Body size	Giant	Illusion	89%	
	# in Group	1d4	Charm/taunt	72%	
	Risk Points (RP)	4200	Mind Control	75%	
Initiative bonus	+3	Paralysis	90%		

Ginian, the Goddess of Demons

Ginian dwells in an EFT called Abaddon. Ginian is the goddess of metamorphosis, often called the goddess of demons because of her power to warp acolytes into her unique visions of the macabre. Ginian is feared by all the gods, not because of the type of evil she represents, but because if left unchecked she creates too much evil. Ginian is narcissistic and cares little for the intricate schemes of Khainos and Nyx. Ginian is driven by her passion to create the ultimate species. (She believes in the end, only demons will remain) Ginian grants her priests power to summon demons from Abaddon flooding the battlefield with deadly assailants. A demon's sole purpose is destruction and will never stop unless it is destroyed. The priests of Ginian wear no armor, don't use weapons and often appear harmless and innocent - this allows them to wander wherever they will. These priests are blessed with their master's kiss and when the time comes to show their true form, they do so in a way to strike fear and terror into their victims. Once discovered, a priest of Ginian is too dangerous to be kept alive. Ginian is the only god without angels; instead she is satisfied to send a host of her choicest demons to do her bidding. Ginian requires those that worship her to have a narcissistic or evil moral compass.


Avatar of the God Ginian	Moral Compass: Evil, Narcissistic	Health	620	Fire	71%
	Ginian's preferred range weapon is a whip with a teranium tip. (range 2-7) On a successful attack roll she can choose to do damage or entangle her victim dragging anything smaller than a giant into her metamorphic grasp. (her pull cannot be resisted) It takes a turn to drag a victim into her grasp. She melee attacks with her head and horns. (head-slam) (touch) Demonic Metamorphose /30 AP. Roll 1d4	Aether points (AP)	330	Cold	53%
	1. Demonic bat form.	Attack Rating	+20	Acid	40%
	2. Humanoid goat form.	Armor Rating	30	Electricity	70%
	3. Amorphous blob form	Move Rating	17	Dark Magic	100%
	4. Skinless humanoid form	Parry Rating	33	Death Magic	84%
	Immunity: metamorphosis. Fail = Permanently become a demon in physical form. (but not mind) Success = no effect. (Ginian cannot metamorphose the same person/creature twice in one day) see Bestiary for demon statistics.	Fly Rating	20*	Light Magic	43%
	(Range 1-20) Enslave Demon /30 AP. Attempt to control the mind of a new demon. Immunity: mind control. Fail = Become a minion of Ginian. Success = no effect. Duration: permanent. No 2 nd attempts.	Swim Rating	8	Natural Magic	64%
	*Risk Boost: (range 1-5) Summon Arch-fiend /80 AP. Summons arch-fiend, see Bestiary. +70,000 RP	# attacks Ranged	3	Disintegration	80%
		Damage Ranged	3d8+10	Metamorphosis	100%
		# attacks Melee	2	Poison	100%
		Damage Melee	4d8+5	Disease	100%
		Demolition points	19	Curse/Hex	100%
		Body size	Giant	Illusion	100%
		# in Group	1	Charm/taunt	100%
		Risk Points (RP)	49,000	Mind Control	100%
		Initiative Bonus	+5	Paralysis	100%
*Flight Turn Radius: 0 squares					


Ginian has no angels; instead she sends a variety of demons (roll 1d4):

