HackMaster
Gawds & Demi-gawds
Origins Award Winner
Game of the Year

HackMaster

SPECIAL REFERENCE WORK

GAWDS AND DEMI-GAWDS

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Hard 8 Enterprises®
What do you want to Hack today?™

When playing the HackMaster™ role-playing game, there can be a tendency on the part of some GameMasters (GMs) to take one of two poor approaches. First, some novice GMs tend to ignore the role of divine beings in the game. This discourages the sense of realism in the game because our own world history is so full of stories about divine meddling in the affairs of man. Thus, if there are divine beings in a fantasy role-playing game, it makes sense that they would manipulate the events of that game to suit their own desires. However, on the other end of the spectrum is the GameMaster who has gawds popping up at the slightest provocation and shows them willing to grant the biggest favors as if they are trifling concerns. This tends to give the players the feeling that the power is out of their hands. In practice, you must keep the power out of your players' hands but you don't have to repeatedly slap them in the face with this fact. If the players think they have power, they are likely to have their characters act in a manner not fitting with their true station and then it becomes more enjoyable to knock them down a few notches.

So we have found that the best way to introduce gawds into your campaign is to have them act quietly behind the scenes, influencing events through their worshipers. But there will come a time when a cleric or other worshiper of a gawd will want to know more than a simple alignment, favored weapon and sphere of influence for the divine being in who he so blindly invests his faith. They will want to know how the gawd appears to his worshipers and how he fights against enemies, both divine and mortal. They will want to know how he interacts with other gawds and a little bit of his history. This book is designed to fill those needs.

Gawds & Demi-gawds is a book about the grand unified pantheon of the HackMaster TeraVerse, The Gawds of Twilight Last. It is designed for players and GameMasters alike as it gives the players a clue about the story behind their chosen gawd. And it doesn't stop there. With the way we have defined the mythos of the HackMaster TeraVerse, we have allowed for the existence of other gawds, perhaps some of them from your own inferior home-brewed campaign world. As these hopefuls scratch and claw their way up the corporate ladder of divine hierarchy, they too may one day find themselves on the great organization chart in the sky. For the gawds constantly vie for power and only one thing is for sure in HackMaster: You never know what to expect.

Enjoy and Hack on!

Jo Jo Zeke

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Reality Check, A Disclaimer

The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion. It has also come to our attention that some people have no backbone for high fantasy or the concept of heroic deeds which often involve fighting evil monsters and taking on supernatural beings intent on the down fall of all things good and noble. If you are such an individual and are squeamish about such things, you may want to accept the fact that this book is not for you and read no further (but please do send in a 25¢ royalty payment for the portion you HAVE read up to this point, to do otherwise is tantamount to THEFT).

HackMaster is a game and as such, the creators have tried to imbue it with a bit of ambiance that reflects a mysterious world fraught with danger, magic and wondrous creatures. We want to emphasize the term 'game'. HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their boring 'real lives'.

As a game, HackMaster throws players into situations (conflict) which must be resolved using wit and/or any skills, weapons or other means the players' in-game personae may possess. All of this action, of course, exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parley and other non-violent means. Sometimes they're resolved with magic. Oft times, however, such conflicts are resolved through force (i.e. violence). Again, all the action in HackMaster takes place in the imaginations of the players and the GameMaster. Are you getting all this?

HackMaster has nothing to do with advocating the occult, drug use, teen suicide, random acts of violence or any of the many sinister agendas those harboring a grudge against role-playing have attempted to lay at our feet. The writers do not condone violence to solve 'real life' situations. In fact, we frown upon it. Again, this book is a work of fantasy and the reader should remind himself of that. If you cannot separate reality from fantasy you should put this book down and seek professional help (or at the very least make a photo-copy of this disclaimer and review it before and after EVERY session of HackMaster).

Just so we're clear on this — attempting to worship the demons presented in Hacklopediae will result in nothing but ridicule from your peers (our demons are 'made-up'). Likewise with the 'magic spells' presented in HackMaster. They are fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't gonna to happen. If you jump off a roof because you believe your 'boots of flutter soft' will protect you and you end up shattering your hip, do not come crying to us. We will merely show you a highlighted photo copy of this disclaimer and marvel at your stupidity. Are we on the same sheet of music here? Good. 'Nuff said.

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General Principles of Gawdliness

How to Use This Book

This book is not a Hacklopedia of Beasts. Its primary purpose is to describe the abilities and purviews of various gawdly entities. No gawd should appear randomly in a campaign. A well-placed appearance, on the other hand, can add an epic, mythical touch to your HackMaster game. Just don't screw it up!

Obviously clerics and religious men (druids, paladins, holy warriors) need to know about whom they worship, but other classes should pay attention, too. In Garweeze Wurld, the gawds take an active interest in the lives and concerns of mortals. A wise fighter or thief, and even a bard, should know which gawd might help him survive a dangerous journey at sea and which might respond to a prayer for good luck to avoid being blown to bits by an exploding magical trap.

To determine these distinctions, we present the Gawds of Twilight Last, along with those remnants of gawds from other pantheons and how they now relate to one another.

Explanatory Notes

This hallowed tome deals with forces well beyond mortal ken, a fact that must not be taken lightly. Our team of dedicated field scholars has painstakingly researched each gawd in this detailed reference work. Several were destroyed (some of these beings are just plain mean) and many did not return from the expeditions quite the same as when they set off. We have documented their findings with entries that describe each being's behavior, combat modes, goals, general character, preferred means of dispatching mortal wretches, and so on. The following paragraphs give a detailed breakdown of the nature and meaning of those entries and the full information for using a monster listing is also included. Special information applying only to gawds is included in the appropriate area.

Also Known As: (Abbr. AKA) This entry often shows a popular or common nickname given to the creature by those who have encountered it (and lived to tell any tales).

Turf: This entry defines the native plane (listed first) and other planes on which a deity is likely to be found. The native plane is where a deity has the most power, but also the one upon which it can be permanently destroyed.

Alignment: As with Player Characters (PCs), alignment shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered for groups of monsters. Gawds, on the other hand, often personify the ideals of their professed alignment and very rarely, if ever, have a change of heart.

Size: Most creatures are measured in height or length; some are measured in diameter. Those measured in diameter may be given a different size category than indicated.

For instance, while a 6-foot tall humanoid is considered size M, a spherical creature 6 feet in diameter has more mass, so is considered size L. Similarly, a creature 12 feet long with a very slender body (like a snake) might be considered man-sized. Adjustments like these should not move a creature more than one size category in either direction. Most gawds can appear as any size they want. However, this entry defines their most common choice.

The size of a creature is abbreviated as follows:

T = tiny (2' tall or less);

S = smaller than a typical human (2+' to 4');

M = man-sized (4+' to 7');

L = larger than man-sized (7+' to 12');

H = huge (12+' to 25'); and

G = gargantuan (25+').

Movement: This measurement shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demi-human and humanoid movement rate is often determined by armor type (unarmored rates are given in parentheses). However, because gawds can Teleport Without Error at will, their movement rate isn't really important unless their teleportation power is hindered somehow. Movements in different mediums are abbreviated as follows:

Fl=	Flying	Cl=	Climbing
Sw=	Swimming	Wb=	Moving across webs
Br=	Burrowing	Bc=	Brachiation (moving in treetops)

Flying creatures also have a Maneuverability Class from A to E.

Class A creatures have total command over their movements in the air; they can freely hover, face any direction in a given round and attack during each round.

Class B creatures are very maneuverable; they can hover, turn 180 degrees in a round and attack in each round.

Class C creatures are somewhat agile in the air; they cannot move less than half their movement rate without falling, they can turn up to 90 degrees in a round and make an aerial attack once every two rounds.

Class D creatures are rather slow; they absolutely cannot move less than half their movement rate without falling, can turn only 60 degrees in a round and can make a pass once every three rounds.

Class E includes large, oafish fliers; these creatures cannot move less than half their movement rate without falling immediately, can turn only 30 degrees in a single round and can make one pass every six rounds.

Armor Class: (Abbr. AC) This score represents the relative difficulty in hitting a creature. Protection that enhances Armor Class can be due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Creatures that wear armor or those with a special defense rating have an unarmored or special value in parentheses. Listed AC does not include any special temporary bonuses noted in the description.

Number of Attacks: (Abbr. No. Attacks) Found here are the basic attacks the creature can make in a melee round, excluding special attacks. This number can be modified by hits that sever limbs, spells such as Haste and Slow, and so forth. Multiple attacks indicate expert fighting skill, several appendages, raking paws, multiple heads, etc.

Damage per Attack: (Abbr. Dmg./Attack) The amount of damage a given attack causes is expressed as a spread of hit points (based on a die roll or combination of die rolls). If the creature uses weapons, the damage value for a typical weapon of that type may be listed or the phrase "by weapon type". Damage bonuses due to Strength or magic are listed as a bonus following the damage range.

Special Attacks: If a creature has a unique attack that it prefers to use in combat, it is listed here. The creature description details these special attack modes such as dragon breath, magic use, etc. Any competent GM will be prepared to make full use of these special attacks in every encounter. Spells that come from sources other than the Player's Handbook (PHB) are generally listed with a simple and obvious abbreviation for the source such as SSG for Spellslinger's Guide to Wurld Domination, so don't whine that you can't find it.

Special Defenses: The creatures of the TeraVerse have evolved with skills and instinctual behaviors that are perfectly suited to self defense. Special defenses are listed in this field entry for easy reference and are more fully detailed in the creature description.

Hit Dice: (Abbr. HD) This entry measures the number of hit points of damage a creature can withstand before being killed. For non-divine beings, unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). To determine the creature's starting hit points, roll the number of Hit Dice indicated in this field entry and add 20 to the result. Several creatures have a specific range of hit points instead of Hit Dice. Some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4+20 (28-56) total hit points.

Hit Dice also define how well a creature can hit others in combat. Combat tables are located in the GameMaster's Guide (GMG). Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws. Creatures with fewer than 21 hit points should be considered "less than 1-1 Hit Dice" for determining hit probability on the combat tables in the GMG.

Hit Dice work a little differently for immortals and deities. Once a being is accepted into the divine fold (being an immortal servant of the gawds), his Hit Die type increases to at least 1d10 for each level of experience he has previously garnered, regardless of class. Add the difference between the maximum hit points possible from his previous Hit Dice and the 1d10 Hit Dice. For example, if a magic-user undergoes divine ascension at 20th level (with no Constitution modifier) he would initially have 11+9 Hit Dice (1d4 for magic-user) according to Table 3AA in the Player's Handbook. After he becomes immortal, he gains 66 hit points beyond his normal total for 11+9 Hit Dice. Calculate this by taking the difference between the maximum values for each Hit Die type, in this case 10-4 = 6. Then multiply this value by the number of Hit Dice, in this case 11, 6x11 = 66. When a character becomes a demi-gawd, he gains hit points such that all of his Hit Dice associated with his class levels are at a maximum (1d10). Thus, the 20th level magic-user who becomes a demi-gawd would have 139 hit points, 11x10 + 9 +20 (kicker) = 139. Upon attaining lesser gawd status, he multiplies these hit points by 2 resulting in 278. Intermediate gawds multiply the lesser gawd total by 2 and greater gawds multiply the intermediate gawd total by 2 again. Thus, at each stage, our 20th level friend would have 556 and 1,112 hit points, respectively.

In terms of combat, deities have their own to-hit chart based on their divine stature. Immortals and demi-gawds attack based on the applicable character class or monster Hit Dice attack matrix in the GMG. For hit charts of lesser, intermediate and greater gawds, see Table 1: Divine Attack Matrix

Ability Scores

Not only are the gawds far beyond mortals in longevity and magic use, they may also develop Ability Scores beyond those presented in the Player's Handbook. The game statistics associated with divine Ability Scores are presented in the following section. Note that these scores only apply to divine entities.

Divine Powers

Though gawds vary in relative power, all are significantly more potent than any mortal. The Gawds of Twilight Last are the major powers in Garweeze Wurld and beyond. All gawds have certain innate abilities, in addition to the specific powers and abilities listed in each description. The precise innate abilities depend on the power level of the gawd. The divine divisions of power, from lowest to highest are: demi-gawd, lesser gawd, intermediate gawd and greater gawd. Note that gawds of a particular stature only command those powers associated with their divine rank while on their native (usually alignment) plane. When they travel to other planes, they function with the abilities available to a gawd one rank below their actual status. For example, a greater gawd who is outside his native plane merely commands the powers available to an intermediate gawd (though these are substantial still). Demi-gawds who travel to other planes temporarily lose the powers associated with their stature as demi-gawds, but retain the powers associated with all gawds defined here.

All gawds (demi-gawds and above in stature) have the following certain basic abilities.

Immortality. Gawds do not die from old age, disease or any other natural cause. A gawd can only be truly destroyed by a gawd of equal or higher stature in magical or physical combat (he could, of course, be blindsided). In the Wars of the Tablet of the Gawds, several gawds were actually killed. The ensuing chaos, not to mention the sheer indignity of divine beings dying, led to the current arrangement. If a gawd suffers an attack that should destroy it from a lesser being (such as a mortal), it simply disperses, even if the mortal wields an artifact. The gawd can reassemble its bodily form on its home plane in 1d100 days. It will also likely be quite angry. (An artifact specifically designed with the power to destroy a gawd is a different matter, but such things usually apply to only a single gawd or mythos.)

Teleport. All gawds can Teleport at will to any location on the same plane with no chance of error.

Initiative. When it comes to their interaction with mortals, gawdly beings always win initiative, even against such paltry magic items as a Scimitar of Speed. Of course, a gawd can simply wait to see what its opponents do before acting. Divine beings that challenge one another must roll for initiative just as regular creatures do.

Table 1: Divine Attack Matrix

	Deity Stature		
AC	Lesser	Intermediate	Greater
-20	16	14	12
-19	15	13	11
-18	14	12	10
-17	13	11	9
-16	12	10	8
-15	11	9	7
-14	10	8	6
-13	9	7	5
-12	8	6	4
-11	7	5	3
-10	6	4	2
-9	5	3	1
-8	4	2	0
-7	3	1	-1
-6	2	0	-2
-5	1	-1	-3
-4	0	-2	-4
-3	-1	-3	-5
-2	-2	-4	-6
-1	-3	-5	-7
0	-4	-6	-8
1	-5	-7	-9
2	-6	-8	-10
3	-7	-9	-11
4	-8	-10	-12
5	-9	-11	-13
6	-10	-12	-14
7	-11	-13	-15
8	-12	-14	-16
9	-13	-15	-17
10	-14	-16	-18
11	-15	-17	-19
12	-16	-18	-20
13	-17	-19	-21
14	-18	-20	-22
15	-19	-21	-23

Comprehend Languages. Gawds can understand and speak any language. This applies to normal written languages as well as other types of codes, such as the colored patterns of Will-o-Wisp communication or Glersee Runes.

Summon Allies. All gawds can instantly summon like-aligned allies to their aid. This ability works similar to teleportation, though the gawd need not know the whereabouts of the creature he summons, nor must he even be on the same plane. This ability is however, limited by the gawd's Charisma score. Summoned allies are usually extraplanar creatures with the same alignment as the gawd. They can be angels in the case of good gawds and demons, devils or similar creatures in the case of evil gawds. In some instances, the summoned allies can be mortal clerics or heroes dedicated to the service of the gawd. The creature summoned gets no saving throw to resist this power.

Skills. All gawds have all the skills available in the Player's Handbook, for which they qualify at 126%.

All demi-gawds have the following abilities:

Communication. Demi-gawds must converse directly, though they can construct holy objects as conduits for their voices. They cannot speak through mundane creatures or objects as other gawds can.

Multi-task. A demi-gawd can perform two independent actions at the same time without penalty. In some cases, however they may be limited further by a particular physical form.

Table 1A: Strength

Ability Score	Hit Prob.	Damage Adj.	Weight Allowance	Max. Press	Open Doors	Bend Bars/ Lift Gates
25/51	+7	+14	1,700	1,950	19(18)	99%
26	+8	+15	1,900	2,150	20(18)	99%
26/51	+8	+15	2,100	2,350	20(18)	99%
27	+9	+15	2,200	2,550	20(19)	99%
27/51	+9	+15	2,400	2,650	20(19)	99%
28	+9	+16	2,600	2,900	20(19)	100%
28/51	+9	+16	2,800	3,050	20(19)	100%
29	+10	+16	3,000	3,300	20(20)	100%
29/51	+10	+16	3,200	3,550	20(20)	100%
30	+11	+16	3,400	3,800	20(20)	100%

Table 1B: Dexterity

Ability Score	Defense Adjustment	Reaction Adjustment	Missile Adjustment
25/51	-9	+9	+10
26	-9	+9	+11
26/51	-9	+10	+11
27	-10	+10	+11
27/51	-10	+10	+12
28	-10	+11	+12
28/51	-11	+11	+12
29	-11	+11	+13
29/51	-11	+12	+13
30	-12	+12	+13

Table 1C: Constitution

Ability Score	Hit Point Adjustment	System Shock	Resurrection Survival	Poison Save	Immunity to Disease / Alcohol	Regeneration/Healing
25/51	+8	100%	100%	+4	-100%	1 HP / 9 rounds
26	+8	100%	100%	+5	-100%	1 HP / 8 rounds
26/51	+8	100%	100%	+6	-100%	1 HP / 7 rounds
27	+9	100%	100%	+7	-100%	1 HP / 6 rounds
27/51	+9	100%	100%	+8	-100%	1 HP / 5 rounds
28	+9	100%	100%	+9	-100%	1 HP / 4 rounds
28/51	+10	100%	100%	+10	-100%	1 HP / 3 rounds
29	+10	100%	100%	+11	-100%	1 HP / 2 rounds
29/51	+10	100%	100%	+12	-100%	1 HP / 1 round
30	+11	100%	100%	+13	-100%	2 HP / round

Table 1D: Intelligence

Ability Score	Number of Languages	Spell Level	Learning Ability	Max number of spells/level	Illusion Immunity	Chance of Mishap
25/51	21	9th	100%	All	8th level	-1%
26	22	9th	100%	All	8th level	-2%
26/51	23	9th	100%	All	8th level	-3%
27	24	9th	100%	All	9th level	-4%
27/51	25	9th	100%	All	9th level	-5%
28	26	10th	100%	All	9th level	-6%
28/51	27	10th	100%	All	9th level	-7%
29	28	10th	100%	All	10th level	-8%
29/51	29	10th	100%	All	10th level	-9%
30	30	10th	100%	All	10th level	-10%

Table 1E: Wisdom

Ability Score*	Magical Defense Adjustment	Bonus Spells	Chance of Spell Failure	Spell Immunity	Chance to Improve Skill
25/51	+5	6th, 7th	-1%	Major Domination, Sanboreg's Random Dispatcher	22%
26	+5	6th, 6th, 7th, 7th	-2%	Blood Drain, Mass Domination	24%
26/51	+5	6th, 6th, 7th, 7th	-3%	Exaction, Destruction (reverse of Resurrection),	26%
27	+6	6th, 6th, 7th, 7th	-4%	Finger of Death, Banishment, Anger Deity	28%
27/51	+6	6th, 6th, 7th, 7th	-5%	Torment, Mass Invisibility, Forcecage	30%
28	+6	6th, 6th, 6th 7th, 7th, 7th	-6%	Binding, Zarba's Sphere of Insanity, Truename	32%
28/51	+7	6th, 6th, 6th 7th, 7th, 7th	-7%	Death Rune, Trap the Soul, Grasping Death	34%
29	+7	6th, 6th, 6th 7th, 7th, 7th	-8%	Weird, Imprisonment, Fawlgar's Grasping Death	36%
29/51	+7	6th, 6th, 6th 7th, 7th, 7th	-9%	Blood Curse, Death Chain, Power Word: Annihilate	38%
30	+8	6th, 6th, 6th 7th, 7th, 7th	-10%	Programmed Amnesia, Wave of Death	40%

* All immortals with 25/51 or greater Wisdom can instantly detect lies told by mortals without any effort.

Table 1F: Charisma

Ability Score	Maximum # of Summoned Allies	Loyalty Base	Reaction Adjustment	Comeliness Modifier	Starting Honor Modifier
18	1	+8	+7	+3	+7
19	2	+10	+8	+4	+8
20	3	+12	+9	+5	+9
21	4	+14	+10	+6	+10
22	5	+16	+11	+7	+11
23	6	+18	+12	+8	+12
24	7	+20	+13	+9	+13
25	8	+20	+14	+9	+14
25/51	9	+25	+15	+10	+15
26	10	+25	+16	+10	+16
26/51	15	+25	+17	+11	+17
27	20	+25	+18	+11	+18
27/51	25	+30	+19	+12	+19
28	30	+30	+20	+12	+20
28/51	40	+30	+21	+13	+21
29	50	+30	+22	+13	+22
29/51	100	+35	+23	+14	+23
30	150	+35	+24	+14	+24

Saving Throws. Demi-gawds have a base saving throw of 4, so they only fail a save on a roll of 3 or less.

Sensing. A demi-gawd can know what is happening anywhere within one mile of himself or any of his worshipers.

Granted Abilities. Demi-gawds can grant their worshipers any power that does not exceed their own, or any spell of up to 5th level.

Magic Use. All gawds can use any spell of up to 5th once per day. This includes cleric, druid and magic-user spells and requires neither spell book, prayer, nor any components. The divine being simply concentrates for 4 segments (or the actual casting time, if it is only 1, 2 or 3 segments) and the effect occurs. For spells whose range and other statistics depend on level, use the caster levels listed with the gawd's description. If the entry lists no caster level, use the minimum level necessary to cast that spell to determine the effects (range, duration and so on).

Note that demi-gawds need spells or devices to travel between the planes, they have no such innate ability. For this reason they are likely to remain on one plane more often than many gawds of greater stature.

All lesser gawds have the following abilities:

Communication. Lesser gawds communicate with their clerics and worshipers directly or through dreams. They sometimes create special holy objects through which they can communicate with followers.

Life and Death. A lesser gawd can raise any previously living mortal being from the dead. They can do this across any distance or barrier regardless of the current condition of the body; otherwise this ability functions as a Resurrection spell.

Multi-task. A lesser gawd can perform up to five tasks at once without any penalties. Certain physical forms may limit this further.

Planar Travel. Lesser gawds can travel between planes at will, regardless of physical or material barriers. They have no chance of error.

Saving Throws. Lesser gawds have saving throws of 3 in all categories, so they only fail a save on a roll of 1 or 2.

Sensing. A lesser gawd knows all that occurs within 10 miles of himself, a worshiper or any of their holy objects.

Shapeshifting. A lesser gawd can transform into any animal or object. He becomes a non-spectacular example of this animal or object, so he does not stand out from others of that kind. A lesser gawd in the form of a garden hoe would look pretty much like any other garden hoe.

Granted Abilities. Lesser gawds can grant any power that does not exceed their own or any spell of up to 6th level to their worshipers.

Magic Use. All lesser gawds can use any spell of up to 6th level once per day. This includes cleric, druid and magic-user spells and requires neither spell book, prayer, nor any components. The divine being simply concentrates for 3 segments (or 1 or 2 segmenta, if that is the actual casting time) and the effect occurs. For spells whose range and other statistics depend on level, use the caster levels listed with the gawd's description. If the entry lists no caster level, use the minimum level necessary to cast that spell to determine the effects (duration and so on).

All intermediate gawds have the following abilities:

Communication. Intermediate gawds communicate with their clerics and worshipers directly or through dreams. They sometimes create special holy objects through which they can communicate with followers.

Creation. Intermediate gawds cannot create objects out of nothing, but they can summon creatures or items. They can also duplicate any object they hold, providing suitable raw materials exist on the same plane. This can be tiring, however, and the gawd must rest for ten minutes for each 100 pounds (or fraction thereof) thus created.

Life and Death. Unlike a greater gawd, an intermediate gawd cannot instantly cause the death of a mortal through innate means. However, since they have access to some pretty powerful spells and powers, it is not out of the question that an intermediate gawd could kill a mortal instantly through those means. He can also arrange accidents that could cause the death of a mortal being anywhere in the TeraVerse. He can raise any previously living mortal being from the dead. He can do this across any distance or barrier regardless of the current condition of the body; otherwise this ability functions as a Resurrection spell.

Multi-task. Intermediate gawds can perform up to 100 separate tasks at once without any penalties. Certain physical forms may limit this further.

Planar Travel. Intermediate gawds can travel between planes at will, regardless of physical or material barriers. They have no chance of error.

Saving Throws. Intermediate gawds have saving throws of 2 in all categories, so they can only fail a save on a roll of 1.

Sensing. An intermediate gawd knows all that occurs within 100 miles of himself, a worshiper or any of their holy objects. He can even sense anything happening within 1 mile of a holy object from any gawd of his pantheon.

Shapeshifting. Any intermediate gawd can transform into any animal or object. The form he takes can be no larger than the largest normal or enchanted version of that object or creature. Thus an intermediate gawd could take the form of a huge ball of twine, but not one larger than the biggest one already in existence.

Granted Abilities. An intermediate gawd can grant any power that does not exceed his own or any spell of any level to their worshipers.

Magic Use. All intermediate gawds can use any spell of up to 7th level once per day. This includes cleric, druid and magic-user spells and requires neither spell book, prayer, nor any components. The divine being simply concentrates for 2 segments (or 1 segment if that is the actual casting time) and the effect occurs. For spells whose range and other statistics depend on level, use the caster levels listed with the gawd's description. If the entry lists no caster level, use the minimum level necessary to cast that spell to determine the effects (range, duration and so on).

All greater gawds have the following abilities:

Communication. Greater gawds can communicate directly and secretly with their clerics and worshipers. This ability functions through any void and through any physical or mystical barrier. It transcends the bounds of space and planes, but generally not time (which would likely cause mortals to go insane).

Creation. Greater gawds can create objects out of nothing, so long as they can conceive of it. Such creation is tiring, even for the divine, since the gawd must fashion physical matter out of his own energy. A greater gawd must rest for ten minutes per ton (or portion of a ton) of mass he creates. Thus creating a 10-ton statue out of nothing would require 100 minutes of rest.

Life and Death. A greater gawd can kill a mortal creature with the slightest action. Doing so causes a disruption in the current divine power structure. He can also raise any previously living mortal being from the dead. He can do this across any distance or barrier regardless of the current condition of the body, and is not bound by the limitations of any spell. Of course, another greater gawd could kill the raised creature an instant later....

Multi-task. Greater gawds can perform up to 10,000 separate tasks at once without any penalties. Certain physical forms may limit this.

Planar Travel. Greater gawds can travel between planes at will, regardless of physical or material barriers. They have no chance of error. However, they have agreed to certain restrictions regarding visiting Garweeze Wurld in the Prime Material Plane.

Saving Throws. Greater gawds automatically make all saving throws.

Sensing. A greater gawd has a kind of "spot omniscience". With concentration, he can know what is happening anywhere in the TeraVerse at any time. While not aware of all things at all times, they can keep thousands relevant factors in mind and thus predict the actions of most creatures with alarming accuracy.

Shapeshifting. Greater gawds can assume any form, at any size, even that of moons or planets.

Granted Abilities. A greater gawd can grant any power or spell of any level to his worshipers.

Magic Use. All greater gawds can use any spell once per day. This includes cleric, druid and magic-user spells and requires neither spell book, prayer, nor any components. The divine being simply concentrates for 1 segment and the effect occurs. For spells whose range and other statistics depend on level, use the caster levels listed with the gawd's description. If the entry lists no caster level, use the minimum level necessary to cast that spell to determine the effects (duration and so on).

Magic Resistance: The magic resistance is listed here as a percentage chance that any magic cast upon the creature fails to affect it, even if other creatures nearby are affected. Magic resistance is adjusted by 5% for each point of difference between caster level and Hit Die or level of the target. Thus, a 20th level caster using a spell against an 18 Hit Dice monster faces a magic resistance 10% lower than the listed value. If the magic penetrates the resistance, the creature is still entitled to any normal allowed saving throw. Creatures may have resistances to certain spells; this is not considered "magic resistance", which is effective against all spells.

Note that a magic resistance of "Nil" or "Standard" would still allow a creature a saving throw, if applicable, but the creature does not have any special resistance to magic beyond that. Gawds use their highest equivalent character level for this purpose.

Threshold of Pain: (Abbr. ToP) Some creatures are subject to trauma damage (GMG p105). The ToP equals half a creature's hit points, so the exact number varies for individuals. An entry of "n/a" means that this type of creature need make no trauma damage check regardless of how much damage it suffers in a single hit. A "yes" means that the beast can go into shock when it takes large amounts of damage in a single blow. When a creature takes an amount of damage greater than or equal to its threshold of pain in a single round, it must make a save versus death. The monster's save versus death is modified by it's morale rating (used as a Wisdom score to determine the saving throw modifier). If it fails, it uses its morale rating in place of a Constitution score to determine further penalties as described in the GMG.

All gawds are immune to trauma damage – they need never make a threshold of pain check.

Fatigue Factor: (Abbr. FF) This indicates whether the creature is subject to exertion rules as described in the HackMaster GMG. An entry of "n/a" indicates that the creature does not tire and need make no Fatigue check. A number indicates the how many rounds a creature may exert itself before making a Fatigue check. Once again, the beast uses its morale rating in place of the average of Wisdom and Constitution for the Fatigue check. A monster that fails a Fatigue check must immediately make a true morale check or flee.

Gawds do not suffer from mortal maladies such as fatigue, with the exception of the mandatory rest period following their use of the creation ability.

Further details on ToP and FF, as well as examples for the slow-witted, can be found in the Hacklopedia of Beasts: Monster Matrix (pages 4-5).

PSIONICS

Psionics are mental powers possessed by some creatures and heroes described within the pages of this tome. Unless otherwise notes, all gawds have access to all psionic disciplines, sciences, devotions, attack and defense modes at 18th level and with 400 PSPs.

These psionic listings are:

Level: How tough the monster is in terms of psionic experience level.

Dis/Sci/Dev: How many disciplines the creature can access, followed by the total number of sciences and devotions the creature knows. Monsters can know sciences and devotions only from the disciplines they can access.

Attack/Defense Modes: (Abbr. Att./Def. Modes) The telepathic attack and defense modes that the creature can use. Note that defense modes are not included in the total number of powers the creature knows.

Abbreviations for psionic attacks and defenses are as follows: PB- Psionic Blast, M- Mind Blank, MT- Mind Thrust, TS- Thought Shield, EW- Ego Whip, MB- Mental Barrier, II- Id Insinuation, IF- Intellect Fortress, PsC- Psychic Crush, TW- Tower of Iron Will.

Power Score: The creature's usual score when using a power that is not automatically successful.

PSPs: The creature's total pool of psionic strength points (the maximum available to it).

The rest of the listing indicates by discipline which powers the creature has, sometimes listing the most common powers or only the powers that all members of the species have. Unless otherwise noted, the creature always knows powers marked by an asterisk.

The rules for psionics will be detailed in a later supplement. Until such time, any character or creature who is the target of a psionic power is entitled to a saving throw versus spells to negate the power. Failure means they are subject to the psionic power's effects.

Supplemental Information for Monsters and Heroes

HackFactor™: (Abbr. HF) A creature's HackFactor indicates how tough the creature is, measured by its ability to give as well as take damage during combat. HackFactors can range from as low as zero to as high as 400 or more! The GM would do well to refer to the HackFactor of a given creature when planning a balanced campaign.

Experience Point Value: (Abbr. EP Value) This value is the number of experience points awarded for defeating, but not necessarily killing, the monster. This value is a guideline that can be modified by the GM for the degree of challenge, encounter situation and for overall campaign balance.

Climate/Terrain: This field defines where the creature is most often found. The wide range of climates include arctic, sub-arctic, temperate and tropical. Listings for aquatic creatures include a range of temperate regions. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp and desert. In some cases, a range is given; for instance, "cold" implies arctic, sub-arctic, and colder temperate regions.

Frequency: Here you discover the likelihood of encountering a creature in a given area (usually its native area). The GM may adjust the chances for special areas or situations.

Very rare = 4% chance

Rare = 11% chance

Uncommon = 20% chance

Common = 65% chance

Organization: Listed here is the general social structure the creature adopts. "Solitary" can include small family groups.

Activity Cycle: Given here is the time of day when the creature is most active. Those active at night can be active at any time in subterranean settings. These are general guidelines and exceptions are fairly common.

Diet: Every creature on Garweeze Wurld has to eat and here you will find the food most suitable to that particular being. Carnivores eat meat, herbivores eat plants and omnivores eat either. Scavengers primarily eat carrion, but tend not to be picky. If a monster does not fit any of these categories, the substances it requires for sustenance are described in detail in the body text of the entry.

Intelligence: This score is the equivalent of a human "IQ." Certain monsters are instinctively cunning; and this is noted in the description. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent/Not ratable
1	Animal Intelligence
2-4	Semi-Intelligent
5-7	Low Intelligence
8-10	Average Intelligence
11-12	Very Intelligent
13-14	Highly Intelligent
15-16	Exceptionally Intelligent
17-18	Genius
19-20	Supra-Genius
21+	Gawdlike Intelligence

Number Appearing: (Abbr. No. Appearing) This number indicates the average numbers that one might meet in a typical wilderness encounter within the creature's territory. The GM should alter this to fit the circumstances of any encounter as the need arises and should not be considered a rule for dungeon encounters. Note that some solitary creatures are occasionally found in small groups; this means they are found in very small family units, or that several may be nearby, but do not cooperate with one another.

Morale: This entry is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individ-

ual circumstances. As described on pages 4 and 5 of the Monster Matrix, morale ratings are also used in place of Ability Scores for monsters when dealing with threshold of pain and fatigue factor. See the description of those statistics for further explanation. Morale ratings correspond to the following range:

2	Wuss	9	Half-hearted	16	Foolhardy
3	Weak	10	Pliant	17	Defiant
4	Coward	11	Average	18	Resolved
5	Unreliable	12	Confident	19	Fearless
6	Timid	13	Courageous	20	Fanatic
7	Hesitant	14	Brave		
8	Unsteady	15	Daring		

General Description: Here you find a condensed description of the creature's appearance to our observant field researchers. Creatures without physical appearances are described by the effects they produce in others.

Combat/Tactics: This field entry contains descriptive text that discusses special combat abilities, weaponry, armor and tactics.

Habitat/Society: A given monster's habitat and social structure outline the monster's general behavior, nature and goals. In some cases, it further describes their lairs (the places where they live), breeding habits and reproductive rates.

Ecology: This entry describes how the monster fits into the grand scheme of things within the TeraVerse, gives any useful products or by-products, and other miscellaneous information.

Yield: Slaying a monster invariably leaves the conqueror with a cooling pile of meat, fur, bones and/or feathers. Exhaustive field research has turned up items of potential value that the PCs may be able to take from the creature. This could be in the form of real treasure (i.e. coins, gems etc.) or body parts with medicinal or magical properties. As a rule the GM should NEVER freely volunteer any of the yield information associated with a particular creature. Let the players figure it out for themselves.

The GM should also note that some skills may be required to obtain certain yields. For example, a Swack Iron Dragon's hide may be worth 5d1,000 gold pieces on the open market, but unless the player has the proper skills to skin the dragon and cure the hide he could botch the job, thus greatly reducing the value. The same thing applies for many body parts of medicinal value. There may be certain skills and procedures needed to ensure the item's qualities are not ruined or diminished.

Medicinal: Body parts/fluids with medicinal value are listed here for easy reference.

Spell Components: Valuable information for any magic-user or cleric, this field entry refers to any body parts of the creature that can be used as spell components.

Hide/Trophy Items: The street value of the creature's hide or trophy items (like horns or fangs) are listed here if applicable.

Treasure: The GM should refer to the treasure tables in the HackMaster GMG. If individual treasure is indicated, each individual may carry it (or not, at the GM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the GM. Intelligent monsters use the magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible; if all rolls fail, no treasure of any type is found.

Treasure should be adjusted downward if only a few monsters are encountered. Large treasures are noted by a multiplier (x10, for example); this should not be confused with treasure type X. Treasure types listed in parentheses are treasures found in the creatures' lair.

Other: Refers to further information about a creature or any other items of value associated with the creature.

Guidance on Running Divine Beings

In HackMaster, when the gawds deign to notice or interfere with the lives of mortal men, the GameMaster must assume their roles. GMing a divinity presents a far greater challenge than playing the role of a merchant, a sage or an Orc. Players quite naturally pay special attention to the words and deeds of the gawds, so the GM must make a special effort to understand how to present them.

First and foremost, gawds and divine beings are not merely super-powerful humans. They have powers, abilities, and qualities totally unavailable to the mortal-born (see the Explanatory Notes section). Even if a player character should, through some ultra-potent magic or class level advancement, have his abilities raised into the 20's (unlikely and inadvisable), that person would not gain those powers reserved for the gawds. The source of a deity's gawdhead is in some way connected to his earthly worshipers, though in what manner the gawds derive this power is a mystery totally beyond mortal (or immortal) comprehension. However, all agree that a gawd's power often increases or decreases as the number of his worshipers varies. Thus gawds, and clerics as their agents, constantly try to increase the quantity and quality of their worshipers.

The statistics given in this book can be of great aid to GMs, but they do not tell how a gawd should be played. A gawd is not a list of Armor Classes, hit points and attack forms; treating them as such reduces him to the role of a mere monster. They are, rather, beings whose very presence profoundly affects the course of events. Many of them represent elemental or natural forces that man can barely influence, let alone conquer. Do not lightly introduce a gawd into active play. Players must understand who they are dealing with, and that improper behavior toward a gawd can bring swift and dire consequences.

Gawds generally have egos proportionate with their power and importance. Most gawds simply do not stand for mere mortals behaving beyond their station, e.g. treating gawds as equals, or not showing proper respect in other ways. Attempting to coerce or intimidate a gawd in some way nearly always results in divine punishment. In order to provide examples for others who may contemplate such actions, gawds usually deal quite harshly with mortals who meddle with their affairs. Most gawds enjoy flattery, but any gawd with a Wisdom score above 15 knows this for what it is, and generally does not allow such false flattery to alter his opinion of the flatterer. Gawds usually be able to guess at the flatterer's motives.

In any encounter between characters and a divine being, the GM must continually keep several things in mind. The first is the divine awe (or horror) inspired in mortals by most deities' extraordinary Comeliness. Even if characters are of sufficient level to avoid the direct results, the gawd's pronouncements should carry great weight. The second thing to remember is that most gawds' Intelligence and Wisdom far exceed that of mortals. They can rarely (if ever) be fooled or tricked by mere humans. Their great Wisdom usually enables them to tell when a mortal is lying. In fact, as GM, you can usually assume that if you know why a character is saying or doing something, the deity would know it as well. This should help to simulate the deity's superior intellect and Wisdom, and impress the characters. Gawds with Intelligence scores above 20 can often tell what kind of action a mortal is about to attempt just from a few preparatory motions, and knowing this, a gawd (with his superior Dexterity) can often react to the action before it is completed!

If a gawd enters combat (willingly or unwillingly), he always attempts to avoid any situation where the gawd can be physically defeated. A little reflection shows that the idea of a deity fighting mortals "to the death" is absurd. The easiest way for a gawd to avoid combat is his innate Teleport ability, which enables him to leave combat entirely, or "blink" away to a convenient distance and resume combat in a manner of the gawd's choosing (spells, special abilities, etc.). This Teleport ability takes no time or concentration during battle – the divinity just wills it to happen.

If engaged in combat, deities almost always call upon whatever aid they can. Some gawds have specific aids or attendants listed in the text. Those who do not have creatures listed can still usually summon a retinue of appropriate beings from the Prime Material or the gawd's plane of origin. After summoning aid, many gawds depart the field, leaving their retinue to do the fighting for them. (That is, after all, their function – gawds have better things to do than fight with mortals.) This summoning of aid takes no more time or effort than the Teleport ability.

Unless they have a history of mutual antipathy, gawds never fight other gawds. They will back off from confrontation situations whenever possible, preferring to work through underlings or chosen champions. For example, if a meddling party of characters accidentally summoned an evil gawd, they might wish to attempt to Gate in a good gawd to protect them. They are almost sure to be disappointed. In all probability, the most aid they might receive through the Gate is one (or more) of the gawd's servants, or a quick Teleport to a safe location. In fact, Gate spells in general are more likely to result in the appearance of one of a gawd's followers, rather than the deity itself. A Gate spell cannot compel a deity's appearance – a gawd steps through only if he chooses.

Of course, the gawds are not unwilling to aid their worshipers. See page 136 of the GMG for information on beseeching divine intervention. However, the fact is gawds have so many worshipers that they prefer to give aid of a more general nature – subtle forms of aid that help their worshipers as a whole. This type of aid usually goes unnoticed in the short run (except by high level clerics, who know what to expect). Specific aid to individuals is extremely rare, despite the fact that this is the kind of aid beseechers most frequently request from their gawds. Even if each deity had a nominal number of servants whose purpose is to supply aid to desperate adventurers, the situation would be frenzied at best.

If a sassy player complains about not having the ear of the gawds, remind him that accumulation of hit points and the ever-greater abilities and better saving throws of characters represents the aid supplied by supernatural forces. This is particularly true when characters advance to high level and become prominent. Deities often regard such characters as important among their mortal worshipers, and the characters themselves may be asked to (or be given no choice but to) take part in the maneuverings of the gawds' forces upon earth. Characters are usually totally without knowledge of the part they play in these cases – rather than being the ones requesting divine intervention, characters may actually become part of the intervention itself!

Clerics and Gawds

Not all gawds are equally powerful and thus they grant different powers and have different limitations. First and second level spells are actually gained through the cleric's personal knowledge and faith. The cleric focuses his mind on prayer to use these minor effects. More powerful spells though, rely more directly on the gawd's power, even if one of his servants acts as a conduit to grant the cleric a particular spell (as with 3rd, 4th and 5th level spells). These servants may be special agents of a gawd or they may be demi-gawds in their own right, contracting out the power in exchange for some other compensation. Demi-gawds cannot grant spells above 5th level, thus a cleric of a demi-gawd could never cast 6th or 7th level spells.

Lesser gawds can grant 6th level spells, and intermediate and greater gawds can grant 7th level spells. In all cases, the cleric must be high enough level to be able to use these spells before he can be granted them.

Clerics must behave as proud representatives of their own gawds, viewing even mundane and worldly things in light of their religions. The masses look up to clerics as guiding lights in a troubled world. Adventuring clerics are especially important missionaries, as they come into contact with a large number of unconverted rivals. Sparsely populated areas may not even have a cleric of significant level within 100 miles. So adventuring and especially PC clerics become role models and, as such, more closely observed by their patrons. They must stand out as paragons of faith, adherence to alignment and following the percepts of their religions.

A cleric, no matter where he may be, must act as an agent of his gawd. He should take every opportunity to explain to others the benefits of conversion, through word and deed. High level clerics can serve as judges and arbitrators, even if their faith does not directly relate to such activities.

Clerics are pawns for their gawds. They must be ready to be vessels for their gawd's work at any time whether to actively serve his goals or block the goals of a rival. The cleric might even be sacrificed for the greater good of his liege, becoming a martyr. To keep himself ready for any of these eventualities, he must regularly perform rituals, prayers, undertake missions and even prepare for quests.

At some point, a cleric might fall out of favor with his gawd. In such a case, the cleric must be corrected or perhaps punished in some way. The more powerful the cleric and his abilities, the more likely the gawd is to take notice. Clerics only able to use 1st or 2nd level spells rarely face direct retribution, though an itching conscience may serve as an early warning. Gawds expect higher level mortal servants to be aware of transgressions and to take the proper action without nudging.

In the case of higher level clerics, a minor offense brings a warning of some kind, typically an unmistakable omen of some sort (usually sent by one of the gawd's servants). If a cleric commits another minor transgression or dereliction of duty, the servants of the gawd (and the GM) may require that he appease them by engaging in one or more types of penance. If the questionable act was unknowing or unwilling, a simple Atonement spell may be sufficient. If not, several days of fasting, prayer and meditation and/or minor sacrifices may be necessary. In certain religions, this includes some sort of scourging or physical punishment, often self-inflicted.

Atonement for greater and repeated transgressions requires greater expiation. The erring cleric may have to make a major sacrifice, probably including money and magic items, or he may be given a quest of some sort. Some religions require public degradation and humiliation for the cleric as recompense for his sins. Until the atonement period has been completed, use of certain spells or spell levels may be denied the cleric. Sometimes a warning comes in the form of a migraine or illness on casting a powerful spell. Savvy clerics (and players worthy of HackMaster) should learn to immediately recognize such divine signs without being explicitly told "watch out!"

Grave transgressions require grim punishments. A cleric who commits a grievous sin against his gawd may have to sacrifice all of his possessions and go on a major, dangerous quest in order to restore good standing. During this period, use of many or even all spells may be denied the errant cleric, making the quest all the more difficult and even more dangerous. Survival is by no means guaranteed, but generally dying in a holy quest is considered adequate grounds for redemption.

Commission of irredeemable sins or terrible heresies, of course, results in immediate and total excommunication of the cleric: that person may never again use clerical spells in the name of that gawd or hope for aid or safety from his followers. The worst of these acts may also invoke divine wrath upon the head of the offending one. Divine vengeance upon one who has betrayed his gawd can take many forms, each one worse than the previous. Typically the gawd sends agents to creatively make the offender's life miserable before directly expressing his anger.

The above, of course, are rare cases. A faithful and true cleric does not balk at those tasks necessary for proper worship, and does not even consider committing actions that oppose his alignment or religion. The path of truth for most clerics is narrow but well-marked.

Omens

Omens are signs or indications from gawds that display the pleasure or displeasure (usually displeasure) of the gawds, or serve to foretell the future. This section deals with many of the common omens of historical reality, but omens play a part in a well-run HackMaster campaign as well. Whenever player characters transgress their alignments, and especially when clerics violate the dictates of their sects, they receive bad omens. This can take several forms, but the most common one is a partial loss of power: a magic-user might find it impossible to remember some of his higher level spells, a fighter might suffer constant fatigue or even illness (even to the loss of one-fourth or one-half of his hit points), or a cleric might be unable to renew even first or second level spells on a daily basis. Any of these happenings should be taken as a sign to the player that he has done some wrong that merits punishment. In short, omens are devices for judges to use in correcting players that constantly do improper things in the campaign. If a temporary loss of power does not deter a player from constantly violating his character's alignment or not following the ways of the gawd, the omens get more severe. Some effects of can even become made permanent!

Following is a list of omens and signs, along with their purported meanings. Some of these predicted happenings are quite specific, others are rather vague ("good luck"). Some care must be taken with these omens and luck symbols. Under no circumstances should you allow a player to badger you into, for example, giving the player a bonus on saving throws simply because he is carrying a pouch full of four-leaf clovers! You might think such warnings would be unnecessary by now, but those who attempt to make fool-proof systems constantly underestimate the ingenuity of fools. Besides, who's to say that in Garweeze Wurld, hoarding four-leaf clovers doesn't bring serious ill fortune? Let's face it, if you as a GM let players badger you into a way to take advantage of your authority when portraying their characters' gawds, you need to run a wuss game – you can't handle HackMaster!

Sooth seekers universally recognize certain omens as portending good luck. These include finding a four-leaf clover, seeing the crescent moon, and finding a toadstool. Symbols of good luck include dice, crossed fingers, a shoe, a fish, a dog, a wheel, and the three apes that see, hear, and speak no evil. Finding mistletoe in the wild is good luck (except for druids, for whom NOT finding mistletoe is bad luck). Many tales suggest that mistletoe, if boiled and combined with pure spring water, is a universal cure for poisons. The wearing of leather from top to bottom is said to repel demons and devils (and to attract a certain type of bard...).

Dung has both good and bad properties. Objects or persons that are covered in dung reputedly cannot be touched or hurt by the undead. Odds are they won't be touched by the living, either. On the other hand, casting even a small bit of dung upon an altar consecrated to good defiles the altar so that only evil can be contacted there. The forces of good must go to great lengths to re-sanctify such a tainted object.

Far more omens and signs predict ill luck than good. Breaking a mirror and spilling salt are universally recognized as bad omens. The appearance of meteors, comets and eclipses portend great changes or happenings, which clerics and their flocks usually do not see as good. Meeting an old woman as one sets out on a journey is ill fortune, as is a bat flying in the window, or tripping as one enters a doorway. If a bird perches on a holy symbol, it means horrible things are going to happen to that sect in the near future. If someone enters a room unasked and finds knives crossed in the room, it is a sure sign that that person will be cut the very next time they are attacked. Thirteen of anything in one group is the height of bad luck, and this should be avoided at all costs. Taking objects from a group of thirteen, or especially removing the whole group from whatever resting place it had, is said to invite a horrible death. The coming of a Will-o'-the-Wisp supposedly means that some building is going to burn to the ground within seven days, while the wail of a Banshee certainly means that someone is going to die that very night. (Some wise-ass sages suggest that appearance of a major demon, or a great wyrm preparing to dive as if strafing with a breath weapon, is also bad luck. This is true, but omens PREDICT other dark events, they are not the same thing.)

The appearance of a rainbow is a definite statement from a gawd. Its appearance means either that the gawd wants to converse with a mortal, or that the gawd wants the mortal to undertake a quest. In Norse legend, men and women of power could travel to Asgard merely by touching a rainbow (part of the Bifrost Bridge) and wishing to be there.

Mortality and Immortality

HackMaster assumes that the anima, that force which gives life and distinct existence to thinking beings, is one of two sorts: soul or spirit. Humans, dwarves, halflings, gnomes, and half-elves (those beings which can have a Raise Dead spell cast upon them) all have souls; all other beings that worship gawds have spirits. This latter group includes (but is not limited to) elves, orcs, half-ogres, half-orcs. The GM may decide on a case-by-case basis whether other creatures have spirits and worship gawds; the only parameter is that monsters with spirits must have an intelligence rating of Low or better.

When a being from the Prime Material Plane dies, its soul or spirit goes to one of the Outer Planes (see The Known Planes of Existence section). Selecting which plane the soul or spirit travels to is the province of the GM, based upon the alignment behavior of the creature during its mortal life and his current standing on the alignment chart. If a human cleric died professing to be lawful good and living up to the standards, he might expect to go to one of the Seven Heavens. But if the GM sees on his official HackMaster alignment graph that the cleric more often acted neutral than lawful, he would go to Elysium or possibly the Twin Paradises if his behavior was borderline. If a being has been faithful to the teachings and tenets of its gawd, however, it is likely that the soul or spirit will pass into the plane where the gawd resides (most likely the corresponding alignment plane). Moreover, the soul or spirit will go to that part of the plane most strongly influenced by that gawd. Each plane is infinite, and most planes have more than one gawd residing there (Olympus, Asgard, etc.).

Another difference between souls and spirits lies in what happens to them when they arrive at their destination. For souls, it is the beginning of eternity; the soul remains on this plane forever, enjoying the benefits or suffering the torments thereof. Spirits, on the other hand, may be but temporary residents of the plane. They receive less reward or punishment than souls. At some time in the future, at the will of the gawd, the spirit can be returned to the Prime Material Plane – reincarnated. The new creature has no overt memories of its former life, nor is its new form necessarily be the same as its old. If a high elf becomes evil during his life, his spirit would go to one of the evil planes at death. The ruler of that plane might, a century later, decide to send him back as a drow, for example; this drow would likely make the same sorts of good-evil choices during life as the elf had (albeit from a different viewpoint), and conceivably could go to yet another plane upon death if he did not remain evil and loyal to the master of that place. The amount of time that a spirit must spend in a plane before returning to the Prime Material Plane varies widely. It could range from as little as ten years to a millennium or more – time is measured on the gawds' scale, not mortals'.

There is a time lag between death and arrival at the plane of destination. Although time is meaningless to a soul or spirit, the long journey to the proper plane takes 10-100 days of time relative to those in the Prime Material Plane. Thus we see the reason for the progressive time limit on the Raise Dead spell: the farther the soul has traveled on its way to its destination plane, the more powerful the cleric needed to summon the soul back to its mortal coil. The road through the Astral Plane to their destination is not always clearly marked for the dead, nor is it free of peril. Certain monsters roam the Ethereal and Astral Planes at will, which is why burial chambers often include weapons, treasure, and even bodyguards to protect a soul on its journey.

A Resurrection spell functions differently from a Raise Dead: the cleric literally recalls the soul from the plane of its gawd back into its former body, where flesh and blood have been magically restored to the bones. As this requires the cooperation of the gawd on the plane where the soul was, clerics must use extreme caution in employing this spell. If a cleric Resurrects a being of radically different alignment, the cleric's gawd (who gave the cleric this power) may be greatly offended. Similarly, if a cleric Resurrects a being of different alignment simply to serve the purposes of the cleric or his gawd (to extract information, for example), the gawd on the plane where the soul dwelled may be highly displeased and may take appropriate action. Many such grudges go way back and have simply become a part of the rivalries (and hatreds) of various gawds.

The servants, functionaries, and minions of some gawds (demons, devils, Couatl, Ki-rin, Titans, and others) are actually spirits put into those forms for the purposes of the gawd. It should be noted that the forms listed in the Hacklopedia of Beasts volumes are by no means the only ones these servants can take – some chaotic gawds rule planes where no two beings have the same form!

Immortality in HackMaster neither confers nor implies everlasting existence; in essence what the gawds enjoy is eternal youth. Many of the gawds can, of course, alter their forms at will and appear young or old; though this appearance is sometimes dictated by their followers (the ruler of a pantheon should appear older, wiser, and more mature than, for example, a gawd of mischief). Any description of gawds as "young" or "old" is at best extremely relative and has no bearing on their powers. A character who obtains apparent immortality through many Potions of Longevity need not fear death through "natural causes" (until he finally drinks the potion that reverses the effects of all the previous ones), but can still be slain by normal means.

When gawds or their minions travel to planes other than their own, they are mystically anchored to their home plane by a metaphysical "silver cord" similar to the one described for an Astral Spell, but this one cannot be broken by the Psychic Wind or any other means. This cord pulls a spirit back to its plane of origin when its material form is destroyed. The return occurs near-instantaneously, in contrast to the trek of a soul. The energy expenditure for this is enormous, and drastically weakens the returning being: servants, devils, demons, and even the gawds themselves. Thus, unless otherwise specified all nefarian minions must rest a century before returning unaided to the plane where they were slain (see Hacklopedia). Demon princes and lords, and greater devils and arch-devils typically require 2-8 weeks to restore their energies to a point where they can plane travel or send a servitor to another plane; and even greater gawds require 1-4 weeks of rest before dealing with activities outside their home plane (unless otherwise specified in their individual descriptions). During this dormant period, it is impossible for any clerics of the resting gawd to acquire or recover any spells of third level or higher. This may be interpreted with dismay by the gawd's earthly followers as a bad omen, but no information will be forthcoming until the dormancy is over (and even then it's unlikely that a gawd would admit to its followers that it had been defeated!). It is important to remember that when a gawd "dies" on the Prime Material Plane, his person and possessions fade away and disappear, though certain items might remain (at the GM's discretion).

If any servant or minion of a gawd (or even the gawd itself) is slain on its home plane, that being is absolutely and irrevocably dead. No power in the TeraVerse can restore that being, including action by other gawds. In one's own plane a being is figuratively backed into a corner, with nowhere for the spirit to go upon death. All creatures are most powerful in their own territory, so it should be next to impossible for anything except another gawd to slay a gawd on its own plane – and direct confrontation between gawds is extremely rare, as the risk is simply too high (especially on home planes). Thus deities walk a fine line by choosing which place they spend the most time at, their home plane or elsewhere. While a deity is at the height of his power on his home plane (usually the alignment plane unless otherwise specified), it is also much more risky to reside there since a miraculous challenge to his power could result in irrevocable death. Therefore, should mere characters be so brazen as to challenge a gawd on its home plane, they must be dealt with severely, the gawd bringing to bear all the powers at his command.

Because of the risk of suffering a permanent death on one's home plane is a reality (many gawds suffered that fate during the War of the Tablet of the Ages), many gawds spend a large amount of their time on the plane associated with their pantheon or spheres of influence. Though the gawds are sometimes less powerful there (unless of course their pantheon plane is the same as their home plane) tradition dictates that any gawd of a pantheon may reside on his pantheon plane for as long as he wishes. The gawds essentially see these pantheon planes as a mortal sees a vacation home. They go there to get away from the day to day demands that can bog down one's alignment plane. Furthermore, the ability to remain indefinitely on the plane associated with one's pantheon allows for more opportunities to spy on the activities of other gawds and their minions, try to convert followers from rival deities and undermine the plans of rival cabals. Because of this tradition of deities associating with others in their pantheon we present the detailed deity information in this book as organized by pantheon. Tables indicating alignment groupings appear in the Appendix of this book.

DIVINE ASCENSION

Just as men can become heroes, heroes can become legends, and really great basketball players can become major league baseball players, mortals face the remote possibility of ascending into the ranks of the divine. However, there are certain requirements that must be fulfilled before such a rare thing could happen.

First, the character in question must have advanced to an experience level significantly above and beyond the average level of adventuring characters in the general campaign. (This includes all such non-player types as military leaders, royal magic-users, etc.) For example, if the characters in a campaign, both player and non-player, average around 5th level, then a candidate for ascension should be something like 9th or 10th level. If the average level is something like 15th, then a character would have to be in the realm of 25th-30th level!

Second, his Ability Scores must have been raised through some mighty world-shaking magic or class level advancement to be at least on par with the lesser demi-gawds. (Should such an act be lightly considered, remember that a Wish spell is the most powerful magic that mortal man can control, and such an increase in abilities would take, on average, literally dozens of Wishes! Each use of that spell weakens the caster and ages him five years into the bargain, so they are not easily obtained.

Third, the personage must have a body of sincere worshipers, people convinced of his divinity due to their witnessing of and/or belief in the mighty deeds and miracles which he has performed (and continues to perform). These must be genuine worshipers, honest in their adoration of the person.

Fourth, the person in question must be and have always been a faithful and true follower of his alignment and patron gawd. Have no doubt that divine powers have noted even the slightest deviation.

If all of the above conditions have been met, and the character fulfills a sufficient number of divine quests, then the character's gawd may choose to invest the person with a certain amount of divine power, and bring the character into the ranks of the gawd's celestial (or infernal) servants. This process of ascension usually involves a great glowing beam of light, angelic music and celestial fanfare, or (in the case of those transmigrating to the lower planes), a blotting of the sun, thunder and lightning, and the disappearance of the character in a great smoky explosion as the earth opens up with yawning flame. Characters thus taken into the realm of the gawds serve their patron as minor functionaries and messengers. Besides getting the keys to the executive wash-

room and generous stock options, the most significant benefit of this process is immortality. Those who undergo divine ascension through this means no longer age and so cannot die of age-related causes. After several centuries of superior service and gradual advancement, an exceptional servant may be awarded the status of demi-gawd, which includes having an earthly priesthood and the ability to grant spells (of up to 5th level) to the demi-gawd's clerics.

Naturally, ascension to divinity effectively removes the character from the general campaign, as the person becomes a non-player member of the pantheon. The section on Running Divine Beings applies in general to the summoning of these characters as well, as their patron gawd has more important jobs for his servants than to continually send them when called to interfere in worldly matters, particularly for dubious claims from mortals who say they knew the new demi-gawd "back in the day".

Unless otherwise specified, all the heroes described in this book have undergone this process of divine ascension and are awaiting their designation as demi-gawds.

Ancestral Worship

Another process of divine ascension can occur posthumously. The entity so blessed by the gawds is effectively Ressurected as an immortal minion. Qualification for this distinction is relatively easy compared to the method of divine ascension described previously. The character must have an Honor of 90 or more, be at least 10th level upon death and have Honor in the great Honor window. Finally, his descendents must worship him. When this happens, a gawd of the same alignment sponsors the individual for his entrance into immortality. While these individuals are usually finished with their direct intervention on the Prime Material Plane for a while, they do constantly beseech the gawds on behalf of their living descendants for good fortune. Effectively, they become intermediaries between the clans and their chosen gawds.

Having an advocate in the afterlife can be a great benefit to a family. Depending on the family Honor rating, the immortal ancestor can grant bonuses for divine beseechment as shown in Table 1G: Ancestral Advocate Divine Beseechment Modifiers. These beseechment modifiers apply as long as the family continues to worship its ancestor and the ancestor maintains his Honor in the Great Honor window. The gawds rarely listen to those who ignore the fundamental precepts of Honor. Obviously, families in the know go to great lengths to make sure the memory of their high level ancestors are preserved, respected and properly worshipped.

Table 1G: Ancestral Advocate Divine Beseechment Modifiers

Family Honor	Modifier
Great Dishonor	+0%
Dishonor	+1%
Average Honor	+3%
Honorable	+5%
Great Honor	+10%

LEGEND OF CREATION

According to popular HackMaster mythology, the mighty Zelaur created everything in the current universe (including the gawds). Zelaur's own origin remains very vague. The sacred books of the Menus-Kai offer a creation story that opens with Zelaur drifting in the great void in a deep slumber. It suggests that Zelaur was the sole survivor of a major war among an older race of gawds countless eons before. This war apparently destroyed creation and the elder gawds with it. The destruction rendered Zelaur powerless and he drifted within the great void for thousands of years. Upon awakening, the dismayed gawd discovered that the universe he knew was completely annihilated.

However, caught in the tangle of his great beard, Zelaur found a single small fragment of his former world. The piece of debris is known as the Natra-Kor, or the "Mother Stone". It is commonly held to be the source of all magic and creation.

With the help of Natra-Kor, Zelaur recreated the universe, the stars, Aldrazar, the other gawds, all planes of existence, etc. Virtually everything in existence is said to have been created from this single fragment of Mother Stone. The gawds made the titans, majestic creatures who now primarily inhabit Olympus, with their first attempt to create worshipers for themselves and thereby increase their own power. The gawds quickly found that the creation of the titans taxed even their own great power. Furthermore, the titans are so powerful that they were often prone to insubordination and even credible threats against certain gawds. The gawds then created the dragons. But the dragons were so vain and like the titans, so powerful in their own right, that the gawds knew they had screwed up again. Thus the gawds decided to create a variety of lesser races that would be easier for them to control.

After an initial period of peaceful coexistence, the race to create followers soon put the new gawds at each other's throats. The Menus-Kai goes into great detail on the bickering and feuding among the gawds. The primary cause of hostility was Aldrazar and other worlds like it, with their precious pools of worshipers. For the gawds found that their strength was directly proportional to the number of worshipers they claimed and the prevalence of their spheres of influence within the universe. Zelaur attempted to restore order by assigning various races and tribes to each gawd, so that each would have his own worshipers and no longer need to compete with others for power. But the jealousy only seemed to increase and Zelaur found he needed to constantly intervene to prevent all out war between the gawds.

Ever mindful of what happened to the elder gawds, Zelaur summoned the gawds together for a great conference. After lengthy debate and brow-beating, the gawds all reluctantly agreed to swearing an oath and the declaration of a truce. Using the last of the Mother Stone, Zelaur created a great stone Tablet which bore witness to the oath taken by the gawds of all pantheons on all planes of existence in the TeraVerse. He explained that as long as the Tablet exists, the gawds are compelled to obey their oaths, thus ensuring peace. The Menus-Kai only vaguely describes this oath, but religious scholars generally believe that the major element of the oath prevented the gawds from directly interfering in the lives of mortals and prohibited the gawds from directly confronting one another in open hostility.

The War of the Tablet of the Ages

When the wind blows on the Alusia,
I can see them streaming to the stars.
White horsemen on Obsidian steeds,
Setting out on their quest

And there are four of them,
Each searching for a Power.
Twelve tablets of mother-stone,
scattered to the winds.

Twice it came to me, the location of Cerbrel,
Chattereer, Whisperer, hiding in the mist.
"Take me, little one, take me away"
It cries throughout the night,

But I can see, and believe it well,
One touch would lay me down, forever
quiet, listening to the stars.

—from Book III tract 300

After Zelaur had secured the oaths of all gawds on the Tablet of the Ages, Yi'Gor, gawd of treachery hatched a plan. Yi'Gor, son of Zelaur and the source of countless tragedies and misfortunes in the TeraVerse was extremely bitter at not having a greater place among the immortals. He petitioned Luvia gawd of justice, to act on his behalf, claiming that his future worth as a gawd was damaged by the actions of Zelaur, who had frozen the divine pecking order with the oaths on the Tablet of the Ages. Luvia ruled that the actions of Zelaur were within his rights as supreme gawd and refused to grant Yi'Gor a hearing to resolve his dispute. Ever lustful for power, Yi'Gor continued his plotting through covert means. He seduced his mother, Castonda into helping him betray Zelaur. With the aid of his mother, Yi'gor created a series of great enchanted swords. The first of these he forged from a hair stolen from Zelaur's beard and tempered with innocent human blood. This infamous blade, Thornbrim, is now well-known as king of the HackMaster class of swords. While carrying the device, he sheathed it in what later became known as the Scabbard of the Ages. With the magic of that and subsequent HackMaster class swords, Yi'Gor and his followers and accomplices shattered the Tablet into twelve pieces (though some accounts suggest thirteen pieces) and scattered them across the TeraVerse.

By shattering the Tablet, Yi'Gor rendered the oath made by the gawds void and chaos broke out among the gawds once again. Zelaur, in a terrible rage, blinded Yi'Gor and bound him in divine chains. He then buried him beneath the deserts of the Flamar on Aldrazar, where his eternal struggles are said to cause earthquakes and volcanoes in the region. The remaining gawds withdrew into various opposing factions and the

TeraVerse was cast into turmoil. Time, space and alternate realities were mixed together and pitted against one another. Zelaur lost any shred of control over his subordinates. Furthermore, with the destruction of the Mother Stone, he lost his power over creation and his position as supreme gawd.

While the wars in the heavens raged, the fragments of the Mother Stone settled to the far corners of the TeraVerse. Prior to this event, mortals had no access to magic. But with pieces of the Mother Stone now hidden among all of creation, man and the other races soon began to tap into the magical aura the Tablets created. As mortal races began to rule magic, the raging gawds began to take note. They paused in their hostilities and set up an uneasy truce so they could pay more attention to the affairs of men and thus once again compete to gain the best worshipers. The gawds with the greatest power at the time of the truce became known as the Gawds of Twilight Last.

These gawds alone had maintained their grip on power during the War of the Tablet of the Ages. Lesser gawds, who had survived the conflagration, were assigned to subordinate status under one of the greater gawds. Some formerly lesser gawds ascended by absorbing the power and influence of dead gawds (often ones they personally destroyed), and some former greater gawds returned in diminished capacity (Luvia is not what he used to be, but Zeus suffered far greater limitations). Now, within each alignment division, the greater gawds act as supervisors to the other gawds and use them to further the goals of that alignment faction. But with the Tablet of the Ages shattered and mortals learning more powerful magic everyday, the gawds still must constantly jockey for position among themselves. Even the current lineup detailed in this book might not hold for long.

Though certain gawds came out of the War of the Tablet of the Ages somewhat worse for the wear (such as Luvia, Zeus and Yi'Gor), they have managed to maintain their status as supervisors within their alignment divisions through alliances, oaths and deals with other gawds.

THE CABALS

As the gawds of various alignments, stature and pantheons constantly jockey with each other for power, they form alliances and rivalries meant to either help them or hinder others in achieving their goals and maintaining a grip on power. The alignment divisions are natural groupings of like-minded entities but over time, the gawds have found all the many factions divisive and inefficient at helping them accomplish their will. Thus, the various alignment divisions teamed up into cabals with similar goals willing to set aside minor differences in order to accomplish greater achievements.

This process began with the formation of the Hack Councils or as they are sometimes referred to, "HacKouncils". Each one of the diametric alignments plus neutrality (LG, LE, CG, CE and N) formed a hierarchy that would transcend the bounds of the religions devoted to each gawd and foster cooperation among their mortal minions of like alignment. The divine leaders of the alignment divisions each selected a Supreme HackMaster to administer the HacKouncils. Underneath the Supreme HackMaster is the HacKouncil for each Hack class, HackFighter, HackMage, HacKleric and HackSassin.

Of course, in their struggle for power, each group courted the loyalty of the remaining alignment divisions who had chosen not to form HacKouncils. The lawful good council formed an alliance with the lawful neutrals, the chaotic goods joined with the neutral goods and some of the chaotic neutrals, the neutrals enlisted the power of most of the other chaotic neutrals – who are notoriously unpredictable as a group (trust remains tenuous in this cabal), the lawful evils managed to reach an agreement with the neutral evils and the chaotic evil forces steadfastly stand on their own, refusing to bow to anyone not of exactly the same alignment. Thus are the cabals of the divine beings in the TeraVerse of HackMaster.

The first cabal, called The Empire, is run by Benyar, appropriately enough, the gawd of Empire. He is fixated on taking command of all the Gawds of Twilight Last and their subordinates to secure the just and orderly existence of the TeraVerse. Unlike Zelaur before him, he believes he has learned from the mistakes of the past and that all the gawds need is a bold leader with moral character to bring them into line and put an end to the strife.

Odin, ruler of the second Cabal, The Unbound, directly opposes Benyar. Odin does not believe in subjugating his subordinates to his own will, though he gladly fights and destroys any who oppose his actions, beliefs and policies. He allows others to disagree with him, so long as they do nothing to oppose him. Odin gathers loyalty within his faction by allowing great freedom for the individual gawds to further their own ends, so long as the those ends do not conflict with those of The Unbound.

The third divine faction, The Essence, holds sway over the forces that control the very universe. These forces (or some say one single force) are what give the gawds of The Essence their power. It is an energy field created by all living things. It surrounds us and penetrates us. It binds the TeraVerse together. Thor, gawd of Thunder, presides over The Essence.

The fourth divine faction is known as The Iron Fist. Like the Empire, it seeks to dominate all other beings – not for the good of the universe, but for the power of the individuals (both divine and mortal) that support the cabal. The Iron Fist is willing to use any means necessary to achieve their dominance. Currently, the ancient gawd Set (Ruler of Evil and the Night) heads this power group.

The final divine faction, The Beast, was formed by the chaotic evil alignment division, almost by default. While its members hold great power individually and often use it to upset the machinations of the other cabals, this group has little power (or inclination) to take things over. They are destroyers of all that is good and orderly. Sometimes they form a fragile truce with other factions and allow themselves to be manipulated into thwarting the plans of the others. They would likely engage in this activity on their own, but forming quick alliances often allows them to do so with limited retribution. The gawds of this cabal act like bullies yet blame others when confronted by a significant show of resistance. If any can be said to truly run this cabal, the gawd Yiders (gawd of strength) would currently be the most likely candidate.

Within the TeraVerse, divine and mortal alliances alike rise and fall along many lines. There are alignment divisions, similar spheres of influences, ancient pantheons, kinship, HacKouncils, Cabals and perhaps more factors that promote unity. The importance of these aspects are often changing. Currently, The Essence and the Unbound are on good terms at least partially because of the kinship and pantheon relationship of their leaders Thor and Odin. With the other cabals remaining apart, this mutual support has allowed Odin to tenuously declare himself All Father: Supreme Ruler of the Gawds. He commands respect because of his own power, his support among other deities, and last but not least, the number and power of his worshipers. Currently Benyar rivals Odin most bitterly for this position, though Benyar has yet to take open action against the old gawd.

Table 1H: Gawds of Twilight Last by Alignment Division

LG	Original Pantheon	NG	Original Pantheon	CG	Original Pantheon
Benyar	Aldrazar	Nudor	Aldrazar	Markovia	Aldrazar
Kazaar-Freem	Aldrazar	Kishijoten	Japanese	Navinger	Aldrazar
Luvia	Aldrazar	Enlil	Sumerian	Thor	Norse
Sumar'Fareen	Aldrazar	Lathander	Faerûn	Bast/Nephthys	Egyptian
Zeus (lesser gawd)	Greek	Deneir	Faerûn	Zelaur	Aldrazar
LN	Original Pantheon	N	Original Pantheon	CN	Original Pantheon
Shona	Aldrazar	Ikka Pataang	Aldrazar	Draper	Aldrazar
Marlog	Aldrazar	Aknar	Aldrazar	Mangrus	Aldrazar
Skraad	Aldrazar	Oghma	Celtic	Pangrus	Aldrazar
Thrain	Avelon	Hokalas the RiftMaster	Tellene	Par'Kryus	Aldrazar
Shang-Ti	Chinese	Camaxtli	Central American	Odin	Norse
LE	Original Pantheon	NE	Original Pantheon	CE	Original Pantheon
Francor'Dieus	Aldrazar	Grawdyng	Aldrazar	Arnuya	Aldrazar
Druaga	Babylonian	Tobadzistsini	Native American	Gronfyr	Aldrazar
Set	Egyptian	Alu the Locust Lord	Tellene	Yiders	Aldrazar
Gruumsh	Orc	P'Rakeke the Emperor of Scorn	Tellene	Yi'Gor (lesser gawd)	Aldrazar
Loviatar	Finnish	Pyremius	Oerth	Kuchooloo	Aldrazar

Chapter 1

Aldrazar

The Pantheon

The gawds native to Aldrazar belong to the Zelerian mythos. Much of their story of creation has already been shared in the preceding sections of this book. In the Zelerian mythos, religion usually involves close worship between an individual and a single patron deity, or spirit father. The individual singles the gawd out as his primary gawd with the other gawds merely being respected, tolerated or potentially excluded depending on the nature of his primary gawd.

Human-like greed and rivalry characterize interaction between many members of the pantheon. Though each gawd has individual missions, all the gawds have one goal in common: to win over as many worshipers as possible. Personal goals can include obtaining specific artifacts or having a nation of worshipers achieve victory over a nation of non-believers.

The primary source of information for this mythos is the sacred book called the "Menus Kai". The Natas Gangi movement, an offshoot of the Zelerian mythos, singles out Zelaur, the former head gawd of the Zelerian mythos, as the one true gawd. The name of the movement is derived from the phrase "one true gawd" in the language of the Hagan people. The prophet Dela Menyor started the movement ages ago. Dela Menyor had been the Chief of Scribes in the ancient City of Forcer, the ruins of which are believed to be near modern day Fangaerie.

When the tomb of an ancient emperor was ordered exhumed and moved, Dela Menyor was placed in charge of cataloging the tomb's inventory. Among the items were numerous ancient books, one being the Menus Kai. To Dela's shock, he discovered that this version of the Menus Kai had large quantities of text that did not exist in contemporary copies. He removed the books from the inventories of the tomb and quietly studied them. He came to the conclusion that the additional material was authentic and explained many of the inconsistencies in the contemporary text. Dela Menyor took his findings to the academic circles, but those ensconced in the existing power structure declared him a heretic. Soon afterwards, fearing a disruption of his power, the emperor of the time removed Dela from his position.

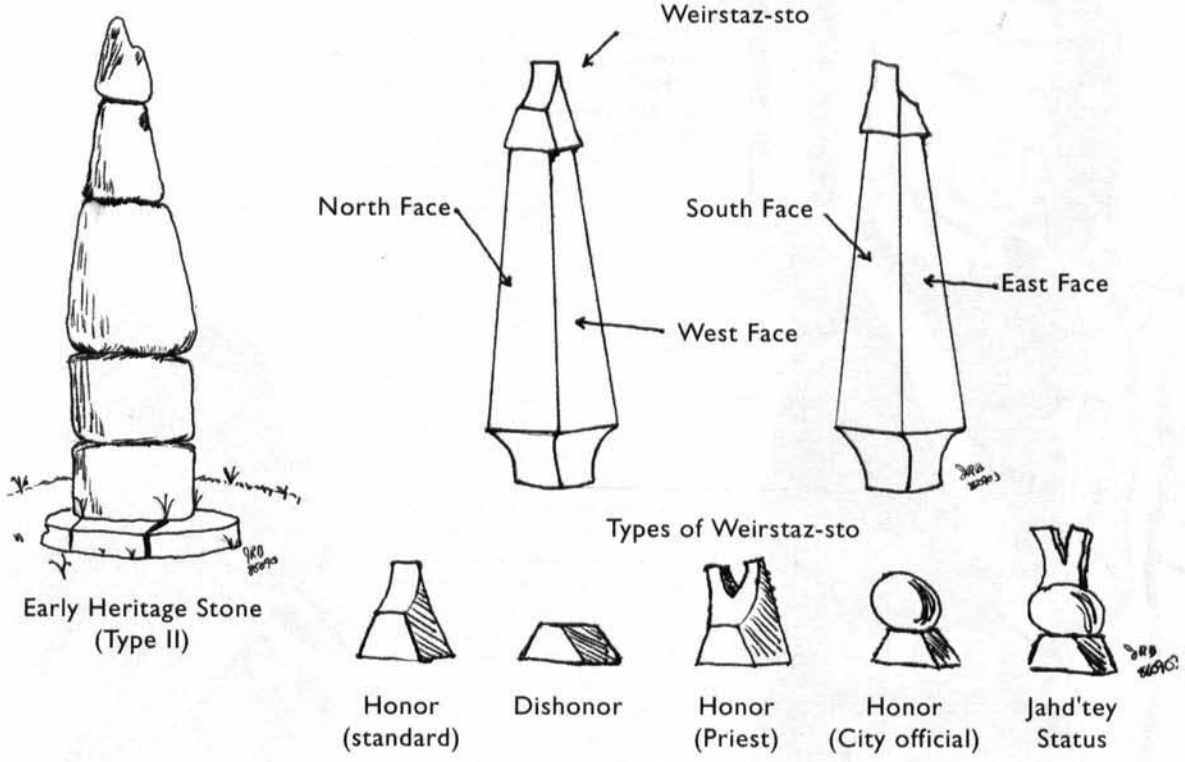
For a time he lived quietly in seclusion. Then, some followers who had faith in his findings urged him to spread the message to the common people. Dela Menyor began reading from his version of the text while standing on a large boulder near his home. He stirred a large following and started a small temple. The boulder, upon which he preached his gospel, became known as Prophet's Stone. Upon learning of the "cult" the emperor quickly put his guard against the group and arrested Dela Menyor. At the infamous "prophet's trial", Dela gave his defense before a fascinated Senate. Although the emperor had made it well known before the trial that he was bent on executing Dela Menyor for heresy, the Senate ordered a mere banishment.

Despite this order, once released, Dela quickly returned to his flock and began spreading his teachings in quiet villages throughout the land. The fact that the emperor did not hunt him down leads many to believe that the emperor himself may have become a follower, though the emperor never publicly acknowledged this. Fed up with the lack of respect Menyor held for the other gawds, clerics of Aknar eventually murdered the Prophet along the Santello Way. However, his movement lives on in whispers throughout certain settlements in Aldrazar.

Clerics

The gawds gain their power through worshipers and clergy. This is why the clergy often practice religious rituals. A gawd's power may increase dramatically on a holiday or festival held in his name.

The faithful seek to spread the influence of their gawds through shrine building. Shrine building is practiced by all the religions of the Zelerian mythos. While temples are permanent structures constructed by the group effort of a community, shrines are small, often temporary structures build for worship by individuals or small groups along roads and isolated places where access to a temple is difficult or a less formal type of worship is desired. Shrines are often marked with a Heritage Stone monolith that can be constructed of all one piece or layered. These stones take various shapes and are often carved with religious or clan markings and topped with a head stone, or "weirstaz-sto", made in a specific shape to represent different aspects of the builder.



THE GAWDS

AKNAR (GREATER GAWD)

AKA: The Rustler, The Hunter
TURF: Concordant Opposition
ARMOR CLASS: -15
MOVE: 36"
HIT POINTS: 4,552 (2,276 as intermediate gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-16 (+15) x2 / 2-24 (+15)
SPECIAL ATTACKS: Thrashing, Frost Breath
SPECIAL DEFENSES: Immune to cold, wolf companions
MAGIC RESISTANCE: 99%
SIZE: L
ALIGNMENT: Neutral
SPHERES OF CONTROL: Stealth and wolves
SYMBOL: Wolves' teeth strung on human hair
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level magic-user
THIEF: 20th level thief
S: 26/99 (+8, +15) D: 27/99 C: 24/99 I: 23/99 W: 22/99 CH: 21/9 COM: 15/99

Aknar reigns over wolves and their concerns. He first gave wolves the gift of stealth so that they could stalk prey and long ago men learned some of these secrets from the wolves. In later days, the bond between wolf and man faded and eventually disappeared; nowadays in many parts of Garweeze Wurld men hunt wolves, considering them agents of darkness and evil. Aknar is less concerned with most human matters than he is with wolves, but a number of humans and demi-humans (particularly half-elves) still keep his faith. Though among the intelligent races, stealth can often be used for nefarious purposes and wolves are seen as evil, Aknar does not concern himself with good versus evil. His followers concern themselves with survival. Many of his two-legged followers are misunderstood loners. Many Werewolves follow Aknar, and even a few lycanthropes of other types.

Aknar appears as a tall, muscular, menacing human-like figure with many wolf-like features. His golden eyes gaze at the wurld from a head more like a wolf's than a man's, his furred hands end in sharp claws, and his smile reveals long canine fangs. His stance and gait somewhat resemble that of a Werewolf's in hybrid form. Wolf fur covers most of his head, runs down his spine, and can be found on his lower legs and arms.

Two Dire Wolf agents, Feera and Shaksy, always accompany Aknar, except for brief periods when he may send one or both on a mission. Both Feera and Shaksy have maximum hit points, can move silently and hide in shadows with 100% effectiveness. They obey their master's unspoken wish without question.

Clerics of Aknar attempt to match him in appearance as closely as possible: they wear wolf hides and construct their holy symbols from the jawbones and fangs of wolves that they have personally slain in fair combat, or salvaged after the wolf was murdered by some other force (which they consider a lesser means of acquiring such materials, but better than letting them go to waste).

Clerics rarely name their gawd out loud, instead they call him the "Rustler" or the "Hunter". Periodically, members of the church gather at forest shrines with rocky ground to worship in groups of 5-30, with much singing and chanting. Often wolves stalk nearby, protecting the site and silently observing the rites, until a deer or goat is sacrificed and given to the wolves, who symbolically represent Aknar himself. Clerics also engage in individual rituals. For example, every seventh rising of the new Arlora is considered a new incarnation of the gawd, so worshipers must spend a day every seven months praying. This is known as the Rise of the Moon Festival. On the first day of each week, clerics of Aknar must, in addition to their normal prayers, chant odes to their gawd from midnight to 3 AM, then sleep on a bed of fresh leaves (usually gathered the night before). This ritual is known as the Froathing.

Clerics and worshipers of Aknar eat only meat, so long as it does not come from a canine or lupine creature. They might eat spices or plant matter accidentally, but they simply don't eat salads or corn on the cob. A cleric of Aknar must be ready to officiate a ceremony when asked, and he must visit the forest at least once a week unless on a specific mission for his faith and too far from a forest (say, traveling across a desert, for example).

ARNUYA (GREATER GAWDDESS)

AKA: n/a
TURF: The Abyss
ARMOR CLASS: -14
MOVE: 32"
HIT POINTS: 6,520 (3,260 as intermediate gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-40 (+10)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 95%
SIZE: L
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Vengeance, grel
SYMBOL: A heart stabbed with a spear
CLERIC: 14th level cleric
FIGHTER: 15th level dark knight
MAGIC-USER: 20th level blood mage
THIEF: 20th level assassin
S: 22/99 (+4, +10) D: 29/99 C: 24/99 I: 38/99 W: 25/99 CH: 20/99 COM: 27/99

Legends say that the union of the gawds Zelaur and Shona created the race of elves, and that it was Shona who convinced Zelaur to grant the fledgling race dominion over the forests and meadows. But Arnuya too desired a union with Zelaur and tried to seduce him. Unfortunately for her, he could see that her heart was black and no good would come of such a deed, so he shunned her. As befit her nature, anger and jealousy overtook Arnuya. She vowed revenge and in doing so she took the finest children of Zelaur and hid them away. She taught them the ways of strength and survival, of hatred and revenge. And when they were ready, Arnuya released them back into the wilds of Aldrazar. They became known among the other

inhabitants of that land as grunge elves and through them, Arnuya plots her revenge against Zelaur and others for having slighted her.

Though she is sometimes referred to in legends as a male, Arnuya usually appears as a beautiful though angry elven warrior maiden with tattooed flesh. She complements her dark hair with blackened bits of armor and a dastardly cape that she uses to cast shadows upon the wurld. Arnuya fights with Jilter, a great Spear +3.

BENYAR (GREATER GAWD)

AKA: n/a
TURF: Seven Heavens
ARMOR CLASS: -17
MOVE: Fly 48" (A)
HIT POINTS: 4,264 (2,132 as intermediate gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 1-6 (+14)
SPECIAL ATTACKS: Critical hits
SPECIAL DEFENSES: Commanding presence, raven companions
MAGIC RESISTANCE: 98%
SIZE: L
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Empire
SYMBOL: A loop-topped cross with the cross bar made to look like wings
CLERIC: 20th level cleric
FIGHTER: 20th level fighter
MAGIC-USER: 20th level power speaker
THIEF: Nil
S: 25/99 (+7, +14) D: 24/99 C: 23/99 I: 28/99 W: 19/99 CH: 27/99 COM: 22/99

Benyar currently holds sway over the alliance of lawful good and lawful neutral Gawds of Twilight Last, such as it is. More like a tribal chieftain than a king, his power is based on political alliances, deals, threats and constant diplomatic effort. Though he is a gawd of great power in his own right, no other gawd has directly challenged him in many, many centuries. Still, he faces numerous indirect threats and political opponents. If it's this much trouble holding together a lawful alliance, imagine what Benyar's rivals for leadership face!

Benyar commands a pair of ravens (named Mishap and Circumstance) that he uses to both spy on the world of mortals and to convey messages to other gawds such as his ally Luvia. He can use any weapon in battle, but often prefers to use his +5 Bracers of Wicked Elbow Smashing that automatically inflict critical hits against those he smites in combat. Of course, he seldom engages anyone in melee because he exudes a Commanding Presence in a 100-yard radius. Anyone in that space is affected as if under a Mass Domination spell.

DRAPER (GREATER GAWD)

AKA: The Thief Gawd
TURF: Limbo
ARMOR CLASS: -16
MOVE: 38"
HIT POINTS: 6,384 (3,192 as intermediate gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-6 (+8)
SPECIAL ATTACKS: Backstab
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 95%
SIZE: M
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Stealth and cunning
SYMBOL: A shooting star
CLERIC: 14th level cleric
FIGHTER: 20th level swashbuckler
MAGIC-USER: 20th level illusionist
THIEF: 20th level thief
S: 20/99 (+3, +8) D: 30 C: 26/99 I: 27/99 W: 20/99 CH: 19/99 COM: 18/99

Draper appears as a dwarf or gnome depending on the race of those with whom he interacts. He has slick black hair and a neatly trimmed beard. In melee he wields a pair of Daggers of Far Reaching Vengeance. Every hit he makes during actual combat counts as a backstab, regardless of the nature of the victim, its orientation to him or its surprise status. Furthermore, Draper has 100% effectiveness in all thief abilities.

Draper demands unswerving loyalty from all his followers. For those who choose his path and then later turn against him, there is nothing but divine wrath and retribution. However, on the positive side, Draper expects very little from his followers in the way of tithes, raiment, services and rituals. All he does ask is frequent (near constant, in fact) prayers, especially when one is attempting to use stealth or thief abilities.

THE FEEBLE GAWD (LESSER GAWD)

AKA: n/a
TURF: Nirvana
ARMOR CLASS: 4
MOVE: 20"
HIT POINTS: 432 (216 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-12 (-6)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 20%
SIZE: M
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Mysteries
SYMBOL: A bony hand afflicted by arthritis
CLERIC: 11th level cleric
FIGHTER: 10th level monk
MAGIC-USER: 20th level seer
THIEF: Nil
S: 3/99 (-3, -6) D: 3/99 C: 3/99 I: 29/99 W: 20/99 CH: 3/99 COM: 0/01

Not even the other gawds know The Feeble Gawd by any other name. No text tells of his "younger days", if he had any. Today The Feeble Gawd is a twisted, disturbing creature all the more so because his basic form is human. His long, lean limbs are covered in shriveled skin the color of old parchment. His yellowed fingernails curl into soft claws, only patches of colorless and white strands of hair remain on his head and he shrinks from bright light. His actions are unpredictable (or else a method of predicting them remains a mystery). Every so often, a pitiable reflection of ancient power and glory long past shines in his eye, but never for long. He suffers much at the hands of the other gawds, particularly when they have been frustrated in some manner. Crude types have suggested he be called "Whipping Boy of the Gawds", but the name never sticks. For he is cursed to live in this shell of his former glory.

As gawd of mysteries, many come to The Feeble Gawd with questions that may have no answer. Or perhaps the whispered tales are true, and this once-proud power has been burdened with knowledge that no living thing should have. In addition to the reverence he has maintained from those seeking answers to mysteries, The Feeble Gawd is held in high esteem by beggars and other downtrodden commoners who look to him for inspiration to persevere their hardships.

Sometimes The Feeble Gawd answers prayers with a long string of nonsensical seeming phrases (they simply appear in the supplicant's head or else he is guided to them in some manner). Followers of The Feeble Gawd consider this a very holy happening and will go to great lengths to interpret the message. They are particularly delighted when these notions lead to a greater mystery. Such missives are rarely of immediate, direct use with regards to a specific question. Over the centuries some have been recorded and become part of the sacred texts of The Feeble Gawd.

FRANCOR'DIEUS (GREATER GAWD)

AKA: n/a
TURF: Nine Hells, Elemental Plane of Earth
ARMOR CLASS: -16
MOVE: 30"
HIT POINTS: 6,840 (3,420 as intermediate gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 8-32 (+6)
SPECIAL ATTACKS: Earthquake
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Earth
SYMBOL: A mining pick
CLERIC: 14th level cleric
FIGHTER: 20th level monk
MAGIC-USER: 20th level earth elementalist
THIEF: 10th level assassin
S: 19/99 (+3, +6) D: 20/99 C: 23/99 I: 24/99 W: 20/99 CH: 15/99 COM: 17/99

Francor'Dieus appears as a stout, broad-shouldered human male with a neatly trimmed beard the color of tree branches streaked with stony hues. He is a solitary figure who doesn't care to associate much with the other gawds. He quietly practices his arts and teaches his follower to mine under the surface of the wurld. Once they have prepared a vast network for him, he believes he will be able to command all whom the network touches. And the more he commands, the more powerful he gets. The more powerful he gets, the more he commands. He thinks that's pretty cool.

Francor'Dieus can invoke an Earthquake spell simply by tapping his staff on the ground.

Gronfyr (Greater gawd)

AKA: n/a
TURF: Abyss
ARMOR CLASS: -20
MOVE: 50"
HIT POINTS: 7,584 (3,792 as intermediate gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-16 (+10)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to cold
MAGIC RESISTANCE: 90%
SIZE: L
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: War, grevans
SYMBOL: A traditionally shaped shield with a triangle cut from the top enclosed in a circle
CLERIC: 14th level cleric
FIGHTER: 20th level barbarian
MAGIC-USER: 20th level painted mage
THIEF: 20th level assassin
S: 22 (+4, +10) D: 27/99 C: 29/99 I: 20/99 W: 17/99 CH: 18/99 COM: 15/99

Gronfyr appears as a fine specimen of grevan stock. Magical sigils and divine symbols cover his body and he usually wears little clothing. He keeps some of his long hair braided and bounds most of it with golden rings, each one representing one of his tribes. It is said that if a tribal ring falls from Gronfyr's locks, the tribe will suffer great hardships as Gronfyr loses sight of them.

He teaches his people how to survive in the harsh wilderness that the grevans call home. Beyond this, he preaches that they will find salvation through dominating others and taking what is rightfully theirs. After all, he teaches, if they are strong enough to take something from others, it is their right to keep it.

Gronfyr loves to fight and he does so quite well with the aid of a Battle Axe +5. However, he sometimes prefers to wrestle an opponent. He is often chided by other gawds for his penchant to get directly involved in the affairs of mortals. He ignores their berating, but wise gawds predict his dallying with mortals will be his downfall.

Grawdyng (Greater gawd)

AKA: n/a
TURF: Hades, Negative Material Plane
ARMOR CLASS: -17
MOVE: 36"
HIT POINTS: 5,992 (2,996 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-24 (+7)
SPECIAL ATTACKS: Level drain
SPECIAL DEFENSES: Per character class, command undead
MAGIC RESISTANCE: 95%
SIZE: L
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Death
SYMBOL: An iron ring
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level necromancer
THIEF: 20th level assassin
S: 19/99 (+3, +7) D: 20/99 C: 28/99 I: 25/99 W: 16/99 CH: 10/99 COM: -3/99

Grawdyng appears as a fearsome, shadowy-cloaked humanoid with razor sharp claws. Utter darkness cloaks the face within the cowl. While his mere touch inflicts a respectable amount of damage, he can also drain victims for 2d8 levels of experience. Those drained completely become an undead type of his choosing under his command. Grawdyng can unfailingly command all undead within a 100-foot radius.

In addition to his desire to kill all living things and turn them into undead under his command, he often commands his agents to take over and subjugate a region while the populace remains alive. His motives for this are unclear, unless it is simply to compel additional living worshipers.

IKKA PATAANG (GREATER GAWD)

AKA: n/a
TURF: Concordant Opposition, Elemental Planes of Earth, Air, Fire and Water
ARMOR CLASS: -15
MOVE: 24"
HIT POINTS: 4,776 (2,388 as intermediate gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-16 (+7)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 90%
SIZE: L
ALIGNMENT: Neutral
SPHERES OF CONTROL: Nature
SYMBOL: An elm leaf
CLERIC: 20th level cleric, 9th level HacKleric, 21st level druid
FIGHTER: 10th level soldier
MAGIC-USER: Nil
THIEF: Nil
S: 19/81 (+3, +7) D: 18/72 C: 16/43 I: 14/92 W: 28/96 CH: 26/18 COM: 23/41

Ikka Pataang was a noble cleric devoted to goodness in days gone by. However, he was such a zealot that even some of his brethren considered Ikka Pataang a fanatic, even though none could deny his accomplishments. As his legend grew, he became a HacKleric and eventually underwent divine ascension. Unfortunately, in the War of the Tablet of the Ages, some gawds with overlapping (or even congruent) spheres of influence were destroyed.

As Ikka Pataang was ascending from the ranks of immortal hero to gawd, there was a brief void in the power structure for a neutral gawd controlling the nature sphere. This vacuum in the power structure, or the work of some unknown controlling force, offered the "rule" of the natural realm to the newest gawd, Ikka Pataang. As a faithful religious creature, Ikka Pataang always strove to fulfil his duties (even if they changed slightly from what he expected as a mortal). Thus, in a rare act for a gawd, he changed to an appropriate alignment and accepted the commission as a guardian of nature. Ironically, it was not too much longer before the floodgates opened to numerous nature gawds from other realms, but Ikka Pataang remains the most popular and most influential nature deity.

Ikka Pataang struggles to stay out of the conflicts between other gawds and to protect nature so his power will not wane. He definitely sympathizes with the minions of goodness, but feels it is now his duty to promote the balance of power in the cosmos (and keep an eye out for an upstart "new" nature gawd seeking to replace them). Ikka requires his most devout followers to remain celibate as a show of sacrifice to him.

KAZAAR-FREEM (GREATER GAWD)

AKA: n/a
TURF: Seven Heavens
ARMOR CLASS: -12
MOVE: Fly 48" (A)
HIT POINTS: 5,008 (2,504 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+7)
SPECIAL ATTACKS: Curse
SPECIAL DEFENSES: Flutter soft
MAGIC RESISTANCE: 95%
SIZE: M
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Peace and tranquility
SYMBOL: Golden coconut shell
CLERIC: 20th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level diviner
THIEF: 15th level bard
S: 19/99 (+3, +7) D: 26/99 C: 28/99 I: 28/99 W: 27/99 CH: 20/99 COM: 16/99

You'd think a gawd of peace and tranquility would have little to do in an environment like Garweeze Wurld. And you'd be right; many of Kazaar-Freem's temples are in ruins. Still, his clerics and followers struggle to bring peace to Aldrazar, against all odds. It's sort of cute when you think about it. Those temples that are intact are beautiful places often constructed of polished marble and giving off a warm aura of comfort and goodwill.

Kazaar-Freem appears as a bird-faced man with human-like winged arms. If necessary, he can fight with his two clawed hands. Instead of fighting, he prefers to place a curse on those who oppose him. A typical curse might be inflicting a victim with a -

10 to hit and giving all his opponents a +10 to hit him while the victim remains in a specified area.

Kazaar-Freem has a powerful agent named Gazzar-Kree who acts on his behalf and maintains a similar appearance to the gawd. Though he is not a gawd, Gazzar-Kree is well on his way, as an immortal hero with a sizable body of his own followers. In fact, outsiders and careless game designers often confuse the two.