1. 10d4 Saytrs
2. An Arch-fiend
3. 2 Daegoliths
4. 3 Raptor-demons

Erebus, the God of Entropy



Erebus dwells in an EFT called Arthos. Erebus is the god of absolute disorder; he maintains a unique position between the gods as both order and chaos serve entropy. Erebus is the only god of chaos that isn't necessarily evil, but by his very nature favors chaos. In the beginning he was heavily recruited to join the gods of order, but he ultimately decided against it. Erebus is fairly indifferent towards his dealings with his fellow gods, if it were at all possible he would prefer to be left alone. (The end of entropy is the lonely isolation of the void) Erebus has the ability to disrupt order with the net result always favoring more entropy. He grants his priests with the power to disrupt, dispel, and reflect etheral magic, and at higher class rank he grants them power to disintegrate. The priests of Erebus are forbidden to wear armor; instead they wear robes similar to wizards. They are limited to a flanged mace or a war hammer as a melee weapons. (They can use any ranged weapon) Erebus is the only god that allows priests to serve both the gods of order and chaos. Priests of Erebus that choose to follow the gods of order wear gray robes. Priests of Erebus that decide to follow the gods of chaos wear black robes. The spells granted by Erebus are the same whether you wear gray or black robes. Erebus is indifferent to the fact that black robes will ultimately fight with gray robes as the net result is more entropy. Erebus requires all those that worship him to have an indifferent moral compass.

Avatar of the God Erebus	Moral Compass: Indifferent	Health	550	Fire	63%
	<p>The avatar of Erebus prefers to enter a battle at its zenith in order to maximize the disorder of the event. He wields a massive war hammer. (Radius 0-15) Aethereal Lockdown /70 AP. Attempts to disrupt all spells that utilize Aether. Immunity: disintegration. Fail = spell failure. Success = no effect. Must roll immunity each round within area of effect. Duration: 1d4 turns (self) Aethereal Rebound /100 AP. Erebus has a 63% chance to reflect all spells cast directly at him back to the caster. Duration: 5 turns (line 1-5) Disintegrate /120 AP. Attempts to disintegrate a creature/object of colossal size or smaller. Immunity: disintegration. Fail = disintegration into oblivion. Success = no effect. *Risk Boost: (range 1-10) Aethereal Disarray /40 AP. Attempts to temporarily disconnect an individual's attachment to the Aether. Immunity: disintegration. Fail = victim cannot utilize Aether for 3d20 turns. Success = no effect. +24,000 RP</p>	Aether points (AP)	380	Cold	66%
		Attack Rating	+19	Acid	60%
		Armor Rating	30	Electricity	97%
		Move Rating	16	Dark Magic	58%
		Parry Rating	33	Death Magic	65%
		Fly Rating	19*	Light Magic	88%
		Swim Rating	9	Natural Magic	74%
		# attacks Ranged	-	Disintegration	100%
		Damage Ranged	-	Metamorphosis	82%
		# attacks Melee	2	Poison	100%
		Damage Melee	3d20	Disease	100%
		Demolition points	50	Curse/Hex	100%
		Body size	Giant	Illusion	100%
		# in Group	1	Charm/taunt	100%
Risk Points (RP)	28,500	Mind Control	100%		
Initiative Bonus	+6	Paralysis	100%		
*Flight Turn Radius: 0 squares					

Leviathan - Angel of Erebus	Moral Compass: Indifferent	Health	1160	Fire	54%
	<p>There are only but a few Leviathans. A slumbering beast that finds a home at the bottom of large lakes. Once awakened by Erebus, will go on a rage fueled rampage destroying towns and cities and will not stop unless it takes 500 damage, then it will find the nearest lake and slumber. It attacks with massive clawed hands. (range 1-4, radius 0-1) (range 1-4, radius 0-2) Stomp/2 AP. Crushes anything beneath its massive foot. Use this attack rating: +11, Damage: 10d12+10. *Risk Boost: (radius 0-15) Bring down the house/8AP. Stomps and smashes everything in sight. Automatic 400 demolition damage to all structures. Also damages all living things within area of effect. Immunity: disintegration. Fail = 5d12+4 dmg. Success = 2d12+1 dmg. +23,900 RP</p>	Aether points (AP)	24	Cold	59%
		Attack Rating	+14	Acid	61%
		Armor Rating	24	Electricity	60%
		Move Rating	24	Dark Magic	56%
		Parry Rating	27	Death Magic	69%
		Fly Rating	-	Light Magic	62%
		Swim Rating	16	Natural Magic	78%
		# attacks Ranged	-	Disintegration	100%
		Damage Ranged	-	Metamorphosis	87%
		# attacks Melee	1	Poison	90%
		Damage Melee	6d10+9	Disease	74%
		Demolition points	120	Curse/Hex	82%
		Body size	Behemoth	Illusion	52%
		# in Group	1	Charm/taunt	90%
Risk Points (RP)	20,500	Mind Control	84%		
Initiative Bonus	+0	Paralysis	77%		

Nyx, the Goddess of Dark Energy

Nyx dwells in an EFT she calls the Abyss. Nyx and Khainos are the backbone of the gods of chaos. Nyx has a seething hatred for the gods of order; she blames them for the breakdown of the heavenly alliance. Since Nyx and Khainos were in the minority, she feels they were forced out of the alliance because their views no longer mattered. Nyx is the goddess of dark energy, she rules over pestilence, disease, and death. Nyx is cold and calculating, she is a formidable foe because of her ability to create elaborate plans and then execute them with precision. Nyx has great power within her realm of influence especially over the dead. Nyx grants her priests power to temporarily animate undead, at higher rank they are able to create more powerful undead that feed upon the deaths of their victims. (Ghouls, vampires, etc.) Her priests work diligently in secret to spread disease and pestilence throughout the world. Nyx requires her acolytes to sacrifice everything, her followers know that she doesn't always grant her priests' immunity to the diseases she disseminates; therefore the physical bodies of the priests become the actual vessels that contain and spread the vile disease...so they often die along with their victims. Nyx requires all those that worship her to have an evil moral compass.

Avatar of the God Nyx	Moral Compass: Evil	Health	590	Fire	57%
	<p>Ginian's preferred melee weapon is a poisoned chromium dagger. If she rolls a 20 on the attack dice, the victim must roll immunity. Immunity: poison. Fail = death in 1d4 turns. Success = no effect.</p> <p>(touch) Deaths Touch/75 AP. Immunity: death magic. Fail = Death. Success = no effect</p> <p>(Line 1-30) Weakness /20 AP. Attempts to lower a creature's strength to 2. Immunity: dark magic. Fail = strength adjusts to 2 along with all relevant statistics. Success = no effect. Duration: 4d4 turns (Radius 1-13) The Plague/100 AP. Immunity: death magic. Fail = suffer ½ movement, and can only attack every other turn. Success = no effect. Duration: permanent until cured. Not contagious.</p> <p>*Risk Boost: (range 1-20, radius 1-13) Pestilence /70 AP. Summons a swarm of Flesh Scarabs that flood the effect radius. Immunity: dark magic. Fail = no movement. Success = ½ movement. 4d12+2 damage/Turn while within effect radius. Duration: 1d8 turns. +61,000 RP</p>	Aether points (AP)	300	Cold	67%
		Attack Rating	+21	Acid	36%
		Armor Rating	32	Electricity	68%
		Move Rating	18	Dark Magic	100%
		Parry Rating	35	Death Magic	100%
		Fly Rating	20*	Light Magic	46%
		Swim Rating	9	Natural Magic	53%
		# attacks Ranged	-	Disintegration	84%
		Damage Ranged	-	Metamorphosis	89%
		# attacks Melee	2	Poison	100%
		Damage Melee	3d10+6	Disease	100%
		Demolition points	12	Curse/Hex	100%
		Body size	Giant	Illusion	100%
		# in Group	1	Charm/taunt	100%
		Risk Points (RP)	50,000	Mind Control	100%
		Initiative Bonus	+9	Paralysis	100%
*Flight Turn Radius: 0 squares					
Rotter Hounds - Angels of Nyx	Moral Compass: Evil	Health	165	Fire	51%
	<p>Rotter hounds are fast, silent and deadly undead wolves. They steal any remaining Aether from their victims upon death.</p> <p>(Self) silence/1AP. Silences all noise emanating from square 0. Duration: 10 turns. (radius 1) Putrescence/2 AP. Fills the air with deathly smell. Immunity: poison. Fail = nausea, lose all actions next turn. Success = no effect. Duration: 1 turn.</p> <p>(Radius 0-4, 2 tall) Darkness/4 AP. Summons absolute darkness. Immunity: dark magic. Fail = suffer -7 to attack rating. Success = suffer -3 to attack rating. Must roll immunity each turn you are in area of effect. Darkness does not hinder Rotter Hounds in any way.</p> <p>*Risk Boost: (touch) Vampiric drain/4AP. Immunity: death magic. Fail = drains 2d10 health from victim and transfers it to the Rotter Hound. Success = no effect. +2,900 RP</p>	Aether points (AP)	24	Cold	89%
		Attack Rating	+12	Acid	47%
		Armor Rating	21	Electricity	71%
		Move Rating	24	Dark Magic	100%
		Parry Rating	24	Death Magic	100%
		Fly Rating	-	Light Magic	32%
		Swim Rating	8	Natural Magic	38%
		# attacks Ranged	-	Disintegration	70%
		Damage Ranged	-	Metamorphosis	89%
		# attacks Melee	3	Poison	100%
		Damage Melee	1d10+5	Disease	100%
		Demolition points	8	Curse/Hex	100%
		Body size	median	Illusion	56%
		# in Group	2d4	Charm/taunt	90%
		Risk Points (RP)	3,500	Mind Control	89%
		Initiative Bonus	+7	Paralysis	100%