Luvia (Greater gawd)

AKA: The Blind Gawd, The Wuss Gawd (derogatory), Patron Gawd of Endangered Species
TURF: Seven Heavens
ARMOR CLASS: -15
MOVE: 12"
HIT POINTS: 5,312 (2,656 as intermediate gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-8 (+8)
SPECIAL ATTACKS: Polymorph to inanimate object
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: M
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Justice
SYMBOL: A scale
CLERIC: 20th level cleric
FIGHTER: 20th level fighter
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 20/50 (+3, +8) D: 21/60 C: 29/76 I: 28/17 W: 29/69 CH: 27/19 COM: 17/04

Luvia appears as a simply dressed, blindfolded human man. He has been cursed to reside in a blind body for his role in the War of the Tablet of the Ages (for which he suffers -4 to hit in combat, though this is somewhat balanced by his other bonuses). Furthermore, he has sworn an oath of his own to not directly intervene in the affairs of mortals. There are, of course, many loopholes in this oath. One of these is in the case when an endangered species is about to be destroyed (though he can only do so once per creature).

Luvia commands a pair of ravens (Mishap and Circumstance) that he uses to both spy on the world of mortals and to convey messages to other gawds such as his ally Benyar. Sages debate over whether or not both gawds command the same pair of magical birds or there are really two sets of nearly identical divine avian servants.

Luvia teaches his followers that an act of kindness, even in its simplest form, can pay rich dividends. Luvia and all his followers strive to judge others fairly, not by appearances but by merits. However, when one is judged negatively by the Blind Gawd, his wrath is swift and powerful. He is particularly fond of Polymorphing judged victims into an inanimate object such as lumps of coal. He prefers to use spells in combat but his Long Sword +7 Holy Reaver is useful should he need to get physical with someone.

Mangrus (Greater gawd)

AKA: n/a
TURF: Limbo
ARMOR CLASS: -14
MOVE: 20"
HIT POINTS: 8,248 (4,124 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+8)
SPECIAL ATTACKS: Cause disease
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Disease
SYMBOL: A rotting bandaged hand
CLERIC: 14th level cleric
FIGHTER: 10th level monk
MAGIC-USER: 20th level necromancer
THIEF: 20th level thief
S: 20/40 (+3, +8) D: 19/94 C: 29/03 I: 25/71 W: 24/65 CH: 5/20 COM: -18/01

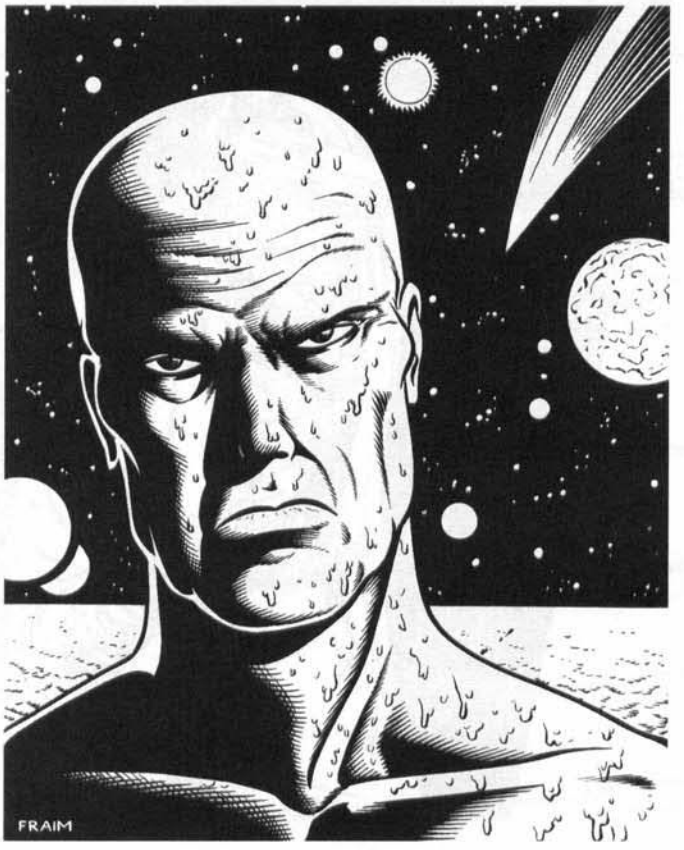
Mangrus appears as a partially bandaged human with disgusting hunks of oozing and diseased flesh hanging off his body. He attempts to play on the pity of individuals to he gets close enough to enter melee. When he does so, in addition to inflicting damage with his open hands, each hit inflicts a random disease (see GMG for information on diseases).

No one is sure why Mangrus got stuck with such a nasty sphere of control. When asked why he spreads disease, he simply replies, "Someone's got to do it." Similarly one might wonder how Mangrus attracts any followers with such a frightening sphere of control. Most of his followers are those who see the infliction of disease as a measure of power over the victim infected. They also may have such an excessive fear of disease that they desire to control it for their own self satisfaction. They may have no sense of smell. Whatever the reason, both Mangrus and his followers are almost universally despised by all that is good and holy.

MARKOVIA (GREATER GAWD)

AKA: n/a
TURF: Olympus, Elemental Plane of Water
ARMOR CLASS: -18
MOVE: 24", Swim 36"
HIT POINTS: 4,656 (2,328 as intermediate gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-20 (+10)
SPECIAL ATTACKS: Drowning
SPECIAL DEFENSES: Liquid form, invisible in water, water breathing
MAGIC RESISTANCE: 90%
SIZE: L
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Oceans
SYMBOL: A giant tidal wave
CLERIC: 14th level cleric
FIGHTER: 20th level berserker
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 22/77 (+4, +10) D: 25/02 C: 26/13 I: 26/40 W: 27/95 CH: 16/50 COM: 13/91

While the gawd Marlog represents man's efforts at taming the seas, Markovia represents all that is wild and chaotic about them. Markovia appears as a sopping wet, naked bald man, though his body can flow like water and he becomes invisible when immersed in water. Like the sea, he can be unpredictable and quite dangerous when angered. Markovia is known to be responsible for the death of at least one other gawd (Atenia). Rumors persist that he may also have had a hand in the demise of the gawd Markotia, a minor gawd of baked goods, as the pair were known to have trademark disputes over their similar names in the past. While Markovia admits to throwing Atenia in a vat of lava (he insists she had it coming), he denies any involvement with Markotia. He does admit he does not regret the gawd's passing.



Markovia attacks by slamming opponents with his powerful fists in melee. However his most devastating attack is his ability to flow into an opponent's lungs and drown the victim (per drowning rules in GMG). Markovia must hit his victim to use this attack and it weakens him after it is over such that he loses 1d10 points of Constitution. He regains this Constitution at a rate of one point per day.

MARLOG (GREATER GAWD)

AKA: n/a
TURF: Nirvana, Prime Material Plane
ARMOR CLASS: -18
MOVE: 36"
HIT POINTS: 5,112 (2,556 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16 (+14)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Dolphin companions, water breathing
MAGIC RESISTANCE: 99%
SIZE: L
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Sailing and sailors
SYMBOL: Gold dolphin
CLERIC: 14th level cleric
FIGHTER: 10th level swashbuckler
MAGIC-USER: 20th level water elementalist
THIEF: 10th level bard
S: 25/99 (+7, +14) D: 24/99 C: 20/99 I: 19/99 W: 26/99 CH: 27/99 COM: 28/99

Marlog represents command over the force of the seas. His anger can be great, but his blessing can be nearly boundless. Marlog prevails over trade across the waterways, the lifelines vital to any nation with access to the sea. Sailors, passengers and merchants all pay homage to him before a journey in hopes of a prosperous voyage. Navigators and people with sea-faring ancestors (regardless of occupation), also worship Marlog. His teachings include detailed charts of wind and water, and many of his clerics have been credited with advances in naval technology, allowing ships to travel faster or carry more cargo. Some even say it was his clerics who designed and manned the first seagoing vessels, though his worship is also popular among river sailors.

Marlog appears as a giant human-like figure. He makes his home beneath the waves and rides on the backs of two huge, highly intelligent dolphins. About once a month, followers must cast ceremoniously prepared fish (especially minnows) into the morning tide, an act symbolic of Marlog feeding his steeds.

He calls these steeds "Yroman" (Bringer) and "Frulman" (Taker), supposedly because Yroman brings in the tide and Frulman takes it back out. When not serving as steeds, they can serve as messengers and agents for Marlog.

General services are informal; families and individuals come to the temple when they please. While there are no permanent guidelines regarding food and drink, followers of Marlog are expected to avoid strong drink on the eve of a storm. Clerics must prepare ocean water to make their holy water. Their curing and Resurrection spells involve immersing the affected body part (possibly the whole body) in water. If they cannot get access to a good source of water, they can use their holy water to fill this requirement. Most followers of Marlog choose to be buried at sea.

NAVINGER (GREATER GAWD)

AKA: The Hunter
TURF: Olympus
ARMOR CLASS:
MOVE: 18"
HIT POINTS: 5,712 (2,856 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16 (+15)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 85%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Love and eunuchs
SYMBOL: A bow
CLERIC: 14th level cleric
FIGHTER: 20th level archer ranger
MAGIC-USER: 14th level sniper
THIEF: 20th level thief
S: 26/23 (+8, +15) D: 30 C: 22/19 I: 18/99 W: 20/15 CH: 18/50 COM: 21/97

Navinger prevails over love and all things connected with it. Soon after achieving gawdhood from mere mortal status, he had an affair with Hera. Zeus wasn't too happy about this. Thus, he is also the patron of eunuchs because of a certain unspeakable punishment that was handed down to him by the rest of the gawds.

In the confusion of the Tablet Wars, the stature of many gawds changed and some mortals even attained divine status beyond what any other mortal had ever achieved. Navinger was one such individual. Although his sphere of control is love (and eunuchs of course) he has been trying to pass himself off as a really cool hunter-gawd to try to win back his sense of manliness in the eyes of certain mortals. He has petitioned the cabals for permission to gain hunting as a sphere of control, but so far has been unsuccessful in doing so.

Navinger uses his Long Bow +5 when confronted with combat. When engaged in melee he uses it to smite opponents for the same amount of damage. His bow doesn't break.

NUDOR (GREATER GAWD)

AKA: n/a
TURF: Elysium
ARMOR CLASS: -16
MOVE: 30"
HIT POINTS: 5,536 (2,768 as intermediate gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 8-32 (+5)
SPECIAL ATTACKS: Question beliefs
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 90%
SIZE: M
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Healing
SYMBOL: A blazing sun
CLERIC: 20th level cleric
FIGHTER: 20th level monk
MAGIC-USER: 20th level guardian
THIEF: Nil
S: 17/56 (+2, +5) D: 19/49 C: 23/87 I: 25/91 W: 30 CH: 20/03 COM: 16/38

Nudor devotes his existence to helping all those in need, be they friend or foe. He and his flock often heal people regardless of their ethical beliefs, though this doesn't stop them from administering a strong does of brainwa, er "religious instruction", while his patients are undergoing treatment.

Nudor has the outstanding ability to engage an individual in conversation and in so doing makes that person question his own beliefs and suffer an immediate penalty of 10 alignment infraction points in the direction of neutral good. This power can be used on any number of individuals on a daily basis. Those who change alignment because of this or decide to change back after the incident suffer all normal effects of an alignment change. Sometimes, Nudor chooses to imbue his mortal followers with this ability.

As Nudor abhors violence of any kind, he forbids his true worshipers to bear arms, but does allow them to defend themselves with magic or natural weaponry such as in unarmed combat.

PAR'KRYUS (GREATER GAWD)

AKA: n/a
TURF: Limbo, Elemental Plane of Air
ARMOR CLASS: -19
MOVE: Fly 52" (A)
HIT POINTS: 6,968 (3,484 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+5)
SPECIAL ATTACKS: Hurricane, Tornado
SPECIAL DEFENSES: Gust of Wind, summon allies
MAGIC RESISTANCE: 80%
SIZE: L
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Wind
SYMBOL: A tornado
CLERIC: 15th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level air elementalist, 20th level demolitionist
THIEF: 20th level thief
S: 17/99 (+2, +5) D: 20/99 C: 29/99 I: 27/99 W: 24/99 CH: 17/99 COM: 16/99

Par'Kryus appears a long-haired human male with perpetually flowing robes. He continuously emanates a Gust of Wind spell. He can control all winds within a 10-mile radius and cause them to whip up into a hurricane or a tornado within a matter of rounds (1d10). Furthermore, if confronted by enemies, he will summon eight 16 HD Air Elementals to his aid. He can also thrust forth a burst of pressurized air from his palms in melee (a ray with a 30-foot range that strike a single creature). This burst does 2d10 points of damage to those it hits.

Par'Kryus seems to change his mood like the changing winds. For this reason both mortals and gawds alike try to steer clear of him. They fear he will become angry at the tiniest slight and go off the deep end. No one likes it when Par'Kryus goes off the deep end, except perhaps a few of the chaotic evil gawds. In fact, they often set him or his followers up for conflict with others.

SHONA (GREATER GAWDDESS)

AKA: n/a
TURF: Nirvana
ARMOR CLASS: -16
MOVE: 32"
HIT POINTS: 8,896 (4,448 as intermediate gawddess)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 8-32 (+7)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 90%
SIZE: L
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Games and ritual combat
SYMBOL: Three interwoven rings
CLERIC: 14th level cleric
FIGHTER: 21st level monk, 20th level gladiator
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 19/02 (+3, +7) D: 27/89 C: 29/50 I: 23/41 W: 20/79 CH: 25/95 COM: 29/69

Shona is well aware of the legends about her affair with Zelaur and the consequent creation of the elven race. She vehemently denies this, however, and insists that she and Zelaur are "just friends". Her common form isn't even elven. Still there are those who insist that her denial arose because of the fact that the elven culture developed along chaotic lines, an alignment she detests. So, when her children began to forsake her, she abandoned them. For Shona's part, she insists Shynora and Zelaur must have created the elven race, as she believes the two were an item for quite some time. However, since Arnuya murdered Shynora the wurld may never know the truth. Zelaur certainly isn't talking.

When not faced with questions about her alleged past indiscretions, Shona promotes competition among friendly people through games and ritualized combat. Those who engage in such activities often pray to her for a blessing and a successful outcome. She respects and sometimes even rewards fair play and individuals who strive for achieve one's personal best.

SKRAAD (GREATER GAWD)

AKA: The Fifth Fate
TURF: Nirvana, Elemental Plane of Fire, Acheron, Arcadia
ARMOR CLASS: -17
MOVE: 24"
HIT POINTS: 4,552 (2,276 as intermediate gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 5-50 (+16)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to fire
MAGIC RESISTANCE: 80%
SIZE: L
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Blacksmiths and fates
SYMBOL: A large war hammer
CLERIC: 14th level cleric
FIGHTER: 20th level fighter, 20th level gladiator
MAGIC-USER: Nil
THIEF: Nil
S: 29/99 (+10, +16) D: 20/99 C: 25/99 I: 12/10 W: 16/30 CH: 15/70 COM: 18/01

Skraad is a gawd who has seen some tough times lately. He once held a position as one of the "Fates" of the TeraVerse. It is the responsibility of the Fates to see that certain events come to pass for some grand end that no one can predict. As a Fate, he used to have the power to see the future. However, when he saw an event that was not to his liking, he used his knowledge to avert the death of his mortal lover and dared to change the future. This transgression and abuse of power angered the other gawds and the cabals fought to banish him from his home plane. Thus, he now resides on his adopted plane, the Elemental Plane of Fire, unable to return to Nirvana because of a curse of the gawds. He sometimes visits Acheron and Arcadia just to be in proximity to sweet home Nirvana.

The curse also afflicted him with male pattern baldness just for kicks. Skraad has a perpetual grimace on his face as he is understandably unhappy about his lot in divine life. He's also not one of the brighter gawds and this is apparent to educated people who actually speak with him. He often ends a sentence with a grunt and an "un-huh. I reckon."

Skraad doesn't often grant favors. He is a firm believer in helping oneself and teaches that only through hard work will his followers gain great things.

SUMAR'FAREEN (GREATER GAWDDESS)

AKA: n/a
TURF: Seven Heavens
ARMOR CLASS: -14
MOVE: 24"
HIT POINTS: 5,248 (2,624 as intermediate gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+6)
SPECIAL ATTACKS: Time out
SPECIAL DEFENSES: Stern look
MAGIC RESISTANCE: 95%
SIZE: M
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Birth and love
SYMBOL: A cupped pair of hands
CLERIC: 20th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level magic-user
THIEF: 15th level bard
S: 18/99 (+3, +6) D: 20/99 C: 28/99 I: 29/99 W: 29/99 CH: 29/99 COM: 30

Sumar'Fareen reigns over all types of love, from familial to deep friendship, and even to the love of a people for their leader. Thus, she is quite popular among the other gawds and makes a great divine date. You can't help but walk away from an encounter with her without feeling that you are special.

On the other hand, when she gets upset she packs a wicked left hook-slap. If she manages to keep her cool, she may invoke one of her other special powers, the Time Out or the Stern Look. Sumar'Fareen can use these powers at will any number of times. The Time Out power is the equivalent of a Temporal Stasis spell. She removes the effect when the victim convinces her that he is ready to apologize and correct the behavior that led to his punishment. She can telepathically sense when this occurs.

The Stern Look is perhaps even more cruel to those on the receiving end. This is a gaze attack with a range of 50 yards and she can target up to four victims. Recipients of a Stern Look will immediately being to cry uncontrollably and lose 25% of their base Honor rating. This lasts for 1d10 rounds. Victims can do nothing else during this time. After the crying, they behave as if under a Major Domination spell (SSG p 108) and desire nothing more than to please Sumar'Fareen and make amends for the act that caused the Stern Look.

THRAIN (GREATER GAWD)

AKA: Gawd Maker
TURF: Nirvana
ARMOR CLASS: -19
MOVE: 32"
HIT POINTS: 7,344 (3,672 as intermediate gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 8-32 (+7)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 95%
SIZE: M
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Wisdom, mountaineering and avalanches
SYMBOL: A crown
CLERIC: 20th level cleric, 9th level HacKleric
FIGHTER: 21st level monk
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 19/99 (+3, +7) D: 17/39 C: 24/65 I: 28/95 W: 30 CH: 25/01 COM: 15/30

Thrain teaches his followers to always be prepared for any likely eventuality. In his younger days he fancied himself as quite a mountain man and still enjoys a good rock climbing challenge every now and then. Thus, his clerics are quite likely to be the gear pack rats of the party. They prepare themselves well for wilderness and dungeon expeditions, not just because it's a good idea but also because it brings them closer to their gawd. Thrain takes great pride when one of his followers has the just the right tool for an unexpected job.

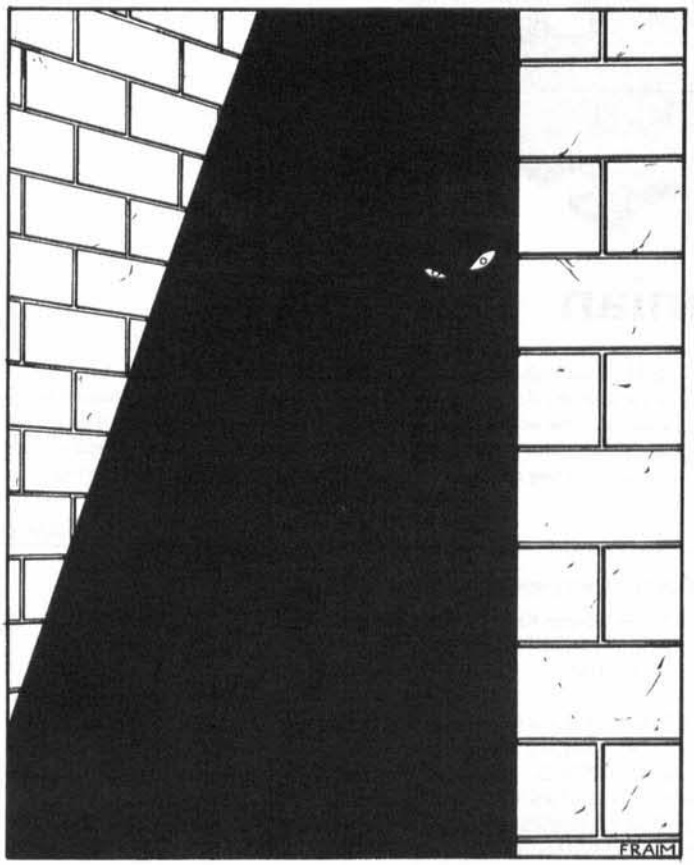
Thrain also takes an active role in granting mortals whom he deems worthy gawdhood through an artifact he crafted named the Crown of Thrain. The other gawds hate this. It allows one to bypass the ordinary divine bureaucracy and ascend directly to demi-gawd status without the requisite dues-paying as an immortal servant of the gawds, not to mention they don't get a chance to haze the new guy. Fed up with the standard system, Thrain crafted the device to have some control of his own over the process. The other lawful gawds frequently chide him about this.

YIDERS (GREATER GAWD)

AKA: n/a
TURF: Abyss
ARMOR CLASS: -18
MOVE: 32"
HIT POINTS: 5,976 (2,988 as intermediate gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 6-24 (+16)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: H
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Strength
SYMBOL: A mace glowing with magical energy
CLERIC: 16th level cleric
FIGHTER: 21st level monk, 20th level dark knight
MAGIC-USER: Nil
THIEF: Nil
S: 30 (+11, +16) D: 20/99 C: 25/99 I: 17/99 W: 23/99 CH: 17/99 COM: 16/99

Yiders appears as a huge muscular man with a bald head. He typically wields a large glowing Mace of Disintegration +5. This magic weapon functions much the same as a Mace of Disruption, except that it is pure evil . Any good character merely touching it takes 5d4 points of damage, no save. If it strikes any good creature from the outer planes it may Disintegrate the creature. Victims struck receive a saving throw versus spells to avoid the disintegration. Even if the saving throw succeeds, the Mace scores double damage on such opponents.

Yiders believes in the classic chaotic evil philosophy: the strongest deserve to rule. Those who are not strong deserve to be dominated, destroyed and ruined. Yiders is very, very strong. Thus he resents the fact that all other gawds have not bowed down before him. Yiders also doesn't like it when other accuse him of obtaining his great strength through performance-enhancing substances. Its true, but he still doesn't like it when other people talk about it. He feels that he still had to put in some effort after ingesting the stuff.



YI'GOR (LESSER GAWD)

AKA: n/a
TURF: Abyss, Prime Material Plane
ARMOR CLASS: -10
MOVE: 24"
HIT POINTS: 1,070 (535 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: By weapon +7
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: L
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Treachery
SYMBOL: A pair of disembodied eyes
CLERIC: 14th level cleric
FIGHTER: 20th level dark knight
MAGIC-USER: Nil
THIEF: 20th level assassin
S: 19/01 (+3, +7) D: 25/79 C: 18/05 I: 14/39 W: 20/42 CH: 20/83 COM: 30

Yi'Gor is the gawd who really messed things up for the other gawds. According to the legends of creation and the War of the Tablet of the Ages, Yi'Gor is the one who sundered the Tablet and plunged the TeraVerse in chaos. For punishment, Zelaur bound him in divine chains and trapped him under the Flamaar desert on Aldrazar.

Despite of this, he still tenuously hold his position in the Gawds of Twilight Last and can still grant powers to followers. Furthermore, no one knows the true nature of his imprisonment. One might suspect that he his immobilized in some kind of cell deep underground. However, some sages claim that he commands a vast network of tunnels within the NetherDeep under the Flamaar and, while not free to leave, he and his followers remain strong within the place. In either case, it would take a group of adventurers possessed of legendary might, bravery, and stupidity to investigate the rumors.

In his heyday, Yi'Gor is known to have created the HackMaster class swords to use in his assault on Zelaur and the other gawds who swore the oath of the Tablet of the Ages. Now those weapons are believed to be scattered across the TeraVerse. Should Yi'Gor ever get one in his hands again, who knows what fury the wurld and the heavens would feel at his hands if he managed to escape?

ZELAUR (GREATER GAWD)

AKA: The Ancient
TURF: Olympus
ARMOR CLASS: -20
MOVE: 18"
HIT POINTS: 4,616 (2,308 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16 (+14)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 95%
SIZE: L
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Honor
SYMBOL: A three pointed flame or a red cord wrapped around a foot-long silver rod
CLERIC: 20th level cleric
FIGHTER: 20th level fighter
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 25/99 (+7, +14) D: 20/99 C: 24/99 I: 28/99 W: 21/99 CH: 29/99 COM: 21/99

Once a great temple served Zelaur, preaching that he was the first and greatest of all the gawds, the true supreme ruler of all. Its sacred text, the Menus Kai, remains one of the oldest religious works still known. As such, there are numerous examples of apocrypha and false "discoveries" of older forms of the work. A number of cults have sprung up under one or another of these.

Zelaur and his faith survived the Divine Wars better than many gawds. Part of the reason is his choice of spheres: honor is integral to the fabric of Garweeze Wurld and the HackMaster TeraVerse. The followers of Zelaur see him as the primary deity, but they tolerate and even respect other faiths. The libraries of Zelaur's temples hold many "rival" texts, even some hotly debated and directly opposed to Zelaur's religion.

Because of his position and foresight during the Wars, Zelaur found himself able to gain control of a prized sphere of influence: honor. He has lost some power since the wars and he no longer directly rivals the faction leaders for control of a clique, but he enjoys relative freedom from the excessive troubles of gawds more deeply involved in politics.

At Q'lunge, a pilgrimage taking place once every 5 years, clerics journey to the Prophet's Stone to lay gifts on the steps of the fallen temple of the prophet Dela Menyor. This is meant to reflect that one day worship of Zelaur will return to its exalted, wurld-wide status.

Clerics of Zelaur cannot eat unclean foods: monster flesh, lizards, serpents and scavengers. For religious purposes, a Purify Food & Drink spell can make anything short of human or demi-human flesh acceptable, but the faithful still feel ill at ease in those cases. Clerics can drink alcohol, but cannot ingest concoctions made from blood.

Zelaur clerics and worshipers (to a somewhat lesser extent) are required to assist other worshipers of the gawd of honor. Should a cleric come across a shrine or temple in disrepair, he must do what he can to contribute to its repair (either through donations or actual work). Failing to do so, or make at least one serious attempt to do so, is considered neglecting his duties as a man of the cloth.

Babylonian

The Pantheon

The origins of Babylonian mythology are extremely ancient. Because of this, misconceptions, duality among the gawds and gawddesses, and numerous similarities between their deities and those of other pantheons exist. However, in formulating this list for your use, we have made sure it is accurate as of the shake up that occurred during the War Between the Gawds. We have consulted many sources and, though some of these conflict with each other regarding ancient history, this version describes the current state of affairs in HackMaster terms with 100% accuracy.

The Babylonian pantheon was once strong with many thousands of devout followers in the real world. However, once the culture lost prominence and other tribes assimilated the people, the Babylonian gawds sought new followers on Garweeze Wurld and countless others. Largely through the actions of Druaga the devil gawd, they were able to find a foothold on Aldrazar and now focus much of their attention there. Druaga found welcome from worshipers in the old Ragean Empire and many who dwell in what remains of that island nation still revere him and his associated pantheon today. When Druaga established his foothold in Garweeze Wurld, he invited others from his pantheon to join him, claiming it was a virtual paradise, a great environment to get away from it all and that acquiring new worshipers was like taking candy from a baby (another favorite pastime of certain evil gawds). However, when the gawds turned their attention to this realm, Druaga signed them up to a pyramid scheme allowing him to retain a portion of the power they derived from new worshipers. While he was right that the Babylonian gawds would find a receptive home, their establishment and growth made him ever stronger. Eventually he used this power to take over the pantheon.

Clerics

For those who follow the Babylonian faiths, the high priest of the religion is often the king of the country (the priest-king) and must be both a magic-user and a cleric of great power. While this is ideally the case, sometimes an inept monarch with very little skill in magic finds himself ruling a kingdom. When this happens, the other clerical leadership fills the gaps on the religious front while maintaining the illusion of great divine power on behalf of their monarch. They do this to keep the masses from doubting their faith and to maintain the status quo. Luckily, all clerical types must remain aloof from the normal populace in temples or shrines and work to further the goals of the state politically as well as spiritually. Thus, deficiencies in the spiritual side of a monarch's rule are usually easy to hide.

Through the priest-king, the church hoards all money collected by the shrines and temples for its own often malicious purposes. The ruler also distributes all political power through appointments. The faiths see the new moon as a time of great ceremony, and also a time for the people to pay money to the temples as a tithe to appease the gawds. Kings are expected to go forth occasionally on quests with other clerics of differing levels and bring back riches (usually through conquest) to further the sect's power.

Punishment for clerics who fail in their duties is always severe. The breaking of minor laws requires fasting, prayers, meditation, and sacrifices of animals and goods the cleric owns until the deity makes it known through the higher-level clerics that everything is forgiven. Sacrifices commonly take the form of gold or precious jewels. Major clerical transgressions include helping the enemies of the sect, communicating with intelligent creatures or demi-humans (all of whom are considered "aberrations"), and dealing with humans of the opposite alignment. These crimes are all dealt with in the same manner, by complete denial of spells at all levels and excommunication from the sect, unless the erring one takes up a quest that greatly aids the sect (either in terms of monetary riches or loss of power to other cults).

The traditional attire of all Babylonian clerics is a wraparound kilt of white with red cuneiform writing along the hem. They have been known to enter battle, but always in the rear of the action as support. Clerics advance within a sect through the payment of gold to the high priest's court. Note that this differs from level advancement. Increase in ability does not guarantee increase in temporal power. Priests who do not tow the party line receive ever-more dangerous quests to prove their worthiness to stand by the king. Thus, clerics of the good gawds of the pantheon must walk a fine line between promoting their own faith and appeasing the ruling clerics of Druaga.

The Gawds

Anu (Intermediate gawd)

AKA: The Dragon King
TURF: Nirvana
ARMOR CLASS: -7
MOVE: 12"
HIT POINTS: 2,332 (1,166 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+7)
SPECIAL ATTACKS: Command power
SPECIAL DEFENSES: Disintegration, summon dragons, Gust of Wind gaze
MAGIC RESISTANCE: 80%
SIZE: M (6 1/2')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Sky
SYMBOL: Gold sun partially blocked by a gray cloud
CLERIC: 20th level cleric
FIGHTER: 18th level fighter
MAGIC-USER: 20th level transporter
THIEF: Nil
S: 19/99 (+3, +7) D: 25/81 C: 25/17 I: 25/34 W: 25/45 CH: 25/01 COM: 20/49

This gawd appears as a man. A strong breeze equivalent to a Gust of Wind spell constantly blows in the direction of his gaze. Beings casting things at this gawd must make a saving throw versus disintegration at -4 for both the being, as must the thing cast. His voice is the voice of all leaders, and any mortal being must make a saving throw versus spells at -4 to resist his commands. Once per week per dragon type, Anu can summon a dragon (except for Bahamut and Tiamat) to fight for him. He uses a brass mace in battle that strikes for 2-20 points of damage plus his damage bonus of 7 points for Strength.

Anu is said to have served as an advisor to Zelaur when he created the heavens and the earth. All of the other Babylonian gawds once bowed to his authority. Now however, he lives in constant frustration at the hands of his new supervisor Druaga, who pressures him to keep his "sales figures" up in the highly important soul economy of the gawds.

Anshar (Intermediate gawd)

AKA: n/a
TURF: The Abyss, PanDemonium
ARMOR CLASS: -1
MOVE: 12"
HIT POINTS: 2,412 (1,206 as lesser gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 40
SPECIAL ATTACKS: Beam of darkness
SPECIAL DEFENSES: Spell absorption
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Darkness and the night
SYMBOL: Black sphere

CLERIC: 20th level cleric
FIGHTER: 18th level fighter
MAGIC-USER: 10th level magic-user
THIEF: Nil
S: 19/10 (+3, +7) D: 21/49 C: 25/71 I: 23/43 W: 15/04 CH: 21/08 COM: 18/32

This deity always appears as a dark-skinned human, only appearing at night or in deep darkness. It is rumored that when Anshar was a mortal boy, his mother forced him get up at dawn every day. When he came of age, he killed the bitch and vowed to bathe the universe in darkness ever after, just as soon as he could figure out a way to do his own laundry.

He casts his darkness beam for a maximum range of 300 yards, once per melee round, and this ray affects any flesh for 40 points of damage per strike. The body parts he hits with this darkness may never be regenerated or healed. Anshar can only Teleport into areas of shadow or darkness. The gawd is unaffected by any source of light or light reflector. The gawd can grasp spells out of the air as they pass or hit him, and save these spells (as a Ring of Spell Storing) or toss them back right away. He can alter one spell effect per melee round in this manner, and the chosen spell has no effect on him. This ability to store or return spell effects comes from a gawdly attribute that lets him sense what spells passing through his area. He can store up 200 spell levels with this ability.

DRUAGA (GREATER GAWD)

AKA: Ruler of the Devil World
TURF: Nine Hells
ARMOR CLASS: -15
MOVE: 31", Fly 45" (A)
HIT POINTS: 9,080 (4,540 as an intermediate gawd)
NO. OF ATTACKS: 2 or 4 (open hand)
DAMAGE/ATTACK: 35 points or 8-32 (+16)
SPECIAL ATTACKS: As 21st level monk
SPECIAL DEFENSES: Immune to breath weapons, fear, shape change, summon devils, as 21st level monk
MAGIC RESISTANCE: 75%
SIZE: L (9')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Devils, oppressive contracts
SYMBOL: Ruby mace
CLERIC: 20th level
FIGHTER: 15th level fighter, 21st level monk
MAGIC-USER: 15th level magic-user
THIEF: 20th level assassin
S: 29/94 (+10, +16) D: 28/79 C: 30 I: 23/40 W: 18/39 CH: 24/20 COM: -14/03

This being generally never appears to anyone the same way twice. The creature's real form has eight arms ending in talons, scaly ruby red hide, and four legs ending in snake-like masses, with the head of an ugly boy. The combination is so hideous that the mere visage often paralyzes enemies with fear.

Druaga only fights in person when something threatens his soul object (always put in a living being). The soul object is the total essence of his being. If Druaga's bodily form is destroyed, the soul object begins regenerating a whole new being with all the memories of the old devil. The human that has Druaga's soul implanted within him has no knowledge of this, and died at the same time the devil's body dies. When the human's body is buried, there will be a safe place for the new devil to grow.

The Ruler of the Devil World can Shape Change at will, call on any type of devil (except for the arch-devils) once a day in numbers from 2-20. No creature's breath weapons can affect Druaga. His mace does 35 points of damage every time it hits. Any being he strikes with this mace must succeed at a saving throw versus polymorph or be transformed into a random type of devil. This new devil is completely under Druaga's command.

Druaga occasionally sends a group of devils out to aid his worshipers, especially those who have recently sacrificed a virgin to their deity. He scored a real coup when he convinced the rest of the Babylonian pantheon to stake their claim on Garweeze Wurld under the clever contract he arranged that set him up at the top of the power structure. Now, he often sits back, relaxes and just exudes evil as the mood strikes him.

GIRRU (DEMI-GAWD)

AKA: n/a
TURF: Seven Heavens
ARMOR CLASS: -5
MOVE: 18 "
HIT POINTS: 349
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+12) / 2-20(+12)
SPECIAL ATTACKS: Wounding, stunning
SPECIAL DEFENSES: Immune to fire, heat field, disintegrate weapons
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Fire
SYMBOL: Fire-enwrapped axe
CLERIC: 10th level cleric
FIGHTER: 16th level paladin
MAGIC-USER: Cast any fire spells at 40th level
THIEF: Nil
S: 24/32 (+6, +12) D: 18/70 C: 24/01 I: 20/49 W: 14/51 CH: 18/99 COM: 18/56

Girru usually manifests himself as a man. He hates all things evil and seeks to destroy such whenever he comes in contact with them. The gawd casts all fire spells as a 40th level magic-user, and is himself totally unaffected by fire. He can Shape Change or Teleport (though only to places with flame in the area) at will. All those that come within 10 feet of him suffer 10 points of damage per melee round from the intense heat he radiates (no saving throw). He fights with a mace that does 1-8 points of damage plus 12 points for his Strength. Also, a magical barb breaks off the mace and is embedded in the victim with each hit (acting as a Sword of Wounding).

His Battle Axe +3 strikes for 2-20 points of damage, plus 12 points for his Strength bonus. Targets struck by this weapon must successfully save versus petrification or be stunned for 2-8 rounds. Any weapon that touches the gawd's body disintegrates, with no saving throw. Girru still suffers any damage from the weapon, however. He just never suffers it more than once....

ISHTAR (LESSER GAWDDESS)

AKA: n/a
TURF: Concordant Opposition, Elysium
ARMOR CLASS: -7
MOVE: 12"
HIT POINTS: 1,094 (547 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 10-90 (see text)
SPECIAL ATTACKS: Suggestion
SPECIAL DEFENSES: Shape Change, flying chariot
MAGIC RESISTANCE: 75%
SIZE: M (6')

ALIGNMENT: Neutral
SPHERES OF CONTROL: Love and war
SYMBOL: Female hand grasping a blue crystal rod
CLERIC: 15th level cleric
FIGHTER: 20th level ranger
MAGIC-USER: 25th level enchanter
THIEF: Nil
S: 25/02 (+7, +14) D: 25/49 I: 22/95 W: 17/79 C: 23/34 CH: 25/89 COM: 29/78

Ishtar never appears to her worshipers in any form other than that of a beautiful woman. She has the strength of a Titan, the ability to Shape Change at will, and she uses her voice as a constant Suggestion spell. This gawddess gets really annoyed when someone suggests that her spheres of control don't make any sense since they appear to be in direct opposition to one another. Constantly badgering her about this is almost a sure way to get her to vent her anger and start a war.

She wears the Headdress of Love and War. When she is interested in a male, the headdress forces him to become passionately in love with the her (no saving throw applicable), but she must truly be interested in that male. When fighting an enemy, this headdress gives the wearer the same powers her enemy(s) has.

Ishtar drives a flying chariot, pulled by seven enchanted lions. The lions have 50 hit points each, an Armor Class of -2, 11 Hit Dice each, attack twice per round for 1-8 points of damage per strike, and cannot be controlled by any being (using magic or otherwise) except for the gawddess herself. The chariot travels at a speed of 21". When she stands in the chariot, no metal can touch the gawddess.

She can cast two spells per melee round, and when facing beings that are not affected by magic, she strikes with a blue crystal rod that can transform any spell level into direct energy times ten, e.g. she is able to strike for 90 points of damage when expending a ninth level spell through the rod and 10 points when using a first level spell through the rod. She is limited to the number and level of spells she can cast as a 15th level cleric/25th level enchanter.

MARDUK (LESSER GAWD)

AKA: The Justice Bringer, Lord of Pure Incantations
TURF: Nirvana, Arcadia
ARMOR CLASS: -3
MOVE: 300"
HIT POINTS: 1,506 (753 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: Lightning Bolts
SPECIAL ATTACKS: Borrow divine power, Net of Binding
SPECIAL DEFENSES: +3 or better weapon to hit, create weather
MAGIC RESISTANCE: 50%
SIZE: L (9')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: City, wind, thunder, storms, & rain
SYMBOL: Silvery net
CLERIC: 10th level
FIGHTER: 19th level fighter
MAGIC-USER: 16th level magic-user
THIEF: 15th level bard
S: 24/54 (+6, +12) D: 20/22 C: 24/88 I: 23/59 W: 24/41 CH: 23/61 COM: 20/57

This gawd is one of the few non-human-appearing beings in this pantheon. He is always depicted with four eyes, four ears, flames shooting from his mouth when he speaks, and a reddish tinge to his skin. In the olden days, Marduk sometimes assumed leadership of the Babylonian gawds when Anu was preoccupied, Druaga has also entrusted him to continue in this role. However, as with all the Babylonian gawds, Marduk performs his duties under a very unfair contract. He is considering organizing a strike with the other gawds to try to reopen contract negotiations, but is unsure if this breaks the spirit of his agreement, something that is against his nature to do.

This gawd can borrow any single ability from any one other deity in the pantheon (no saving throw applicable) and use it as he sees fit. This ability can then affect anything within sight of the gawd and can be returned to the original owner at any time from any distance. In battle, he uses a net made out of the four winds that, when striking, binds the target until Marduk releases the net. The strands cannot be broken so long as the gawd remains within 50 feet of the net at all times. The gawd may create any type of weather condition in an instant. He can summon a Lightning Bolt dealing 20d6 points of damage from the sky at any time.

Marduk's battles with Tiamat are legendary. When the pair really needs more worshipers, they often stage a rematch to generate publicity. Tales of Marduk and his exploits are very popular among the Modrons of Nirvana and they often attend his bouts with the wicked dragon-gawddess.

NERGAL (LESSER GAWD)

AKA: n/a
TURF: Hades
ARMOR CLASS: -3
MOVE: 12", Swim 12"
HIT POINTS: 1,038 (519 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1d6-1(+10)
SPECIAL ATTACKS: Death Spell
SPECIAL DEFENSES: Shield +5, may not be attacked from behind
MAGIC RESISTANCE: Resists spells of less than 8th level while using his Shield +5
SIZE: M (6')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Evil, underworld
SYMBOL: Dark-skinned man holding a jet black shield
CLERIC: 25th level cleric
FIGHTER: 12th level fighter
MAGIC-USER: 20th level necromancer
THIEF: Nil
S: 19/03 (+3, +7) D: 19/18 C: 23/89 I: 20/29 W: 20/97 CH: 24/25 COM: 24/78

This deity rules over all things that are dead and never uses any form but a human one. His favorite tactic is to revive the five most powerful dead enemies his current foe or foes have faced and make these formerly vanquished entities fight for him. When he does enter personal combat, he uses a night-black shield, called Deicide, that is both a weapon and a means of defense. This medium shield has a magical bonus of +5, and when in use, no being can attack the gawd from behind. It also casts a Death Spell aura (saving throw versus death applicable) in a 30-foot radius around the gawd, and no spell of less than the eighth level can affect the user of the shield. If it comes to melee combat, he wields a +5 Vorpal Scythe.

His worshipers (those that wish to succeed in their evil deeds) sacrifice good creatures on an altar of black basalt, or dedicate the proceeds of evil actions to the church in a type of sacrifice "on credit".

RAMMAN (DEMI-GAWD)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: -7
MOVE: 12", Fly 48" (A)
HIT POINTS: 671
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 30 points
SPECIAL ATTACKS: Lightning
SPECIAL DEFENSES: Electrical discharge upon contact
MAGIC RESISTANCE: 50% and immunity to spells less than 5th level
SIZE: M (7')
ALIGNMENT: Neutral
SPHERES OF CONTROL: storms and thunder
SYMBOL: Lighting bolt through a storm cloud
CLERIC: 15th level druid
FIGHTER: 17th level fighter
MAGIC-USER: 15th level magic-user
THIEF: Nil
S: 22/28 (+4, +10) D: 27/30 C: 24/99 I: 20/14 W: 16/82 CH: 16/02 COM 7/76

This gawd appears on the earth in human form, with a massive build and a rather homely face. When anything hits him, sparks fly and inflict 30 points of damage to anything within 30 feet of his body (no saving throw applicable). He can also cast two Lightning Bolts per round, and each of those deals 30 points of damage. Only spells of the fifth level or higher can affect him. His Ring Mail +4 is made out of cloud vapor. He often throws his mallet (a massive weapon ten feet long) for 30 points of damage every time it hits. It automatically returns to Ramman's hand. He usually uses this weapon only against creatures that resist his lightning strikes.

His devout worshipers always perform their services at night, but there are many other beings who wish for rain that are not worshipers or even of a different alignment. These usually sacrifice expensive liquids to the gawd to bring on rain for their crops or just to bring cooler weather.

Celtic

The Pantheon

By no means does the Celtic mythology confine itself to the British Isles. In the HackMaster TeraVerse, there are infinite worlds and so the gawds try to spread their influence and gain worshipers all over creation. And so it is with the Celtic gawds. The beings listed here all take human form, unlike those of some of the other pantheons. Each has spheres of influence and each considers his own authority absolute within that jealously guarded sphere. Any major manipulations of these areas by humans or other life forms draw the attention of the gawd or gawddess in question (in force) and an attempt to put a stop to it.

The Celtic gawds really don't like mortals very much. The Celtic gawds tolerate of the actions of their priests as long as such actions further the sect. All hold nature as their prime concern, so trifling with or causing harm to nature in any way brings punishment from one's gawd (or perhaps any others that happen to notice!).

Clerics

The clerics of most of these deities are actually druids, as detailed in the HackMaster Player's Handbook. These druids perform all religious services in wooded areas sanctified by the planting of mistletoe and holly. They construct these areas in locations with deep natural wells or dig pits there in which to throw sacrifices. Celtic druids make human (or possibly demi-human) sacrifices four times a year. These human sacrifices occur on Kras'Kerz 1 (called Samhain) celebrating winter's start; Jevar'Kiev 1 (called Imbalc) celebrating winter's leave-taking; Sirn'Sa 1 (called Beltane) celebrating spring's planting; and Barz'Tera 1 (called Lugnasad) celebrating the time of harvest. While the druids typically sacrifice condemned criminals, they may look to outsiders, minor criminals or "volunteers" in a pinch. The sacrifices are usually someone who has an alignment on the far end of neutral (e.g. chaotic evil, lawful good, lawful evil or chaotic good).

Druids can only use their Commune with Nature spell in special, sacred groves. Groups of wild boars and their mates often guard these places. The larger and more important the grove, the larger the pack of wild boars. The druids that use the grove have complete control over the animals.

Druids of sixth or lower level wear light blue robes, while druids of higher levels always wear white. All druids of the eleventh, twelfth, thirteenth, and fourteenth levels put the symbol of the wheel with a crossed spiral on all their tools, weapons, clothes and anything else they use. Druids of higher levels dress as they choose; sometimes changing outfits for specific missions or simply on whims. Every druid wears a "torc" (an ornamental neck ring), that represents the gawd or gawddess he most favors. This work reflects and demonstrates the druid's respect to his deity and his own means. The more powerful the druid, the more impressive he makes the torc. The most powerful and wealthy druids encrust their torcs with precious gems and impart them with magical powers (along the lines of a +1 or +2 Ring of Protection or a talisman of some sort). Every druid must make his own cauldron as a first level druid. They use this to catch all the blood or sap of a sacrifice. The cauldron of a druid tenth level or higher can also act as a Crystal Ball when filled with human blood and given the proper ritual.

Celtic druids consider themselves an elite group, separate from all other humans. They do not mingle with others, and may only mate with worshipers within their sect.

The Gawds

Arawn (Intermediate gawd)

AKA: The Dark One
TURF: Nine Hells, Prime Material Plane
ARMOR CLASS: -6
MOVE: 15"
HIT POINTS: 2,808 (1,404 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+18)
SPECIAL ATTACKS: Death Spell gaze
SPECIAL DEFENSES: Immune to direct damage from spells, those who touch him with a magical weapon die
MAGIC RESISTANCE: 75%
SIZE: M (7')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Death, the dead
SYMBOL: A black star on a gray background
CLERIC: 20th level cleric, 14th level druid
FIGHTER: 17th level ranger
MAGIC-USER: See text
THIEF: Nil
S: 26/43 (+8, +15) D: 26/10 C: 26/05 I: 25/40 W: 25/18 CH: 23/38 COM: 27/96

Arawn appears most often as a normal man. He lives on an island in the sea that only the dead can find. His main attribute is the ability to flash Death Spells from his eyes at any time, striking independent targets if he so chooses. He can also use any spell of up to the third level as a 20th level magic-user.

If someone restores a person to life that Arawn wants to keep in his domain, he may make an appearance to dispute the matter. There is a 2% chance of this per level of the dead person, if he worshiped one of the Celtic gawds. The gawd either fights for the dead person or (25% chance) offers a substitute from the vast ranks of the dead. No spell that causes direct damage to the body can harm the gawd's form.

He fights with a Club +3 that strikes for 2-20 points of damage plus his Strength bonus of 15 points. Any being touching him with a magical weapon dies (saving throw applicable), which Arawn finds highly amusing.

Brigit (Demi-gawddess)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: -12
MOVE: 12"
HIT POINTS: 631
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+14)
SPECIAL ATTACKS: Flame aura in battle
SPECIAL DEFENSES: Immune to fire, cold, petrification and breath weapons; melt weapons less than +3
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Fire and poetry
SYMBOL: Female form bathed in fire
CLERIC: 14th level druid
FIGHTER: 12th level fighter
MAGIC-USER: See text
THIEF: 18th level bard
S: 25/64 (+7, +14) D: 27/76 C: 25/28 I: 22/13 W: 22/51 CH: 25/85 COM: 25/99

Brigit appears as a tall woman with hair the color of raging flames. She can use any fire spell as a 35th level spell caster. The tongues of flame surrounding her function as Plate Mail +5. She loves to hear poetry and song on the battlefield. There is a 5% chance that she will favor a singer of a pleasing original composition by raising him one level of experience for the length of that battle.