Things You Should Know About the Gods

The Gods of Atherria are active participants in the affairs of the world; some gods participate more than others. Most peasants will have seen an angel at least once in their lifetimes, and more likely than not a few have seen an avatar as well. Adventurers are even closer to the gods, because they always end up on the battlefield where good and evil fight for supremacy. Some priests can summon angels to their aid, so the sight of angels is not uncommon. The Campaign Master can summon angels and avatars with few restrictions when it suits the need of the campaign.

The gods are immortal entities of energy and cannot be destroyed, but their personal avatars are susceptible to death. If an avatar dies, it takes a full 24 hours for the gods to organize a new one. The Gods can send their avatar into the world of DarkMoore only once per day and must be for a specific mission. When an angel or an avatar dies all their equipment is summoned away in a flash of brilliant light.

When angels are summoned they are usually friendly and try to help a worthy party in need. (Angels are often great sources of information) An avatar on the other hand is another matter entirely; they will command their priests into action without hesitation - often into great peril! Avatars do not take orders, they give orders. Avatars are very knowledgeable, but only disclose what they want you to know. An avatar is most likely to enter the scene when the cards are stacked in good or evil's overwhelming favor. An angel on the other hand can intervene when the need is less dire, like when a group of adventurers are outmatched by a superior enemy. The gods usually do not interfere when good and evil are not an issue, for example: a party of humans being attacked by a pack of giant wolves. (A hungry beast that kills for survival isn't necessarily good or evil)

*The priests of evil gods are not included in the Players Rulebook. It is not intended that players utilize the priests of evil gods as characters; instead they are presented in the DarkMoore Bestiary as potential enemies. It is intended for the Campaign Master to use evil gods and evil priests as adversaries within a campaign. Evil campaigns are rarely successful and are discouraged, nevertheless players and Game Masters are free to have fun and do as they desire.

Both Gods and angels are immune to the effects of their own spells and take no damage from them. Avatars and angels utilize the ERV as a means to teleport anywhere within the world of DarkMoore; they can teleport at a cost of 12 AP. If they lack sufficient Aether Points to teleport, then they are stuck on location until the next day...nevertheless they always have the option to leave the world of DarkMoore and return home at no cost.

Game Masters are encouraged to utilize the gods and their auxiliaries in their campaigns, especially if the adventuring party contains priests. The trigger is usually a situation that has an overwhelming advantage in favor of the opposite alignment...usually evil. At higher levels some priests are able to summon angels for a short while by expending ether points.

Personalities of DarkMoore:

Nathan Alangar, King of DarkMoore.

Nathan Alangar has been monarch of the kingdom of DarkMoore for 15 years; his brother Dorian rules the city of Havaroon to the south with great success. The two kingdoms were a result of a royal edict that split the kingdom in two upon the death of their father Augustus Alangar II...the oldest son King Dorian is well renowned as an experienced fighter that excels in everything he does, whereas his younger son's accomplishments have been less successful at best. The royal subjects of Nathan Alangar know he is a good and honest ruler; nevertheless his notoriety has yet to expand beyond his borders. The brothers have had no contact with each other over the past 10 years; as they have been content with the daily tasks of ruling a kingdom. King Dorian slowly increases his power by expanding the borders of his kingdom, while Nathan Alangar works diligently to keep the kingdom he inherited from his father from falling apart.

The kingdom that Nathan inherited is ancient with a long history of conflict and strife; with barely any unity between factions that owe him an allegiance. The serpent-king to the north is held in check by nothing more than a century old treaty. The village Westvale has become more prosperous than DarkMoore as of late, and is slowly forgetting that they belong to the kingdom. The village of Ebenwald to the east has sewer problems and is infested with rats...and it is rumored that the accursed ruins of Uden Tice to the north is once again inhabited after a 1000 years.

The king has surrounded himself with loyal subjects who work diligently on his behalf; he especially has placed his trust in Thaddeus Ugelcort who by moving up the ranks has recently been appointed captain of the guard. The court mage Perregrin has been with the royal family for nearly 40 years, and followed young Nathan to DarkMoore when his father died. These three form the core of the kingdom of DarkMoore and together are considered by many to be the ruling inner circle.

The citizens of DarkMoore consider Nathan as more of a father figure than a ruler and the majority usually supports his decisions. The vicinity of DarkMoore is an agrarian area where the wealth of the kingdom is the product of hard labor. The soil is black and the crops and livestock are abundant. The village of DarkMoore is located on a crossroads in the Atherrian Empire, therefore trading Opportunities are ample.



King Alangar 4 th Level Warrior			
Health	40	Fire	34%
Aether points (AP)	28	Cold	23%
Attack Rating	+5	Acid	25%
Armor Rating	20	Electricity	18%
Move Rating	12	Dark Magic	28%
Parry Rating	21	Death Magic	40%
Fly Rating	-	Light Magic	19%
Swim Rating	6	Natural Magic	15%
# attacks Ranged	-	Disintegration	25%
Damage Ranged	-	Metamorphosis	30%
# attacks Melee	1	Poison	40%
Damage Melee	1d10+3	Disease	40%
Demolition points	2	Curse/Hex	25%
Body size	Median	Illusion	30%
# in Group	1	Charm/taunt	45%
Risk Points (RP)	4,000	Mind Control	45%
Initiative Bonus	+2	Paralysis	35%
Allumene: plate armor, sword and round shield			

King Alangar 4 th level Fighter	
AC	-3
HP	37
Save as	F4
Move	12
# attacks	1
THACO	14
Damage	1d8+3
Money	400pp
Plate Mail +3, Medium Shield +3 and Long Sword +3 Lawful Good alignment	

Thaddeus Ugelcort, Captain of the Guard.

Thaddeus was born in DarkMoore and joined the guard at the early age of 16 where he rose through the ranks like a rising star. He is a warrior through and through and rarely backs down from a fight...he is by far the best man-at-arms in DarkMoore. Some would argue that his greatest quality is his practicality; he does not like to over-complicate matters.

Thaddeus has recently been appointed as Captain of the Guard...charged with defending the citizens and protecting the village. He takes his duties seriously and expects those that serve under him to do the same. The king has taken a liking to Thaddeus and has placed a significant quantity of trust into his hands; in these dire times he relies heavily upon the captain. Thaddeus is young and it is with this youthful energy the King hopes to defeat his enemies.