In battle, the flames surrounding her swell to cause 30 points of damage to all who come within 30 feet of her. Any weapon of less than +3 enchantment melts when

touching her. She carries a staff that turns into a tongue of flame at her command and inflicts 2-20 points of damage when striking.

Note: if any players wish to worship Brigit (and possibly catch her attention) by singing during battle, the GM should require that the player make up an original battle-song on the spot and sing it while engaging in strenuous activity. Adjust the chance of gaining her favor based on the quality of the song and the performance.

DAGDA (LESSER GAWD)

AKA: Dozen King
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -6
MOVE: 12"
HIT POINTS: 1,760 (880 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50 (+16)
SPECIAL ATTACKS: Break anything, Death Spell
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 80%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Rulership, justice
SYMBOL: Bubbling cauldron
CLERIC: 15th level cleric, 14th level druid
FIGHTER: 18th level fighter
MAGIC-USER: 15th level magic-user, 15th level illusionist
THIEF: 20th level bard
S: 30 (+11, +16) D: 27/05 C: 27/95 I: 27/61 W: 26/52 CH: 28/20 COM: 27/61

Dagda once ruled the entire Celtic pantheon. But with the emergence of Oghma as a greater power, he lost much of his previous stature. He now only rules a very loose pantheon of his own personal "gawds'. He possesses a unique ability to separate himself into 12 distinct and powerful entities. All 12 are fully aware and mobile, but 11 are ethereal in nature and roam the Prime Material Plane with unlimited range, constantly supplying information to Dagda. These beings have all the qualities of the original, but they must stay in the ethereal state at all times.

His other attributes include unlimited use of Shape Change, Telepathy and Legend Lore. He is very fond of walking the Prime Material Plane in the form of a shabbily dressed man with a large club. He can summon forth a cauldron that enables him to brew any non-magical liquid or food, and he sings with a sentient harp that talks in the common tongue and can control weather.

Dagda has the strength to break anything in his two hands. He uses the "mother of all clubs" in his battles. In addition to inflicting 5-50 points of damage (plus his Strength damage bonus of 16 points), the large end causes a living being to suffer a Death Spell. The touch of the small end can resurrect the dead, no matter how long ago the being died. This effect requires only a portion of the body. Dagda's periodic gleeful laughter when employing either of these abilities is not a necessary component.

DIANCECHT (DEMI-GAWD)

AKA: Physician of the Gawds
TURF: Seven Heavens, Concordant Opposition
ARMOR CLASS: -3
MOVE: 12"
HIT POINTS: 739
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30 (+10)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to any attack dealing less than 100 points of damage in one strike
MAGIC RESISTANCE: 100%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Healing, healers
SYMBOL: Crossed oak and mistletoe branches
CLERIC: 25th level cleric, 14th level druid
FIGHTER: 14th level fighter
MAGIC-USER: 12th level magic-user
THIEF: 10th level bard
S: 22/27 (+4, +10) D: 21/03 C: 23/99 I: 29/15 W: 29/81 CH: 26/33 COM: 25/82

Diancecht appears as a young man. He can heal any wound or restore any dead being, no matter how long dead, though his power will not affect beings who have been decapitated. The gawd appears whenever any Celtic deity summons him to help. Clerics of the Celtic gawds with great power (12th level or higher) have a 10% chance of summoning him if they swear to take a year-long pilgrimage to heal all living things knowing hurt (including beings of opposite alignment). The gawd takes fearsome revenge on those who fail to fulfill this quest.

He never fights in large battles, but has fought with Arawn over some of his dead. So far, Diancecht has always won these battles. He is immune to anything that deals less than 100 points of damage to his body in one strike. He fights with a Spear +3 that inflicts 3-30 points when it hits, but few ever attack him because he heals friends and enemies alike during a battle.

DUNATIS (DEMI-GAWD)

AKA: Gawd of the Mountains and Peaks
TURF: Concordant Opposition
ARMOR CLASS: -14
MOVE: 24"
HIT POINTS: 545
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 8-80 or by weapon type +14
SPECIAL ATTACKS: Boulder tossing, flatten mountains
SPECIAL DEFENSES: Immune to paralysis, petrification and charm effects
MAGIC RESISTANCE: 70%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Mountains, rocky terrain
SYMBOL: A red sun-capped mountain peak
CLERIC: 15th level cleric
FIGHTER: 18th level fighter
MAGIC-USER: Nil
THIEF: 20th level bard
S: 25/01 (+7, +14) D: 21/37 C: 25/05 I:22/98 W: 23/47 CH: 23/77 COM: 18/55

This gawd always appears as a normal man. His primary power is the ability to raise a mountain peak from a flat plain, or flatten a giant mountain into a prairie. He can do this instantaneously. Often he uses this power to destroy forts and the like.

He enters battle wearing Plate Mail +4 armor and using a Medium Shield +4. For weapons he wields boulders he forms instantly out of thin air. He can throw up to two of these per round, up to 1,000 yards with great accuracy (no range penalty), and each strikes for 8-80 points of damage. Dunatis is immune to paralysis, petrification and attacks involving charming (though he does not appreciate comments regarding his own lack of charm).

GOIBHNIE (DEMI-GAWD)

AKA: Blacksmith of the Gawds
TURF: Concordant Opposition
ARMOR CLASS: -5
MOVE: 9"
HIT POINTS: 712
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+16)
SPECIAL ATTACKS: Craft unerring weapons, thunder bolt
SPECIAL DEFENSES: Immune to physical weapons
MAGIC RESISTANCE: 75%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Blacksmiths, metal work
SYMBOL: Giant mallet over sword
CLERIC: 14th level druid
FIGHTER: 18th level fighter
MAGIC-USER: Nil
THIEF: 15th level bard
S: 29/56 (+10, +16) D: 22/11 C: 29/96 I: 24/96 W: 23/67 CH: 19/13 COM: 18/18

This gawd appears as a hugely proportioned man. His main attribute is the ability to make weapons and amulets of great power for the gawds and the very few mortals he favors. The weapons he makes never miss their targets and each amulet has the power to completely nullify any one specific spell. Goibhnie's weapons will even make otherwise impossible hits (such as a sword strike from 200 yards away), but then they

immediately shatter and bring the gawd's wrath upon the wielder. This wrath takes the form of a thunder bolt doing 50 points of damage, no saving throw.

His amulets actually prevent the effects of the single spell chosen at the time of crafting. That spell's effects simply never appear, or, in the case of some solid spell effect (such as a Wall of Iron) will turn to dust. An amulet can protect up to 500 persons and anything they carry, if they all link hands. No creature can wear more than one of Goibhnie's amulets at a time. Any attempt to do so causes the amulets to shatter.

Goibhnie's Spear +4 does 3-30 points of damage plus his Strength bonus of 16 points. The gawd has made himself immune to any damage done by physical weaponry of any type.

LUGH (LESSER GAWD)

AKA: Long handed, Gawd of Generalities
TURF: Concordant Opposition
ARMOR CLASS: -2
MOVE: 12"
HIT POINTS: 1,496 (748 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: See text
SPECIAL ATTACKS: Use any one attribute of any being he has ever met
SPECIAL DEFENSES: Immune to any control, petrification and paralyzation
MAGIC RESISTANCE: 90%
SIZE: M (7')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Druids, generalities
SYMBOL: A pair of long hands
CLERIC: 35th level druid
FIGHTER: 19th level ranger
MAGIC-USER: Nil
THIEF: 19th level bard
S: 23/08 (+5, +11) D: 27/43 C: 26/40 I: 28/05 W: 27/76 CH: 24/16 COM: 25/17

Unique among the gawds, Lugh can use any one attribute of any being he has ever met. He appears as a tall man with very large hands. He never uses armor, and in battle he depends on his one special power to defeat his foe. He is immune to any type of control, petrification, or paralyzation.

Lugh is the druidic ideal, and more fully understands their nature than any other entity. He casts druidic spells as a 30th level caster (an unattainable level for any other being), and can use an unlimited number of druid spells.

MANANNAN MAC LIR (LESSER GAWD)

AKA: Gawd of the Sea
TURF: Concordant Opposition
ARMOR CLASS: -9
MOVE: 12", Swim 48"
HIT POINTS: 1,046 (523 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+15) or death
SPECIAL ATTACKS: Summon sea creatures
SPECIAL DEFENSES: Immune to any magical device while in salt water
MAGIC RESISTANCE: 75%
SIZE: M (6')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Seas, oceans, ocean-goers, waters
SYMBOL: A wave of white water on a green background
CLERIC: 25th level cleric
FIGHTER: 16th level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 26/29 (+8, +15) D: 23/33 C: 25/38 I:26/82 W: 24/70 CH: 23/61 COM: 21/19

This gawd appears as a large man with a huge red beard. He commonly goes into battle wearing armor of sea shells that functions as Field Plate +5. He uses a trident that absorbs moisture from the bodies that it hits (draining one-quarter of a victim's maximum hit point total). When fighting his primary enemies, the Fire Giants, he uses a sword called Retaliator. This weapon kills every time it hits (a victim can make a saving throw versus spells to avoid this effect). Even if the creature succeeds at the save, the sword does 3-30 points of damage (plus the Strength bonus).

His major power is his ability to call on any non-gawdlike creature of the sea to fight for him at any time. He can call up to 50 individual creatures at once. However, all of these creatures must get to the battle under their own power.

MORRIGAN (DEMI-GAWDDESS)

AKA: Gawdess of War
TURF: Concordant Opposition
ARMOR CLASS: -6
MOVE: Variable (see below)
HIT POINTS: 868
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-36 (+15)
SPECIAL ATTACKS: Fearful gaze, never misses
SPECIAL DEFENSES: Immune to any non-gawdlike magic-using being while in battle
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: War, warriors
SYMBOL: Two crossed spears
CLERIC: 10th level druid
FIGHTER: 20th level ranger
MAGIC-USER: Nil
THIEF: 15th level assassin, 10th level bard
S: 27/96 (+9, +15) D: 26/50 C: 26/64 I: 22/69 W: 19/09 CH: 21/64 COM: 22/65 or –11/65

This gawddess appears as a well-proportioned woman with a hideous face. She has the power to deprive all who gaze upon her of their courage (as per the Fear spell). She can fight invisibly, see clearly over 15 miles, and travel on land at any speed she wishes when chasing a foe. It is said that she will strike dead (5% chance) any one of her worshipers who runs away from a battle while she watches (there is a 10% chance she is watching any given battle).

In battle, she wields two spears, one with a red head and one with a yellow head, that strike for 3-36 points each and never miss. She is immune to any attack by a magic-using being not of gawdlike power while she does battle.

Morrigan's servants include four demi-gawddesses of war, Fen, Neman, Badb, and Mocha, each of whom are identical to her in all regards save hit points (they each have 420).

NUADA (LESSER GAWD)

AKA: Gawd of the Silver Hand
TURF: Concordant Opposition
ARMOR CLASS: -7
MOVE: 15"
HIT POINTS: 1,628 (814 as demi-gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: By weapon type (double)+15
SPECIAL ATTACKS: Enhance weapon, Sword of Dancing (6d6)
SPECIAL DEFENSES: Immune to Charm-type spells and effects, fend off any three attacks
MAGIC RESISTANCE: 10%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Warriors
SYMBOL: A silver hand on a black background
CLERIC: 10th level druid
FIGHTER: 20th level ranger
MAGIC-USER: Nil
THIEF: 12th level assassin/10th level bard
S: 26/60 (+8, +15) D: 28/76 C: 26/08 I: 23/17 W: 20/46 CH: 24/86 COM: 23/33

This gawd appears as a man with an artificial silver hand. He has the ability to give any weapon he holds a +3 bonus to hit and double the weapon's normal damaging power. When in battle, he detaches his hand of silver, which enter battle on its own as a Sword of Dancing while carrying a weapon. Whatever form this weapon takes, it hits for 6-36 points of damage. He commonly uses a suit Studded Leather +4 and a Long Sword +5 that has the power to fend off any three weapons used against its master, no matter how powerful the weapons, and still attack without difficulty. The gawd is immune to any type of spell that would magically control a target's actions.

OGHMA (GREATER GAWD)

AKA: The Binder, Patron of all Bards
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -6
MOVE: 12"
HIT POINTS: 5,712 (2,856 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: Wrestling (or by weapon type)
SPECIAL ATTACKS: Naming
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 85%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Knowledge
SYMBOL: An unfurled scroll
CLERIC: 15th level cleric, 15th level druid
FIGHTER: 15th level fighter
MAGIC-USER: 18th level magic-user, 18th level diviner
THIEF: 20th level bard
S: 25/50 (+7, +14)* D: 22/76 C: 21/72 I: 29/09 W: 29/43 CH: 23/04 COM: 24/22
*See text

Oghma looks like an aged, white-haired man. He is the best wrestler of all the gawds and considered their champion when fights with giants occur. He is also patron of things creative and beautiful in man and woman alike. Due to his love of song, story, and poetry, he often visits the Prime Material Plane in human shape and travels from hold to hold seeking especially gifted people. There is a 1% chance that he is listening to an original composition when it is first sung. There is a 5% chance that if others spread a song or tale, he hears it and rewards the creator. Oghma does so anonymously, except to those who know his ways, with great wealth in the form of gold that the lord of the hold at which the artist performs "strangely" gives to the originator of the piece.

His two main powers are the ability to answer any question after a short period of study (the more difficult the question, the longer it takes) and the fact that he knows the secret name of any non-gawdlike creature. In Celtic mythology, everything has two names. One is a name it gives to the world, and the other is a secret name that links it to its soul. With this secret name, any being can control the creature or being or simply make it die (potential victims can avoid this with a successful saving throw versus death). With these two abilities, Oghma managed to take control of the Celtic pantheon in an attempt to straighten out the other gawds. His efforts met with marginal success, but he has managed to remain in control in the realm of Garweeze Wurld.

In battle, Oghma wears Chain Mail +5 and demands that all his enemies wrestle (grapple) with him. If they win, he leaves the battle. If he wins, they must leave the battle. Because of his gawdly power, any time he faces this sort of contest, he has Strength equal to that being's Strength plus his own.

Oghma is known as The Binder for his ability to successfully force demons and devils into a special prison of his making where they stay imprisoned until he wishes to bring them out.

SILVANUS (INTERMEDIATE GAWD)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: -9
MOVE: 18" (48" through forests)
HIT POINTS: 2,820 (1,410 as lesser gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 5-50 (+14)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Control animals and plants, wolfhound companion
MAGIC RESISTANCE: 30%
SIZE: M (7')
ALIGNMENT: Neutral
SPHERES OF CONTROL: The forests, nature
SYMBOL: A summer oak tree
CLERIC: 14th level cleric
FIGHTER: 13th level fighter
MAGIC-USER: 19th level illusionist
THIEF: 15th level bard
S: 25/74 (+7, +14) D: 24/12 C: 25/11 I: 24/42 W: 25/96 CH: 23/43 COM: 22/56

Silvanus appears as a man with very long legs. He can control any number of animals and creatures of the forest with the sound of his voice. He has the power to make plants grow and/or shrink at any rate he wills. He wears armor made of leaves that act as Plate Mail +5. He carries his mallet with him at all times. This +5 wooden weapon strikes for 5-50 points in his hands. A giant wolfhound fights at his side (AC 3, HD 10, hp 100, #AT 1, D 2-20; regenerates 5 hit points per melee round). This beast moves so fast that no matter how many beings strike at his master, the dawg takes the damage. It cannot block spells, of course.

Druids and their followers worship Silvanus, and he protects the places of the druids: their groves, their villages and colleges, and their paths through the woods. There is a 1% chance that Silvanus appears whenever something or some creature harms a high level druid or his grove.

Chapter 4

Central American

The Pantheon

The Aztec and Maya presented the world with an interesting set of closely related gawds, gawddesses and creatures that have a moral background similar to that of many other ancient mythoi. The beings are just as evil or just as good as other divine entities, but they are not moved by anything resembling human thoughts and feelings, unlike most deities of other mythoi. They act only upon their own inscrutable motives.

These beings are said to have come from the stars, and their "plane of origin" is not the same as other mythologies. They arrived on Aldrazar from a parallel plane, something they may have done several times before. Commune or Gate spells used by the clerics of these deities connect only with the parallel Prime Material Plane where their gawds once dwelt. Only special ceremonies never taught outside the order of clerics of these gawds can call any beings from that plane. Also, these deities' unusual nature makes it impossible for them to travel on any planes but those on which they have worshipers.

Clerics

The clerics of this mythos are the elite of the populace, and even those of the lowest levels have absolute authority over any of the peasants. Along similar lines, any cleric of a higher level may give orders to lesser clerics of the same deity with complete freedom. Though all sects must usually work together, there is much clandestine infighting between groups for followers (rich and poor), as the deities' and therefore their clerics' powers are more closely linked to their number of followers than those of other pantheons.

All temples are built on a similar design: the step pyramid, with entrances at the bottom on each of the four compass points and east of the altar at the top. Clerics perform rituals every 20 days, and sacrifices take many forms, from food in the spring and fall seasons to humans before and after battles and during the rainy winter months. Religious leaders force the public to attend these rituals at the temple of the appropriate gawd.

Divine punishment of erring clerics is swift. Small mistakes, such as breaking clerical laws or defeat in personal combat (duels) result in immediate loss of some wealth and/or experience points. Major failures, in the form of lost battles, failed quests, or alignment changes, lead to a cleric being stripped of all possessions and levels and require him to start again from the first level of experience.

First level clerics must choose a compass direction for their own (east, west, north or south). They must always pray, meditate, and begin quests facing this direction. From the moment the cleric chooses his direction, any attacks he makes or spells he casts in that direction are made with a +1 bonus (i.e. a + 1 chance to hit, or a -1 subtracted from a target's saving throw). When in combat or situations where the direction is not chosen or dictated by circumstances, the GM should roll a 4-sided die to determine which compass point the cleric is currently facing. Clerics of the east must wear red clothes at all times, clerics of the south must wear yellow, clerics of the west must wear black, and clerics of the north must wear white.

The Gawds

Camaxtli (Greater gawd)

AKA: n/a
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -4
MOVE: 15", Fly 24" (A)
HIT POINTS: 5,960 (2,980 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type +11
SPECIAL ATTACKS: Re-create experience
SPECIAL DEFENSES: Regenerate 5 hp/round in any light
MAGIC RESISTANCE: 50%
SIZE: H (15')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Fate
SYMBOL: Human figure holding the sun
CLERIC: 20th level cleric
FIGHTER: 12th level paladin
MAGIC-USER: 18th level magic-user, 18th level seer
THIEF: Nil
S: 23/56 (+5, +11) D: 23/47 C: 25/64 I: 24/72 W: 23/97 CH: 23/91 COM: 22/93

This human-appearing gawd can see the past and future of any being and put this information to use in his own way. Some mysterious force prevents him from actually killing any being, but he can look into that being's past and discover what force caused the most physical damage to that being, and then recreate that force exactly to again do the some amount of damage. With this restriction, he has grown very creative in achieving his goals and punishing those who oppose him too fiercely. In the presence of any kind (and amount) of light Camaxtli regenerates 5 hit points per melee round, so he virtually never works in darkness.

If a follower maker proper sacrifices in precious metals (amounting to 500,000 gold pieces or more), there is a 25% chance that the gawd will look favorably upon the person making the sacrifice and help him for a short period. The sacrificing worshiper must cast the treasure into the beyond by the most powerful means available (i.e. a random Teleport spell, a Limited Wish, or the like).

CAMAZOTZ (DEMI-GAWD)

AKA: Bat Gawd, Camazot
TURF: Abyss, Prime Material Plane
ARMOR CLASS: -2
MOVE: Infinite
HIT POINTS: 972
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-20/2-20/3-30
SPECIAL ATTACKS: Paralysis poison
SPECIAL DEFENSES: Immune to weapons cast from darkness
MAGIC RESISTANCE: 50%
SIZE: H (15')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Bats
SYMBOL: Giant bat
CLERIC: 15th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 20th level magic-user, 20th level illusionist
THIEF: 15th level assassin
S: 19/67 (+3, +7) D: 20/19 C: 24/25 I: 20/61 W: 18/56 CH: 2/66 COM: -8/51

This gawd appears as a huge bat and always has 1,000 normal bats flying around him. Those who offer many insects for these followers sorely tempt the gawd to comply to a summons. Clerics can actually appease this deity by offering him Insect Plagues.

Each of his claws inflict 2-20 points of damage and force victims to make a saving throw versus Class O poison. His bite does 3-30 and injects the same poison. Any weapons cast in the darkness at him will neither touch him nor harm him in any way.

CHALCHIUHTLICUE (LESSER GAWDDESS)

AKA: Gawddess of the Jade Petticoat, Chachi
TURF: Prime Material Plane
ARMOR CLASS: -2
MOVE: Infinite
HIT POINTS: 1,528 (764 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 1-4 (+3)
SPECIAL ATTACKS: Polymorph
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 95%
SIZE: M (6 1/2')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Running water, love
SYMBOL: Jade fish
CLERIC: 20th level cleric
FIGHTER: 12th level paladin
MAGIC-USER: 20th level magic-user
THIEF: 15th level bard
S: 15/26 (+1, +3) D: 25/30 C: 23/93 I: 24/77 W: 25/90 CH: 25/09 COM: 24/29

Wife to Tlaloc, this gawddess reigns not only over the water, she is also the gawddess of life and chaste love. In any of these aspects, she uses her power for the good of the beings she favors at the time. Those (of any alignment) who sacrifice to her can expect her help if they observe all the proper forms. She is especially eager to aid those concerned with matters of healing or love. She has the unusual ability to transform 3-300 beings into any single form she wishes (usually fish). She only uses this ability to save the lives of devout worshipers.

The proper ritual sacrifice to her requires the tossing of jade (the higher the quality the better the response) into a bottomless pool of water in one of several areas sacred to her in the mountains. The supplicant must do this by the light of a full moon with no other being within a mile of the area. Clerics who perform this ceremony for the needy have a 25% chance of success, while normal worshipers hove only a 1% chance. An individual may attempt this ritual four times a year, otherwise he risks incurring her great annoyance and perhaps her wrath.

HUHUETEOTL (DEMI-GAWD)

AKA: Fire Gawd, Hue
TURF: Abyss, Prime Material Plane
ARMOR CLASS: -2
MOVE: 20", Fly 24" (B)
HIT POINTS: 1,015
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+12)
SPECIAL ATTACKS: Searing light beam
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 80%
SIZE: H (15')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Fire
SYMBOL: Image of the gawd
CLERIC: 15th level cleric, 10th level druid
FIGHTER: 10th level fighter, 10th level monk
MAGIC-USER: 15th level magic-user, 15th level fire elementalist
THIEF: 15th level assassin
S: 23/59 (+5, +11) D: 23/14 C: 23/80 I: 23/03 W: 23/13 CH: 9/26 COM: 1/94

Physically, Huhueteotl appears to be a demon with a humanoid body, reptilian facial features, flames shooting all around him, and hair patches where his armor's red gems do not cover him. Once per round, the gawd may cast a beam of searing light that does 52 points of damage per strike (no save) and has a range of two miles.

The gawd requires frequent human sacrifices and punishes his erring worshipers with destructive flames whenever the whim takes him. Sacrifices take the form of valuable articles of clothing or gems and jewels. They must be thrown into molten areas in mountains, usually by the light of the waning Arlora.

The gawd is also in charge of keeping time in motion, and in this capacity must have a special sacrifice of gems, feather robes, and humans every 52 years. During the fifty-second year, the gawd has the ability to stop the motion of any one thing in any single day. In this stopped state, no force in the Prime Material Plane can harm that thing.

HUITZILOPOCHTLI (DEMI-GAWD)

AKA: Hutzilopo
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -3
MOVE: 20", Fly 24" (B)
HIT POINTS: 847
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 3-30 (+14)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Reflects attacks from behind
MAGIC RESISTANCE: 50%
SIZE: H (15')
ALIGNMENT: Neutral
SPHERES OF CONTROL: War
SYMBOL: Eagle
CLERIC: 13th level in each
FIGHTER: 20th level ranger, 10th level monk
MAGIC-USER: 8th level magic-user, 8th level battle mage
THIEF: 15th level assassin
S: 25/23 (+7, +14) D: 25/75 C: 25/12 I: 23/24 W: 20/14 CH: 25/45 COM: 27/59

The gawd is usually depicted fully armed in blue jade armor, with a bright red battle axe and a headdress made of hummingbird feathers. He may appear on any battlefield where his worshipers fight so that he may aid them, but this still does not ensure that his side will win. He only rarely answers calls upon him for any non-warlike situation and no being can commune with him.

Huitzilpochtli only accepts sacrifices made to him in battle by fighting clerics. If the gawd chooses to appear for that battle (a 5% chance), he takes the body of a dead warrior who won great victories either during that battle or in the past. No matter what the outcome of the battle (win, lose, or draw) that warrior will be raised and live a long and lucky life thereafter. This luck takes the form of +3 on all saving throws.

His battle axe does 3-30 points damage (plus 14 for his Strength bonus) with each strike. All attacks on his rear automatically turn on the attacker and never miss, doing whatever damage to the attacker than the strike would have done to a lesser entity.

3

ITZAMNA (INTERMEDIATE GAWD)

AKA: n/a
TURF: Elysium, Prime Material Plane
ARMOR CLASS: -3
MOVE: Infinite
HIT POINTS: 1,988 (994 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-24
SPECIAL ATTACKS: Light beams
SPECIAL DEFENSES: +2 or better weapons to hit (in light form), protective aura
MAGIC RESISTANCE: 85%
SIZE: Variable
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Medicine
SYMBOL: Red hand
CLERIC: 22nd level cleric
FIGHTER: 13th level paladin
MAGIC-USER: 15th level magic-user
THIEF: Nil
S: 21/23 (+4, +9) D: 77/49 C: 21/89 I: 24/74 W: 25/71 CH: 23/80 COM: 25/91

Itzamna often travels in the world of men. He normally appears to men in the guise of a toothless old man, with sunken cheeks and aquiline nose, leaning on a crooked staff. However, he may also assume the form of light in one of its myriad aspects: a blazing globe, a fading ember, or a dusty moonbeam, and in this guise he may take on any size. He may see everything that transpires in the world if there is a light source present (much like a Wizard Eye spell).

Itzamna is the son of the sun gawd Tezcotlipoca, and tries to temper his father's harsh dealings with man. Itzamna is the friend and benefactor of men, instructing mankind in medicine, drawing and letters. His clerics often call upon him to intercede for man with the other gawds in times of calamities and sicknesses. In his dealings with other gawds he rarely relies on the strength of his arms, using his wits to cause his fellow deities to react favorably towards man. If Itzamna is ever in a desperate situation he will call upon his father for help.

The gawd of medicine is by no means a weakling and, if forced into battle, he strikes with either his staff or with scintillating beams of light (depending upon his form) for 3-24 points of damage. Whenever he is attacked, a nimbus of light which acts as a Ward Off Evil spell and a Robe of Scintillating Colors surrounds him. In light form, Itzamna is intangible, and only +2 or better magical weapons can strike him. He can also draw any one Symbol per round in the air.

Clerics of Itzamna deal only with spells that aid, bless or heal in some way (Abjuration and Necromancy) or spells of a written nature (Symbols). They are friends to all good creatures and are loath to enter combat unless there is no other recourse. These clerics wear few garments, just a coarse robe and medicine pouch, and carry a simple staff. Often they wear a necklace with a red hand ornament. They are usually excellent scribes and healers.

Clerics hold ceremonies honoring Itzamna throughout the year, particularly in relation to the planting of crops. They burn sweet balsam and sacrifice squirrels in hopes of gaining blessings and greatly confusing onlookers.

MICTLANTECUHTLI (LESSER GAWD)

AKA: Micti
TURF: Hell, Prime Material Plane
ARMOR CLASS: -3
MOVE: Infinite
HIT POINTS: 2,134 (1,067 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+19)
SPECIAL ATTACKS: Summon and control undead, touch causes death, Hammer of Thunderbolts
SPECIAL DEFENSES: Death aura
MAGIC RESISTANCE: 95%
SIZE: H (15')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Death
SYMBOL: Dog totem (itzcuintli)
CLERIC: 14th level cleric, 14th level druid
FIGHTER: 15th level ranger
MAGIC-USER: 18th level magic-user, 18th level necromancer
THIEF: 15th level assassin
S: 25/73 (+7, +14) D: 23/98 C: 24/87 I: 24/30 W: 19/64 CH: 1/72 COM: -8/77

The gawd usually appears in the form of a Lich, and no undead can resist his commands. At any given time, he can instantly summon 20-200 Skeletons, 10-100 Ghouls, 6-36 Wights, and 2-5 Spectres. Those who wish to summon the gawd himself must sacrifice 50 humans in their prime and be devout worshipers. The gawd demands these lives during the dark of the moon (Arlora's new moon phase) and requires that at least half of the victims come from the ranks of his worshipers.

In battle, touching his body with anything (directly, through a weapon, with a stick, etc.) forces the touching creature to make saving throw versus death or instantly die. The gawd usually attacks with spells when personally in battle, but if enemies dare touch him, he wields his rod of red jade that acts as a Hammer of Thunderbolts (at full effectiveness) as per the GameMaster's Guide.

QUETZALCOATL (INTERMEDIATE GAWD)

AKA: Law Giver
TURF: Nirvana, Prime Material Plane
ARMOR CLASS: -2
MOVE: Infinite
HIT POINTS: 4,328 (2,164 as lesser gawd)
NO. OF ATTACKS: Variable
DAMAGE/ATTACK: Variable
SPECIAL ATTACKS: Shape Change, quadruple force
SPECIAL DEFENSES: Immune to attacks from current form
MAGIC RESISTANCE: 75%
SIZE: H (15')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Air, arts
SYMBOL: Feathered serpent
CLERIC: 25th level cleric, 13th level druid
FIGHTER: 20th level paladin
MAGIC-USER: 20th level magic-user, 20th level illusionist
THIEF: 20th level thief, 20th level bard
S: 26/56 (+8, +15) D: 27/96 C: 28/17 I: 25/28 W: 25/75 CH: 25/37 COM: 26/23

Also known as Kukulcan, or (in his capacity as wind gawd) Ehecatl, this gawd appears in a bewildering number of forms, and while he usually acts as per his alignment, at times he seems to revel in chaotic or even evil ways (leading to some conflict between his followers over his true goals). Quetzalcoatl is patron of the arts and the founder of metallurgy. He appears occasionally in Garweeze Wurld to work closely with his worshipers against other gawds. Since Camaxtli wrested power over the pantheon from him, Quetzalcoatl has taken to subterfuge more often than in the past.

When in battle, the gawd usually assumes a monster's form and uses its means of attack, often using several forms for variety (or to get past his enemies' defenses). If he suffers a great loss of hit points, he takes the form that he assumed at the beginning of the battle and quadruples its powers (damage, hit points, usage of powers per day) to renew the attack. He fights until his side has won the battle or until he has been personally defeated in combat.

Creatures of the same form he currently uses cannot hurt him. In other words, when in the form of a dragon, no dragon type can harm him in any way, and when in the form of a magic-user, he cannot be hurt by magical spells.

Quetzalcoatl was once the mightiest gawd of the mythos, though the followers of Tezcatlipoca, his arch-enemy, disputed his claim. Now Camaxtli has split the difference and become the most powerful gawd of the pantheon, as Quetzalcoatl and Texcatlipoca spent most of their time worrying about each other. According to Camaxtli, this was inevitable.

TEZCATLIPOCA (LESSER GAWD)

AKA: Tezcat
TURF: The Abyss, Prime Material Plane
ARMOR CLASS: -3
MOVE: Infinite
HIT POINTS: 1,604 (802 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Invisibility, Ethereal
MAGIC RESISTANCE: 85%
SIZE: Variable
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: The sun

SYMBOL: Jaguar
CLERIC: 9th level cleric
FIGHTER: 20th level fighter
MAGIC-USER: 15th level magic-user
THIEF: 15th level assassin, 6th level bard
S: 25/86 (+7, +14) D: 25/31 C: 25/66 I: 25/71 W: 24/29 CH: 25/82 COM: 25/79

Tezcatlipoca (a name meaning "the smoking mirror") is the gawd of the sun who ripens the crops, but also brings drought and famine. Conversely, in keeping with the unique perspective of this mythos, he is also the gawd of the moons and the night. Tezcatlipoca spreads disorder and war, but is also an originator of wealth (largely to support his schemes).

Tezcatlipoca and his followers continually plot to overthrow Quetzalcoatl, even though Camaxtli now dominates the pantheon. As the patron of treacherous schemes and betrayals, this gawd figures he can work against two enemies at once. His grudge against Quetzalcoatl demands settlement before he can attempt to take over leadership of the pantheon.

Tezcatlipoca rarely takes on physical form, preferring to remain invisible and ethereal, but he does sometimes take the form of a giant jaguar or bear. In these forms he strikes with his claws for 3-30 points of damage each. He also occasionally takes human form to masquerade as a specific individual to further one of his schemes.

Once a year, at a great religious gathering, Tezcatlipoca's clerics sacrifice a young, perfect human male and offer his heart to the gawd. They pamper and fete these sacrifices (usually prisoners of war) for a full year before the ritual. Though they receive almost anything they might desire during this period, they rarely know what the clerics have in store and always end up on the altar.

TLALOC (INTERMEDIATE GAWD)

AKA: n/a
TURF: Hell, Prime Material Plane
ARMOR CLASS: -4
MOVE: 12", Fly 24" (A)
HIT POINTS: 2,188 (1,094 as lesser gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +8
SPECIAL ATTACKS: Bolt of lightning, tainted water
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: H (15')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Rain
SYMBOL: Deer totem (mazatl)
CLERIC: 20th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 20/85 (+3, +8) D: 24/17 C: 24/04 I: 24/29 W: 23/100 CH: 19/28 COM: 20/04

With his great tusks and goggle eyes, Tlaloc's makes quite an imposing appearance. He always garbs himself entirely in black but for a garland of white feathers.

At each full moon, a cleric of Tlaloc sacrifices a child or baby to the gawd. Once a year, the clerics hold a large but decidedly morbid festival in his honor. They buy or take numerous babies from the populace for sacrifice to Tlaloc, after which the wicked clerics cook and eat them. The clerics take the babies' crying during the sacrifice as a good sign that rain will be abundant during the coming year. Obviously, the clerics do not interest themselves overmuch in the affairs of omens or babies, except perhaps for matters of seasoning.

If his clerics follow the proper rituals and sacrifices to the letter, Tlaloc usually does grant them the rain they need. However, if he thinks his requirements have not been met, he punishes his people severely. Tlaloc has four pitchers of water: one filled with good water to make crops grow properly, one filled with water that contains spiders' webs and eggs to cause blight, one filled with water that turns to frost, and one with water that rots all fruit.

Tlaloc is a gawd willing to fight against all comers. If pressed hard in battle, Tlaloc summons a bolt of lightning. The bolt does 40 points of damage to all those in armor, 30 points of damage to all those wearing clothes, and 20 points of damage to all naked flesh it hits (no save). He wields the lightning bolt as if casting a spear rather than a spell.

TLAZOLTEOTL (LESSER GAWDDESS)

AKA: n/a
TURF: Abyss, Prime Material Plane
ARMOR CLASS: -4
MOVE: Infinite
HIT POINTS: 1,052 (526 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: Charm, assassination
SPECIAL DEFENSES: Cannot be attacked by evil beings
MAGIC RESISTANCE: 25%
SIZE: H (15')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Vice
SYMBOL: Ocelot totem (ocelotl)
CLERIC: 14th level cleric, 14th level druid
FIGHTER: Nil
MAGIC-USER: 15th level magic-user, 25th level illusionist
THIEF: 15th level assassin, 15th level bard
S: 10/69 D: 25/54 C: 25/61 I: 25/78 W: 18/99 CH: 27/13 or 2/79 COM: 30 or -12/82

When under stress, rushed, or attacked, this gawddess appears as an incredible monster, with a humanoid body, demonic face with fangs and blazing eyes, talons instead of feet or hands, and a black warty skin with a slick, greasy look. This is an illusion, however. When at ease (before her worshipers, working on a victim, or in front of many strangers for one reason or another) she appears as a beautiful woman capable of inspiring desire in any male and jealousy in any female. She works very hard to ruin lawful and good beings all over the Prime Material Plane, by tempting them and then destroying them when they succumb.

Though she may use her assassination abilities at times, she rarely fights physically. If she encounters beings that cannot be hurt by spells, she Teleports away. She prefers to use all sorts of charm-type spells to prevent potential foes from attacking her. No evil being can even think of harming her, even if magically controlled.

XOCHIPILLI (LESSER GAWD)

AKA: Lord of Flowers
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -6
MOVE: Infinite
HIT POINTS: 1,876 (938 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 3-30 (+12)
SPECIAL ATTACKS: Never misses, Bestow luck
SPECIAL DEFENSES: Weapon deflection
MAGIC RESISTANCE: 25%
SIZE: H (16')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Gambling, chance
SYMBOL: Monkey totem (ozomahtli)
CLERIC: 12th level cleric, 12th level druid
FIGHTER: 12th level paladin, 12th level monk
MAGIC-USER: 12th level magic-user, 12th level illusionist
THIEF: 12th level thief, 12th level bard
S: 24/95 (+6, +12) D: 25/94 C: 24/79 I: 24/15 W: 20/75 CH: 25/55 COM: 24/46

Xochipilli almost always appears as a young man. He often wanders among the people, bestowing good and bad luck in the form of failed or successful saving throws. Predominantly a peaceful being, he gives a great deal of happiness to his followers. He finds beings that take a large, calculated risk especially pleasing.

His hand axe causes 3-30 points of damage per strike and he never misses. Any weapon that has a significant chance of missing him will miss. In game terms, this means that, unless a character has so many bonuses that he can actually hit Xochipilli on a roll of 1 to-hit, he misses. Note that a natural 1 is still a fumble, of course. (This does not apply to spells or other powers used against him, nor does it apply to unarmed attacks.)

Chapter 5

Cerilia

The Pantheon

All of the gawds of this pantheon were once mortals themselves. One might think that this would leave them closer to mortals than other deities, but power has molded them into creatures much like the gawds of other realms. They inherited portfolios from the old gawds of their realm when those beings sacrificed themselves to destroy one of their evil brethren. This cataclysm took place on Mount Deismaar, when the being known as Azrai could only be destroyed and their world saved at the cost of their own lives.

Since that event, these new gawds have had centuries of intense struggle on their own, even before. Their own rivalries and disputes have grown to the point where they behave just like other, elder gawds. They continued to struggle against and primarily concern themselves with each other during the War of the Tablet of the Ages, and only interacted minimally with powers of the other pantheons. Having all sworn to not confront each other physically, they extended this agreement by default to other gawds, even if not all of those gawds saw fit to agree. (When confronted with direct physical combat that is otherwise unavoidable, these gawds Teleport away.)

The gawds' system of patronage and influence mirrors that of their followers. Machinations and complex plots characterize this pantheon to a degree not even imagined by many other gawds. Alliances, enemies, and relationships are both complex and shifting.

Clerics

Clerics of this pantheon tend to keep to themselves more than many. So engrossed are they in their own conflicts and struggles that, like their gawds, they prefer not to get involved in disputes with those of other pantheons. They do attempt to convert the uncommitted (or slightly committed), but most of the time they seek to advance their own agenda through their work, or at least thwart the efforts of the gawds clergy who oppose them. Sometimes they need to spend a lot of overtime just following their own plots.

The Gawds

Avani (Intermediate gawddess)

AKA: Avanalae, Lana, Vani, Lady of Reason
TURF: Nirvana
ARMOR CLASS: -7
MOVE: 15"
HIT POINTS: 2,768 (1,384 as lesser gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +2
SPECIAL ATTACKS: Puzzles/riddles
SPECIAL DEFENSES: Immune to heat, fire and light, +4 or better weapon to hit
MAGIC RESISTANCE: 100%
SIZE: M (5 1/2')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Sun, reason, magic
SYMBOL: Golden setting sun
CLERIC: 14th level cleric, 15th level druid
FIGHTER: Nil
MAGIC-USER: 20th level magic-user, 20th level diviner
THIEF: Nil
S: 14/46 (+1, +2) D: 16/76 C: 19/54 I: 30 W: 20/14 CH: 24/19 COM: 26/64

Avani is the principal gawddess of the Khinasi pantheon. In addition to her role as the patron of reason and magic, she is the Lifebringer to the Khinasi people. Her home is the sun, the Gleaming Spire of her palace; from there she shines forth her divine radiance, chasing away shadow and that which skulks in darkness. She brings alive the world each day. Nesirie and Laerme are close allies, while she especially concerns herself with the dangers presented by Kriesha, Belinik and Eloele.

Avani can be a harsh and relentless gawddess, as unforgiving as the sun that beats down on the Khinasi lands, or she can be warm and nurturing, enfolding her people in the glow of her divine radiance. A former priestess of Basaia at the Battle of Deismaar, she inherited Basaia's portfolio and responsibilities when that gawddess was destroyed.

The Khinasi believe that Avani appears to them every day with the rising of the sun. She is a great and beneficent gawddess, and so gives this blessing to all the world. As a result, for part of each day, she disappears from the lands of Khinasi so that she may bring her gift to the rest of the world.

The ignorant among the Khinasi know that Avani will return in the morning to chase away the shadows that lie upon them. The educated realize that she comes back each morning because she set the world spinning, so that her divine radiance could shine upon all the world. Her regular visits also protect her believers from incursions of the Shadow, for she denies the Shadow a place to build on Aebrynis. Instead, the darkness must hide in the dank places below the surface world.

Avani usually appears to her followers as a beautiful, dark-skinned, mature woman whose gaze can claim to have received a visit from her worshipers regardless of their station in life, from humble farmers to dread kings. Few claim to know why she appears to any individual; some are given a quest, others inspiration; some are visited with her blessing, others with her wrath.

She very rarely fights in physical combat with any creature, preferring that her plans come to fruition with only tweaking, not gross involvement on her part. However, she can create puzzles or riddles to throw at her enemies. These can reach any being within 100 yards and are tailored to the individual involved: targets must successfully save versus Apology at –4 or the problem will entirely consume them. They will drop weapons, spells and allies to attempt to solve the problem, so strong does it pull at them. Typically, these puzzles are of great interest to the recipients but just outside their range of ability, so a creature thus occupied will spend 2-12 hours before giving up (unless he solves it, with a base chance equal to their number of additional languages as a percentage, with a check each hour). Non-intelligent creatures and those with a 1 Int are immune to this power. Those Int of 2-4 usually get simple rat mazes. She can also use any spell at an appropriate caster level (default 20th). No type of light, heat or fire can harm her.

The Lady of Reason's worshipers believe that she has also appeared in other forms. Warriors devoted to her have claimed that she has flown over their lines before a battle as a white eagle. Scholars believe she has visited them in the form of epiphanies; the inspiration or revelation she has granted has given insight to resolve difficult problems. It is even whispered among Khinasi courts that the royal magic-user of Ariya, Rahil the Falcon, has been blessed no fewer that four times with such visits. His enemies suggest that such benedictions are the only way he ever figures anything out; others stand in awe of his importance in the eyes of his gawddess. He neither confirms nor denies these rumors, for he remains a private man.

ERIK (INTERMEDIATE GAWD)

AKA: Aeric, Iraikhan, Old Father of the Forests, Patron of the Rjurik
TURF: Concordant Opposition, Happy Hunting Grounds, Nirvana
ARMOR CLASS: -9
MOVE: 16"
HIT POINTS: 2,688 (1,344 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-36 (+15)/3-36 (+15)
SPECIAL ATTACKS: Shape Change at will
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 55%
SIZE: M (7')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Forests, hunting
SYMBOL: Oak tree
CLERIC: 23rd level druid
FIGHTER: 18th level fighter, 21st level ranger
MAGIC-USER: Nil
THIEF: Nil
S: 27/61 (+9, +15) D: 25/64 C: 24/36 I: 19/91 W: 28/37 CH: 23/77 COM: 20/44

Erik is the forest lord, the gawd of nature and the protector of the wilderness. A descendant of the high druid Njarl Sunbow and himself the high druid in his turn, Erik was one of the leaders of the Rjuven people. He was Reynir's chosen champion at the battle of Deismaar. Erik inherited Reynir's power when Reynir and the other gawds were destroyed. In honor of their new gawd, the Rjuven adopted the name Rjurik.

Erik works closely with his two allies: his wife, Vani, the sun gawddess, and Lirorn, gawd of the moon and mystic places. Vani brings morning to the world each day, and Lirorn works with Erik to protect the mystic places of the wilderness. His chief enemies are the gawds of humanoids: Maglubiyet of the Goblins, An'Gnarl of the Gnolls, and Torozan of the Orogs, whom he especially hates. The humanoids have ever been the chief enemies of the Rjurik people, and he remembers his hatred of them from his days as high druid. These powers are minor in their pantheons on Garweeze Wurld, but have made good in the realm of this pantheon. Some scholars believe each once ruled the pantheon of their kind, but the current masters ousted them. Belinik's passion for destruction and his inheritance of Azrai's blood make him a natural enemy of Erik, but the followers of the two gawds have only rarely come into direct conflict.

Erik has given few laws to his followers but he also he levies few requirements on them. His principal concern is safeguarding the wilderness, and he demands on his followers that they take only what they need from the bounty of nature. He becomes angry when wildlands are despoiled purely for personal gain. Tales repeated around the fire pits of Rjurik halls abound with Erik's vengeance against those who violate his simple edicts.

Erik's avatar takes on numerous forms, but he most often appears as a bare-chested, strong warrior with an iron gray beard and wild mane of hair, dressed in a great kilt of multiple shades of green on black. He is usually armed with a great axe and spear. Another favored form is that of an old man with a green, mossy beard and wood-bark skin. He can also assume the shape of any natural animal at will. In any form, he can only be struck by +2 or better weapons. He can attack with two claws for 3-36 points of damage (plus Strength bonus) each.

The Emerald Spiral, one of the principal druidic organizations devoted to the worship of Erik, is said to take its name from one of his more unusual forms. In this form, he appears as a majestic, towering pine rising out of a rocky tor. Druids also say that he takes on the guise of forest creatures in order to test his worshipers' adherence to his laws of the forest.

HAELYN (INTERMEDIATE GAWD)

AKA: Halaia, Holn, Lord of Noble War, Lawmaker, Patron of Anuire
TURF: Seven Heavens
ARMOR CLASS: -6
MOVE: 18"
HIT POINTS: 2,224 (1,112 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-24 (+11) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Courage, justice, chivalry, rulership
SYMBOL: Silver sword over a golden sunburst
CLERIC: 14th level cleric
FIGHTER: 20th level holy knight
MAGIC-USER: 10th level magic-user
THIEF: Nil
S: 23/52 (+5, +11) D: 21/12 C: 24/64 I: 23/53 W: 21/96 CH: 20/05 COM: 25/58

Haelyn was the chosen champion of the Anduiras and inherited his divine portfolio and responsibilities when Anduiras and the other gawds perished at the Battle of Mount Deismaar. He is the principal deity of the Anuirean pantheon, and serves as the paragon of a king. He is worshiped as the lord of courage and chivalry by noble warriors in other regions of Cerilia.

Haelyn is the divine warrior, defending the innocent and defenseless from the depredations of others. A consummate strategist, he commanded the armies of Anduiras at Deismaar. He expects his followers to study warfare and serve as the commanders of the armies that oppose evil. In his role as the lord of justice, Haelyn is stern, but tempers his judgments with mercy. He represents the rule of law as the means by which a society is run.

Haelyn most often appears as a tall, muscular Anuirean with hazel eyes, short blond hair, and a neatly trimmed moustache and beard. His favors the garb of a noble warrior; he usually appears in plate mail armor and carries a sword called Justice, a Two-handed Sword +4 Holy Avenger that deals 2-24 points of damage (+15) per strike. He has the demeanor of a king and the eyes of a kindly father. He emanates the golden aura of his divine nature. Like many of the good gawds, he seeks Belinik, Kriesha, and Eloele as his primary enemies. Haelyn allies himself with Cuiraecen and Nesirie.

Haelyn rarely speaks with his followers directly, preferring to communicate with them through his priests. When he feels he must communicate with a worshiper directly, he often sends a message through a dream or vision. In these, Haelyn sometimes uses the image of a lion or a kindly Gold or Silver Dragon to represent himself.

In the early days of the empire, Haelyn's brother Roele reported seeing him as an errant knight wearing the device of both Haelyn and the royal family on his shield. The holy man Fitzalan claims in his writings that Haelyn appeared to him on different occasions as a gray stallion, a white sparrow, a speaking star, and a wise old man wearing a golden crown.

Sometimes the gawd's omens and messages have appeared as glowing symbols on a shield. One tale even tells of a worshiper who became lost on a quest. When he saw the pennon bearing the symbol of Haelyn atop his lance blowing in a direction contrary to the wind, he knew the direction his gawd wanted him to take. Warriors locked in battle often call out Haelyn's name as they strike their foes. If their cause is just, the blow strikes true. Some witnesses claim that they see the weapon give off a golden light as it strikes home.

BELINIK (INTERMEDIATE GAWD)

AKA: Alenecht, Prince of Terror, Lord of Strife
TURF: Abyss, PanDemonium
ARMOR CLASS: -12
MOVE: 15", Fly 18" (B)
HIT POINTS: 2,972 (1,486 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 3-30 (+12)
SPECIAL ATTACKS: Fear aura
SPECIAL DEFENSES: Immune to fear, +3 or better weapon to hit
MAGIC RESISTANCE: 75%
SIZE: M (6 1/2')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Battle, feuds, fear, strife, hatred
SYMBOL: Crossed axes
CLERIC: 14th level cleric
FIGHTER: 20th level dark knight
MAGIC-USER: 12th level magic-user
THIEF: 14th level assassin
S: 24/33 (+6, +12) D: 21/64 C: 25/51 I: 24/87 W: 22/44 CH: /2135 COM: 19/53

Belinik is one of the two younger gawds who absorbed into their mortal forms the divine essence of Azrai at Mount Deismaar. Many people outside of Vosgaard believe that Belinik is the principal of the two descendants of Azrai, but this is not precisely the case. Belinik and Kriesha are part of the same church in Vos lands (the One True Church of Vosgaard), and she remains an ally. Belinik is the Vos gawd of war, strife, competition, and hatred. His enemies include most of the good gawds of Cerilia. He inspires male Vos warriors to be savage in their attacks, merciless in their conquests, and fearless in their defeats.

Belinik appears as a mighty Vos warrior dressed in burnished plate mail armor. He wears the fresh skin of a bear or great hunting cat, which he is said to have defeated in a single combat. The man is completely bald, but wears a black moustache that droops down to the edge of his jaw. Belinik carries a great Battle Axe +3 that seems to give off a nearly inaudible moan that hints of a terrible thirst for blood and souls. Each blow from this axes inflicts 3-30 points of damage. He also radiates a fear aura that causes all creatures within 20 feet and with 6 Hit Dice or less to flee if they fail a saving throw versus spells. He himself feels no fear.

The warrior has none of the ritual scarring of tattoos favored among Vos warriors, but his face shows a single ugly scar starting on his forehead and running down across his cheek to his jaw. The scar is said to be a constant reminder of Belinik's only battle with Cuiraecen, the foul spawn of the Anuirean gawd. No matter what form he takes, the scar remains visible. Legend says that when he wishes to stoke up his great rage, he rubs the scar until it bleeds; when he sees his own blood, he explodes into an anger so great that none dare stand before him. More than one high priest who has failed him has been torn to pieces and his spirit condemned to unspeakable horrors when Belinik opens his old wound.

Belnink's clerics also claim that he takes the form of a great feral beast that rampages through the countryside, destroying any whom stand in his way. He is said to have utterly destroyed a tribe's herds when he felt the Vos had become too soft in their ways. The tribe would be left with no choice other than to raid its enemies in order to survive in the harsh Vos lands. If they succeed, they eat; if not, they die a horrible slow death. Scholars who suggest that Belinik has "issues" often disappear in the night, unseen but witnesses heard barely human screams.

NESIRIE (LESSER GAWDDESS)

AKA: Lady of Mourning, Nasri, Narikja, Neira
TURF: Elysium
ARMOR CLASS: -4
MOVE: 15"
HIT POINTS: 1,002 (501 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +6
SPECIAL ATTACKS: Drowning
SPECIAL DEFENSES: Cannot be harmed by water or ice, +2 or better weapon to hit
MAGIC RESISTANCE: 45%
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Mariners, explorers, grief
SYMBOL: Wave and trident
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 18th level magic-user
THIEF: 9th level bard
S: 18/46 (+3, +6) D: 23/24 C: 22/10 I: 19/65 W: 18/43 CH: 21/47 COM: 23/68

Nesirie is the gawddess of the sea. She inherited her powers from Masela when the gawddess destroyed herself killing Azrai at Deismaar. She also inherited the sorrow or Masela, whose favored people, the Masetians, met their end at Deismaar; now only a scattered few remain.

Not everyone whose livelihood depends on the sea worships her, but nearly all pay her respect. Seafarers of all cultures murmur a brief prayer to her before setting sail on any voyage. Legends among sailors says that when Nesirie's grief overwhelms her, the seas become restless, so they offer to her their wishes that she may find peace.

Nesirie is also the diplomat of the gawds. She is the wife of Haelyn and mother of the mercurial Cuiraecen, and often asked to mediate disputes between the two. Because of her connection to Masela and the lost Masetian people, who once lived in what are now Khinasi lands, Avani and her followers accord her respect. She has acted as liaison between Haelyn and Avani, healing the rift caused by conflict between their followers. She does not consider any specific gawds her enemies.

No form of water or ice can harm Nesirie. When near any body of water large enough to submerge a creature's head, she can direct that creature to the body by making the ground or floor slick and slippery. The victim will fall and slide; if he fails a saving throw versus breath weapon he will plunge into the water, unable to pull himself out, until he drowns in 2-8 rounds.

Nesirie most often appears as a beautiful pale skinned, dark-haired girl wearing diaphanous robes, her face bearing lines of sadness. Her worshipers believe that her tears are in every gentle rain or storm. She has also appeared as a creature made entirely of water, her form changing continually. She is said to be able to read the spirits of those she visits, for she changes appearance to portray images from her guest's past. Some sailors believe that Nesirie has appeared as a mermaid, while others believe that she is present in every fair breeze that fills their sails. A particularly insightful Khinasi sea captain, before setting out on a voyage near the end of the storm season, once gave to the sea an exquisite Masetian sculpture. So pleased was Nasri with his offering of a lost treasure of the Masetians, he related later, that his sails were filled with fair wind, his prow cut smooth seas for the whole voyage, and his ship returned laden with a fortune in silks and spices. A dolphin accompanied the ship in its travels, and the captain believes this was Nasri herself, following along to protect the ship.

SERA (INTERMEDIATE GAWDDESS)

AKA: Sarimie, Sarma, Sirova, Lady of Fortune
TURF: Limbo, Happy Hunting Grounds
ARMOR CLASS: -7
MOVE: 24"
HIT POINTS: 1,892 (946 as lesser gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +1
SPECIAL ATTACKS: Manipulate luck
SPECIAL DEFENSES: Manipulate luck, +2 or better weapon to hit
MAGIC RESISTANCE: 79%
SIZE: M (5')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Wealth, luck
SYMBOL: Silver scales on a green background
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 14th level magic-user
THIEF: 20th level thief
S: 12/37 (+0, +1) D: 19/12 C: 18/13 I: 17/73 W: 15/64 CH: 21/46 COM: 24/31

Lady Luck, the Mistress of Good Fortune, and other nicknames are given to the patroness of the Brechts, properly known as Sera, gawddess of wealth and luck. Some believe she is merely one aspect of a super-entity called Lady Luck on many worlds. She is the heir to Brenna's power as the principal deity of the Brecht pantheon. She assumed those responsibilities after the Battle of Mount Deismaar, where she was the spiritual leader of the Brecht people. When Brenna died, Sera was infused with her divine essence. She ascended as a gawddess and took up the responsibilities of watching over the Brechts.

Brenna was perhaps more involved with her people than Sera has proven to be, for she ever enjoyed walking among the Brechts in various forms, granting good fortune to those she deemed worthy, and ill fortune to those who spurned her or otherwise earned her wrath. Sera prefers to remain aloof from her worshipers, for she believes that the best luck comes from within a person, not from divine intervention.

As much as such a fickle power can have allies, Sera works with Eloele and Nesirie. She opposes Cuiraecen, Belinik, and Haelyn.

Although She prefers to avoid appearing to her worshipers in an earthly guise, Sera has, from time to time, chosen to do so. No one knows why she might favor a particular individual or family with her divine presence. Perhaps she rewards them for their efforts or aids them in overcoming difficult odds not of their own making. Whenever she does appear, she takes the form of a mature but seemingly ageless woman. Her hair shows not a trace of gray, and her complexion is that of a woman in her twenties. Perhaps her maturity shows in the steady gaze of her gray eyes or from her knowing smile. Sera wears the gown of a woman of means, preferring a rich burgundy or midnight blue.

She speaks little, preferring to communicate through imagery or through her scales. These scales are much like those of a merchant, but offer a very different function. Legends claim that her scales weigh the nature of the person or creature she visits. She uses them to display to those graced with her attention whether or not she finds them worthy of her favor of her scorn. If the silver scale tips downward, she grants favor, but if the dull gray scale dips, she withholds her favor or punishes the one found wanting. None know beforehand what the scales will show, for Sera is a fickle gawddess, prone to favor those seemingly undeserving of it and spurning those who have worked to earn her smile.

She rarely fights at all, but she can manipulate luck itself. She can alter any single event (i.e. die roll) at her whim. The die must be re-rolled, with the result taken regardless of whether it is good or bad for her. She rarely uses this ability unless directly threatened.

Some of Sera's clergy and worshipers also claim that the gawddess appears every day, if only her people know what to look for. Sera is said to hear every fair bargain struck, and her clerics suggest that she often appears as a premonition of doom to someone about to enter into an agreement that will cause them harm. She is said to know every

time her role as Lady Luck is invoked, although she responds only rarely. As Brenna enjoyed taking on the form of a domestic cat from time to time, so too does Sera. Few Brechts will harm a cat, and many set out dishes of sweet milk on holidays so that any cat that happens by may eat and drink a bit.

CUIRAECEN (LESSER GAWD)

AKA: Khirdai, Kirken, Kirche, Stormlord, Haelyn's Champion
TURF: Olympus, Gladsheim
ARMOR CLASS: -6
MOVE: 13"
HIT POINTS: 1,056 (528 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-12 (+9) each
SPECIAL ATTACKS: Lightning Bolt
SPECIAL DEFENSES: Immune to fear, +1 or better weapon to hit
MAGIC RESISTANCE: 60%
SIZE: M (6')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Storms and conflict
SYMBOL: Lightning bolt crossed by a sword
CLERIC: 14th level cleric
FIGHTER: 20th level fighter
MAGIC-USER: 12th level magic-user
THIEF: Nil
S: 21/ (+4, +9) D: 19/58 C: 23/54 I: 20/69 W: 21/31 CH: 20/68 COM: 22/44

Cuiraecen is the son of Haelyn and Nesirie. He is Haelyn's chosen champion and herald. Warriors preparing for battle may ask of Haelyn that they conduct themselves with honor, but it is Cuiraecen's name they most often invoke for victory. The gawd of battle is the patron of young warriors, for he is the representation of reckless courage and victory through strength. He is also the Stormlord, often heralding his appearance with storm clouds, lightning, and thunder.

Cuiraecen was born in the third century after Deismaar, and by the beginning of the fourth century, he had inspired orders of knighthood within the church of Haelyn. The first church of Cuiraecen was created in the sixth century in the hills overlooking the Spiderfell, in the province of Rhumannen in the Barony of Ghieste (presently western Ghoere).

Apocrypha suggest that Cuiraecen is romantically linked to the passionate and beautiful Laerme, gawddess of art, love, and beauty. Other stories hint that he is caught in a triangle between Laerme and Eloele. These spurious sagas are most likely the products of overly active imaginations. Storytellers commonly repeat them, however. He is known to ally himself with Nesirie and to oppose Belinik and Kriesha. He may also view either Eloele or Laerme an ally or a foe, depending on which is more angry at him at the moment.

Cuiraecen often appears as a mighty warrior clad in gleaming chain mail wearing a helm crested with a white horsetail; the mail never loses its gleam, nor does the horsetail crest ever show the blood or grime of battle. He has an ever-youthful face on which the lines of fear are unknown. The Stormlord occasionally rides a horse, a magnificent chestnut charger, but he usually prefers to walk into battle, his purposeful stride striking fear into the hearts of this enemies. Cuiraecen has the fighting skill of a 20th level fighter and can cast spells as a 14th level cleric. He also frequently appears as a Storm Giant carrying a huge Spear +4 that can cast a Lightning Bolt (as the spell used by 18th level caster) that delivers 12d8 points of damage at will.

The Stormlord's worshipers claim that he is present in every storm over a battlefield. Legends claim that the arrival of a messenger accompanied by rolling thunder is a sign that the Cuiraecen favors that messenger.

ELOELE (LESSER GAWDDESS)

AKA: Ela, Elyal, Sister of Thieves
TURF: PanDemonium
ARMOR CLASS: -8
MOVE: 15"
HIT POINTS: 1,022 (511 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +5
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Displacement, thieving abilities, +1 or better weapon to hit
MAGIC RESISTANCE: 45%
SIZE: M (5 1/2')
ALIGNMENT: Chaotic neutral (evil tendencies)
SPHERES OF CONTROL: Night, darkness, thieves
SYMBOL: Black dagger
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 12th level magic-user
THIEF: 25th level thief
S: 17/42 (+2, +5) D: 28/91 C: 20/54 I: 21/31 W: 17/46 CH: 22/43 COM: 27/71

Eloele is the lady of night and mistress of thieves, spies, and all those who prefer others not observe their actions. She deceives as naturally as others breathe; those who lie by design or habit also take her as their patron. People who make their livelihoods during the day know little of her; at night, they whisper her name in supplication of her protection as they make their way to hearth and home, nervously looking over their shoulders. Rogues and others who hide their activities under cover of darkness look to her as their own, however.

The Sister of Thieves is the daughter of Sera and Ruornil. She was born in the early centuries after the destruction at Mount Deismaar, and her following has grown only slowly since then.

Eloele is a subtle gawddess. Although she does not avoid violence, she prefers to avoid it except as a last resort. She is more likely to reward an imaginative con artist than a greedy merchant who sends thugs and killers to destroy utterly his enemies. Both may worship her, but only the first will earn her favor. She is also fickle, however, and she has rewarded assassins as well as burglars.

Some popular legends link Eloele romantically to Cuiraecen, although the relationship, if real, is rocky at best. The stories also suggest that she competes with Laerme for his affections. This competition may explain the sour relationship between the two gawddesses, although this rivalry does not seem to have spread to their devout. Eloele's disciples believe that she simply enjoys the challenge of manipulating him, although some of the more romantically inclined believe that some real feelings exist between Eloele and Cuiraecen. Some of them use Crystal Balls to follow every latest development in this ongoing saga (mostly through the gossip of similarly-minded folk). Eloele has a loose alliance with Sera, but she intensely dislikes Haelyn and Avani.

The gawddess of night is also the rebel of the gawds. She ignores the unspoken rule among the gawds that they not involve themselves in the affairs of the world. She maintains a sense of sport about it, however. While she will not use her divine power to directly manipulate political or economic events to her own ends or those of her followers, she enjoys appearing herself and "playing the game." Rogues from across Cerilia report having been in her presence: not all have benefited from her involvement in their lives, for she punishes those who displease her as much as she rewards those she favors. She particularly enjoys "stealing the unstealable" – relieving those who protect their wealth with the best in mundane and magical security of both their valuables and their pride. Eloele has all thieving abilities at 120%. She is also always under a Displacement effect, so that the first attack against he in any confrontation automatically misses. She gains a +2 on saving throws against attacks that target her.

Eloele' rarely appears the same way twice, for she can alter her appearance at will, although her she nearly always takes a female form. Even True Seeing will not reveal her identity to any but other divine powers. Her face reflects the features of every human nationality on the continent of Cerilia. She favors clothing that allows her freedom of motion, preferring loose trousers and chemise to more traditionally "lady-like" garb. She always wears a dark cloak spun from the stuff of shadow, which completely conceals her when it is closed around her.

Eloele has shown her favor to worshipers who have pleased her by blackening a dagger, knife, or other item of equipment. These items then possess a temporary enchantment that aids the follower in whatever task he attempts (+25 on skill ratings, +2 on ability checks, to-hit rolls, or saving throws). Although the magic is short-lived, the mark of her favor is permanent, and the object remains blackened. Those adherents so blessed with her favor, if they are aware of it, often carry these items with them as luck charms, refusing to use other weapons or objects (even enchanted ones).

KRIESHA (LESSER GAWDDESS)

AKA: Karesha, Kriestal, The Ice Lady, The Winter Witch
TURF: Nine Hells
ARMOR CLASS: -8
MOVE: 12", Fly 12" (B)
HIT POINTS: 1,030 (515 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+7) each
SPECIAL ATTACKS: Paralysis
SPECIAL DEFENSES: Immune to cold, +1 or better weapon to hit
MAGIC RESISTANCE: 54%
SIZE: M (6')
ALIGNMENT: Lawful evil

SPHERES OF CONTROL: Winter, monsters
SYMBOL: White hand
CLERIC: 18th level cleric
FIGHTER: 13th level fighter
MAGIC-USER: 18th level icer
THIEF: Nil
S: 19/97 (+3, +7) D: 18/56 C: 23/76 I: 18/30 W: 19/64 CH: 21/33 COM: 28/39

Kriesha is the gawddess of winter – long, bitter, harsh winter – the sort of season in which the cold seeps into the warmest homes and in which the wolf packs sate their terrible hunger on those foolish enough to brave the storms the Ice Lady sends. Kriesha has no mercy; the harsh winters she sends against the Vos work to strengthen them as a people, for none but the strongest survive the cold of a Vos winter.

Of the two Vos gawds, the Winter Witch is the planner. Belinik teaches the Vos to attack their enemies with fire and fury; he slakes his thirst for conquest and revenge with explosive attacks against any who oppose him, and he expects his warriors to do the same. Kriesha plots. She teaches her followers to nurse their hatred, to launch their attacks against their enemies only when they can destroy everything their foes value. Only then can they truly exult in their victory.

Kriesha has been an ally to Belinik, but sometimes their relationship turns cold. Her enemies, for whom she constantly nourishes a bitter hatred, include Avani, Laerme, Cuiraecen, and Haelyn.

Kriesha appears as a tall, beautiful Vos woman with pale skin. Her face shows not one iota of compassion or mercy. Her very gaze can cause despair in any upon whom she looks. She nearly always carries her Footman's Mace +4, a weapon wrought of ice taken from the depths of a glacier on the Elemental Planes of Ice. This weapon can cause complete paralysis in a victim with but the lightest touch. Victims must save versus paralysis or be encased in a sheet of ice that prevents them from moving for 4-40 rounds. Affected victims can be freed, but attacks against the ice also deal half damage to the character trapped within.

The Winter Witch has also appeared in the form of a great wolf with pure white fur and cold blue eyes. She prefers this form when she hunts. She leads great packs of savage wolves against those who have angered her or failed to offer proper homage. She has torn entire villages to pieces when she angry. Kriesha also enjoys appearing as a great creature of ice that takes on a vaguely human shape, a form she prefers for combating her enemies. She cannot be harmed by ice or cold in any way.

LAERME (LESSER GAWDDESS)

AKA: Leera, Lara, Ayairda
TURF: Olympus
ARMOR CLASS: -4
MOVE: 12"
HIT POINTS: 984 (492 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +1
SPECIAL ATTACKS: Charm Person, flaming arrows of charming
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 50%
SIZE: M (5 1/2')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Fire, love, art
SYMBOL: Silver harp against a red flame
CLERIC: 9th level cleric
FIGHTER: Nil
MAGIC-USER: 18th level enchantress
THIEF: 25th level bard
S: 13/ (+1, +1) D: 22/51 C: 20/33 I: 19/76 W: 20/30 CH: 29/49 COM: 25/03

Laerme, the daughter of Erik and Avani, appeared toward the end of the second century after Deismaar. She is a fiery gawddess of beauty and love and a patroness of the arts. She is not a gawddess who encourages her clerics to actively convert followers to her. She is neither jealous of other deities nor is she vain. Instead, Laerme is content with the fact that virtually every intelligent creature on the continent honors her at some time or another, whether they are aware or it or not. Even the Gorgon felt love in his heart once, and so he has given tribute to Laerme.

The gawddess of art freely rewards any who create beauty. Even priestesses of Kriesha, her one and only serious rival among the Cerilian deities, have occasionally found themselves blessed with the favor of Laerme. Where Kriesha represents coldness and calculated cruelty, Laerme is warmth and passion. Laerme is also close friends with Cuiraecen and faithfully serves Avani, despite some differences of opinion.

The gawddess is not afraid to punish as well as reward: Those who actively deny love or who delight in destroying things of beauty suffer her wrath. More than one Vos chieftain who wantonly destroyed plundered artwork or Anuirean father who stopped his daughter from eloping has been struck with strange illnesses or found his dreams and waking haunted by a waifish, red-haired woman who seems a harbinger of doom.

Many popular ballads of the Rjurik and Khinasi lands center on Laerme and her affairs with Cuiraecen. Naturally, the love affairs take on a more lusty tone among the Rjurik, while the Khinasi songs revolve around chaste love. Popular songs in both cultures center on Laerme's efforts to bring "impossible love affairs" to happy conclusion. (A Rjurik song of this type tells the tale of Laerme uniting young lovers from feuding families and bringing the feud to a close by softening the hearts of the parents. The most popular Khinasi song of this stripe revolves around a nomadic chieftain falling in love with the daughter of his greatest rival.)

Laerme rarely assumes physical form, preferring instead to appear in the dreams of those she wishes to influence. She thus provides artist, composers, or artisans with just the right idea that will transform a good work into a brilliant one; or she might appear as the object of a person's affection and reinforce a growing love by convincing the dreamer that the love is returned. Similarly, she sometimes assists individuals who pine for someone, yet are too unsure of themselves to approach the object of their affection. In such cases, Laerme reveals the feelings of the silent lover in the dreams of the one they love.

Legends and songs tell of Laerme walking among mortals in disguise to arrange lovers' trysts or to help an artist complete a work. Those who claim to have seen her report that she appears as a radiantly beautiful woman, and all those who look upon her cannot help but be charmed by her. In fact, anyone who comes within 20 feet of her must save versus spells at –2 or be affected as by a Charm Person. While several sculptures of Laerme in the form of ultimate physical beauty (as both a male and a female) exist in Anuire, the Khinasi lands, and even some elven lands, her preferred avatar is much less flamboyant than these images.

When Laerme walks among mortals, she most frequently does so in the for of a petite, slender woman with an almost boyish build. Her hair is an unruly mop of short, curly red hair that twists an waves on her head like fire. Her lips are thin, her smile is broad, and her laugh is soft. Her body is finely muscled, like that of a dancer, and her movements are fluid and catlike. Her dress is modest, but always denotes a social status equal to the person she has come to assist. When she can, she tries to appear as a person in a profession similar to that of the individual she hopes to aid. Laerme chooses such a form for two reason: First, when visiting a man, she does not want to distract him from his heart's desire; nor does she want a woman to feel less secure in her own beauty. Second, Laerme tries to reinforce to those she interacts with (particularly poets and artists) that beauty comes from the inside as well as outside.

Anyone who spends a turn (10 minutes) or more discussing art or affairs of the heart with Laerme must save versus spell at a -2 penalty or be charmed (per the charm person spell). Other than her extremely articulate insight, the only hint of Laerme's divine nature can be found in her eyes. If a person gazes into the woman's eyes, there is a 10% chance one might witness the brown irises flickering briefly to red.

Laerme fights only under the most dire of circumstances and frequently goes unarmed. When she does carry weapons, they are limited to a short sword, a short bow, and a quiver of six arrows. These missiles are unique arrows that seek and strike their targets automatically. The arrows inflict no damage and disappear (they return to her quiver) as soon as they hit. Victims struck by an arrow must make a save versus spell at a -2 penalty; a failed save means the target bursts into flames and suffers 10d6 points of damage. The target must also roll saving throws for every flammable object on his person. If the target succeeds the initial saving throw, he is treated as if the she had cast a Charm Person spell upon him.

The arrows of seeking function only for Laerme. Anyone else attempting to use them will find that they function as Cursed Flight Arrows -2.

RUORNIL (LESSER GAWD)

AKA: Rilni, Lirorn, Lirovka, The Moon Gawd, The Silver Prince
TURF: Concordant Opposition, Happy Hunting Grounds
ARMOR CLASS: -6
MOVE: 15", Fly 18" (B)
HIT POINTS: 1,574 (787 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +8
SPECIAL ATTACKS: Per class abilities
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 90%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Night, moon, magic
SYMBOL: Silver crescent moon on a deep blue field
CLERIC: 14th level cleric
FIGHTER: 9th level fighter
MAGIC-USER: 30th level magic-user, 14th level shadow weaver
THIEF: 9th level thief
S: 20/44 (+3, +8) D: 21/35 C: 21/53 I: 19/34 W: 21/22 CH: 22/33 COM: 24/94

Ruornil is the lord of magic and the guardian of mystical places. Before Deismaar, he was The Weaver, greatest of Vorynn's magic-users. He was especially favored of the old gawd of magic, for he brought him joy in the years following Vorynn's loss of the Vos people to the corruption of Azrai.

Vorynn's contingent at Deismaar was very small, consisting of those few Anuirean worshipers who came to revere him and the handful of Vos tribes that remained faithful to their old ways. Many of those present were magic-users, but so chaotic was the battle and so weak were their magical skills when compared to the epic powers unleashed by the gawds that they had little effect on their enemies. Ruornil himself led an effort to lure the Vos tribes away from Azrai and back to their old gawd, but Azrai sent a host of fell creatures to attack Ruornil's small group to prevent him from approaching any of the Vos tribes. Legends hold that when Azrai managed to thwart Ruornil from his aims, the other gawds were left with no alternative but to confront Azrai personally. The result was devastation.

Vorynn bestowed a gift upon Ruornil before the gawds sought to destroy Azrai: a silver pendant shaped as and owl. When the gawds were destroyed in the cataclysm that followed, Ruornil felt power like he had never before experienced coursing into him through the pendant. He knew that his gawd had channeled his essence into him. With a heavy heart (for he loved his gawd), he assumed his responsibilities.

Ruornil can only be struck by weapons of +3 or greater enchantment. He can use any darkness-related spell as often as he wishes, at will. When a moon is full, his magic resistance becomes reflective: on a successful check of 1-10, the spell or effect turns back at the caster.

Ruornil is a mysterious power who rarely takes on an easily identifiable form when communicating with his followers. When he does, he usually appears as he did in life: as a young, dark-haired, pale-skinned handsome youth dressed in silver robes. He was the youngest Weaver ever to serve Vorynn, and he seems to prefer to retain his youthful form in his rare manifestations. He currently allies himself with Erik, Avani, and Nesirie. His main foes are Belinik and Kriesha, though he is also occasionally at odds with Cuiraecen.

The Moon Gawd prefers to communicate with followers through means other than personal visits. Sometimes he appears in dreams, leaving followers with the impression upon waking of having some important task to accomplish, or having received an answer to a plaguing question. Often these folk are not certain about details, but usually the essence of the message remains intact. Stories related by some of Ruornil's itinerant followers suggest that he came to them on their journeys in the guise of an owl or a silver fox to lead them to places of safety or to mystical glades never before seen by human eyes.

Chinese

The Pantheon

The mythology of various Chinese cultures is so vast and varied that no succinct description can capture all of its nuances. We include the deities here who have become most prominent in the mythos since their arrival in Garweeze Wurld.

The Chinese imagine the Heavens as a great bureaucracy. Many of the deities exist to perform special tasks and watch over a particular area of life. Each gawd reports to a more important deity who supervises him and who holds responsibility for seeing that things are done correctly. The Emperor of the Heavens sits atop this hierarchy. Every year the gawds send detailed reports to their supervisors, and frequently gawds face promotion or demotion based on the work done during the year.

Unlike many of the other pantheons that came to Garweeze Wurld from other realms, the order of the Chinese mythos remains much the same. Shang-Ti remains firmly in charge of a complex bureaucratic system, and the other gawds understand that only by competency and performance can they advance their own power and agenda.

Clerics

Clerics play several roles in this master plan. They must travel about the countryside preaching to rich and poor alike. They support the existing mortal government and preach the divinity of their emperor. The emperor is not only the head of the state, but also the head of the church (thus gifted by the gawds with the powers of a high priest).

Atonement for all sins, whether committed by clerics or mortal worshipers, requires the offending being to sacrifice items of value commensurate with the improper act. If the deed was severe enough (at the GM's discretion) atonement might even require death.

The Gawds

Chao Kung Ming (Demi-gawd)

AKA: n/a
TURF: Elysium, Elemental Plane of Air
ARMOR CLASS: -5
MOVE: 18"
HIT POINTS: 623
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-60 (+16)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Plane Shift
MAGIC RESISTANCE: 5%
SIZE: M (6 1/2')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: War
SYMBOL: Black pearl
CLERIC: Nil
FIGHTER: 17th level ranger, 7th level monk
MAGIC-USER: Nil
THIEF: 12th level assassin
S: 28/52 (+9, +16) D: 20/23 C: 28/30 I: 18/42 W: 14/40 CH: 20/46 COM: 21/81

This gawd appears as a very muscular man with bright red skin. He wears special Scale Mail +3 that does not interfere with the use of his monk abilities (though it does not have this power for any other being of less than lesser gawd status). His mighty Spear +5 strikes for 10-60 points of damage. He rides a giant flying tiger into battle (AC 3, MV 24", Fly 24", HD 11, hp 64, #AT 3, D 1-8/1-8/2-16). Chao Kung Ming can travel from plane to plane with however many beings he wishes.

Chih-Chiang Fyu-Ya (Demi-gawd)

AKA: Punisher of the Gawds
TURF: Hell, Gehenna
ARMOR CLASS: -9
MOVE: 20", Fly 30" (A)
HIT POINTS: 527
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-24 (+11) or 2-20
SPECIAL ATTACKS: Magic bow, can use monk abilities even while in armor
SPECIAL DEFENSES: Physical weapon reflection, shape change
MAGIC RESISTANCE: 20%
SIZE: L (8')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Archers
SYMBOL: Green longbow
CLERIC: Nil
FIGHTER: 18th level fighter, 10th level monk
MAGIC-USER: Nil
THIEF: 10th level bard
S: 23/66 (+5, +11) D: 25/72 C: 22/03 I: 22/96 W: 22/80 CH: 1/04 COM: -6/59

This gawd can Shape Change at will. In his most common form, he has fiery red skin resembling scales, a black demonic head with tusks, elephantine ears, a large set of leathery wings with a span of 40 feet, a humanoid body, and cloven hooves. Chih-Chiang Fyu-Ya avenges offenses against the gawds, particularly desecration of temples.

With his bow he can hit any target within sight, and can reverse any weapon thrown through the air at him, sending it back at his attacker (whose uses his own rolls to see if he hits himself and how badly). Anyone else using his bow will watch the arrows turn around in midair and fly back at the unauthorized user. His arrows inflict 2-20 points of damage when they hit and his sword strikes for 2-24 (+11) points of damage in melee combat. The gawd wears green Plate Mail +4 in battle.

Chih Sung-Tzu (Intermediate gawd)

AKA: Lord of Rain
TURF: Elemental Plane of Air
ARMOR CLASS: -4
MOVE: 12", Fly 24" (B)
HIT POINTS: 2,108 (1,054 as lesser gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 3-30 (+14)
SPECIAL ATTACKS: Weather summoning
SPECIAL DEFENSES: Rusting armor
MAGIC RESISTANCE: Standard
SIZE: M (6 1/4')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Rain
SYMBOL: Small red bird with one leg
CLERIC: 20th level cleric
FIGHTER: 13th level fighter
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 25/78 (+7, +14) D: 19/80 C: 23/16 I: 20/74 W: 24/29 CH: 23/68 COM: 22/93

This gawd appears as a very muscular man. He always wears a blue war helm, which gives him the power of a constant Haste spell and allows him to fly at twice the speed he can attain by himself (i.e. 48"). He prefers to ride a storm cloud that travels at 24"

and can support up to 10 beings of any size. Like Shang-Ti, he can create weather of any type upon command.

His suit of Scale Mail +3 appears badly rusted but is actually in fine condition. When any other metal touches it, that metal completely rusts away (no saving throw). His Footman's Mace +3 strikes for 3-30 points of damage per hit.

CHUNG KUEL (INTERMEDIATE GAWD)

AKA: n/a
TURF: Seven Heavens, Prime Material Plane
ARMOR CLASS: -3
MOVE: 20", Fly 12" (B)
HIT POINTS: 3,456 (1,728 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: Variable (usually by weapon type) or 2-12 (+9)
SPECIAL ATTACKS: Uses Sword of Sharpness +3, Rod of Cancellation
SPECIAL DEFENSES: Draw any answer from a well of knowledge
MAGIC RESISTANCE: 80%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Truth, testing
SYMBOL: Open book
CLERIC: 20th level cleric, 14th level druid
FIGHTER: 20th level ranger, 10th level monk
MAGIC-USER: 15th level magic-user, 15th level illusionist
THIEF: 15th level assassin, 10th level bard
S: 20/94 (+3, +8) D: 20/93 C: 20/57 I: 25/83 W: 25/07 CH: 19/91 COM: 20/80

This gawd always dresses in costly robes. He occasionally travels around the Prime Material Plane as a pot-bellied old man with a long gray beard. He asks beings riddles and, if they answer correctly, he may grant them a reward. The more difficult the riddle, the greater the reward, perhaps even a Limited Wish. He carries a Sword of Sharpness +3 and a Rod of Cancellation at all times, though not always in the open.

As his primary ability, he draws from a well of knowledge so that he can meet any test successfully, if given time to visit his well. In any physical contest where his normal powers will not allow him immediate victory (and he always knows if this is possible), he runs to secure the materials that will allow him to win. He does nothing else until he wins the contest.

FEI LIEN & FENG PO (DEMI-GAWDS)

AKA: Counts of the Wind
TURF: Elysium, Elemental Plane of Air
ARMOR CLASS: -5
MOVE: 24", Fly 24" (A)
HIT POINTS: 575
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+13)
SPECIAL ATTACKS: Wind control, whirlwind
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: Standard
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Wind, war
SYMBOL: Lightning bolt on a block background
CLERIC: Nil
FIGHTER: 10th level ranger, 5th level monk
MAGIC-USER: 10th level air elementalist
THIEF: 10th level thief
S: 14/73 (+1, +2) D: 19/76 C: 20/47 I: 14/17 W: 14/77 CH: 9/14 COM: 10/18

These generally man-shaped beings appear as demonic creatures with tusks, jet black skin, eyes that blaze with fire. They figure prominently in all major battles of the gawds, and are often used as go-betweens for gawds and men. They wear Plate Mail +2 into battle. Their Broad Swords +2 not only strike for 2-20 (+4) points of damage, they do an additional 9 points of electrical damage per blow (no saving throw).

Each demi-gawd rides a piece of the wind. These take 10 melee rounds to conjure up and can be easily negated by any spell affecting weather or wind, though such actions will make them angry. Each has a large sack of leather that opens to blow fierce whirlwinds under the demi-gawd's control. A whirlwind inflicts 2-12 points of damage, spans 10 feet at the base, 30 feet at the top and rises 60 feet high. It instantly slays creatures with 2 or fewer Hit Dice. These whirlwinds last two rounds, and can only be conjured once per day.

HUAN-TI (DEMI-GAWD)

AKA: n/a
TURF: Limbo
ARMOR CLASS: -8
MOVE: 22"
HIT POINTS: 703
NO. OF ATTACKS: 2 or 4
DAMAGE/ATTACK: 3-30 (+14)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to spells while in chariot
MAGIC RESISTANCE: 50%
SIZE: M (7')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: War, battle
SYMBOL: Black-winged chariot
CLERIC: Nil
FIGHTER: 20th level ranger, 12th level monk
MAGIC-USER: Nil
THIEF: 15th level assassin
S: 25/48 (+7, +14) D: 25/62 C: 25/07 I: 23/24 W: 18/15 CH: 10/23 COM: 12/64

Huan-Ti appears as a heavily-muscled man in red Plate Mail +3. When pressed by more than one enemy, he simultaneously uses his Halberd +2 (doing 3-30 +16 points of damage) and his Long Sword +2 (which also does 3-30 +16 points of damage). Four Pegasi pull his chariot at 24" on the ground and 48" (maneuverability class B) in flight. While in his chariot, no magic spell can affect him or the steeds.

He watches every battle in which his worshipers take part, and when any mortal dedicates the last ten slain enemies to him he may (on a 1% chance) destroy utterly the very next enemy that being faces. A warrior must decapitate slain enemies he dedicated to Huan-Ti and burn them, or else Huan-Ti will not accept them. Clerics of this gawd must always wear red armor or clothes.

KUAN YIN (LESSER GAWDDESS)

AKA: n/a
TURF: Seven Heavens
ARMOR CLASS: -4
MOVE: 12", Fly 12" (B)
HIT POINTS: 1,320 (660 as demi-gawd)
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Negate acts of violence
MAGIC RESISTANCE: 100%
SIZE: M (5')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Mercy, child bearing
SYMBOL: Image of the gawddess holding a child
CLERIC: 25th level cleric, 14th level druid
FIGHTER: Nil
MAGIC-USER: 20th level magic-user (no harmful spells)
THIEF: 15th level bard
S: 9/91 (+0, -1) D: 12/74 C: 22/96 I: 25/98 W: 25/89 CH: 25/72 COM: 27/100

Kuan Yin appears as a slim young woman wearing a green satin dress. She can completely negate any single act of violence directed at anyone, once per melee round. No being in the TeraVerse can direct an act of violence at her. For example, she could walk safely through 500 different types of demons, devils, and demagogues without harm (but perhaps with teases, insults, and innuendo). She has the powers of a 20th level magic-user, though she never uses her spells to cause harm.

Her main following constitutes of common folk working for her cause and expecting rewards someday. Her clerics are the peacemakers of the world and work diligently to end violence. When a being accomplishes a good act affecting 50 or more worshipers of Kuan Yin, and if the gawddess is near, she may grant that being a Wish (5% chance). Doing this type of thing just a few times keeps numerous followers going for centuries in hopes of getting their own Wishes.

Lei Kung (Lesser gawd)

AKA: Duke of Thunder
TURF: Acheron
ARMOR CLASS: -5
MOVE: 12", Fly 24" (A)
HIT POINTS: 1,384 (682 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 7-42 or special (see text)
SPECIAL ATTACKS: Foul weather, electrical warhammer, Horn of Blasting, Drums of Panic
SPECIAL DEFENSES: Shocking armor
MAGIC RESISTANCE: 5%
SIZE: M (6')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Thunder, bad weather
SYMBOL: Storm cloud with lightning bolt through it
CLERIC: 10th level druid
FIGHTER: 14th level fighter
MAGIC-USER: 14th level magic-user, 14th level illusionist
THIEF/ASSASSIN: Nil
S: 23/43 (+5, +11) D: 20/99 C: 23/41 I: 23/29 W: 17/48 CH: 7/05 COM: 6/78

Lei Kung appears as a man with smoking black skin and eyes with pupils like lightning bolts. He has two large tusks and a huge nose. His red, spotted wings span 40 feet.

Lei Kung exists to make foul weather of one type or another, at the request of the other gawds of the pantheon or just for a lark when he's bored. The other gawds request his services when they feel that their worshipers need a lesson. Lei Kung particularly delights in creating wind storms that destroy fragile things of beauty or value.

When battling large numbers of opponents he uses a set of green drums that act as a Horn of Blasting combined with Drums of Panic. In hand-to-hand combat he uses his mighty fists to pummel his foes for 7-42 (+11) points of damage per strike. When not using his fists, he uses a Warhammer +4 that strikes for 25 points of electrical damage per hit (no saving throw). Anything touching his Plate Mail +3 suffers 10 points of electrical damage, no saving throw. This damage "conducts" up weapons, sticks, plastic tubes, dirty socks (well, actually anything) to affect the wielder.

Lu Yueh (Lesser gawd)

AKA: n/a
TURF: Abyss
ARMOR CLASS: -3
MOVE: 12", Fly 12" (B)
HIT POINTS: 1,856 (928 as demi-gawd)
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 1-10 each
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: Cloud of Disease, regenerates 25 hp per round
MAGIC RESISTANCE: Standard
SIZE: L (10')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Epidemics, disease
SYMBOL: Three demon heads
CLERIC: 20th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: 19th level magic-user, 19th level necromancer
THIEF: 19th level thief
S: 20/96 (+3, +8) D: 77/49 C: 25/25 I: 17/00 W: 5/83 CH: 2/30 COM: -11/26

This gawd has three demon-like heads, six arms ending in claws, and scaly green skin. He has a look of death about him and an odor of putrescence. He can cast a rotting sickness much like a spell that kills victims in two melee rounds. Targets can attempt a saving throw versus poison to avoid the effect. Besides his clawing damage, his touch causes the dreaded Red Fever, a disease (virulence factor 9) that subtracts 3 hit points every round until cured. He can also cast this sickness in a cloud 30 feet by 30 feet by 30 feet with a wave of his hand. All who breathe this suffer from the Red Fever. There is no saving throw against Red Fever.

Lu Yueh bestows gifts on those he deems evil enough to be worthy. He only considers those who commit evil acts that affect more than 500 people for this honor. If the gawd watches (on a 1% chance) there is a 5% chance that he gives the evil being a disease-causing present with no strings attached.

Lu Yueh never wears armor because all his wounds instantly close themselves after being made (i.e. Lu Yueh regenerates at a rate of 25 points per round), and those hitting him from less than 10 feet away will suffer from Green Rot (see the GMG, no saving throw applicable).

No Cha (Lesser gawd)

AKA: n/a
TURF: Hades, Nine Hells
ARMOR CLASS: -3
MOVE: 15", Fly 48" (A)
HIT POINTS: 1,310 (655 as demi-gawd)
NO. OF ATTACKS: 8
DAMAGE/ATTACK: 30 (+14) or 5-50
SPECIAL ATTACKS: Disintegrate, Fireball, whirlwind, stangulation
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 10%
SIZE: G (60')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Thieves
SYMBOL: Silver bracelet
CLERIC: 10th level druid
FIGHTER: 12th level fighter
MAGIC-USER: 17th level illusionist
THIEF: 20th level thief
S: 25/68 (+7, +14) D: 25/55 C: 20/88 I: 25/92 W: 7/27 CH: 10/32 COM: 4/71

The gawd appears as a three-headed, eight-armed man, with silvery-scaled skin, eyes that blaze like fire, and the ability to grow or shrink in size. Many tell tales of No Cha's famous thieving exploits, and he is the patron of thieves.

He often fights with a flaming Spear +3 that hits for 30 points of damage. It also casts a Disintegrate spell on victims (targets get a saving throw versus spells to avoid the effect). He can also throw a small brick of gold that for 5-50 points of damage up to 100 yards away (no range penalties). Once per round, No Cha can hurl one Fireball (as a 17th level caster) that inflicts 36 points of damage.

He has a panther skin bag that blows a whirlwind (10 feet across at the base, 30 feet across at the top and 60 feet high). This whirlwind deals 2-12 points of damage per round to all creatures and instantly slays those with 2 or fewer Hit Dice. It dissipates in ten rounds. No Cha uses a bracelet that attaches itself to the neck of its target when he throws it at an enemy. This device strangles the victim to death in five melee rounds unless he can alter his form or Teleport to another plane.

SHANG-TI (GREATER GAWD)

AKA: Supreme gawd of the heavens
TURF: Nirvana, Prime Material
ARMOR CLASS: -4
MOVE: 24", Fly 24" (A)
HIT POINTS: 7,352 (3,676 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-36
SPECIAL ATTACKS: Light beam, weather control
SPECIAL DEFENSES: Physical weapon reflection, Ethereal
MAGIC RESISTANCE: 50%
SIZE: M (5 1/2')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: The sky, agriculture
SYMBOL: Shaft of yellow light in fist
CLERIC: 13th level cleric
FIGHTER: 15th level paladin
MAGIC-USER: 20th level magic-user, 20th level air elementalist
THIEF: 15th level bard
S: 20/14 (+3, +8) D: 25/74 C: 25/52 I: 25/64 W: 25/75 CH: 20/15 COM: 19/97

Shang-Ti heads the Celestial Bureaucracy, and all the other deities of the mythos ultimately report to him. His word is law among all of the gawds and gawddesses, regardless of their alignment, and he is the final arbitrator in any dispute among them.

Shang-Ti sometimes travels in disguise among mortals. On these occasions he appears to be an aged man with a long white beard, dressed in tattered robes. He also enjoys floating in the air ethereally, viewing cities and towns and the manner in which the populace worships him (or fails to do so).

In his aspects as gawd of the sky and agriculture, Shang-Ti has complete control over weather. He can instantly summon or banish any type of weather he desires.

All physical weapon attacks sent through the air at the gawd turn and strike the sender. The gawd himself does not use traditional weapons. He can project a shaft of light that does 3-36 points of damage per strike at any single creature in his line of sight.

FRAIM

SHAN HAI CHING (LESSER GAWD)

AKA: n/a
TURF: Nirvana
ARMOR CLASS: -4
MOVE: 6", Fly 48" (A)
HIT POINTS: 1,372 (686 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-18/3-18
SPECIAL ATTACKS: Hurricanes, summoning sea creatures
SPECIAL DEFENSES: Reflect one spell per round
MAGIC RESISTANCE: 35%
SIZE: G (60'+ wingspread)
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Wind and sea
SYMBOL: Three huge waves
CLERIC: 10th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: 10th level magic-user, 10th level water elementalist
THIEF: Nil
S: 24/04 (+6, +12) D: 18/08 C: 24/23 I: 21/35 W: 23/99 CH: 19/24 COM: 17/92

This gawd has a Roc's body with the oversized head of a man. The gawd and his clerics serve all beings using the sea, and any trip out into the oceans requires a sacrifice to this deity for good winds and favorable conditions.

He has two main attributes: the power to raise up a hurricane-force wind (doing 5-50 points of damage per melee round) and the power to call forth any creature of the sea (of non-divine nature) to do his bidding. When "great wrath is upon the deity" his wind force can last a full day. His summoning power works instantly, seeming to create beings from the very water.

One spell attack per round cast against Shan Hai Ching will be turned back upon the caster. If casters throw multiple spells at him, determine which gets reflected at random.

TOU MU (LESSER GAWDDESS)

AKA: n/a
TURF: Abyss
ARMOR CLASS: -4
MOVE: 24", Fly 24" (B)
HIT POINTS: 1,000 (500 as demi-gawddess)
NO. OF ATTACKS: 8
DAMAGE/ATTACK: Variable
SPECIAL ATTACKS: Red Dragon breath, Death spells, chariot trample
SPECIAL DEFENSES: Block one attack per round, Cure-All
MAGIC RESISTANCE: 25%
SIZE: H (20')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: The north star
SYMBOL: Lotus and bow
CLERIC: 20th level cleric
FIGHTER: 15th level ranger
MAGIC-USER: 6th level magic-user, 6th level illusionist
THIEF: Nil
S: 23/79 (+5, +11) D: 25/80 C: 19/37 I: 25/08 W: 13/04 CH: 5/40 COM: 7/38

Tou Mu appears in the Prime Material Plane as a figure with 16 massive arms, three eyes in her barely human head, and red scaly skin.

She may make up to eight attacks per melee round and uses many weapons in battle. Two arms fire a magical bow that never misses anything within 100 yards; the arrows inflict 1-10 points of damage per strike. One or two wield a Spear +3 that hits for 3-30 points per strike. One wields a Long Sword of Dancing +3, another wields a large red flag that projects three Death Spells from its folds every melee round, each at a different target. Two hold a living Red Dragon's head that breathes fire as a normal mature adult dragon (14d10 +7 points of damage, victims can save versus breath weapon for half damage), another pair holds a piece of the moon that can block any single hit directed at her person in a given melee round. One holds a lotus flower that heals all wounds (as per a Cure-All spell) at a touch. Her free claws do 1-10 points of damage (+11) per hit.

Tou Mu has five chariots at her disposal, each of which can fly through the air at a movement rate of 24", moving at her command even without any visible force to pull them. The chariots are constructed entirely of adamantite with figures of dragons painted gold decorating the sides of each. The chariot tongues appear to be made of

solid diamond and are 32 feet long. The wheels are of unbreakable green jade; sparks fly from them whenever they are used to run over beings in battle. This overrun inflicts 2-12 points of damage (no save).