Like most warriors, Thaddeus has little faith in magic; nevertheless he is on excellent terms with Perregrin the court wizards and the two tend to synergistically complement each other in many ways.



Thaddeus Ugelcort 8 th Level Warrior			
Health	80	Fire	35%
Aether points (AP)	56	Cold	35%
Attack Rating	+2	Acid	30%
Armor Rating	18	Electricity	30%
Move Rating	12	Dark Magic	35%
Parry Rating	21	Death Magic	45%
Fly Rating	-	Light Magic	16%
Swim Rating	6	Natural Magic	19%
# attacks Ranged	-	Disintegration	35%
Damage Ranged	-	Metamorphosis	28%
# attacks Melee	2	Poison	35%
Damage Melee	1d10+3	Disease	40%
Demolition points	2	Curse/Hex	25%
Body size	Median	Illusion	35%
# in Group	1	Charm/taunt	40%
Risk Points (RP)	8,000	Mind Control	40%
Initiative Bonus	+3	Paralysis	35%
Alloy: plate armor, sword and round shield			

Thaddeus Ugelcort 8 th level Fighter	
AC	0
HP	63
Save as	F8
Move	12
# attacks	2
THACO	9
Damage	1d8+4
Money	250gp
Chain Mail +2, Medium Shield +2 and Long Sword +2 Lawful Good alignment	

Perregrin, the Court Mage

The stereotypical bumbling wizard, Perregrin has been a staple of the Alangar Royal Family for generations. He is the court councilor, divine and foreign affairs liaison. A powerful wizard in his own right, he is the first and last defense of DarkMoore...charged to defend the main castle and the royal family. He maintains order within the halls of the castle by his presence alone; the royal staff is careful to tread lightly and keep the frivolities to a minimum.

Perregrin is the most senior advisor to Nathan Alangar and his advice is well taken and respected. King Augustus made an effort to ensure that Perregrin followed his son to DarkMoore and not his more successful brother Dorian when the kingdom was divided in two. Perregrin is wise with many years of experience and is a refined tactician...he is not to be underestimated.



Perregrin 12 th Level Wizard			
Health	108	Fire	55%
Aether points (AP)	96	Cold	45%
Attack Rating	+2	Acid	50%
Armor Rating	13	Electricity	50%
Move Rating	12	Dark Magic	50%
Parry Rating	13	Death Magic	45%
Fly Rating	-	Light Magic	20%
Swim Rating	6	Natural Magic	35%
# attacks Ranged	-	Disintegration	45%
Damage Ranged	-	Metamorphosis	40%
# attacks Melee	1	Poison	60%
Damage Melee	1d4+2	Disease	45%
Demolition points	-	Curse/Hex	35%
Body size	Median	Illusion	55%
# in Group	1	Charm/taunt	40%
Risk Points (RP)	16,000	Mind Control	65%
Initiative Bonus	+1	Paralysis	50%
Robes (Spider silk) Alumene Dagger			

Perregrin 12 th level Wizard	
AC	3
HP	38
Save as	M12
Move	12
# attacks	1
THACO	15
Damage	1d4+1
Money	200pp
Bracers AC 3, dagger +1. Repository of Spells...has 90% chance to have any common/uncommon spell available up to level 5	

Harbius Thenicol, citizen liaison.

Appointed by King Alangar as a bearer of news to the people and as a royal functionary in daily activities; he is usually the bearer of bad news...therefore he has more than a few detractors. At times, Harbius can be arrogant and self-serving and must be checked from time to time. A dainty man who parades around in flamboyant clothing in order to flaunt his position; he is the quintessential bureaucrat and politician.

Nevertheless he does have his uses; by default he drives away numerous minor complaints because of the annoyance that would result by a citizen actually attempting to file one. With respect to formal matters, Harbius controls the appointment schedule within the castle walls of DarkMoore.