WEN CHUNG (DEMI-GAWD)

AKA: Minister of Thunder
TURF: Limbo, Elemental Plane of Air
ARMOR CLASS: -3
MOVE: 12", Fly 21" (A)
HIT POINTS: 477
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 3-30 (+12)
SPECIAL ATTACKS: 25-point Lightning Bolt (10/day), summon weather
SPECIAL DEFENSES: Immune to lightning, cold, or light-based attacks
MAGIC RESISTANCE: 15%
SIZE: L (8')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Thunder, weather
SYMBOL: Crossed sword and thunder bolt
CLERIC: Nil
FIGHTER: 10th level ranger
MAGIC-USER: 15th level magic-user, 15th level illusionist
THIEF: Nil
S: 24/64 (+6, +12) D: 21/17 C: 19/12 I: 20/39 W: 22/66 CH: 15/19 COM: 9/52

Wen Chung has a massive dark-skinned body and three eyes in his head. He summons weather for Lei Kung and for his own chaotic worshipers. He hates it when people get his name wrong and call him Wang Chung.

His third eye can cast a Lightning Bolt that deals 25 points of damage ten times per day. These Bolts have a range of 180 yards or closer (ten times a day). His Long Sword +3 does 3-30 points of damage per strike. Wen Chung is totally immune to lightning, cold, or light-based attacks.

YEN-WANG-YEH (LESSER GAWD)

AKA: Judge of the Dead
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -5
MOVE: 22", Fly 12" (C)
HIT POINTS: 1,970 (985 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-20 (+2)
SPECIAL ATTACKS: Death ray, shape change to Gold or Spiny Dragon
SPECIAL DEFENSES: Others paralyzed when they touch him
MAGIC RESISTANCE: 75%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: The afterworld, the dead
SYMBOL: Red helm wrapped with orange ribbons on a yellow background
CLERIC: 20th level cleric
FIGHTER: 18th level fighter, 12th level monk
MAGIC-USER: 15th level magic-user
THIEF: 15th level assassin
S: 14/79 (+1, +2) D: 25/08 C: 23/65 I: 24/68 W: 20/22 CH: 19/56 COM: 20/35

Yen-Wang-Yeh appears as a warrior with black skin. This gawd collects all the souls and spirits of the dead and makes sure that they go to the proper plane and do not roam the Prime Material Plane at will. He tracks down spirits that escape this effort and makes them suffer for eternity. He has no power over the dead who have risen to a higher plane through their good deeds.

When in battle, he likes to Shape Change into a Gold Dragon and use its powers to deal out death. Sometimes he takes the form of a Spiny Dragon for variety. In his normal form, he can cast two rays that act as Death Spells every melee round. His Broad Sword +3 does 2-20 points of damage per strike. Anyone touching his body with anything will be paralyzed (victims receive a saving throw versus paralyzation to avoid this effect).

Drow

The Pantheon

The drow venerate a wide range of dark powers, the most prominent of which is, of course, Zyandal, who is presented in the Hacklopedia of Beasts Volume 5 page 85. The other deities of the drow presented herein form a pantheon in name only. They are united only by the common heritage of their worshipers, familial ties among some of them and occasional short-lived alliances forged only as a matter of convenience.

Thousands of years ago, Zyandal set about establishing her dominion in the Abyss (a region known as Svartalfheim) and the NetherDeep. She drove off or subjugated subterranean rivals Ghuanadaur, Kiaransalee, Zanassu, and the like. Guilty by association, her two children Vhaeraun and Eilistraee were also cast out of the surface elven pantheon and resigned themselves to seeking followers among the dark elves. In spite of some of her apparent shortcomings in power relative to other members of the pantheon Zyandal manages to maintain her grip on power. Kiaransalee, Krowlzeldin and Selvetarm acknowledge her as head of the pantheon but Eilistraee, Vhaeraun and Ghaunadaur remain independent of the Spider Queen's control, but none of them has chosen to challenge her directly thus far and their mutual enmity precludes any possibility of alliance amongst them. Kiaransalee only recently fought free of Zyandal's shadow, but she has little influence (and few worshipers) in the Fading Realms. Selvetarm is still firmly enmeshed in his grandmother's webs, despite the efforts of his followers to break away from the Spider Queen's cult. Eilistraee and Vhaeraun are brother and sister, children of Zyandal and Corellon Larethian (an indiscretion of his younger days). Selvetarm is the offspring of an ill-fated tryst between Vhaeraun and Zandilar the Dancer. Ghuanadaur is a primordial evil who joined the other members of the drow pantheon to plot against the surface world. Kiaransalee is a once-mortal dark elf who achieved divinity.

With the notable exception of Eilistraee, the dark powers of the drow "pantheon" involve themselves intimately in the lives of their followers, demanding absolute obedience and exclusive veneration in exchange for great power. Aside from Eilistraee, the gawds of the drow pantheon care nothing for the fate of their followers except as it advances their own personal power. Eilistraee seeks to redeem the fallen dark elves and lead them back to the great forests of the surface world that their ancestors forsook so many millennia ago. However, the power of Zyandal and the other gawds of the pantheon constrain the Dark Maiden in her actions, and she acknowledges the need for individual drow to find their own path to redemption. Heavy-handed interference on her part would preclude this.

Clerics

The matriarchal society of the drow leads most women to become members of one of the dark churches. Those without aptitude for such endeavors learn different arts or in some cases cast down in social status to the level of slave. Thus, there is great motivation for drow clerics to succeed in practicing their religion.

Drow culture is distinguished by a curious mixture of monotheism and polytheism uncharacteristic of most human and demi-human cultures. Most drow cities are ruled in the name of Zyandal by clerics of the Spider Queen and even the mention, let alone worship, of other gawds is forbidden. A few drow cities are ruled by clergy of the other drow powers in a similar fashion; they too forbid the worship or mention of all other gawds. The few drow cities that exhibit the open worship of two or more deities are riven by strife and are usually destroyed by civil war within a generation of such a split's first appearance. Nevertheless, in every drow enclave lurk few secretive worshipers of the other drow gawds, as such devotions afford dissidents the opportunity for additional weapons in their endless quest for increasing personal station. Most drow venerate one (or in some cases two) deities out of fear, respect and a desire for additional power of their own, not out of any true sense of piety.

The Gawds

Eilistraee (Demi-gawddess)

AKA: The Dark Maiden, Lady of the Dance, Lady Silverhair
TURF: Olympus
ARMOR CLASS: -6
MOVE: 18"
HIT POINTS: 601
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-8 (+8) each
SPECIAL ATTACKS: Silver Globes
SPECIAL DEFENSES: +1 or better weapon to hit, True Seeing, Spell Turning, Immune to Fire, Levitate at will
MAGIC RESISTANCE: 100%
SIZE: L
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Song, beauty, dance, swordwork, hunting, moonlight
SYMBOL: A silver long sword outlined against a silver moon with silvery filaments all around
CLERIC: 24th level cleric
FIGHTER: 21st level ranger
MAGIC-USER: Nil
THIEF: 29th level bard
S: 20/95 (+3, +8) D: 19/79 C: 25/92 I: 18/60 W: 27/88 CH: 22/95 COM: 29/80

Eilistraee appears as an unclad, glossy-skinned female drow. She is 9 feet tall with ankle-length, sweeping hair of glowing silver. Her hair and wandering silvery radiance cloak her body in a continuously moving array of beauty. Eilistraee wields twin Swords of Dancing +3.

Eilistraee has innate True Seeing and can cast Silver Globes (SSG) once per round in addition to her other combat and spell casting attacks in a round. Once per turn, in lieu of the Silver Globes, Eilistraee can employ Spell Turning (as the ring).

The Dark Maiden is the gawddess of the good drow, those rare dark elves who yearn for a return to life on the surface world an existence akin to that enjoyed by elves of the woodlands, left behind by the drow long ago. She is worshipped through song and dance, preferably in the surface world, under the stars of a moonlit night. Eilistraee aids her faithful in hunting and swordcraft, and they usually accompany worship of her with a feast. Eilistraee also has worshipers of human, elven, and in particular, half-elven stock. She is usually only seen from afar but her song (of an unearthly beauty that drives many to tears) can be heard whenever she manifests. Though she seldom takes a direct hand in the affairs of mortals, she sometimes appears in the midst of a dance in her honor, leaping amid the flames of the feast unharmed.

Ghaunadaur (Demi-gawd)

AKA: That Which Lurks, The Elder Eye, Souldrinker
TURF: The Abyss, Para-Elemental Plane of Ooze
ARMOR CLASS: -5
MOVE: 12"
HIT POINTS: 580
NO. OF ATTACKS: 10
DAMAGE/ATTACK: 2-12 (+12) x10
SPECIAL ATTACKS: Corrosive grip (2-12 per round)
SPECIAL DEFENSES: Move silently, cloaking mist, +1 or better weapon to hit, immune to all drugs, poisons and acids.
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Oozes, slimes, jellies, outcasts, ropers, rebels, all things

subterranean
SYMBOL: An inverted triangle of amber on a purple background, with amber lines inside of it forming an upside-down "Y" shape whose arms end by bisecting the sides of the triangle
CLERIC: 25th level cleric
FIGHTER: 27th level fighter
MAGIC-USER: 21st level magic-user
THIEF: Nil
S: 24/91 (+6, +12) D: 19/70 C: 22/89 I: 18/41 W: 18/03 CH: 7/02 COM: -6/05

Ghaunadaur is a fell deity who has plagued the darkest reaches of the HackMaster TeraVerse since nearly the dawn of time. That Which Lurks appears as an amorphous, dark purple blob with many tentacles. It is venerated by the largest slimes, oozes, slugs and other disgusting crawling things, some of which are said to possess intelligence, albeit alien. Once all such beings worshipped Ghaunadaur, but it struck most of them mad in a fit of fury for some transgression (said by some to involve its failure to defeat Zyandal shortly after her arrival in the NetherDeep) and stole their intellects. As a result, many of its worshipers, and most of its power ceased to exist. However, it slowly grew in strength again and That Which Lurks has been venerated by various creatures of the NetherDeep for eons.

Evil beings seeking an alternative to established deities (including drow dissatisfied with the rule of Zyandal) have also begun to worship That Which Lurks. Most humans find the worship of Ghuanadaur disgusting, but there are secret subterranean altars and cults to the Elder Eye all over Garweeze Wurld, particularly in older more sophisticated (and therefore degenerate) lands.

Ghuanadaur is thought to be the father of the demon lord Gar'Rangeeze while some sages theorize that they are the same entity. Whatever his background, Ghaunadaur is unpredictable by human standards. It may aid worshipers who merely pay lip service to its rituals, even expending great power to grant permanent magical boons, but may also devour or maim them, without warning. Ghuanadaur enjoys watching the hunting and devouring activities of large, horrible monsters and the suffering they cause.

Ghaunadaur appears as a reddish-purple giant slug, but at will can alter its form into an amorphous free-flowing shape like a jelly, rear up into a Giant Roper form with up to 10 long purple tentacles, or appear as a sickly green substance that emerges from the ground. Ghuanadaur creeps along silently and cloaks itself at will in violet mists that eddy and flow confounding attacks that require their target to be seen such as magic missile. The mists also cause anyone within a 5-foot radius to save versus spell or suffer as if under a Slow spell.

Ghuanadaur's normally attacks by lashing out with up to ten tentacles. Each tentacle can extend 30 feet and is studded with barbed hollow teeth. When a tentacle hits a target, it grabs hold with its full strength and the target suffers 2-12 points of damage thereafter from corrosive fluids and constriction. Ghaunadaur drags those so trapped six feet closer to his mouth each round. Once there, he attacks with his bite for 3-12+12 points of damage.

KIARANSALEE (DEMI-GAWDDESS)

AKA: Lady of the Dead, The Revenancer, The Vengeful Banshee
TURF: The Abyss
ARMOR CLASS: -4
MOVE: 15"
HIT POINTS: 342
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (+4)
SPECIAL ATTACKS: Acid, simulcasting, Charm Person at will
SPECIAL DEFENSES: Control undead, Animate Dead, Free Action, immune to poison, death magic and special undead attack forms, +1 or better to hit, immune to all illusions.
MAGIC RESISTANCE: 100%
SIZE: M
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Undead, vengeance
SYMBOL: A female drow hand wearing four silver rings
CLERIC: 23rd level cleric
FIGHTER: Nil
MAGIC-USER: 25th level necromancer
THIEF: Nil
S: 13/94 (+1, +1) D: 21/67 C: 18/93 I: 23/71 W: 18/90 CH: 22/73 COM: 29/02

Kiaransalee is the drow deity of both vengeance and the undead. She is called upon by those seeking retribution, the dark arts, or to prolong life. Kiaransalee's ascension as a dark gawddess of evil predates even the descent of the drow into the NetherDeep, but the Lady of the Dead has long been an unwilling vassal to the Queen of Spiders, though capable of only small acts of rebellion. Kiaransalee was once a mortal, a powerful dark elven necromancer-queen. After being banished from her homeland, she returned with an army of undead and destroyed it, fleeing to the Abyss to escape retribution. However, because of her interest in necromancy, she is constantly at odds with the demon prince Dread for control of the unliving of the Abyss.

Kiaransalee appears as a sinuous drow female wearing only silver jewelry and black silk veils. She wields Cold Heart, a Dagger +4 that continuously drips acid, inflicting an extra 1-4 points of acid damage for 1-4 rounds after a successful attack. In a given round, Kiaransalee can command absolute loyalty from any undead creature within 100 yards (if it is not of divine status). She can also animate any corpse she touches. If she foregoes her melee attack in a round, she can simulcast two spells per round.

KROWLZELDIN (DEMI-GAWDDESS)

AKA: n/a
TURF: The Abyss
ARMOR CLASS: -11
MOVE: 24"
HIT POINTS: 701
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+5)/1-6 (+5)
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Immune to poison
MAGIC RESISTANCE: 70%
SIZE: M
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Torture
SYMBOL: A barbed dagger
CLERIC: 9th level cleric
FIGHTER: 13th level dark knight
MAGIC-USER: 17th level blood mage
THIEF: 10th level assassin
S: 17/45 (+2, +5) D: 18/93 C: 25/44 I: 26/19 W: 19/03 CH: 14/71 COM: 20/98

Krowlzeldin appears as a beautiful drow female with long hair. Long locks on either side of her face are braided, some say with a new twist for each soul she has tormented to death. Krowlzeldin lives to torment people, both mentally and physically. She is particularly interested in inflicting pain and fear in her victims with sexual acts. Breaking the spirit of a victim in this way is her crowning achievement, a moment of pain to be savored.

Krowlzeldin uses poisoned daggers in combat. She coats them with a variety of poison types including some heretofore unknown concoctions that cause mental instability, hallucinations and even permanent insanity in addition to physical pain.

SELVETARM (DEMI-GAWD)

AKA: Thane of Zyandal, The Spider Demon, Zanassu
TURF: The Abyss
ARMOR CLASS: -4
MOVE: 15", 21" (in webs)
HIT POINTS: 481
NO. OF ATTACKS: 7/2 and a bite
DAMAGE/ATTACK: 1-8 (+15) (long sword), 1-6 (+7) (footman's mace), and 2-16 (+10) + poison (bite)
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Immune to poison and acid, takes only half damage from cold and electricity, +1 or better weapon to hit
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Drow warriors
SYMBOL: Crossed sword and mace overlaid with a spider image
CLERIC: 16th level cleric
FIGHTER: 24th level fighter, 11th level berserker
MAGIC-USER: Nil
THIEF: Nil
S: 22/06 (+4, +10) D: 20/81 C: 20/75 I: 15/71 W: 18/93 CH: 16/76 COM: -3/45

Selvetarm appears as a large black spider, sometimes with the head of a drow male. He wields a long sword and mace in his front appendages. His mace, Venomace, is a Footman's Mace +3 that continuously oozes a noxious sludge of acid and venom that

inflicts an additional 1-4 points of poison damage and 1-4 points of acid damage every round for three rounds after a successful hit. His long sword, Thalack'velve is a Defender +5. Victims bitten by Selvetarm must make a saving throw versus poison with a -4 penalty. Those who fail die in one round. Those who succeed suffer 3d6 points of damage.

Selvetarm is the Champion of Zyandal and the patron of drow warriors. Seen as the embodiment of unequaled fighting prowess, a few drow in certain reaches of the NetherDeep worship Selvetarm. Cruel and malicious by nature, Selvetarm cares only for battle and destruction. The Champion of Zyandal harbors a deep hatred for all living things, including his dominating mistress, and the only beauty he can appreciate is a well-honed and deadly fighting style. Selvetarm can exhibit a great deal of patience while waiting for prey to fall into an ambush he has set, but he prefers the wild abandon of battle frenzy to a careful and deliberate attack.

VHAERAUN (DEMI-GAWD)

AKA: The Masked Lord, Masked Gawd of Night, The Shadow
TURF: The Abyss
ARMOR CLASS: -5
MOVE: 15"
HIT POINTS: 374
NO. OF ATTACKS: 7/2
DAMAGE/ATTACK: 1-8 (+6)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to illusions, charms, +1 or better weapon to hit
MAGIC RESISTANCE: 100%
SIZE: H
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Thievery, drow males, territory, evil activity on the surface world
SYMBOL: A black half-mask
CLERIC: Nil
FIGHTER: 25th level fighter
MAGIC-USER: Nil
THIEF: 30th level
S: 18/76 (+3, +6) D: 24/92 C: 18/99 I: 20/30 W: 14/68 CH: 21/18 COM: 27/06

Vhaeraun appears as a slim, graceful, handsome drow male with well-defined muscles and eyes and hair that change in hue from red (for anger) to gold (triumph) to blue (amusement) and green (puzzlement or curious interest) to reflect his mood. He wears a long, flowing black cloak.

The Masked Lord wields Nightshadow, a jet-black Long Sword +4 and Shadowflash, a silver Short Sword +1. Shadowflash can illuminate an area as a Continual Light spell at the wielder's command. All those who see this flash (besides the wielder) must make a saving throw versus spell to avoid being blinded for 1d4+1 rounds. While holding Nightshadow, he can create a magical Bladebend effect once every 6 rounds. The Bladebend causes the blade of any edged weapon held by a creature within 70 feet of Vhaeraun to twist about and strike its holder for maximum damage (without penetration damage). The blade then instantly returns to normal.

Vhaeraun is the drow gawd of thievery and is in charge of furthering the drow aims, interest and power in the surface world. He is also the gawd of drow males who are opposed to the matriarchy of Zyandal, teaching that males are as skilled and valuable as females, and thus passively opposing the teachings of Zyandal's priesthood on this point. He believes that the drow should work with the other elven races for common advancement (before they settle their own differences later) and never associate with the duergar, Robolds, or other dwarven or gnome races, though humans and halflings can be tolerated.

Vhaeraun is vain, proud, sometimes haughty, bears grudges of legendary length and never forgets slights or deceptions. He freely employs underhanded means if it furthers his aims or is done in his service. But if others treat him or his people in such a manner, it is a deep sin that must be punished at absolutely any cost. He actively involves himself in drow affairs and may assist the work of his devout clerics if the need is genuine.

ZYANDAL (LESSER GAWD)

Lesser gawd of drow and spiders

See Hacklopedia of Beasts Volume 5 page 85.

Dwarves

The Pantheon

The Stout Folk, as the dwarves are sometimes called, worship a pantheon of deities collectively known as the Morndins, a term loosely translated as "shield brothers on high" or the "high dwarves". The composition of this pantheon varies from clan to clan but the powers presented hereafter are venerated or at least acknowledged in most dwarven settlements. Although the term Morndins is commonly used to refer to all acknowledged dwarven gawds, formal membership in the pantheon is determined by Moradin himself.

The dwarven gawds are said to have sprung from stone and earth, beginning with Moradin. Berronar is universally held to be Moradin's wife and many dwarven theologians hold that all the other dwarven powers are their descendants, although exact ordering and ancestry vary from myth to myth. The dwarven pantheon is predominantly male, reflecting the population imbalance between the two genders. An oddity of the dwarven deities is that most prefer to appear huge in stature, up to twenty feet tall in the case of Moradin. Some dwarven theologians believe this reflects their activist natures and inspirational roles as leaders among dwarves. Still others (mostly non dwarves) believe they are trying to compensate for something.

The Morndins are intimately involved with the lives of their worshipers, and the Stout Folk as a whole are an unusually devout race. The Soul Forger is said to have secretly fashioned each and every dwarf of iron and mithral in his Soul Forge, using his huge magical hammer to beat the bodies into shape and then breathe on his creations to cool them and give them souls. One is struck, in a study of dwarven theology, by the relationship between procreation and metalcraft; perhaps more than one dwarven smith has looked upon a finished piece of work and felt as if he had breathed life into the metal and given it a soul of sorts, as Moradin did long ago.

Clerics

In many versions of the myths concerning the founding of the race, the earliest dwarves must fight their way up from the world's core to the mountains above, overcoming many dangers on the way. These are usually great monsters and physical hazards that the dwarves overcome by strength, combat and physical skill rather than by wit or trickery. These early myths are fully consistent with the way in which dwarven theology stresses the pragmatic and the practical. So too must dwarven clerics behave. The dwarves find great honor in perseverance to overcome challenges. To live a life without obstacles to overcome would be a waste to any proper dwarf.

Due to long-standing tradition, most dwarven clerics of dwarven deities have to be of the same gender as their deity. However, this stricture is no longer the absolute that is once was, and many dwarven faiths now accept clergy of either gender, if sometimes reluctantly. Clerics of the gender opposite their deity are likely to be treated gingerly or with slight resentment by their same-gender fellows and to be called upon to prove their commitment to their vocation often. Dwarven culture is very slow to adopt new customs.

The Gawds

Abbathor (Lesser gawd)

AKA: Great Master of Greed, Trove Lord
TURF: Hades
ARMOR CLASS: -5
MOVE: 12"
HIT POINTS: 1,456 (728 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-24 (+15) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Detect Illusion at will, +2 or better to hit, Figurines of Wondrous Power
MAGIC RESISTANCE: 65%
SIZE: M or L
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Greed
SYMBOL: A jeweled dagger
CLERIC: 18th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: 28th level magic-user
THIEF: 35th level thief
S: 20/29 (+3, +8) D: 22/89 C: 21/97 I: 20/19 W: 18/37 CH: 10/99 COM: 12/03

Abbathor is venerated by most evil dwarves and represents the worst aspect and major weakness of dwarven character. Many dwarves and even non-dwarves consumed with treasure lust and greed, or those who seek to steal valuables, make offerings to him. The Great Master of Greed was once interested in purely the natural beauty of gems and metals, but he became embittered when Moradin appointed Dumathoin as the protector of the mountain dwarves, a position Abbathor felt should be his. From that day onward, Abbathor has become ever more devious and self-serving, continually trying to wreak revenge on the other dwarven gawds by establishing greed, especially greed accompanied by sheer evil, as the driving force in the lives of all dwarves.

Abbathor is squat and hunched, despite his height. He seems to slither and slide along as he walks, never making much noise but often rubbing his hands together or caressing a gem or gold piece. He does so in a continuous, unconscious, overwhelmingly and disturbingly sensuous manner. At times, this has made ignorant folk attack him, overcome by lust to gain the treasure he holds regardless of its true value. The Great Master is said to have burning yellow-green eyes (blazing yellow when eager for treasure or when pouncing upon it, hooded and green while scheming or when thwarted). He has a sharp, hooked nose like a giant eagle's beak and always dresses in leather armor and furs, both fashioned from the skins of creatures who have opposed him and died to regret it.

Should the Great Master of Greed see treasure worth more than 1,000 gp or any magical item, he attempts to steal it outright or slay the owner and then take it away. If frustrated in an attempt to steal an item, Abbathor tries to destroy it so as not to be tortured by the memory of his failure.

Abbathor wields a diamond-bladed Dagger +5 with jewels set into the hilt. It can detect the presence (type and amount) of precious metals in a 20-foot radius. Also, anyone other than Abbathor who tries to grasp the hilt, suffers the loss of once experience level.

Abbathor often carries a pair of golden lions (Figurines of Wondrous Power) concealed in his pocket. If hard-pressed, he hurls these, commanding them to fight for him. If they are overpowered and the gawd must flee, he simply returns to steal them back and slay their new owner as soon as it is convenient.

Abbathor can incite treasure lust in all dwarves, gnomes and halflings (save versus spell with a -2 penalty to avoid). Affected beings will do anything necessary to seize known treasure and keep it, slaying all witnesses (even friends and former allies) if that seems necessary. Combat with friends or loved ones allows repeated saving throws (one per round) to break free. Otherwise, the effect lasts for a turn.

BERRONAR TRUESILVER (LESSER GAWDDESS)

AKA: The Reverend Mother, Matron of Home and Hearth
TURF: Seven Heavens
ARMOR CLASS: -4
MOVE: 15"
HIT POINTS: 1,182 (591 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-36 (+11) each
SPECIAL ATTACKS: Killing evil thieves
SPECIAL DEFENSES: Immune to fire, electricity and illusions, +2 or better weapon to hit, prevent thieving abilities
MAGIC RESISTANCE: 80%
SIZE: M or H
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Safety, truth, healing, home, records, marriage, faithfulness/loyalty, honesty, children
SYMBOL: Two inter-linked silver rings
CLERIC: 35th level cleric
FIGHTER: 25th level paladin
MAGIC-USER: 18th level magic-user
THIEF: Nil
S: 19/51 (+3, +7) D: 18/91 C: 22/12 I: 19/45 W: 24/67 CH: 24/91 COM: 17/05

Berronar, bride of Moradin, dwells with him at the Soul Forge in the Seven Heavens. All dwarves of any alignment who seek a safe refuge or who want their loved ones or relatives kept safe offer her appeasement. The Reverend Mother works ceaselessly to preserve and protect dwarven culture and civilization. Her favorite techniques involve manifesting her powers in dwarven mortals on occasions crucial to the survival of a clan, people or lore records.

The Reverend Mother is a kind and caring gawddess with a strong motherly love for all dwarves and their allies who value compassion, fidelity, simplicity, tradition, the home and family. Berronar has a ready, hearty laugh and a merry disposition, but she never wavers in the face of adversity or despairs in times of great loss. She can be strict or even fierce, if the situation so warrants, but the indomitable Matron of Home and Hearth is ever forgiving of her children, be they mortal or divine. Berronar settles many disputes among the Morndins, and her skills at persuasion are such that she can usually make two foes understand each other and set aside their differences.

Berronar wields Wrath of Righteousness, a huge Footman's Mace +4 of steel chased with gold. This weapon slays all evil thieves on contact and anyone currently engaged in killing for a living (though the target gets a save versus death magic with a -4 penalty to avoid the effect). The Reverend Mother also wears two rings that prevent anyone from knowingly telling a falsehood or from using thieving abilities within 100 feet of her.

CLANGEDDIN SILVERBEARD (LESSER GAWD)

AKA: The Father of battle, Lord of the Twin Axes, Giantkiller, Goblinbane, Rock of Battle
TURF: Seven Heavens
ARMOR CLASS: -6
MOVE: 15"
HIT POINTS: 1,166 (583 as demi-gawd)
NO. OF ATTACKS: 7/2
DAMAGE/ATTACK: 1-8 (+18) each
SPECIAL ATTACKS: Thrown axes, double damage against giants
SPECIAL DEFENSES: +2 or better weapon to hit, repair armor and weapons, enhance mundane weapons
MAGIC RESISTANCE: 55%
SIZE: M or H
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Battle, valor, bravery, honor in battle
SYMBOL: Two crossed battle axes
CLERIC: 20th level cleric
FIGHTER: 35th level fighter
MAGIC-USER: Nil
THIEF: 25th level bard
S: 24/94 (+6, +12) D: 17/81 C: 23/78 I: 18/03 W: 19/57 CH: 22/41 COM: 16/18

All dwarves who must fight, especially those who are warriors by profession, worship Clangeddin. Clangeddin watches over the battle skills and performances of dwarves from his mountain fortress. He encourages valor in battle, weapon mastery and training and wisdom in war. The Father of Battle especially hates giants and has taught the dwarves (and gnomes through their gawds) special techniques for fighting giant-type creatures.

Clangeddin is a resolute warrior who never backs down from danger and who refuses to surrender even when all seems lost. He is a strict and ethical deity who brooks no treachery or deceit and who never negotiates or compromises with the forces of evil. Triumph must be obtained through valor and bravery, and Clangeddin is swift to humble and humiliate any who overcome (or attempt to overcome) obstacles by cowardly or deceitful means. The Father of Battle is known for snatching victory from the narrowest of margins in battle.

Clangeddin is merry in battle, roaring appreciation of shrewd strategies, bravery and feats of skill even when such are directed against him. He often sings in the midst of a fight, and dwarves have learned to listen for hints, cues, and warnings in his lyrics. Like most dwarves, Clangeddin admires most those who help themselves. He typically appears at battle only to even hopeless odds against dwarves, to balance treachery, and punish the treasonous, and to aid the weak of all races against evil, especially the acts of giants.

Clangeddin appears as a tall, burly dwarf, fierce and indomitable in his battered, bloodstained and rusty chain mail. Bald and silver-bearded, he is always alert, his eyes darting here and there, his gaze as sharp as that of a hunting hawk, and his smile ever-present. He wields two mithral Battle Axes +4 and can throw these up to 100 yards just as if he was using them in melee. Each axe magically returns to his hand at the end of a round. Clangeddin inflicts double damage against all giants and giant-kin. Clangeddin's touch can fully mend any metal weapon or armor as though it had never been broken, even restoring missing pieces and full magical protection. Any non-magical weapon that the Father of Battle touches gains a +9 bonus to hit for one turn thereafter, a power Clangeddin typically uses to aid dwarves who fighting alongside him.

DRAPER (GREATER GAWD)

Greater gawd of thieves, dwarf and gnome

See Aldrazar Pantheon in this book.

DUERRA (LESSER GAWDDESS)

AKA: Deep Duerra, Daul of Laduguer, The Axe Princess
TURF: Nine Hells
ARMOR CLASS: -6
MOVE: 12"
HIT POINTS: 700 (350 as demi-gawddess)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-8 (+12) each
SPECIAL ATTACKS: Wisdom drain
SPECIAL DEFENSES: +1 or better weapon to hit, immune to psionics, and mind affecting magic, Chant aura
MAGIC RESISTANCE: 45%
SIZE: M
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Conquest and expansion, Duergar
SYMBOL: Shattered skull
CLERIC: 18th level cleric
FIGHTER: 23rd level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 19/99 (+3, +7) D: 16/76 C: 20/01 I: 22/33 W: 21/68 CH: 18/95 COM: 13/77

The legends of the Duergar tell of the gray dwarves' greatest queen, a warrior queen named Duerra, who led her grim troops to numerous victories against the surface dwarves, the drow, Illithids and other inhabitants of the NetherDeep. During her centuries-long reign, the empire of the gray dwarves expanded to include vast reaches of the NetherDeep. Although much of Deep Duerra's empire has since fragmented and contracted, the gray dwarves still revere her uncompromising drive to expand Duergar power throughout the NetherDeep.

Duerra has been estranged from the Morndins since her ascension, and notwithstanding her immediate banishment by Moradin after her apotheosis, she has no interest in ending her supposed exile. Duerra's only ally is Laduguer, who is said to be her father. While she obeys and respects her patron, at least for now, Duerra secretly chafes at Laduguer's bitterness and resentment. She feels that for centuries he has squandered every opportunity to help gray dwarves conquer the endless tunnels of the NetherDeep. The actions of Duerra and her worshipers, like those of Laduguer and his followers,

have fostered and intensified bitter rivalries with other races of the NetherDeep and their gawds.

Duerra is bombastic, arrogant, and imperious. She expects to have her every whim attended to instantly, and she is firmly convinced of her own inalienable right to rule. She is never satisfied with what she has already acquired, as it is the conquest, not the prize, that she enjoys. The Axe Princess is ruthless in her drive to ensure victory, and she has no tolerance for any being, mortal or divine, who does not live up to her standards.

Duerra appears as a stocky, powerful gray dwarf clad in ornate, gleaming Chain Mail +3 and bearing a huge battle axe. She keeps her beard and most of her head shaved, leaving only hair a monk's tonsured cut and a tightly wound braid hanging down her back. Duerra wields Mindshatter, a Battle Axe +3 that permanently drains a point of Wisdom on a successful attack. Those fully drained become her willing thralls thereafter. She continually broadcasts a Chant spell such that all allied gray dwarves within 30 yards of her need never check morale and are immune to magical fear.

DUGMAREN BRIGHTMANTLE (LESSER GAWD)

AKA: The Gleam in the Eye, The Wandering Tinker
TURF: Olympus
ARMOR CLASS: -3
MOVE: 15"
HIT POINTS: 1,290 (645 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-8 (+6) each
SPECIAL ATTACKS: Feeblemind
SPECIAL DEFENSES: Displacement, +1 or better weapon to hit, immune to all mind-affecting spells and abilities, avoid selected attacks, spells
MAGIC RESISTANCE: 60%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Scholarship, invention, discovery
SYMBOL: An open book
CLERIC: 18th level cleric
FIGHTER: Nil
MAGIC-USER: 18th level magic-user
THIEF: 21st level thief, 28th level bard
S: 15/51 (+1, +3) D: 20/29 C: 18/78 I: 22/91 W: 21/71 CH: 18/59 COM: 17/01

Dugmaren Brightmantle is the embodiment of the independent and exploratory spirit that consumes some of the Stout Folk. He is venerated by both dwarves and gnomes and his worshipers are consumed with the acquiring of knowledge simply for its own sake rather than for any practical purpose. Whereas Moradin draws smiths and other craftsfolk to his forge, Dugmaren attracts those free-thinkers who want to create something truly new, not a variation on an old theme (and not something that means getting their hands dirty).

Dugmaren is thought to be a child of Moradin, a chaotic element split off from his father's stern lawfulness and nurtured by the favor of his mother Berronar. In fact, the Soul Forger relates well to Dugmaren's creative and explorative instincts, but the Wandering Tinker often drifts away from projects before they are completed and usually before he has found a use for the knowledge he has gathered. This trait irritates Moradin to no end.

Dugmaren is a benign, inquisitive, cheerful, and optimistic deity concerned with discovering the unknown. He appears as an old dwarf, with twinkling blue eyes, slightly hunched and wearing a bright blue cloak. He always carries a collection of books with him and the other deities never miss an opportunity to "score" on him by scornfully knocking the books out of his hands and having a good laugh at his expense. Dugmaren is truly the dork of the dwarven gawds, though his followers don't see him that way.

When goaded into combat, Dugmaren Sharpack, a Broad Sword +4 with the power to cast Feeblemind twice per day. His wears a Cloak of Displacement. Each round he can avoid any three attacks directed solely at himself (chosen at the beginning of the round before determining if they succeed). He can also determine how to use any mechanical or magical object simply by handling it for one round. Once per turn, the Wandering Tinker can cast Blink, Dimension Door, and Teleport Without Error.

DUMOTHOIN (LESSER GAWD)

AKA: Keeper of Secrets under the Mountain, The Silent Keeper, The Mountain Shield
TURF: Concordant Opposition
ARMOR CLASS: -6
MOVE: 15"
HIT POINTS: 1,548 (774 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 5-30 (+18) each
SPECIAL ATTACKS: Rockfalls
SPECIAL DEFENSES: Immune to all divination, earth, stone, metal and fire based spells and psionics, summon elementals, regenerate 3 hp/round, +2 or better weapon to hit, immune to dragon breath weapons that create fire, lightning, cold or acid
MAGIC RESISTANCE: 70%
SIZE: M or H
ALIGNMENT: Neutral
SPHERES OF CONTROL: Keeper of metals and other buried wealth (secrets under mountains), ores, gems, minerals, mining
SYMBOL: A cut, faceted gem inside a mountain (silhouette)
CLERIC: 25th level cleric
FIGHTER: 34th level fighter
MAGIC-USER: 30th level earth elementalist
THIEF: 12th level thief
S: 23/82 (+5, +11) D: 17/73 C: 24/98 I: 19/94 W: 21/44 CH: 17/04 COM: 15/17

Dumathoin hides the secrets of the world underground until deserving and diligent dwarves are ready to be guided to them. He lays veins of iron, copper, gold, silver, mithral and other precious metals where he feels they will best benefit his followers. He watches over the security and safety of miners of all races. The Silent Keeper frowns on clumsy or crude rock-cutting that does not smooth the ground, follow natural flows, and highlight the individual features of the rocks. Cutting that causes cavern collapses and flooding are even less to his liking. Many consider cave-ins and earthquakes a method of punishment from him.

The Silent Keeper never speaks, communicating instead with gestures. He has never been known to do more than grunt or sigh (in exertion) in the presence of mortals. Dumathoin may also set subtle clues as to his purposes and the nature of the world beneath the surface, such that only those with keen eyes and wits can perceive them. The Keeper has a stolid patience and tolerance (particularly of non-dwarves and hasty behavior) lacking in most other dwarven deities.

Dumathoin appears as a barrel-chested male dwarf with hair and beard of sculpted gray stone, earth-brown skin, and eyes of silver fire. His shoulders are as broad as most barn doors, and his arms are knotted and bulging with corded muscles. He wields Magmammer, a Mattock +5 made of solidified magma with all the powers of a Mattock of the Titans and a Maul of the Titans combined. Dumathoin can see through solid rock to a distance of 120 feet, and he employs Stone Seeing at all times, allowing him to scry anywhere on or beneath the surface. Once per day he can summon 3-18 16 HD Earth Elementals to do his bidding for 12 turns. While underground, he can cause a rockfall, once per round by a simple gesture, unerringly doing 4d8 points of damage to all in a 20-foot diameter area. When in contact with the ground, Dumathoin regenerates 3 hit points per round.

GORM GULTHYN (LESSER GAWD)

AKA: Fire Eyes, Lord of the Bronze Mask, The Sentinel
TURF: Seven Heavens
ARMOR CLASS: -6
MOVE: 15"
HIT POINTS: 1,154 (577 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-10 (+13) each
SPECIAL ATTACKS: Heat Metal
SPECIAL DEFENSES: Robe of Eyes, Spell Turning, Immune to normal missiles, +2 or better weapon to hit, never surprised, immune to fire, mind-affecting spells and powers, psionics, and illusions
MAGIC RESISTANCE: 70%
SIZE: M or L
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Guardian and protector of all dwarves, defense, watchfulness, vigilance, duty
SYMBOL: A shining bronze or brass metal mask with two eyeholes of flame
CLERIC: 22nd level cleric
FIGHTER: 29th level paladin
MAGIC-USER: 18th level diviner
THIEF: Nil
S: 21/42 D: 17/79 C: 22/63 I: 19/91 W: 20/74 CH: 21/55 COM: 18/10

Those dwarves who require protection or armed aid pay tribute to the Lord of the Bronze Mask. Gorm says little but has a stern, booming voice when he does speak. He is consumed by the demands of his role as protector and has little interest in or tolerance for foolish activities that might detract from his readiness or sentimentality that might interfere with his dispassion. The Sentinel is ever on alert for threats to dwarves, and he is a tireless defender of the Stout Folk, even coming to the defense of gray dwarves when they are beset by foes whose evil makes that of the Duergar pale in comparison. However, Gorm acts only when dwarves are already engaged in combat and need his aid, and even then only briefly (no more than a turn) as his efforts are constantly required elsewhere.

Gorm appears as a dwarf clad in Full Plate +4 of golden-brown hue, chased and decorated with red, crawling ever-changing runes. In battle, he wields Axeguards, a two-handed Battle Axe +4 that confers the powers of a Robe of Eyes upon its bearer. The runes inscribed on his armor act as a Ring of Spell Turning. His touch is equivalent to either a Heat Metal attack or serves to restore a living recipient to full alertness, eliminating any negative effects of fatigue due to exertion or lack of sleep (at his choice). He can also detect the presence of living or undead creatures within 100 yards with pinpoint accuracy.

HAELA BRIGHTAXE (DEMI-GAWDDESS)

AKA: Lady of the Fray, Luckmaiden
TURF: Olympus
ARMOR CLASS: 0
MOVE: 24"
HIT POINTS: 484
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-24 (+13) or 1-10 (+8) (unarmed) or 3-36 (+8) (ranged)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 40%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Luck in battle, fighting monsters
SYMBOL: An unsheathed sword encircled by a spiral of flame
CLERIC: 18th level cleric
FIGHTER: 25th level fighter
MAGIC-USER: 16th level battle mage
THIEF: Nil
S: 20/04 (+3, +8) D: 21/44 C: 19/99 I: 17/71 W: 18/ 84 CH: 22/95 COM: 18/90

Although dwarves of all alignments venerate the Lady of the Fray, those Stout Folk of chaotic alignment who love battle or exhibit berserker tendencies particularly embrace the worship of the Luckmaiden. Haela is well known for her ready laugh, her booming voice, and her ever-cheerful nature. The Luckmaiden is charming, resourceful, and delivers gallows witticisms with a broad grin.

Haela appears as a powerfully-muscled female dwarf. Sometimes she appears clad in fine dwarven scale mail or plate mail, and sometimes she manifests in naught but her long-flowing silver hair and beard. She dances and twirls about constantly, wielding a two-handed sword that cannot cut her. She often hurls it up into the air and catches it by the blade. The sword, Flamebolt, is a Two-handed "Big Ass" Sword +3 (2d12 base damage) that is always encircled by tongues of spiraling, but harmless flame while she fights. Haela can will the blade to vanish or reappear freely and it does so instantly, but Flamebolt cannot reappear on the same round in which it vanishes.

Once per turn Haela can call into being her Brightaxe, a shining silver throwing axe as tall as a man. It appears in midair in one round and flashes through the air in accordance to her will in the next round. Brightaxe flies up to 140 feet, considering all ranges to be short range, and deals any creature it strikes 3d12 +8 points of damage and (if mortal) stunning them for the remainder of that round and the following round (no saving throw).

LADUGUER (LESSER GAWD)

AKA: The Exile, Master of Crafts, The Taskmaster
TURF: Nine Hells
ARMOR CLASS: -12
MOVE: 15"
HIT POINTS: 1,496 (748 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-4 (+17) each
SPECIAL ATTACKS: Hopelessness, spells
SPECIAL DEFENSES: +2 or better weapon to hit, immune to mind-affecting spells, psionics and attack by animated or mineral-based creatures.
MAGIC RESISTANCE: 75%
SIZE: M or H
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Magic weapon creation, skilled artisans, gray dwarves
SYMBOL: A shield with a broken crossbow bolt motif
CLERIC: 25th level cleric
FIGHTER: 33rd level fighter
MAGIC-USER: 20th level magic-user
THIEF: 25th level thief
S: 22/42 (+4, +10) D: 20/89 C: 21/78 I: 20/06 W: 18/79 CH: 19/44 COM: 16/03

Laduguer is venerated by most gray dwarves as the protector of the race who defends them from the countless other creatures of the NetherDeep who wish to enslave them and seize their tunnels, mines, and crafts. Duergar craftsmen, particularly those who wish to create magical weapons, pay particular homage to Laduguer.

Laduguer has long been estranged from the other Morndins, whom he regards as lazy, indolent, and feckless. The reason's behind the Taskmaster's exile vary according to the perspective of the speaker. The Morndins hold that Moradin banished Laduguer for his crimes, while Laduguer, as well as most gray dwarves, assert that he took a stand on principle against the other dwarven gawds, and that his exile is self imposed. The Exile particularly loathes Moradin, his nominal superior, and the personal animosity between the two accounts for much of Laduguer's enmity against the rest of the dwarven pantheon. In fact, Laduguer's only ally is Deep Duerra, a once-mortal gawd who he helped elevate to the rank of divinity.

Laduguer is habitually grim, gloomy, and joyless. The Exile's is certainly inclined towards evil, but much of this is the evil of a being turned in on himself and bitter at what he sees as being unvalued and rejected by the other dwarven powers. Laduguer is supremely lawful, unbending and harsh, and he demands constant toil under harsh conditions from the Duergar. He does reward hard work by teaching the crafting of magical items (especially weapons) and by extending his protection.

Laduguer appears as a tall, gaunt Duergar with skin coloring that can change from gray to brown shades to match his environment. The Exile is bald and always wears a frown. He wields Grimhammer, a Warhammer +4 that engenders hopelessness (as the magic-user spell Emotion) on any successful hit, if the target fails a saving throw versus spell. He wears Chain Mail +4 and carries a Medium Shield +5. The Exile can cast Ward Off Good and Wall of Force, each three times per day. He can cast Fool's Gold, Dig, Enchanted Weapon, Stoneskin, Conjure (Earth) Elemental, Fabricate, Wall Passage, Stone Shape, Wall of Stone and Enchant an Item, each once per day.

MARTHAMMOR DUIN (LESSER GAWD)

AKA: Finder of Trail, The Watcher over Wanderers, The Watchful Eye, The Hammer
TURF: Elysium
ARMOR CLASS: -4
MOVE: 15"
HIT POINTS: 764 (382 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+13) each
SPECIAL ATTACKS: Lightning Bolts
SPECIAL DEFENSES: Spells, immune to electricity, petrification, polymorph, Charm, Maze and Trap the Soul, free action, +2 or better weapon to hit
MAGIC RESISTANCE: 70%
SIZE: M or L
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Guide and protector to dwarven adventurers, explorers and travelers, lightning
SYMBOL: An upright mace, over a single leather boot trimmed with fur, toe to the right or a mace in gauntlets
CLERIC: 20th level cleric
FIGHTER: 30th level ranger
MAGIC-USER: Nil
THIEF: Nil
S: 21/40 (+4, +9) D: 19/03 C: 20/29 I: 20/79 W: 19/06 CH: 20/17 COM: 18/75

Marthammor is the patron of adventurers and explorers and all those dwarves who travel or live far from the dwarven homelands, allowing them to find routes to escape or to victory in their travels. He also watches over dwarven craftsfolk of any good alignment, keeping their homes and persons safe.

Marthammor is almost gnome-like in his approach to life; open and friendly, he's definitely curious what lies over the next horizon. He has a keen interest in the doings of the TeraVerse as a whole, and he is far less xenophobic than most dwarves or their deities. Marthammor is one of the youngest powers of the Morndins, and as such the other members tolerate what they call his "antics".

Marthammor appears as a thin, raven-bearded dwarf dressed in leather armor and furs, and cloaked in natural colors (usually green). He sometimes carries a walking stick of rough wood. In combat, he wields Glowhammer, a huge Footman's Mace +4 made of dwarven steel that glows and pulses as if still red-hot from the forge. It is not, in fact, hot. Its 2d10 (base) points of damage are due only to its impact, not heat or flame. Marthammor can Blink, Dimension Door, Pass Without Trace, Wall Passage, or Water Walk at will, one power per round. He can Call Lighting and cast a Lightning Bolt dealing 10d6 points of damage twice per turn, even if there is no storm of any sort in the area. Marthammor can cast Freedom (reverse of Imprisonment) at will while he touches the ground.

MORADIN (INTERMEDIATE GAWD)

AKA: The Soul Forger
TURF: Seven Heavens
ARMOR CLASS: -19
MOVE: 12"
HIT POINTS: 3,208 (1,604 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 4-40 (+14) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Forged weapons cannot harm him
MAGIC RESISTANCE: 60%
SIZE: H (20')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Dwarves
SYMBOL: Hammer and anvil
CLERIC: 15th level cleric, 14th level druid
FIGHTER: 20th level fighter
MAGIC-USER: 19th level magic-user
THIEF: Nil
S: 25/99 (+7, +14) D: 21/79 C: 25/31 I: 23/82 W: 20/02 CH: 19/17 (25/09 to dwarves) COM: 18/12

Moradin is the head of a fairly large pantheon of dwarven deities. (The exact members of this pantheon vary from clan to clan.) It is said that Moradin created the race of dwarves from iron and mithral, forging them in the fires at the center of the world. The dwarves' souls entered their bodies when Moradin blew on his creations to cool them.

Moradin's symbol and weapon is a huge glowing hammer. It is a +5 weapon that strikes for 4-40 points of damage. It cannot be used by any save the gawd himself, as it disappears from others' hands and returns to its owner. He wears magical armor and shield of his own making, which give him an Armor Class of -19. This equipment cannot be removed from his body by any save Moradin.

The center of a shrine to Moradin is always the great ever-burning hearth and forge. Sacrifices, be they of common or precious metal, are melted down at the forge and reformed into shapes for the clergy of Moradin to use.

SHARINDLAR (LESSER GAWDDESS)

AKA: Lady of Life, The Shining Dancer
TURF: Olympus
ARMOR CLASS: -4
MOVE: 15"
HIT POINTS: 728 (364 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-2 (+15) each or 1-6 (+12) each
SPECIAL ATTACKS: Aura of flame, Charm Person
SPECIAL DEFENSES: +2 or better weapon to hit, immune to poison, mind-affecting magic and fire
MAGIC RESISTANCE: 70%
SIZE: M or H
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Healing, mercy, romantic love, fertility, dancing, courtship, the moon
SYMBOL: A flame rising from a steel needle
CLERIC: 35th level cleric
FIGHTER: Nil
MAGIC-USER: 23rd level magic-user
THIEF: Nil
S: 21/31 (+4, +9) D: 20/08 C: 19/90 I: 19/78 W: 18/55 CH: 25/47 COM: 18/78

Sharindlar is invariably warm and caring with a kind word for all, both mortal and divine. She is given to shouts of joy, impromptu dances, and gales of uncontrollable laughter. The Lady of Life is an inveterate matchmaker and true romantic who seeks to conjoin star-crossed lovers no matter what the odds. More than one favored dwarven bachelor or maiden has been swept up in a series of whirlwind affairs, thanks to the unceasing efforts of the Shining Dancer to provide the perfect mate.

Sharindlar appears as a slim, spirited, full-bearded and flame-haired dwarven maiden. She possesses arresting eyes that seem to change color often. To observers of races whose females do not grow beards (such as humans), Sharindlar's beard may seem to vanish, or appear and reappear like a flickering flame. Sharindlar never wears armor and usually goes barefoot and clad in diaphanous gowns. Occasionally she appears at parties wildly garbed in boots or high-heeled shoes, with rich gowns and ornate accoutrements.

If Sharindlar is attacked, flames rise all around her body to armor her in flame (that deal 2d8 points of damage to anyone within 5 feet of her, no save). She fights with a Whip +6 studded with adamantine barbs and a Footman's Mace +5 that never makes a sound when it strikes. Her touch can both Charm Person and Neutralize Poison.

THARD HARR (LESSER GAWD)

AKA: Lord of the Jungle Deeps
TURF: Olympus
ARMOR CLASS: -2
MOVE: 15"
HIT POINTS:
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16 (+10) each
SPECIAL ATTACKS: Stinking Cloud
SPECIAL DEFENSES: Immune to charm, fear, hold, illusions and poisons, command jungle animals, free action, +1 or better weapon to hit, regenerate 1 hp/round
MAGIC RESISTANCE: 50%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Wild dwarves, jungle survival, hunting
SYMBOL: Two crossed metal gauntlets of silvery-blue, luminous metal, ending in claws and covered with lapped scales
CLERIC: 24th level druid
FIGHTER: 29th level ranger
MAGIC-USER: Nil
THIEF: Nil
S: 22/79 (+4, +10) D: 19/88 C: 21/52 I: 17/08 W: 18/21 CH: 20/88 COM: 17/50

Thard seldom speaks but he has been known to purr, growl, snarl, and roar like a great cat. He is given to great swings of emotion and grand gestures. The Lord of Jungle Deeps has no tolerance for pretentious behavior, civilization, most clothing, or social constraints of any sort. He maintains friendly but distant relations with most of the other Morndins, but he is far removed from the concerns of ordinary dwarven life.

Thard appears as a dark-skinned, potbellied dwarf covered with tattoos and tufts of long, matted hair. He is naked except for his long thick beard, the thick growth of hair that covers his torso, and an ornate copper helm that conceals his face. He fashioned his helm in the shape of a crocodile's head, festooned with a fringe of dangling teeth, reportedly torn from creatures the gawd has slain.

Thard wears scaled adamantine gauntlets strapped to his forearms at the elbow. These gauntlets end in jointed, razor-sharp claws that can rake or thrust for 2d8 damage each and are reputedly unbreakable. The Lord of the Jungle Deeps can emit a spicy, greenish-blue gas once per day, in a cone 5 feet wide at its tip and 20 feet wide at its furthest extent (20 feet away). Creatures in this cloud when it is released and on the round following must make a successful saving throw versus breath weapon or be unable to unleash any spells or activate magical items for the next turn. Furthermore, they will be affected as if by a Stinking Cloud spell. Thard has a special empathy with jungle animals and Jurassic creatures, and they never attack him. He can command any of them not controlled by an outside force within 100 yards of him to obey him by mental commands, and they understand his intent perfectly.

VERGADAIN (LESSER GAWD)

AKA: The Merchant King, The Laughing Dwarf
TURF: Concordant Opposition
ARMOR CLASS: -8
MOVE: 18"
HIT POINTS: 1,364 (682 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8 (+12) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +2 or better weapon to hit, Improved Invisibility, Mislead, Spider Climb, see Invisible
MAGIC RESISTANCE: 70%
SIZE: M or L
ALIGNMENT: Neutral
SPHERES OF CONTROL: Wealth, luck, chance, entrepreneurial skills, negotiation
SYMBOL: A gold piece
CLERIC: 18th level cleric
FIGHTER: 20th level ranger
MAGIC-USER: Nil
THIEF: 33rd level thief, 28th level bard
S: 20/39 (+3, +8) D: 24/96 C: 18/99 I: 19/52 W: 19/06 CH: 23/78 COM: 18/70

Vergadain can appraise the exact material, historical, and cultural value of any treasure, and he knows the maximum price a customer is willing to pay. He delights in his magnificent collection of art objects and jewelry in Strongale Hall. The Merchant King also has a great singing voice and is a master of disguise and mimicry. He is said to be a great poet as well, and he dispenses clues to his worshipers, hidden in a verse or rhyme, to the locations of great treasures.

Vergadain smiles more than any other dwarven deity, or sane living dwarf! His eyes actually twinkle enigmatically more often than he shows his smile to the world. Vergadain delights in and excels at games of confidence, even simple tavern tricks, and admires those few who best him, rather than punishing them with hideous tortures. He is always looking for new techniques, and when he spots a con artist, he often watches and follows for a time to see what he can. Most of Vergadain's adventures concern the elaborate con games he has played on many humans, demi-humans, humanoids and giants in order to win their every belonging of any value.

Vergadain appears as a tall dwarf clad in brown and yellow merchant's clothing, which is often tattered or dusty. Underneath these garments, he wears armor and often carries musical instruments, disguises, and treasure (such as gems) in sacks. He guards these sacks by placing poisonous snakes and similar creatures into them with his valued belongings.

He wields a Broad Sword +4 named Goldseeker that detects monetary treasure within 20 feet of his person when grasped, always pointing first to the most valuable treasure. Vergadain wears a concealed suit of Chain Mail +5. Vergadain can use Improved Invisibility and Spider Climb at will and see living Invisible creatures without fail. He can cast Mislead once per day and Silence nine times per day.

YURGAIN (DEMI-GAWD)

AKA: The Bearded Mage
TURF: Nirvana, any elemental plane
ARMOR CLASS: -6
MOVE: 15"
HIT POINTS: 1,014
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +6
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 75%
SIZE: M or H
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Honor, magic
SYMBOL: A ball of flame in a dwarven hand
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level battle mage, 20th level air elementalist, 20th level earth elementalist, 20th level fire elementalist, 20th level water elementalist
THIEF: Nil
S: 18/49 (+3, +6) D: 18/18 C: 20/87 I: 22/30 W: 20/75 CH: 18/14 COM: 14/81

You would think a dwarven gawd of Honor would be quite popular. While he is greatly loved by his devoted followers, other dwarves often overlook him. This is because Yurgain's other sphere of control, magic, tends to alienate many rank and file dwarves who don't really understand it and often see it as a shortcut to avoid good hard work. These prejudiced dwarves look more to Clangeddin Silverbeard for their Honor needs.

Yurgain invested time in learning the ways of magic eons ago and it paid off for him with extensive powers in the realm of elemental magic. He continuously tries to expand his knowledge in these areas and works to find ways to spread the acceptance and use of magic throughout the dwarven race.

Yurgain loathes melee combat. If he can't use his spells on an opponent effectively, he retreats to fight another day. Like any proper dwarf, he keeps a great list of those who have wronged him or his allies with the intent to one day settle the score. On the other hand, he also keeps careful notes on those who have helped his cause, and often grants the ability to pursue a spellslinging career upon those individuals or clans he favors (see the Touched by Yurgain talent in the PHB).

Egyptian

The Pantheon

The ancient Egyptians developed a culture lasting over 3,000 years. It is only natural that their faith would undergo change in that time, even before they arrived on Aldrazar. Their deities aged, with Ra starting as the ruler and growing senile, and Osiris taking over after being killed by Set and then brought back to life. In recent years, Ra has recovered somewhat from his senility and Osiris has declined in prominence again. He claims that he does not want the pressure of rulership any longer. Set has been willing to take the role, but an alliance led equally by Bast and Nephthys, who have both prospered in their transition to Garweeze Wurld, opposes him, so he remains unable to consolidate control of the Egyptian pantheon.

Egyptian cultures built many temples to their many gawds, but each city had only one major patron deity. All the other deities could be worshiped in that city, but only in an inferior position. Temples always follow the some design, differing only in size and splendor. They take the shape of a large, enclosed rectangle with high walls. Two large pylons marked with the symbol of the gawd of the city support the one obvious entrance to the temple. The priests have several secret entrances of their own. There is always a large public hall whose walls are covered with hieroglyphics depicting the story of the deity of the temple, but no representational image of that being is permitted here. Followers make offerings of objects that are pleasing to the eye and made to dress up the altar, either in the outer hall or the inner court. There is always an inner sanctuary with the deity's image presented in the best materials the sect can afford (marble, alabaster, silver, gold, and/or inlaid with gems).

True Ankh

All the gawds of the Nile carried this magical device at one time or another. It enables them to raise any dead creature from the dead fully (as per the Resurrection spell) as long as all of the body pieces are present at the time of the raising. In the presence of a faithful cleric of an Egyptian deity, a True Ankh glows as if under a Continual Light spell. Still, flames of divine wrath consume and destroy any non-divine being that touches a True Ankh. The device is about one foot long, with a cross shape, having a loop instead of an arm on the top. Usually it takes on a bright blue color. Only seven of these exist on any given plane at any one time.

Many clerics of Egyptian deities use non-magical ankhs as a kind of generic holy symbol. The gawds have never rescinded spell use or powers for this, so most clerics simply assume that the deities are okay with this.

Hieroglyphs

Egyptian written language did not use an alphabet as we know it. Rather, it conveyed ideas by means of hieroglyphs, or word-pictures. Each hieroglyph could represent one simple word, or it could stand for a whole phrase or concept. Altering a hieroglyph slightly can negate, emphasize, or otherwise modify the meaning of the base hieroglyph. However, even in the height of Egyptian culture, this practice tended to confuse meanings as artists could not always agree on their depictions. Later, archaeologists would face these same difficulties in trying to uncover the meanings of the hieroglyphs they found. Since coming to Garweeze Wurld, the artists who follow Egyptian gawds have mingled with other cultures and muddled he situation further.

GameMasters concentrating on the Egyptian pantheon may wish to use hieroglyphs on maps, scrolls, temple writings, and anywhere else runes might be found (warning of danger ahead, etc.). These hieroglyphs can be combined to make phrases and sentences. For more information consult The Book of the Dead, a translation of ancient hieroglyphs found in Egyptian tombs.

Clerics

Only the clerics of the sect are allowed in the inner sanctuary of the temple. Priests and priestesses must bathe every day in a cultivated garden near the temple, kept specifically for this purpose. If this garden is desecrated, the entire temple is rendered useless.

Clerics below fourth level are expected to serve their deity by serving the people with their knowledge, healing, or the like. Clerics of the fourth through the sixth levels serve the needs of the temple, either as messengers, using their powers to fight for the sect, or whatever else the higher clerics require of them. Female clerics can rise no higher than the 9th level, but all male clerics of 11th level or higher must take on a female cleric as a consort and advisor, and these women often rule in the stead of their male counterparts when the males are away from the temple (or the females simply intercept the messengers). Female clerics keep all official temple records. All clerics wear white in some part of their dress, and it is a great sin to be stripped of white for any reason. Those who suffer this fate must go on a major quest of redemption.

Male clerics shave their heads upon attaining the fourth or higher levels, while the females wear long hair at all times. Egyptian clerics can only rise in experience levels by donating large sums to the sect for its use (they must donate treasure with a gold piece value equivalent to the needed experience points before they can enter training).

The Gawds

Anhur (Lesser gawd)

AKA: n/a
TURF: Olympus, Prime Material Plane
ARMOR CLASS: -6
MOVE: 18", Fly 24" (A)
HIT POINTS: 1,610 (805 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-60 (+16)
SPECIAL ATTACKS: Multiple weapons, destroy undead
SPECIAL DEFENSES: Ability negation, +2 or better weapon to hit, shape change
MAGIC RESISTANCE: 20%
SIZE: M (7')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: War
SYMBOL: A cord
CLERIC: Nil
FIGHTER: 20th level ranger, 7th level monk
MAGIC-USER: 8th level magic-user, 8th level illusionist
THIEF: 10th level assassin
S: 29/02 (+9, +16) D: 25/53 C: 25/81 I: 19/07 W: 15/76 CH: 13/56 COM: 14/92

Anhur always appears as an unusually tall pure-blooded human. He can Shape Change as often as necessary, but only when attacked by more than one being. He sometimes takes forms with more than two arms to allow him to use extra weapons (which he can do without penalty). He commonly fights in a suit of Scale Mail +4 and the tip of his magic lance is made out of a part of the sun. This heavy lance functions as a +5 weapon that hits for 6-60 points of damage plus his Strength bonus of 16 points. Once per round, it destroys all undead within 50 yards, no matter what shields them. In combat, Anhur always magically negates his enemy's strongest ability (no saving throw applicable).

A worshiper of Anhur offers sacrifices to him in battle, in the form of powerful enemies. If a follower of Anhur promises the gawd a foe's life as a sacrifice, and the foe is at least twice as powerful as the worshiper (meaning he has a HackFactor twice the worshiper's or greater), there is a 1% chance that Anhur immediately grants him sufficient experience to raise one level of experience. If the worshiper defeats that foe, of course...if he fails there is a 15% chance that Anhur gives the fool a severe dressing down and a kick in the butt (whether he survived or not).

ANUBIS (LESSER GAWD)

AKA: Guardian of the Dead
TURF: Seven Heavens, Astral Plane
ARMOR CLASS: -3
MOVE: 12"
HIT POINTS: 1,106 (553 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 3-30 (+12)
SPECIAL ATTACKS: Animate statues, Shape Change, rear attacks
SPECIAL DEFENSES: Teleport (short range), +2 or better weapon to hit
MAGIC RESISTANCE: 80%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: The dead, death
SYMBOL: Black jackal
CLERIC: 20th level cleric
FIGHTER: 12th level paladin
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 24/62 (+6, +12) D: 20/73 C: 24/36 I: 24/20 W: 24/11 CH: 19/76 COM: 17/16

Anubis appears as a man with the head of a jackal. He can animate any statue of himself, cast two Charm Monster spells at the same time, Shape Change at will, and Teleport at will within a short range (10 yards) and thus manages to attack opponents from behind 75% of the time. The gawd hates all thieves, especially tomb robbers. If thieves attempt to loot a tomb with Anubis' image within it, there is a 5% chance that the gawd arrives to express his displeasure (by kicking ass and killing the offenders). If the tomb has been specially consecrated to Anubis, there is a 10% chance that he will come. This sort of dedication requires the intercession of a 10th level cleric and the sacrifice of 50,000 gp worth of precious gems to Anubis (which the cleric is unlikely to provide himself).

In his role as the collector of souls for transportation to the house of the dead, there is a 20% chance that a dead being (worshiping any Egyptian deity) will, while in the process of being raised from the dead by a cleric, attract the anger of the gawd. As a result, that cleric will be forced to go on a quest for the purpose of increasing the power of the cult of Anubis (no saving throw, the GM determines the nature of the quest).

While the gawd is perfectly able to use spells or the like on his enemies, his inner jackal expresses itself in his particular love for biting them to death. Each toothy bite inflicts 3-30 points of damage (+12 for Strength).

APSHAI (DEMI-GAWD)

AKA: n/a
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: 2
MOVE: 21", Fly 21" (A)
HIT POINTS: 182
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-60 (+8)
SPECIAL ATTACKS: Insect plague, unerring strike, Shape Change, control insects
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 70%
SIZE: L (15')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Insects
SYMBOL: Praying mantis
CLERIC: Nil
FIGHTER: 15th level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 20/36 (+3, +8) D: 18/25 C: 22/40 I: 17/70 W: 25/18 CH: 3/01 COM: -13/68

Apshai takes the form of a great praying mantis, but he can Shape Change at will and call an Insect Plague (per the spell, as a 30th level caster) on a person, town, or country. He can also control any type of non-divine insect (of a non-divine nature). His bite does 6-60 points of damage and he never misses his prey.

BAST (GREATER GAWDDESS)

AKA: Cat Gawdess
TURF: Olympus, Gladsheim
ARMOR CLASS: -4
MOVE: 24"
HIT POINTS: 5,464 (2,732 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50/5-50
SPECIAL ATTACKS: Shape Change
SPECIAL DEFENSES: +2 or better weapon to hit, immune to surprise, shatter weapons
MAGIC RESISTANCE: 45%
SIZE: M (6')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Cats, all things feline
SYMBOL: Cat
CLERIC: 15th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 15th level magic-user , 15th level enchanter
THIEF: Nil
S: 25/78 (+7, +14) D: 25/17 C: 23/03 I: 24/55 W: 11/59 CH:23/78 COM: 25/95

Bast protects all of cat kind and all things feline-related. She enjoys the pain of those who would mistreat cats and their kin. There is a 2% chance that she will see a being kill a creature of the cat race. When this happens, she may (5%chance) either: come and kill the slayer, or demand that he devote one half of the rest of his life to her. When fighting evil with her claws, she often Teleports about and Shape Changes so that she can claw her foes to maximum effect. She can sense evil within 100 yards. Weapons striking at Bast's body have a 75% chance of shattering with every attempt, before they do damage. Also, nothing ever surprises the gawdess. She says she's "seen it all".

Bast's bitter enemies are Set and his minions. She and her special friend Nephthys have managed to manipulate and coerce the other gawds (largely through the use of large quantities of beer and wine) into accepting their dominance in efforts to oppose Set. Bast and Nephthys now jointly control the Egyptian mythos on Garweeze Wurld, but Set remains a crafty, elusive opponent and has earned the loyalty, or at least alliance, of most of the evil Egyptian deities and all those who dislike Bast's lifestyle.

All of Bast's clerics have a special power against all types of snakes. They gain +1 to hit when attacking snakes and +1 point of bonus damage to every die. All snakes save at -2 versus their snake charm spells, but the clerics may never summon them with their spells or by use of magic items.

BES (DEMI-GAWD)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: -3
MOVE: 6", Fly 24" (B)
HIT POINTS: 683
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 4-24
SPECIAL ATTACKS: Never misses, Shape Change
SPECIAL DEFENSES: Natural 17 or higher to hit, Luckstone, always makes saving throws, Improved Invisibility
MAGIC RESISTANCE: 100%
SIZE: S (4')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Luck
SYMBOL: Dwarf wearing a panther's skin and tail
CLERIC: Nil
FIGHTER: 10th level fighter
MAGIC-USER: 15th level magic-user , 15th level illusionist
THIEF: 15th level thief, 8th level bard
S: 24/54 (+6, +12) D: 24/04 C: 25/07 I: 25/28 W: 10/29 CH: 15/49 COM: 18/31

Bes usually appears as a mountain dwarf, though he often Shape Changes into inoffensive forms to watch and aid all types of creatures. Bes looks favorably upon all gambles and the greater the risk the better he likes it, especially the foolhardy risks typically undertaken by adventuring parties. There is a 5% chance that the gawd will, if deeply pleased by some daring act (GM's option), give the being a Luck Stone, no strings attached. (GMs must exercise discretion with this, obviously. If the being who received the reward becomes too cautious, the magic of the stone might fade, as Bes stops paying attention to that creature's exploits.)

Bes wields a Short Sword +2 that always hits and inflicts 4-24 points of damage. He always makes his saving throws. Anyone attacking Bes must roll a natural 17 or higher to hit, regardless of any magic or bonuses. Obviously, this roll must also successfully hit Bes' AC, but a 16 that would otherwise hit his AC actually misses. He often fights while using Improved Invisibility.

GEB (DEMI-GAWD)

AKA: Seb, Qeb
TURF: Concordant Opposition, Elemental Plane of Earth
ARMOR CLASS: -3
MOVE: 12", Burrow 48"
HIT POINTS: 641
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-60 (+14)/6-60 (+14)
SPECIAL ATTACKS: Summon Earth Elementals, Shape Change, summon monsters, energy drain
SPECIAL DEFENSES: +3 or better weapon to hit, invulnerability while on the ground, negate earth spells, regenerate 25 hp per round
MAGIC RESISTANCE: 30%
SIZE: G (70')
ALIGNMENT: Neutral
SPHERES OF CONTROL: The earth
SYMBOL: Earth hieroglyph
CLERIC: Nil
FIGHTER: 17th level fighter
MAGIC-USER: 12th level magic-user, 18th level earth elementalist
THIEF: Nil
S: 25/20 (+7, +14) D: 23/27 C: 28/61 I: 22/49 W: 20/35 CH: 22/78 COM: 21/84

Gab appears as a gigantic, heavily muscled man. He is not affected by any physical weapon while he is standing on the ground. He can Shape Change at will, negate any spell having to do with earth (no save), and call up 2-12 Earth Elementals (24 Hit Dice) to fight for him, once per day. He uses two magical devices that he never leaves home without. The first is a crown that can summon 2-8 random monsters to fight for him once a day. The other is a staff that grants its holder the power to regenerate lost hit points at the rate of 25 per melee round. It can also energy drain 5 experience levels per strike from any enemy it hits. When in a surly mood, Geb strikes with his fists, each once per round, for 6-60 (+14) points of damage each.

HORUS (LESSER GAWD)

AKA: The Avenger, Son of Osiris
TURF: Nirvana
ARMOR CLASS: -4
MOVE: 15", Fly 15" (B)
HIT POINTS: 1,006 (503 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 3-36 (+14: spear)/3-30 (+14: sword)
SPECIAL ATTACKS: Triple item's power, Fireball (18d4), spells, slay shape changers
SPECIAL DEFENSES: Magic negation, unaffected by weapon's first blow
MAGIC RESISTANCE: 75%
SIZE: M (6 1/2')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Vengeance, the sky, the sun
SYMBOL: Hawk
CLERIC: Nil
FIGHTER: 8th level fighter, 19th level paladin
MAGIC-USER: 16th level magic-user
THIEF: Nil
S: 25/23 (+7, +14) D: 25/86 C: 23/02 I: 25/46 W: 22/42 CH: 24/22 COM: 23/76

Horus appears as a muscular man with a hawk's head, and his main divine attribute is the ability to triple the power of any weapon or magic item he uses. He wields a Wand of Fire, which in his hands shoots an Fireball that does 18d4 points of damage. He can also use Monster Summoning VII, Shape Change, and Project Image at will. Horus is not affected by the first blow of any particular weapon used against him.

His long sword nullifies all first through fifth level spells used against him, strikes as a +3 weapon for 3-30 points of damage. His 30-foot long spear strikes for 3-36 points of damage and instantly kills any being that is in a form other than its true shape (whether by Shape Change, Polymorph, lycantrhopy, curses or whatever power, no saving throw). Note these weapons are much less effective if used by others: the sword would be only +1, do 1-10 points of damage, and only nullify first and second level spells; the lance would do 1-12 points of damage and only paralyze creatures not in their natural forms.

This gawd is very aware of any human who seeks vengeance. When a "good" person seeks to righteously avenge a wrong, there is a 5% chance that the gawd aids by increasing all of the being's Ability Scores to 20 until the deed is done (if the individual somehow has some Ability Scores already above 20, they are NOT lowered!).

ISIS (INTERMEDIATE GAWDDESS)

AKA: n/a
TURF: Elysium
ARMOR CLASS: -3
MOVE: 12", Fly 24" (A)
HIT POINTS: 1,328 (664 as lesser gawddess)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Spell use
SPECIAL DEFENSES: +3 or better weapon to hit, telepathy with gawds
MAGIC RESISTANCE: 90%
SIZE: M (5 1/2')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Magic and fertility
SYMBOL: Ankh and star
CLERIC: See text
FIGHTER: 10th level fighter
MAGIC-USER: See text
THIEF: Nil
S: 11/81 D: 21/03 C: 20/63 I: 25/84 W: 25/88 CH: 25/39 COM: 29/14

Isis usually appears as a beautiful, well-proportioned female. She can use any spell as a 20th level spell-caster an unlimited number of times. She wears a magical headdress that allows her to telepathically contact any Egyptian gawd any time she wills.

She understands the fashioning of magical charms as no other being does, and can form these so that each completely resists the effects of one spell only. She makes gifts of these to beings she particularly favors (she never favors evilly aligned beings). The giving of these charms often depends on actions and devotion of the being rather than on the fickle whims of the gawddess. Most often, she awards these upon the creation of a new spell or magic item not known before (5% chance).

NEPHTHYS (GREATER GAWDDESS)

AKA: Protector of the Dead
TURF: Olympus
ARMOR CLASS: 0
MOVE: 12", Fly 12" (B)
HIT POINTS: 3,888 (1,944 as intermediate gawddess)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +5
SPECIAL ATTACKS: Death rays
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 40%
SIZE: M (5 1/2')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Wealth, tombs, the dead
SYMBOL: Horns around a lunar disk
CLERIC: 15th level cleric
FIGHTER: 8th level fighter
MAGIC-USER: 17th level magic-user
THIEF: Nil
S: 17/12 (+2, +5) D: 24/82 C: 22/44 I: 21/94 W: 18/11 CH: 24/69 COM: 28/79

Nephthys is the twin sister to Isis and always appears as a beautiful woman. She protects chaotic good souls (of the Egyptian cults) after death. She hates evil of any sort, and will attempt to destroy it by means of the twin death rays she can project from her eyes (save at -6 applicable) to a range of 120 yards. Each ray has the effect of a Death Spell on striking a creature. Nephthys was once married to Set, but she left him when she realized certain things about herself. Also, that gawd turned to evil. Currently, Nephthys shares power with Bast over the good Egyptian alliances. Their mutual hatred for Set brought them together to oppose his efforts, and they have discovered that they complement each other very well.

Nephthys is also a gawddess of wealth and the protector at the edge of civilization, where fields meet deserts. Nephthys' clerics must protect her worshipers and diligently root out evil and false machismo wherever they find it. In return, they expect monetary support from the worshipers to enable them to continue their crusades.

OSIRIS (LESSER GAWD)

AKA: n/a
TURF: Twin Paradises, Prime Material Plane
ARMOR CLASS: -3
MOVE: 24", Fly 48" (A)
HIT POINTS: 2,006 (1,003 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+12)
SPECIAL ATTACKS: Death on contact, Shape Change, control vegetation, Rod of Cancelation
SPECIAL DEFENSES: +3 or better weapon to hit, immune to vegetation, see all invisible objects and illusions, negates all spells 4th level or lower cast on him
MAGIC RESISTANCE: 80%
SIZE: M (7')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Nature, the dead
SYMBOL: White crown
CLERIC: 20th level cleric, 14th level druid
FIGHTER: 16th level ranger
MAGIC-USER: 20th level magic-user
THIEF: 15th level bard
S: 24/80 (+6, +12) D:19/15 C:25/93 I:25/55 W:25/86 CH:24/53 COM: 25/06

Osiris usually appears as a muscular green man. He is the lord and protector of the dead. Vegetation or anything made out of vegetation has no effect on the gawd. He also has the power to raise the dead, no matter how long ago a creature died.

Any living being who touches his body in battle instantly dies (though creatures get a saving throw versus death to avoid the effect). At will, he Shape Changes, controls all forms of vegetation (making it shrink, grow, or move however he chooses), and he can use any weapon even if that weapon is magically tied to its owner. He has a crown that grants him the power to see all invisible objects and illusions for what they truly are, and negates all spells of fourth or lower level cast at him (no saving throw). He uses a scepter in battle that acts as a Rod of Cancellation with unlimited charges, and strikes for 3-30 (+12) points of damage.

This gawd is very aware of his clerical worshipers and is popular for his habit of rewarding them for great deeds. If a cleric of Osiris performs a great deed in his service (at the GM's discretion), that cleric may (5% chance) be granted a Wish. Osiris was once second only to Ra in power and ruled in Ra's absence. Now, though, Bast and Nephthys have taken over and though Osiris claims he prefers to have fewer of the headaches of rule, he lives in constant fear of the other gawds discovering his "episodes", periodic times when he wallows in self-pity and pines away in the secret quarters of his palace.

PTAH (LESSER GAWD)

AKA: Opener of the Ways, Creator of the Universe
TURF: Nirvana, Ethereal Plane
ARMOR CLASS: -5
MOVE: Infinite
HIT POINTS: 1,070 (535 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-100 (+9)
SPECIAL ATTACKS: Planar shift gaze
SPECIAL DEFENSES: +3 or better weapon to hit, Teleport anywhere, nullify one spell or magical effect per round
MAGIC RESISTANCE: 70%
SIZE: S (4')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Artists, artisans, travelers
SYMBOL: Apis bull
CLERIC: 20th level cleric
FIGHTER: 14th level fighter
MAGIC-USER: 25th level magic-user, 20th level transporter
THIEF: Nil
S: 21/09 (+4, +9) D: 18/57 C: 23/82 I: 27/69 W: 25/06 CH: 24/86 COM: 25/16

Ptah appears as a dwarf with eyes that reflect the universe. He exudes a feeling of great power. According to legend, Ptah formed the Prime Material Plane out of the Ethereal, and originally created the Egyptian pantheon of gawds. He cannot do things like that anymore, however, and he doesn't hang out with the rest of the pantheon most of the time. He has always made his own way.

Ptah is a master of planar travel. His gaze can force others out of the Prime Material Plane to a plane of his choice. He can focus this gaze on one being per round (targets get a saving throw versus spells at –6 to avoid the effect). Ptah himself can Teleport anywhere in the TeraVerse with perfect accuracy, and can travel through any medium at any speed he wishes.

In combat, he never uses armor and always fights with the Scepter of the Gawds. This weapon communicates to its user the strong points of any enemy faced, can nullify one of any type spell or magical device used against it per melee round, and hits for 1-100 (+9) points of damage per strike.

Ptah enjoys new ideas and devices. When a being creates a highly useful, innovative device there is a 5% chance that the gawd rewards that being with a Thet. This chance goes up by 5% if that being is a worshiper of the cult and 10% if that being is a cleric. The Thet is an amulet geared to do one of two things: it can project an Antimagic Shell around the user (which does not affect the user's ability to cast spells), or it enables the wearer to become ethereal at will once per week. In either form, a Thet has 2-12 charges.

RA (LESSER GAWD)

AKA: Former Pharaoh to the Gawds
TURF: Elysium, Prime Material Plane
ARMOR CLASS: -4
MOVE: 24", Fly 24" (A)
HIT POINTS: 1,186 (593 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: Heat rays, Shape Change
SPECIAL DEFENSES: Antimagic Shell, +3 or better weapon to hit
MAGIC RESISTANCE: 80%
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Light, the sun
SYMBOL: Solar disk encircled by a serpent
CLERIC: 20th level cleric
FIGHTER: 16th level fighter
MAGIC-USER: 19th level magic-user
THIEF: Nil
S: 20/24 (+3, +8) D: 21/18 C:26/71 I:25/94 W:25/44 CH:25/95 COM: 19/86

Ra usually appears with the body of a man and the head of a hawk, surmounted by a solar disk. Also, he often takes the form of a normal (if magnificent) hawk. He can Shape Change at will, and has a permanent, one-way Antimagic Shell surrounding him which prevents the entrance of others' spell effects but allows Ra to cast his own spells. He can cast the light of day into any area he wishes. He rides through the air in a huge war galley made of part of the sun, called the Matet (this galley changes into a simple barge at night called the Semktet). It travels at a rate of 24", is surrounded by flames (which inflict 40 points of searing damage on contact with any living being, no saving throw), and cannot be affected by magic.

In battle, Ra has the power to shoot rays of intense heat from his hands, two at a time, to a range of 500 yards. These rays inflict 4-40 points of damage, and cannot be negated by any power in the universe.

This gawd prevents fighting among the other beings of the pantheon when possible. He seeks to reduce all conflict to a state where only the clerics of each sect are able to do battle, with their respective gawds never taking a hand. Or at least that is how it worked in the good ol' days. Nowadays Ra usually claims that he is out of commission or directs the warring parties to Osiris with a quiet chuckle.

SEKER (LESSER GAWD)

AKA: n/a
TURF: Elysium
ARMOR CLASS: -2
MOVE: 24"
HIT POINTS: 1,762 (881 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+14: halberd) or 2-24 (+14: mace)
SPECIAL ATTACKS: Disintegration, undead-slaying light ray, Shape Change
SPECIAL DEFENSES: + 2 or better weapon to hit
MAGIC RESISTANCE: 40%
SIZE: M (6 1/2')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Light
SYMBOL: Hawk-headed mummy with an ankh in his right hand
CLERIC: 13th level cleric, 13th level druid
FIGHTER: 15th level paladin
MAGIC-USER: 12th level magic-user, 12th level illusionist
THIEF: Nil
S: 25/83 (+7, +14) D: 25/69 C: 24/49 I: 18/54 W: 18/36 CH: 24/16 COM: 23/35

Cousin to Shu, Seker appears as a rather ordinary man. Nonetheless, this gawd is relentless in his efforts to destroy all evil on the earth. Seker is one of the many Egyptian gawds deeply concerned with death and the afterworld, and he protects neutral good souls (of the Egyptian cults) after death.

Seker can cast shafts of light from his hands that kill any undead they touch (range 500 yards), and he Shape Changes at will. He always fights with his halberd, which does 3-30 (+14) points of damage. He also uses a Mace of Disintegration +3. Anything it hits must save versus spells or be disintegrated. Even if the creature or object succeeds at this save, the mace still inflicts 2-24 points of damage.

SET (GREATER GAWD)

AKA: n/a
TURF: Nine Hells
ARMOR CLASS: -6
MOVE: 18"
HIT POINTS: 6,456 (3,228 as intermediate-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 7-70 (+12)
SPECIAL ATTACKS: Alignment change
SPECIAL DEFENSES: Poisonous skin, +3 or better weapon to hit
MAGIC RESISTANCE: 59%
SIZE: M (7')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Evil and the night
SYMBOL: Coiled cobra
CLERIC: 15th level cleric
FIGHTER: 17th level fighter
MAGIC-USER: 30th level illusionist
THIEF: 15th level assassin
S: 24/43 (+6, +12) D: 20/82 C: 25/67 I: 25/64 W: 23/21 CH: 2/80 COM: -9/26

Set is a scaled humanoid with the head of a fierce jackal and an intermittent body odor problem. He is totally dedicated to spreading of evil and curling noses (when possible), and has attributes to match. He can change any being's alignment from neutral or good to lawful evil with a touch (saving throw versus spells to avoid the effect). Such changed beings become Minions of Set (see the Minions section). He uses a Spear of Darkness, a jet black Spear +4 that hits for 7-70 (+12) points of damage. His skin is always coated with Class E poison (see the GMG p 206).

When one of his worshipers commits a particularly inspiring and hideous act of evil, there is a 5% chance that Set may be watching. If so, Set will lend that being 2-20 Minions of Set as servants for 12 weeks.

Set is the implacable enemy of Osiris and Horus, and attempts to thwart them in every possible way. Despite his power, he prefers to work through agents, surrogates and pawns rather than face direct conflict. Since Bast and Nephthys have taken control, Set has been forced to expand his efforts beyond his traditional assassination attempts and minion work, even resorting, at times, to rumor mongering and leaflet campaigns.

SHU (DEMI-GAWD)

AKA: n/a
TURF: Elemental Plane of Air
ARMOR CLASS: -6
MOVE: 12", Fly 48" (A)
HIT POINTS: 509
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +4
SPECIAL ATTACKS: Flame aura, withering touch, Shape Change, Staff of the Magi
SPECIAL DEFENSES: +2 or better weapon to hit, immune to heat, Levitate, summon Air Elementals
MAGIC RESISTANCE: 69%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: The sky
SYMBOL: Ostrich feather
CLERIC: 15th level cleric
FIGHTER: 12th level paladin
MAGIC-USER: 15th level magic-user
THIEF: Nil
S:16/23 (+2,+4) D: 20/05 C: 23/76 I: 20/53 W: 23/88 CH: 19/25 COM: 19/62

Twin brother to Tefnut, Shu resents his sister's success and the fact that he was always compared to her (usually unfavorably) in his youth. This gawd appears as a normal man. At will he can Levitate, Shape Change, create the light of day in any area he wishes. Once per day, he can call forth 1-10 Air Elementals (16 HD). He is not affected by any form of heat. He wears a suit of armor made of Phoenix feathers that functions as Scale Mail +5. These also enable him to surround himself in flames which cause 25 points of damage to any who come in contact with them (no saving throw).

Shu uses a Staff of the Magi with up to 50 charges in battle. A touch of his skin causes things to wither (saving throw versus spells to avoid the effect): metal turns weak and shatters, flesh rots, and vegetable matter dries and turns to dust.

TEFNUT (DEMI-GAWDDESS)

AKA: n/a
TURF: Seven Heavens, Elemental Plane of Water
ARMOR CLASS: -3
MOVE: 24"
HIT POINTS: 488
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +1
SPECIAL ATTACKS: Lightning Bolts, summon water creatures, summon weather, Shape Change
SPECIAL DEFENSES: +2 or better weapon to hit, protected by Shu
MAGIC RESISTANCE: 69%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Storms, running water
SYMBOL: Lioness head
CLERIC: 18th level cleric
FIGHTER: 8th level fighter
MAGIC-USER: 13th level magic-user
THIEF: Nil
S: 16/92 (0, +1) D: 20/20 C: 23/75 I: 20/88 W: 23/19 CH: 18/32 COM: 20/65

Tefnut has the power to call up wind storms, Shape Change at will, speak with the dead, and summon water monsters. She can call any water creature that is currently within a one mile radius of her location).

This gawddess attacks with two Lightning Bolts per melee round, each doing 28 points of damage up to a maximum range of 1,000 yards. If these do not dispatch or at least slow her foes, she Teleports away from the scene of battle.

Shu is Tefnut's brother, and he is very protective of his sister, perhaps to compensate for his deep-seated resentment. Anything that dares to harm her suffers his immediate vengeance. There is also a 75% chance that Horus will help, even though he and Tefnut have decided to just be friends.

THOTH (LESSER GAWD)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: -5
MOVE: 12", Fly 24" (A)
HIT POINTS: 980 (490 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +8
SPECIAL ATTACKS: Death Spell scepter (on touch), negate magical or physical force, maximize spells
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 98%
SIZE: M (6 1/2')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Knowledge
SYMBOL: Ibis
CLERIC: Nil
FIGHTER: 5th level fighter
MAGIC-USER: 30th level magic-user, 30th level diviner
THIEF: Nil
S: 20/28 (+3, +8) D: 20/91 C: 24/64 I: 25/44 W: 25/54 CH: 18/93 COM: 18/25

Thoth was the teacher of the gawds, and in this role he acquired full knowledge of everything and anything (gawds are even more notoriously obnoxious in school than adventurers), particularly magic. His spells always inflict maximum possible damage (saving throws are still apply) and the gawd can control all variable components, even those normally determined at random.

As knowledge is discovered on the Prime Material Plane in the form of spells, devices, natural philosophy, gossip, and the like, he is instantly aware of it. Worshipers of Thoth interest themselves primarily in the acquisition and spread of knowledge. The gawd has a set of three books that detail all clerical knowledge, all magical knowledge, and all divine knowledge. They have been stolen several times during his existence, but each time Thoth has found the thieves and made them regret their success in very deep, personal, and painful ways.

He is never without his scepter which delivers a Death Spell at a touch. Thoth can negate any known magical or physical force at a range of up to 100 yards. In other words, since he has been attacked by a Fireball in the past, he negates the power of such things automatically within that 100 yard radius. He can negate only one such power per round.

Chapter 10

Elves

The Pantheon

The Fair Folk, as the elves are sometimes called, worship a pantheon of deities known as the Seldarine. This complex term translates roughly as "the fellowship of brothers and sisters of the wood", implying the wide diversity in the interests that exists among the gawds of the elven pantheon and their desire for cooperation. They act independently of one another, but the elven powers are drawn together by love, curiosity, and friendship to combine their strengths, to accomplish a task, or unify in the face of outside threats. Corellon Larethian, the acknowledged ruler of the Seldarine, reinforces this freedom of action by not compelling any of the Seldarine to perform any task. Instead, the gawds of the elven pantheon seem to sense when something needs doing, and they simply gather when necessary.

Relations ascribed to the various powers of the Seldarine vary widely from culture to culture; some legends hold them all to be brothers and sisters, others believe Corellon created the other powers from the mystical dust of the ether. Humans have their own views on elven creationism (see the Aldrazar pantheon) but the elves give little weight to those myths. Some sages link the Seldarine in various romantic relationships. In most representations, the elven pantheon includes more gawds than gawddesses, but every member of the Seldarine can appear as either male or female. The androgynous nature of the Seldarine reflects the gender equality found in most good elven societies.

Each elven tribe places its own emphasis on the relative importance of various powers to the point where some members of the Seldarine fade from memory in isolated elven cultures. Corellon himself determines formal membership in the Seldarine. The good and neutral elven gawds have always been members of the Seldarine in gawd standing. Many of the drow powers, including Zyandal, Eilistraee and Vhaeraun were once considered part of the Seldarine, but they were exiled after the age of conflict and treachery in which a coalition of evil gawds tried to overthrow the Seldarine. Of all the drow pantheon, only Eilistraee is likely to ever be welcomed back into the Seldarine, if she desired to do so, but much more likely she will remain a close ally of the pantheon to which she once belonged. She does this to maintain her role as an outsider to guide those drow who spurn the self-destructive dogma of Zyandal back to a good path.

The Seldarine are closely linked with the gawds of the Seelie Court and other sylvan deities, and the Fair Folk often include prayers to the other faerie powers when worshipping the Seldarine. All faiths that venerate one or more members of the Seldarine tolerate followers of the other elven gawds as well as other religions of closely allied nature (such as the cult of Skerrit the Forester). The Seelie Court is more or less assumed to include the deities of all the Wee Folk and related creatures. It is ruled by Queen Titania (see Non-human Pantheon). While such powers have close ties to the elves, they are not counted as part of the Seldarine.

While the gawds of the elven pantheon actively involve themselves in the collective lives of their worshipers, few intervene directly in the events affecting a particular individual or even a small group of elves. Like the Fair Folk, the Seldarine tend to have very long-range perspectives, and they never intervene in the unfolding history of the TeraVerse without a great deal of consideration and discussion. One notable instance of intervention by the Seldarine is the descent of the drow into the dark corners of the NetherDeep.

Clerics

Elven clerics are looked to as the spiritual leaders of their tribes, but seldom take a political or administrative leadership role in society. While they teach the legends and lessons of the gawds to their young, the chaotic nature of the various cults means that worship of any given Seldarine deity can vary widely from tribe to tribe. This is fine with the gawds, as long as their followers and clerics uphold and respect the ideals for which they stand.

The Gawds

Aerdrie Faenya (Lesser gawddess)

AKA: The Winged Mother, Lady of the Air and Wind, Bringer of Rain and Storms
TURF: Alfheim
ARMOR CLASS: -5
MOVE: 12", Fly 48" (A)
HIT POINTS: 1,110 (555 as demi-gawddess)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-6 (+4)
SPECIAL ATTACKS: Electrical discharge, Lightning Bolts
SPECIAL DEFENSES: Control Weather, Call Lighting, Negate Flight, +2 or better weapons to hit, immune to missile fire, immune to all spells and spell-like effects having to do with air
MAGIC RESISTANCE: 80%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Air, weather, avians, rain, fertility
SYMBOL: Cloud with a silhouette of a bird
CLERIC: 29th level cleric
FIGHTER: 21st level fighter
MAGIC-USER: 35th level air elementalist
THIEF: Nil
S: 16/03 (+2, +4) D: 24/06 C: 20/89 I: 24/55 W: 21/72 CH: 20/84 COM: 28/09

Aerdrie Faenya is the elven gawdess of air, weather and birds. As the Bringer of Rain, she works closely with Angharradh, the elven fertility gawdess. At one time, the Winged Mother's followers were composed largely of Avariel, winged elves found throughout the Fading Realms. However, the winged elves were nearly wiped out by dragons a long time ago and she has been hurting for followers ever since. In recent times, she has begun courting the new race of Elvariels (pixie fairy-elf hybrids) on Aldrazar, but is often confounded by their purely chaotic nature.

Today, elves who desire certain weather conditions make the most frequent sacrifices to Aerdrie. Her small church is also popular with elves who possess flying mounts. The Lady of Air is revered by all sentient non-evil birds, but their numbers are small. Aerdrie maintains a close relationship with those powers of the air who share a love of birds and freedom.

Aerdrie appears as a tall, slim elf-like female with sky blue skin, feathered slowing white hair and eyebrows and large bird-like wings with feathers constantly changing color from blue to green to yellow and white. The lower half of her body from the hips down vanishes into swirling mist, so that she seems never to touch the ground.

Aerdrie wields Thunderbolt, an electrically charged Quarterstaff +3 in combat. Targets struck by the weapon also suffer 4d6 points of electrical damage. The Winged Mother may cast Call Lightning, Control Weather or Wind Walk once per round at will. Once per round she can unleash twin Lighting Bolts (as the spell) and can negate the power of flight of any creature within 120 feet of her at will. Finally, she can summon 2d6 16 HD Air Elementals once per day.

ANGHARRADH (LESSER GAWDDESS)

AKA: The Triune Gawdess
TURF: Alfheim
ARMOR CLASS: -5
MOVE: 15"
HIT POINTS: 1,212 (606 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+8)
SPECIAL ATTACKS: Sleep gaze
SPECIAL DEFENSES: Immune to all gaze and breath attacks, +3 or better weapon to hit
MAGIC RESISTANCE: 90%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Spring, fertility, planting, birth, defense and wisdom
SYMBOL: Three interconnecting circles laid out in a triangle that points down
CLERIC: 34th level cleric
FIGHTER: 34th level ranger
MAGIC-USER: 34th level magic-user
THIEF: Nil
S: 20/95 (+3, +8) D: 21/81 C:21/78 I: 23/69 W: 24/52 CH: 24/70 COM: 30

Angharradh is the face of the power conceived and born of the three elven gawddesses Aerdrie Faenya, Hanali Celani and Sehanine Moonbow. These three were bored with the continuous advances made upon them by Corellon Larethian and once they got together and, realized they all had the same problem, they decided to do something about it. Under the guise of giving Corellon a gift, they conceived a gawdess who they felt would be the perfect companion for Corellon and each of the three infused her with a piece of her own divine essence. Once they presented her to him, it was love at first sight and the triad breathed a heavy sigh of relief at their own newfound freedom.

Angharradh appears as a female elf of unearthly beauty and grace, gloriously gowned and shining with gems the color of starlight. In times of war she appears in a suit of gleaming silver elven plate mail and wields a variety of weapons depending on the situation. The Blade of Red Tears is a crimson-hued Long Sword of Quickness +5. Duskshaft is a great duskwood Spear +3 that requires any creature struck by it to succeed at a saving throw versus spell or be held (as per the Hold Monster spell). Her gaze can cause any mortal being to sleep for 1d6 days (no saving throw).

CORELLON LARETHIAN (INTERMEDIATE GAWD)

AKA: n/a
TURF: Alfheim
ARMOR CLASS: -4
MOVE: 15", Fly 18" (B)
HIT POINTS: 3,896 (1,948 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+9) (long bow) or 3-30 (+9) (sword)
SPECIAL ATTACKS: Bow never misses
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 95%
SIZE: M (7)
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Elves, music, poetry and magic
SYMBOL: Quarter moon
CLERIC: 14th level cleric, 14th level druid
FIGHTER: 20th level ranger
MAGIC-USER: 20th level magic-user, 20th level illusionist
THIEF: 5th level bard
S:21/99 (+4,+9) D:25/73 C: 21/88 I:26/39 W:27/02 CH: 26/77 COM: 29/95

Corellon Larethian represents the highest ideals of elvenkind: "he" is skilled in all the arts and crafts, and is the patron of music, poetry, and magic. Corellon is alternately male or female, both or neither. The gawd is also mighty in battle, and is said to have personally banished such demons as Zyandal from the sunlit Upperworld. Elven lore states that the race of elves sprang from the drops of blood Corellon shed in this epic battle.