Komareus, the demon trapped within the Wizard of the Woods

A sad tale in the life of the Wizard of the Woods...as recited to a party of brave adventurers:

"I believe there have been many a tale told about me that are intended to scare little children home at night. Oh yes, I have heard them all. The truth be told these stories are a bit more pleasant than my horrific past. I have one more story to tell, yes a tale to remind men of their mortality; in ages past an arrogant mage confronted a demon named Komareus who sought to drag him into the deepest depths of the netherworld.

The mage resisted and was able to banish the demon before the shackles were able to chain him within the pit. As the mage prepared to escape this dark realm the demon left him with a gift. Yes, a gift that resides in him to this very day; his spirit. This mage's strength wanes now, as the dark spirit fights for control..."

Komareus is a sleek dark-red demon with a near perfect physique. The demon has the body of a man with legs and feet similar to a chicken. The eyes and hair are coal black; the arms seemed to be limp and it appeared for reasons unknown that the demon was unable to use them. The hands ended in sharp black claws that are designed to tear flesh. The mouth of the demon was covered over in flesh and the adventurers who encountered Komareus watched as the demon attempted to open its mouth and howl...but to no avail.

Despite his weakened state, the legs of the demon were not as frail and were fully capable of 30 foot jumps from a standing position and further if the demon ran before it jumped. The chicken feet end in sharp black talons that the demon uses to rake its opponents in battle. The demon will jump towards an opponent and rake the victim from the head on down to the feet; the talons were even capable of destroying armor.

The demon seemed to have a natural resistance to magic and could not be harmed by ordinary weapons. One thing for sure, if the demon was able to regain its full strength it would be a formidable opponent indeed. Despite having destroyed its mortal form; the adventurers believed that DarkMoore has not seen the last of that demon...oh yes, they thoroughly believed that "the demon you can't outrun will return".



Thazul, the Obsidian Obelisk of the Dead, Dying, and Undead.

This artifact contains the essence of a spirit that was thought to be permanently banished. In an age long ago this unholy spirit wandered the mortal realm tormenting those creatures that served the Gods of righteousness. It was said that Spirit's power with the dark arts was unmatched; with but a single touch it could bring death to its victims. It was also said that no entity could match such a twisted personality or an equal penchant for dark humor.

This spirit had a name long before it escaped into the mortal realm, that name was Thazul. (He will go to great lengths to keep his name hidden.) It was Thazul's incredible aptitude for raising the dead that brought the forces of good to ultimately banish him from the mortal realm forever.

Great spells were invoked to bind and banish Thazul back to the abyss; however fate would have it another way as a portion of his powerful essence was allowed to remain. The essence eventually became bound within a monolithic slab of obsidian and through its unholy will alone it caused the obsidian bedrock to shatter, thus creating the artifact that holds and maintains its existence within the mortal realm to this very day.

Thazul is not driven by an insane madness to inflict maximum evil upon everything around it; instead it delights in the continual torment of others and prefers nothing more than to prolong anguish. It would rather keep a victim alive so they can live to suffer another day.

When the Obelisk is forced to a new location it will select a new "Chosen One". The maximum range of its power is limited to a 1 mile radius; beyond this it has no power. The "Chosen One" must be of good alignment and Thazul usually selects some sorry sop as the target. It is believed that Thazul honed in on the evil entity contained within the Wizard of the Woods when selecting DarkMoore as its next target; then when it arrived it found poor Effestus the Caretaker an unwilling victim to torment.

Thazul will send an undead messenger to call the "Chosen One" and anoint him or her to this horrific position to which they are bound. Hereafter the chosen one is bound to the obelisk and cannot escape; as any attempts to flee more than a mile away will teleport him or her back to the obelisk.

Thazul derives his power from the "dying" of the Chosen One and delights in the nightly horrific sacrifice they must endure. At night, Thazul may summon a globe of darkness up to 800 feet in diameter around the obelisk; the darkness extinguishes all light sources except a properly wielded Holy Symbol. The darkness is of such power that even "Protection from Evil" spells fail to function.