Corellon Larethian uses a magical bow; arrows fired from it never miss their target and inflict 2-20 points of damage. "He" also has a Long Sword +5, made from a fallen star, that strikes for 3-30 points of damage, and always detects which of the gawd's opponents are the most dangerous. Any other being who picks up this sword will be burned for 10-100 points of damage (no save).

Corellon's clerics always wear a blue quarter-moon talisman. The elves build no shrines, but use natural geological formations or amphitheaters for places of worship.

EREVAN ILESERE (LESSER GAWD)

AKA: The Trickster, the Chameleon, the Fey Jester
TURF: Limbo
ARMOR CLASS: -3
MOVE: 24"
HIT POINTS: 1,408 (704 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+9) and 1-6 (+9)
SPECIAL ATTACKS: Polymorph Any Object
SPECIAL DEFENSES: +2 or better weapon to hit, cannot be harmed by those he makes smile
MAGIC RESISTANCE: 85%
SIZE: T to M
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Mischief, change, rogues
SYMBOL: Nova star with asymmetrical rays
CLERIC: Nil
FIGHTER: 26th level ranger
MAGIC-USER: 21st level magic-user
THIEF: 33rd level thief, 18th level bard
S: 17 (+2, +5) D: 24/25 C: 19/77 I: 20/41 W:18/02 CH: 20/08 COM: 22/19

The Trickster's following is not as large as most of his fellow elven gawds, as Erevan is too unpredictable for most elves. Nevertheless, he commands his share of attention from the Fair Folk, particularly by those engaged in thievery or other forms of knavery, those who seek excitement so as to alleviate the boredom of near immortality, as well as many young elves who seek a life of adventure and danger. The Elvariels are also beginning to take notice of his teachings and spreading his faith.

The Trickster often seeks the company of similarly-inclined powers of other pantheons, for the patience of his fellow elven powers has been worn thin by eons of endless pranks at their expense. Despite his fickle nature, however, Erevan is fiercely devoted to the Seldarine, and the other elven powers know that they can count on him to come to their aid should they truly require it.

In all other respects Erevan is a fickle, utterly unpredictable power who can change his appearance at will. He is one of the most fun-loving powers in the TeraVerse, and he seems incapable of remaining still or concentrating on a single task for any extended period of time. The Trickster enjoys causing trouble for its own sake, but his pranks are rarely either helpful or deadly. However, Erevan becomes very dangerous if sylvan races or weak elven groups are threatened, and he is always championing the underdawg.

Erevan appears as an elf, brownie, faerie, pixie, sprite or other sylvan creature of widely varying appearance and size. He wields Mischief, a Long Sword +4 that affects all barriers as a Knock spell upon touching them and Quickstrike, a Short Sword of Quickness +4. Once per round, Erevan can cast Call Woodland Beings, Chaos, Polymorph Any Object Shape Change or Tree at will.

FENMAREL MESTARINE (LESSER GAWD)

AKA: The Lone Wolf
TURF: Limbo, Alfheim
ARMOR CLASS: -1
MOVE: 15"
HIT POINTS: 1,336 (668 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+8)
SPECIAL ATTACKS: Poison, Necklace of Missiles, Spells
SPECIAL DEFENSES: +1 to better to hit, Pass Without Trace, Improved Invisibility, Non-Detection
MAGIC RESISTANCE: 65%
SIZE: M
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Grugach, valley elves, outcasts, isolation
SYMBOL: A pair of elven eyes surrounded by darkness
CLERIC: 18th level cleric
FIGHTER: 27th level ranger
MAGIC-USER: 16th level illusionist
THIEF: 25th level thief
S: 20/01 (+3, +8) D: 23/42 C: 18/94 I: 21/57 W: 20/88 CH: 16/40 COM: 14/74

Fenmarel Mestarine is the eternal outsider, the solitary gawd who holds himself aloof from his fellows. He is venerated by outcasts from elven society, many of whom have withdrawn voluntarily in response to perceived slights, as well as by elves who have been isolated from the main body of their race and who live in wild, relatively uncivilized groups. Fenmarel serves as the teacher and protector of those who turn to him, one who is silent and subtle, instructing his people in survival, spying, camouflage, deception and secrecy.

Fenmarel dislikes the company of other powers, and he avoids relationships of any sort whenever possible, whether they be alliances or mutual enmities. The Lone Wolf is even somewhat of an outcast among the Seldarine, his nominal allies, although he supports them in their endless was with the Spider Queen and her allies. Fenmarel was once Zyandal's lover, one of the first to be seduced by her power and promises, but he turned away from her before completely slipping over to the dark side, for which she has never forgiven him. Neither has Fenmarel forgiven Zyandal for her breach of faith with the elven race, and thus he fiercely hates all drow.

Fenmarel appears as an elf clad in leaves and scraps of clothing, with a skin color appropriate to that environment (usually green-brown), bearing extensive tattoos. Fenmarel wields Aspfang, a Dagger of Venom +4 and Thornbite, a Dagger of Throwing +4. He wears a Necklace of Missiles that automatically replenishes its missiles one turn after he hurls them. Once per round he can cast Entangle, Plant Door or Plant Growth at will. Fenmarel always travels as if under Pass Without trace and can use Improved Invisibility at will. He is permanently cloaked in a mantle of Non-Detection.

HANALI CELANIL (LESSER GAWDDESS)

AKA: The Heart of Gold, Winsome Rose, Lady Goldheart
TURF: Alfheim, Elysium
ARMOR CLASS: -4
MOVE: 15
HIT POINTS: 728 (364 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10 (+4)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +2 or better to hit, Nymph beauty, Dimension Door, Plant Door
MAGIC RESISTANCE: 85%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Love, romance, beauty, fine art and artists
SYMBOL: A heart of gold
CLERIC: 30th level cleric
FIGHTER: Nil
MAGIC-USER: 33rd level magic-user
THIEF: Nil
S: 16/63 (+2, +4) D: 22/61 C: 19/89 I: 21/79 W: 20/13 CH: 29/78 COM: 30

Lady Goldheart is widely revered by elven lovers, artists and half-elves born of joyous unions, in honor of the love that brought their parents together. Hanali has been romantically involved with nearly every member of the Seldarine at one point, particularly Erevan Ilesere, yet she remains amiable with nearly all of her current and former suitors alike, gawd or gawdess. Hanali is a being of timeless beauty and benign nature, who always forgives minor transgressions and delights in rewarding her followers with the bliss of unexpected love and affection. She embodies romance, beauty, love and joy in elven spirits, her only flaws being her mild vanity and flighty nature. Although she rarely appears to her faithful, Hanali delights in seeing the growth of love among elves, and she acts in secret to protect young lovers.

Hanali appears as a beautiful elven maiden, clad in a short dress or gown of white and gold. She always goes barefoot and wears gold anklets and toe rings. While she wields no physical weapons, Hanali's beauty serves as both her primary weapon and her defense. Like a Nymph, Lady Goldheart's beauty can blind or even kill. In any round she chooses, those viewing Hanali without her permission must save versus spell or be blinded. If Hanali disrobes, an unwelcome onlooker must save versus death or die immediately. She can cast Dimension Door or Plant Door at will and simulcast two spells in a round as long as she makes no melee attacks.

LABELAS ENORETH (LESSER GAWD)

AKA: The Lifegiver, Lord of the Continuum, the Sage at Sunset
TURF: Alfheim
ARMOR CLASS: -3
MOVE: 15"
HIT POINTS: 1,100 (550 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (+4)
SPECIAL ATTACKS: Aging, Temporal Stasis
SPECIAL DEFENSES: Haste/Slow aura, +2 or better weapon to hit, immune to Hold and Slow spells or effects
MAGIC RESISTANCE: 90%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Longevity, time
SYMBOL: A setting sun
CLERIC: 31st level cleric
FIGHTER: Nil
MAGIC-USER: 32nd level magic-user
THIEF: 25th level bard
S: 16/91 (+2, +4) D: 21/71 C: 20/99 I: 23/72 W: 24/80 CH: 20/51 COM: 27/18

At the creation of the Fair Folk, Labelas blessed the elves with long life and decreed that their appearances would not be marked by the passage of time. He measures the lives of all the Fair Folk and decides when they should be ended, allowing passage to the outer planes. The Lifegiver is said to know the future and past of every elf, fairy or sylvan creature. He is worshiped by sages, historians, philosophers, librarians, intense cannibal prisoners, and all those who measure the changes wrought by the passing of years.

Labelas is also a philosopher gawd and a patient teacher and instructor. His demeanor is clam and meditative, and he is not given to sudden action or hasty speech. Labelas concerns himself with trans-generational changes and the growth of learning and wisdom among the elves, and thus rarely involves himself directly in the lives of individuals.

Labelas appears as an androgynous elf with silver hair and misty gray eyes, one of which is always covered by an eye patch. He wears pale robes of green, blue, white and gray. He wields the Timestave, a Quarterstaff +5 that can age or youthen any object it touches (living or unliving) by up to 40 years on any successful hit. The wielder chooses which effect and how severe. Labelas' gaze can place one being per round in Temporal Stasis (targets get a saving throw versus spells at -4 to avoid this effect) for as long as Labelas wishes. All creatures hostile to the Lifegiver and within 120 feet of him are automatically Slowed (no saving throw) and all allies within the same radius are automatically Hasted, but without the normal aging penalty.

RILLIFANE RALLATHIL (DEMI-GAWD)

AKA: The Leaflord
TURF: Alfheim, Ethereal, Prime Material Plane
ARMOR CLASS: -2
MOVE: 20"
HIT POINTS: 878
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+7) ranged or 2-12 (+8) melee
SPECIAL ATTACKS: Arrows of Slaying
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 75%
SIZE: M to H
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: wood elves
SYMBOL: Oak
CLERIC: 14th level cleric, 14th level druid
FIGHTER: 15th level ranger, 10th level monk
MAGIC-USER: 12th level magic-user and illusionist
THIEF: 10th level bard
S: 19/39 (+3, +7) D:25/84 C: 21/19 I:23/60 W:19/20 CH: 24/12 COM: 22/75

Rillifane is often likened by his clerics to a giant ethereal oak tree so huge that its roots mingle with the roots of every other plant in the world. On a more mundane level, Rillifane can appear on the Prime Material Plane as a green-skinned elf clad in bark armor and carrying a magic bow. Arrows shot from this bow by Rillifane always slay their target on a hit (no saving throw).

Rillifane is primarily concerned that all creatures have the opportunity to act out their roles in nature without abuse. Rillifane's clerics are deadly enemies of those who hunt for sport and those who harm trees maliciously or unnecessarily.

While the majority of the wood elves worship Rillifane, many of those more neutral in alignment prefer to honor Skerrit the Forester. However, there is no friction between the two cults.

SASHELAS (DEMI-GAWD)

AKA: Deep Sashelas
TURF: Alfeim
ARMOR CLASS: -3
MOVE: 12", Fly 24" (A)
HIT POINTS: 810
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30 (+14)
SPECIAL ATTACKS: Double damage under water
SPECIAL DEFENSES: 100% magic resistance under water
MAGIC RESISTANCE: Standard (out of water)
SIZE: M (7')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Aquatic elves and sailors
SYMBOL: Dolphin
CLERIC: 19th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: 12th level magic-user, 12th level illusionist
THIEF: 10th level bard
S: 25/98 (+7, +14) D: 21/75 C: 21/18 I: 26/62 W: 18/10 CH: 23/44 COM: 28/45

Sashelas is the "Knowledgeable One", the being who always knows where food or the enemy can be found. He is master of the dolphins and 20 of their strongest always follow him in the sea. Mortal sailors sacrifice to the gawd for their safety and aquatic elven clerics take these offerings and trade with other mortals for the gain of the entire race. Clerics of Sashelas time their religious ceremonies to coincide with especially high or low tides. The sea elves, like their friends the dolphins, are mortal enemies of sharks. Clerics often conduct ritual shark hunts.

SEHANINE MOONBOW (LESSER GAWDDESS)

AKA: Daughter of the Night Skies, The Mystic Seer, Lady of Dreams
TURF: Alfheim
ARMOR CLASS: -4
MOVE: 15"
HIT POINTS: 1,070 (535 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+5)
SPECIAL ATTACKS: Sleep, Paralyzation, Polymorphing
SPECIAL DEFENSES: Immune to illusions and mind affecting spells, immune to blindness, +2 or better weapon to hit, displacement
MAGIC RESISTANCE: 90%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Dreams, death, journeys, the moon, stars, the planes
SYMBOL: A full mood with an opaque milky crescent moon above it
CLERIC: Nil
FIGHTER: 20th level ranger
MAGIC-USER: 34th level mystic diviner, 34th level illusionist
THIEF: Nil
S: 17/77 (+2, +5) D: 20/22 C: 18/41 I: 25/75 W: 24/98 CH: 22/24 COM: 27/89

Sehani Moonbow governs divinations, omens, and subtle magics. She protects against madness, watching over the dreams of the elves, keeping them from harm while in reverie and sending omens to protect them from future dangers. As protector of the dead, Sehanine also watches over the passage of elven spirits from the world. The Daughter of the Night Skies is also a guardian and guide to those elves whose days in the mundane world of mortals are done and who seek to travel from the lands they know and love to distant refuges.

Sehanine rarely concerns herself directly with the events in the Fading Realms, aside from weaving illusions around secret elven retreats and guiding elves coming to those lands. Her power waxes and wanes with the phases of the moons, growing strongest when all moons are full. As befits an elven gawdess of mysteries, Sehanine is cloaked in secrets and illusions and rarely speaks her mind directly, preferring to communicate through a process of dreams, visions, and other mystic experiences. The Gawddess of Moonlight is truly a spiritual and ephemeral being who evades any attempt to define her and whose serenity surrounds her like a mantle of moondust.

Sehanine appears as an elven female who is simultaneously both youthful and ageless, wearing a diaphanous flowing gown formed of semi-solid gossamer moonbeams. She wields Moonshaft, a Quarterstaff +2 with all the powers of a Staff of Moonglow and a Staff of Night (see Hacklopedia Magica), but she prefers to employ spells and innate powers to disable enemies if forced to fight. Her gown has the powers of a Cloak of Displacement and she carries twin Wands, one of Polymorphing and one of Paralyzation. Anyone looking at the Daughter of the Night Sky must make a successful saving throw versus spells with a -2 penalty or fall into a deep sleep for 1d4 turns.

SHEVARASH (DEMI-GAWD)

AKA: The Black Archer, The Night Hunter, The Arrow Bringer
TURF: Limbo
ARMOR CLASS: -3
MOVE: 15"
HIT POINTS: 348
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8 (+8)
SPECIAL ATTACKS: Arrows of Slaying
SPECIAL DEFENSES: Dispel Magic, Non-Detection, perfect sight
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Vengeance, military crusades, loss
SYMBOL: Broken arrow above a teardrop
CLERIC: 18th level cleric
FIGHTER: 25th level archer ranger
MAGIC-USER: Nil
THIEF: Nil
S: 20/27 (+3, +8) D: 21/91 C: 18/94 I: 18/47 W: 19/82 CH: 20/21 COM: 22/45

Elves and half-elves who have suffered the loss of loved ones through violence venerate Shevarash, particularly those who burn with hatred for the drow and grel. Shevarash was once a carefree mortal hunter from a family that ruled an elven tribe. Drow slaughtered his family and Shevarash vowed to extract revenge for the loss of his family. The grief stricken warrior swore an oath to neither laugh nor smile until the drow gawdess Zyandal and her foul followers were destroyed. It was a tall order but for the remainder of his life, Shevarash became the deadliest nemesis of the drow, raiding their underground cities, slaying their clerics and defiling their shrines. He was finally killed in one of his many forays, but because of his heroics, with Fenmarel Mestarine as a sponsor, he quickly ascended to become a demi-gawd.

Shevarash is taciturn, violent and consumed by thoughts of bitterness and revenge. He never displays any emotion aside from anger and a brief exultation or triumph after each victory. The Black Archer has no patience for those who do not share his zeal for vengeance, and he has no interest in moderating his crusade in the interests of peace.

Shevarash appears as a tall, muscular green elf clad in elven chain mail and a shadowy cloak. He wields two principle weapons, a Long Bow +5 with all arrows acting as Arrows of Drow Slaying, and Traitorbane, a Broad Sword +3, +6 vs. drow. Once per round, at will, Shevarash may cast Dispel Magic, Light or Non-Detection. He can see perfectly even in absolute darkness.

SOLONOR THELANDIRA (LESSER GAWD)

AKA: Keen-Eye, the Great Archer, The Forest Hunter
TURF: Alfheim
ARMOR CLASS: -3
MOVE: 15"
HIT POINTS: 1,334 (667 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+9)
SPECIAL ATTACKS: Arrows of Slaying, missile reflection
SPECIAL DEFENSES: +2 or better weapon to hit, Necklace of Adaptation, Improved Invisibility, Pass Without Trace, move silently, never surprised, immune to missiles
MAGIC RESISTANCE: 80%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Archery, hunting, wilderness survival
SYMBOL: A silver arrow with green fletching
CLERIC: 29th level druid
FIGHTER: 34th level ranger
MAGIC-USER: Nil
THIEF: 19th level bard
S: 21/42 (+4, +9) D: 24/77 C: 22/90 I: 20/61 W: 20/74 CH: 19/09 COM: 20/21

Solonor is concerned with the integrity of nature and the balance between exploitation and agriculture on the one hand and fallow, wild terrain on the other. Like others in his pantheon, the Great Archer watches over the boundaries of elven lands. He instructs the Fair Folk in the art of hiding in and moving through natural foliage without detection and in the arts of archery and hunting. Solonor is primarily revered by elven and half-elven rangers, hunters, woodsmen and fighters. In particular, elven hunters appeal to him for better catches of game and elven warriors trapped in hostile territory call on him for aid. In recent times, a few humans, primarily hunters, have joined his faith as well.

Solonor is always in pursuit of quarry, and he rarely remains in one location for very long. Unlike many hunters, the Great Archer stalks prey only out of concern for the overall balance between the species and to destroy evil-doers, particularly grel. His serious, sometimes grim, demeanor reflects the difficulty he faces in forging a workable compromise between the competing forces of civilization and the wilderness, instinct and knowledge, and savagery and domesticity.

Solonor prefers to engage his enemies from afar, firing arrows from a never-empty quiver. However, if he anticipates battling a particularly dangerous foe, he closes to melee and tries to touch his opponent. He then retreats and crafts an Arrow of Slaying designed especially to kill that one opponent, should it strike home. He then hunts his quarry relentlessly, hoping to bring him down in a single shot.

Solonor appears as a sinuous male elf clad in a great cloak of living leaves. His bow, Longshot, is a Long Bow +5 that can shoot as far as the horizon without penalty. He carries a Quiver of Endless Arrows that can supply him with two Arrows +3 of any type (flight, sheaf, silver, iron, etc.) per round. Once per day, after physically touching his intended quarry, he can draw forth an Arrow of Slaying to slay that specific type of creature. The Great Archer wears a Necklace of Adaptation and Boots of Varied Tracks. In forest and sylvan settings, Solonor can use Improved Invisibility, Pass Without Trace and may move silently at will. Keen-Eye cannot be surprised and is immune to missiles of any sort. If he desires, he can bend the path of any missiles fired at him, so that they go return to strike the archer who launched it instead.

Fading Realms

The Pantheon

The Fading Realms is a region that was once set upon a planet called Abeir-toril or more commonly called Toril. A small territory called Faerûn embodied the heart of the realms and remains so still. But much has changed in the realms in recent times. About nine years ago the Times of Trouble began and gawds began to walk in Faerûn. Unpredictable wild magic zones popped up and perhaps worse still, dead magic zones appeared. It almost seemed as if the whole magical weave that held Faerûn together was beginning to unravel like a sweater with a loose thread. But the effect on magic was just the beginning. Foreboding omens appeared in the sky including new moons that seemed to materialize out of the void of space. Time passed more slowly. Soon, tiny tracts of land began to literally fade out of existence. The inhabitants are beginning to panic trying to figure out what is happening to their ancient home. This is the Fading Realms of today. A land of unstable magic and geographic anomalies; a land clearly in transition, but to what end, perhaps only the gawds know.

The gawds from the Fading Realms, often called powers in their home region, function much like gawds across the TeraVerse: they grant magical spells to their worshipers, involve themselves in the affairs of mortals, and grow or diminish in personal power in relation to the number of worshipers they possess. Clerics in the service of a gawd only advance their power and position if they please the gawd, by remaining faithful to the gawd's rules and aims, and acting as the gawd wishes.

Even for humans, this pantheon holds a plethora of divine beings, and the wide variance of "portfolios" which they represent or epitomize, has led to general tolerance of the beliefs and worship of others. This extends to those who do not break laws among the general populace, the court, and the soldiers of the king. Religious persecution among these orders can occur, but only to support other charges. For example, most consider human and/or demi-human sacrifice murder, and use of another's goods for offerings as both theft and wanton destruction. Few accept these actions.

Beings from other planes of existence often visited these Fading Realms, and frequently worshiped other gawds, so small temples and shrines to such have always been found in the realms. There is a small measure of tolerance for them, as the new cult in one generation may be a major faith in the next, as was the case with Tyr, one of many gawds who "migrated" from their home planes to become part of a new pantheon in this realm. Though such gawds functioned somewhat differently in the Fading Realms than in their homelands, each is described with his original pantheon. Whether they deliberately held back knowledge of the Fading Realms or whether the wandering aspect was trapped there, unable to communicate with its original form, remains unknown.

In any case, during the discovery of Aldrazar and the War of the Gawds, some gawds merged with their earlier forms, increasing (and in some cases decreasing) their power in Garweeze Wurld. These deities include Ilmater (or "Ilmatar"), Loviatar, Mielikki, Oghma, Silvanus (or "Sylvanus") and Tyr, as well as many minor powers not worthy of description in any version of this pantheon, much less such a hallowed place as a HackMaster tome.

Most still exist, but in numbers of no real significance. The Elemental Lords (Grumbar (Lord of Earth), Kossuth (Lord of Flame), Akadi (Lady of Air), and Istishia (Lord of Water)) have not been seen since the War of the Tablet of the Ages. They had small cults and little interest in mortals' affairs to begin with, mostly comprised of people who begged their power to curse and harm their enemies. Now only a few stragglers still worship such entities.

The Beast Cults

Similar to and more varied than the sects of the Elemental Lords, the Beast Cults are wild faiths, attracting the worship of savages, nomads, evil humanoids, and those removed from the normal circles of the world. They are as varied as the beasts of the fields, and vary in alignment from Nobanion, the good and lawful lion-gawd of the Guthmere Woods (and now in certain woodlands in Garweeze Wurld), to evil cults of Zyandal among the dark elves and the Dragon Cult among evil magic-users across the land.

Race-specific Gawds

As these realms were very much human-dominated, many demi-humans and humanoids felt that the pantheon concerned itself mostly with the concerns of men. Other gawds more directly served the interest of the elves, dwarves, gnomes, halflings, Orcs, and other creatures venerated their own powers and many still do. (Many individuals and even some entire tribes and towns still worship the major deities of this pantheon, of course.) Most of these more race-specific gawds are described elsewhere in this work. Those that are not had small followings to begin with, and have netted losses since the War of the Tablet of the Ages.

Other Gawds of the Fading Realms

The Fading Realms have always been rather crowded with deities. Those detailed below are and were the most important, but many others persist. Many are either worshipped by very few, only in particular areas, or largely forgotten and not worshipped at all. Some have declined from the "good old days" when they were among the major powers of the pantheon, but lost their stature long before the Wars of the Gawds. Now they brood in resentment over their losses, no doubt plotting whatever vengeance is left to them. These additional gawds include the following:

- Valkur the Mighty, a chaotic good lesser gawd, whom sailors sometimes invoke to intercede against Talos with favorable winds, especially in northern climes.
- Siamorphe, a lawful neutral demi-gawd worshipped by a few in the city of Deepwater, who represents the rightful rule of nobility over the bulk of mankind, provided that nobility keeps themselves fit for the task and responsibilities of rule.
- Gwaeron Windstrom, the neutral good demi-gawd who serves Mielikki as the master of tracking and interpreting woodland signs, and was once worshipped by rangers of the north. Windstrom is tall and physically impressive, with a white beard that constantly whips about in the wind, and long white hair. He can track infallibly through any conditions, in or on any terrain, though rumors persist that his difficulty in learning glersee when he first arrived in Aldrazar have hurt his following.
- Sharess, a chaotic good demi-gawddess and aspect or reflection of Shar worshipped by the idle rich and decadents all over the realms. Sharess is a gawddess of lust, free love, and sensual fulfillment, and is worshipped in prolonged revels with scented baths, music, good food, dancing, and other sensual indulgences. Her symbol is a image or representation of female lips, carved traditionally from amber or ruby, and worn at wrist and ankle on thin gold chains.
- Hoar, the Doombringer, who is the lawful neutral demi-gawd of revenge and retribution, and is sometimes called Assuran of the Three Thunders (three deep rolls of thunder are his sign). An act of natural justice, such as murderer being killed accidentally just after the murder is committed, (particularly if the accident, e.g. slipping, was initiated by the murderer himself), is referred to as "the Hand of Hoar."
- Earthmother, called only "the gawddess" on the Moonshae Isles, who may or may not be an aspect of Chauntea. This lesser power is venerated only on the Moonshae islands, and her clerics are all druids. She refuses to compete with the slew of nature gawds found in the era Twilight of the Gawds.
- Iyachtu Xvim (EE-yak-too Zeh-VIM) is called "the Gawdson" and the son of Bane. He serves as Bane's instrument in the realms, directly carrying out his "father's" will. Iyachtu Xvim is a demi-gawd with few followers, and appears as a gaunt, unclothed man with scaly brown skin, wielding a large scimitar.
- Moander, a dark gawd originally from a place best forgotten, whose main temple was in what is now ruined Yulash, and whose faith died years before the

erection of the Standing Stone and the coming of the Dalesmen. His/Her/Its symbol was an open palm with a mouth set in its center. Periodically, those seeking a unique brand of incomprehensible evil turn to his power.

ALLIANCES AMONG THE GAWDS

Many of these gawds had fairly well defined relationships among themselves before arriving in Garweeze Wurld. While some of them have shifted with time and war, there are some natural alliances and factions among the gawds. These factions among the human gawds are as follows.

Mielikki and Eldath served their aspect of Silvanus, and their clerics (if such individuals value their deity's favor above mortal feeling and conflicts) worked together to further common goals. This has started to slip with the slew of nature gawds now in Aldrazar.

Torm and the foreign realm's aspect of Ilmatar served that aspect of Tyr. Torm maintains this (unflinchingly, of course) even with the merged version of Tyr, but the merged version of Ilmatar considers herself above such service. In certain situations Torm and Helm work together.

Ghond served his aspect of Oghma and the two maintain friendly relations now. Milil and Deneir continue to serve Oghma, and Milil often works directly with Lliira.

Auril, Umberlee and Malar serve Talos. The three are collectively called "The Gawds of Fury."

Chauntea and Lathander work together, and are often allied with Silvanus and his cadre against The Gawds of Fury. They have maintained this alliance since the Wars of the Gawds.

Lliira and Selune still serve Sune Firehair.

Azuth serves Mystra, and Mystra and Selune have some mysterious connection, or at least one they're not talking about. Mystra often worked with Oghma and his allies.

Talona, Malar and the foreign aspect of Loviatar served Bane through Bhaal, although Loviatar and Talona are rivals. Bhaal and Myrkul have an unbreakable symbiotic alliance, as one delivers the dead to the other. Shar was allied with Myrkul, but she and her temple seem to be turning against him. These beings were once collectively known as "the Dark Gawds", but now the moniker fits a large number of deities in Aldrazar. They have been considering changing the name of their alliance the "Axis of Evil" but are not quite sure if it will catch on.

Many of the powers present in the Forgotten Realms are from the Celtic and Finnish mythos, indicating portals or gates leading from this plane to their locations in the Outer Planes. The Olympian pantheon is unknown. Sune Firehair, however, sounds suspiciously like Athena of the Greeks, and may be the same Power. Tyr is of the Norse Pantheon, yet no other Norse powers are present in the Realms, indicating that either this gawd of justice has not informed his fellows of the Realms, or they as a pantheon have chosen to stay away from this Plane.

There are those in the realms who reject the power of these self-claimed "deities," or choose to follow none of these gawds as their own. The failure of the sky to fall upon the heads of these individuals indicates this is as good a course as pledging one's allegiance to a faith or deity.

CLERICS

Individuals, particularly clerics, may not tolerate the beliefs of others. Among the followers of this order, it is considered impolite to inquire too deeply into the details of worship of a gawd one does not worship or is not likely to worship.

It might be wise to learn the religions and/or alignments of any persons you must trust, do business with, or adventure with, but take care! It is often an affront of the highest order to ask for such information openly. Some people have been known to attack individuals inquiring as to their faith, many attack if asked directly about their alignment.

THE GAWDS

The main deities and demi-gawds of the Fading Realms of Faerûn are listed hereafter.

AURIL (LESSER GAWDDESS)

AKA: Frostmaiden, Ice Queen
TURF: Hades, PanDemonium
ARMOR CLASS: -1
MOVE: 12", Fly 12" (B)
HIT POINTS: 1,294 (647 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +5
SPECIAL ATTACKS: Double strength cold spells, Icy breath of plant killing and Crystalbrittle
SPECIAL DEFENSES: Immune to cold
MAGIC RESISTANCE: 50%
SIZE: M (5 1/2')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Cold, frost, snow, ice
SYMBOL: A white snowflake painted on a gray diamond, long axis vertical
CLERIC: 10th level druid
FIGHTER: 5th level ranger
MAGIC-USER: 12th level magic-user, 29th level icer
THIEF: Nil
S: 17/37 (+2, +5) D: 20/89 C: 22/83 I: 17/10 W: 19/24 CH: 23/56 COM: 27/46

Auril appears as a beautiful blue-skinned maiden garbed in a mantle of white. Legend has it that long ago she spurned several suitors so cruelly that over the years her exterior grew cold and bitter to match her heart. She frequently works with and supports Talos, who returns the favor when he feels their desires coincide. As their desires so often involve sending storms and inclement weather at hapless mortals, this happens frequently.

Often a cold wind seemingly out of nowhere precedes Auril's arrival, and in any environment the area within a 10-foot radius of her form cools to about 10 degrees cooler than the surroundings.

No form of cold has any effect on Auril. Any cold-related spell Auril casts has double effects (damage – both dice and bonuses, area of effect, range, duration). This applies to spells that damage or cause cold effects, obviously, not Resist Cold or other protections.

The Frostmaiden can also produce an icy breath in a cone 5 feet wide at the tip and up to 60 feet long and 40 feet wide at the base. This icy wind kills plants on contact (intelligent plants can avoid death and merely suffer 2-24 points of damage with a successful saving throw versus spells), and also affects all metal it touches as a successful Crystalbrittle spell (i.e. no save).

AZUTH (LESSER GAWD)

AKA: High One
TURF: Nirvana, Arcadia
ARMOR CLASS: 0
MOVE: 12", Fly 18" (A)
HIT POINTS: 1,136 (568 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-20 (+7)
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Cancel magical effects
MAGIC RESISTANCE: 100%
SIZE: M (6')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Magic-users
SYMBOL: A human hand, forefinger pointing upward, outlined in a nimbus of blue fire
CLERIC: 20th level cleric
FIGHTER: Nil
MAGIC-USER: 32nd level magic-user, 20th level diviner
THIEF: 3rd level bard
S: 14/99 (+1, +2) D: 17/53 C: 20/33 I: 30 W: 17/72 CH: 19/58 COM: 18/19

Azuth most often takes the form of a powerful old man, unbent by age, wielding a staff. He uses this +5 weapon to inflict 2-20 points of damage. As one of the most powerful of magic-users, he has the powers of a 32nd level magic-user and a 20th level cleric. Some obscure legends suggest that he may have once been mortal and ascended to gawdhood by mastering magical forces beyond even that of that gawds. The RiftMaster of Tellene has a good chuckle every time he hears this.

He also has the knowledge and abilities of a 20th level diviner. In addition, Azuth may be able to discern the abilities of those weapons he is confronted with, and on touch may negate the effects of an item as a Rod of Cancellation.

Azuth can determine the basics of any spell after seeing it cast. Thus, he may cast even a unique spell previously unknown to him, with a 25% chance of success per observation. Once he successfully casts the spell, he has free access to it as it becomes part of his normal repertoire.

BANE (INTERMEDIATE GAWD)

AKA: Lord Bane, The Black Lord
TURF: Nine Hells, Acheron
ARMOR CLASS: -8
MOVE: 15"
HIT POINTS: 2,656 (1,328 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: By weapon type +13
SPECIAL ATTACKS: Spells, per character class
SPECIAL DEFENSES: Spells, per character class
MAGIC RESISTANCE: 90%
SIZE: M (6 1/2')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Strife, hatred, and tyranny
SYMBOL: A black hand, open, with thumb and fingers aligned together (sometimes on a red field)
CLERIC: 9th level cleric
FIGHTER: 19th level fighter
MAGIC-USER: 5th level magic-user
THIEF: 18th level assassin
S: 22/33 (+4, +10) D: 21/25 C: 22/95 I: 27/83 W: 23/70 CH: 23/92 COM: 22/53

No one ever sees Lord Bane unless he wishes it, and those who do will not voluntarily speak of it. Tales tell of a freezing black-taloned hand and eyes of blazing fire.

Lord Bane fights with whatever weapon he thinks appropriate, as he constantly anticipates who and what he might fight. He always wields weapons of at least +3 enchantment and never suffers non-proficiency penalties. He wears a black cloak over his black, spiked armor (Field Plate +4).

Lord Bane likes to keep several irons in the fire at once – he always has numerous plots and plans working to further his cause. Supposedly, no lesser entity could even track all these schemes, much less understand them. Though he was ancient even among gawds in his old realm, he has quickly become one of the more successful immigrants into Garweeze Wurld. Though many deities of other pantheons do not know of him yet, his schemes stretch across Aldrazar in subtle ways, and it seems unlikely that he will make a hasty move.

BESHABA (LESSER GAWD)

AKA: Maid of Misfortune, Black Bess, Lady Doom
TURF: Abyss
ARMOR CLASS: -1
MOVE: 16"
HIT POINTS: 1,000 (500 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30 (+2)
SPECIAL ATTACKS: Force re-roll
SPECIAL DEFENSES: Re-roll
MAGIC RESISTANCE: 60%
SIZE: M (6')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Mischief, misfortune, ill luck, accidents, treachery, betrayal
SYMBOL: Black antlers on a red field
CLERIC: 8th level cleric
FIGHTER: 4th level fighter
MAGIC-USER: 11th level magic-user
THIEF: 9th level thief
S: 14/35 (+1, +2) D: 23/57 C: 20/10 I: 22/71 W: 19/60 CH: 24/80 COM: 26/37

The Maid of Misfortune appears as a beautiful white-haired face, laughing hysterically. Ill fortune befalls those who behold her. Often, surefire plans go awry, stout weapons or walls suddenly give way, and freak accidents occur to man and beast where Beshaba has been.

She prefers to avoid physical combat by throwing misfortune at enemies from a distance until they think better of it, but she does wield a special long sword, a Luck Blade +5 (see the GMG Luckblade +1) that inflicts 3-30 points of damage per strike.

Once per round, she can force any opponents within 10 feet to re-roll a single die (surprise, attack roll, damage roll, saving throw, ability check, etc.). The opponent uses whichever result Beshaba chooses. Likewise, she can re-roll any single die for herself, once per round, and use whichever result she desires.

BHAAL (INTERMEDIATE GAWD)

AKA: Lord of Murder
TURF: Nine Hells, Gehenna
ARMOR CLASS: -2
MOVE: 12"
HIT POINTS: 2,996 (1,498 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+12)
SPECIAL ATTACKS: Withering, never misses when he has surprise
SPECIAL DEFENSES: Move silently
MAGIC RESISTANCE: 45%
SIZE: M (6')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Death
SYMBOL: A circle of red blood-tears, falling counterclockwise, about a white skull
CLERIC: 9th level cleric
FIGHTER: 9th level fighter
MAGIC-USER: 14th level sniper
THIEF: 26th level assassin
S: 20/72/ (+3, +8) D: 23/45 C: 22/67 I: 22/83 W: 18/05 CH: 21/74 COM: -11/99

Bhaal rarely appears to worshipers or others, but is depicted by priests as a bloody, mutilated corpse with a feral face and 100% silent movements. While Myrkul is recognized as lord of the dead, Bhaal presides over the act of killing itself. They say that with every murder done, Bhaal grows stronger. Some speculate that long ago, the entity now known as Bhaal assassinated an earlier Lord of Murder and took his power.

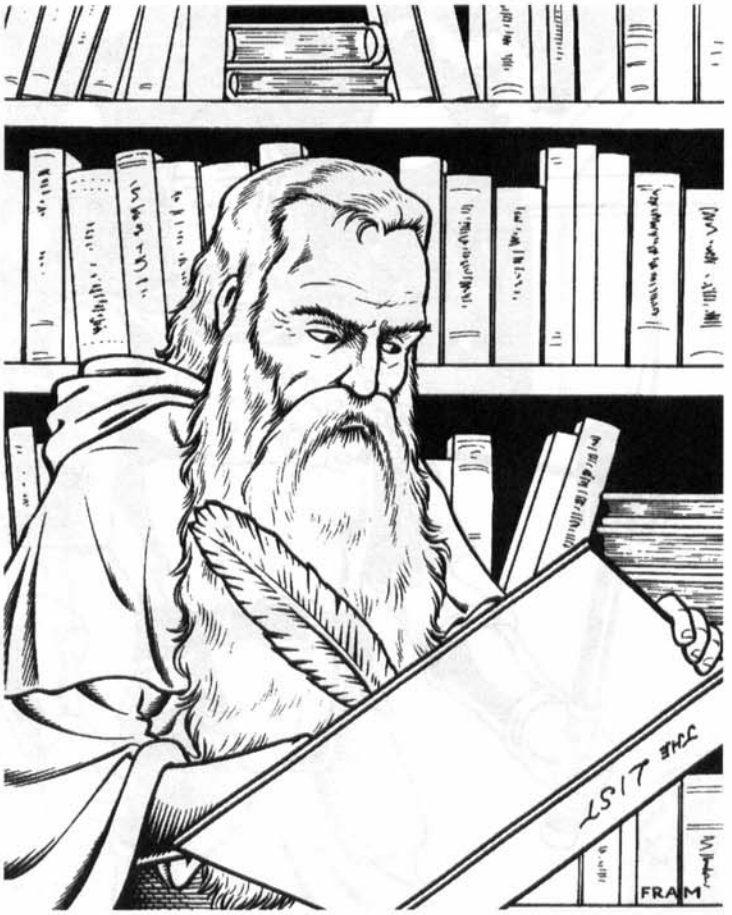
Bhaal very rarely fights in melee. He prefers to stalk and kill his prey using his wits and his skills as an assassin. When he has surprise, he strikes unerringly. His Dagger +4 inflicts 2-12 points of damage and causes the area wounded to Wither (as the reverse of Regenerate).

CHAUNTEA (INTERMEDIATE GAWDDESS)

AKA: Great Mother, Earth Mother
TURF: Elysium
ARMOR CLASS: 0
MOVE: 15"
HIT POINTS: 3,312 (1,656 as lesser gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-24 (+1)
SPECIAL ATTACKS: Command plants
SPECIAL DEFENSES: Cannot be touched by undead
MAGIC RESISTANCE: 65%
SIZE: M (5')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Agriculture
SYMBOL: A budding flower encircled by the sun, or a sheaf of golden wheat
CLERIC: 23rd level druid
FIGHTER: 6th level ranger
MAGIC-USER: 9th level elementalist (air, earth and water)
THIEF: Nil
S: 12/58 (+0, +1) D: 19/93 C: 28/90 I: 17/09 W: 29/89 CH: 20/23 COM: 17/19

One of many nature gawds and gawddesses now in Garweeze Wurld contesting for domination of that domain, Chauntea noted the overpopulation of nature gawds in Garweeze Wurld early on. She turned to another, more specific aspect: the proper use of nature. The Great Mother is the patron of the farmers and gardeners, and she keeps her hand on every place where men seek to grow living things from the earth. Chauntea is not a gawddess given to spectacle or pageant, but rather to small acts of devotion, and her temples are often small caverns and modest chambers filled with greenery. Chauntea often wars with Auril and Talos.

She can wield any druid weapon, but when forced into combat she generally uses a Quarterstaff +4 that inflicts 2-24 points of damage per strike. Undead cannot touch her physically. Chauntea can also control and command any natural or agricultural plant matter. Intelligent (hostile) plants get a saving throw versus spells (as against Charm Plants) to avoid this effect.



DENEIR (GREATER GAWD)

AKA: Lord of All Glyphs and Images
TURF: Elysium, Happy Hunting Grounds
ARMOR CLASS: -4
MOVE: 12"
HIT POINTS: 6,576 (3,288 as intermediate gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+4)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Trace and undo Glyphs
MAGIC RESISTANCE: 70%
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Literature, art
SYMBOL: A single lit candle, often with an eye beneath
CLERIC: 9th level cleric
FIGHTER: 9th level fighter
MAGIC-USER: 18th level diviner, 14th level illusionist
THIEF: 17th level bard
S: 16/95 (+2, +4) D: 21/45 C: 22/64 I: 28/01 W: 24/08 CH: 21/57 COM: 20/94

Deneir normally appears as an old, balding sage with a flaming white beard with a stately demeanor about him. He prefers intellectual discourse to combat, but can whack enemies with his Quarterstaff +5 (that usually functions as an ornate walking stick). Each strike inflicts 2-20 points of damage.

Deneir knows every form of writing ever devised and has the unique ability to trace and untrace Glyphs of all sorts, magical and otherwise. He can use any number of Glyphs as often as he wishes, and with a successful magic resistance check he can undo a Glyph drawn by any being lesser than he by tracing it with his finger. Even if he fails to do so, he does not suffer any ill effects from the Glyph.

Deneir has always worked closely in an alliance with Oghma, and has continued to do so since arriving in Aldrazar. His clerics tend to be scholarly in nature, and ascribe most magical tomes and books (Tome of Understanding, Manual of Clear Thought, etc.) to him. He also counts many scholars, magic-users and a certain type of arrogant bard and artist among his worshipers.

ELDATH (LESSER GAWDDESS)

AKA: Guardian of Druid-Groves, The Quiet One, Gawddess of Singing Water
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: 2
MOVE: 12", Swim 18"
HIT POINTS: 952 (476 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Spell or power (does not fight physically)
SPECIAL ATTACKS: Per character class, Enchantment/Charm spells
SPECIAL DEFENSES: Peacefulness, water spells
MAGIC RESISTANCE: 40%
SIZE: M (5 1/4')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Waterfalls, springs, streams, pools, stillness, peace, quiet places
SYMBOL: A waterfall plunging into a still pool, or a circular disc of sky-blue, fringed with green ferns
CLERIC: 19th level druid
FIGHTER: 3rd level ranger
MAGIC-USER: 13th level water elementalist
THIEF: Nil
S: 19/32 (+3, +7) D: 19/06 C: 20/49 I: 18/03 W: 27/15 CH: 23/81 COM: 22/22

Eldath appears as a beautiful maiden with light skin dappled with shades of blue. Her hair falls in long, azure and green waves to her feet. She dresses in translucent greens, blues and whites. Any creature looking at her must immediately make a saving throw versus apology or be unable to attack her in any way. Berserk or enraged creatures automatically end their rage on sight.

As a servant to Silvanus, Eldath is the supreme pacifist. She never fights, period, preferring to flee if she cannot talk, charm or ensorcel her way out of a situation. The Quiet One guards all druids' groves and when she is present in any grove, that place becomes a sanctuary where no blows land, no one can feel anger, and where justice must often wait for those willing to do what's necessary. The elven war hero Jasara is said to have camped in such a grove and never taken up arms again afterward; other heroes have fallen prey to her rampant peacefulness as well, true adventurers are warned.

In addition to spells per her class abilities, Eldath can cast any spell affecting water, as well as any Enchantment/Charm type spells, such Sympathy, Empathy, Sleep, and Silence 15' Radius. She can use these once per day in addition to the spells appropriate to her effective class and level and those available from her divine stature.

GHOND (LESSER GAWD)

AKA: Gond, Wonderbringer
TURF: Concordant Opposition
ARMOR CLASS: 0
MOVE: 12"
HIT POINTS: 1,238 (619 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40 (+7)
SPECIAL ATTACKS: Inventions
SPECIAL DEFENSES: Breakage on contact
MAGIC RESISTANCE: 40%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Blacksmiths, artificers, crafts, and construction
SYMBOL: A toothed wheel of brass, bronze, iron or bone
CLERIC: 7th level cleric
FIGHTER: Nil
MAGIC-USER: 8th level magic-user, 16th level constructor, 15th level metamorpher
THIEF: 7th level bard
S: 18/68 (+3, +7) D: 26/47 C: 26/43 I: 29/72 W: 18/49 CH: 16/14 COM: 16/51

Ghond appears as a burly red-hued smith with a mighty hammer, and has at his disposal a forge and anvil with which he may hammer out the stuff of stars. When necessary, Ghond can strike foes with his Warhammer +7 for 4-40 points of damage, though he much prefers bizarre (some might say unwieldy) gadgets of his own design. Most of these he designs to incapacitate foes rather than obliterate them. As the Wonderbringer, his gadgets tend to work. Most of the time. For him. His followers

cannot boast such success, but – often to the chagrin of their neighbors – they continue to try.

Any constructed item (swords, arrows, etc.) that strikes Ghond must save versus spells or break. If it breaks, Ghond suffers only half damage.

Temples of Ghond tend to be located where some evil or potential danger is afoot, such as in most seats of government. Those who venerate him are primarily tinkers, alchemists, and builders. In his old realm, at least one land considered worship of Ghond a state religion, and the mania for invention was very strong. He misses those days.

HELM (INTERMEDIATE GAWD)

AKA: He of the Unsleeping Eyes
TURF: Nirvana
ARMOR CLASS: -7
MOVE: 14"
HIT POINTS: 2,264 (1,132 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 4-48 (+12)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Never surprised, cannot be knocked down
MAGIC RESISTANCE: 50%
SIZE: M (6 1/2')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Guardians
SYMBOL: An open, staring eye, often painted on a metal gauntlet
CLERIC: 4th level cleric
FIGHTER: 18th level soldier, 20th level fighter
MAGIC-USER: 5th level magic-user
THIEF: Nil
S: 24/96 (+6, +12) D: 24/91 C: 26/97 I: 23/50 W: 17/51 CH: 16/64 COM: 18/19

Helm appears as a stalwart, straight-backed figure in full plate armor. He is always vigilant, and watchful. He is never surprised because he anticipates most events by intelligent observation and extrapolation. He can never be borne off his feet, rarely falls prey to tricks, and he never betrays or neglects his duties as a guard in any way.

Helm can use any weapon, but most often wields the classic guard's weapon a mighty halberd. His functions as a +8 weapon and inflicts 4-48 points of damage per strike.

He is the ideal of guardians, and his worshipers (and their employers) hope that some of the gawd's qualities will come to be borne out in the worshiper. On the other hand, betraying a worshiper of Helm is 100% certain to bring down the wrath of the Temple of Helm and 35% likely to bring the wrath of the gawd himself. Thus, the man-at-arms/body guard union in the Fading Realms is very influential.

LATHANDER (GREATER GAWD)

AKA: Morninglord
TURF: Elysium
ARMOR CLASS: -3
MOVE: 13"
HIT POINTS: 4,840 (2,420 as intermediate gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+8)
SPECIAL ATTACKS: Light spells
SPECIAL DEFENSES: Immune to light
MAGIC RESISTANCE: 75% (100% to illusions)
SIZE: M (6 1/2')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Spring, dawn, conception, vitality, eternal youth, renewal, self-perfection, beginnings
SYMBOL: A wooden disk of rosy pink hue
CLERIC: 18th level cleric
FIGHTER: 9th level fighter
MAGIC-USER: 18th level magic-user
THIEF: 6th level bard
S: 20/16 (+3, +8) D: 17/01 C: 22/42 I: 17/57 W: 26/89 CH: 24/43 COM: 27/08

Lathander appears in art either as a rosy radiance or mist or, in earlier renditions, a golden-skinned male youth of great beauty. The Lord of Morning commands creativity and inspiration. Even those who worship other powers make offerings to him upon the occasion of beginning a new venture or forming an alliance or company.

Lathander can fight with his Rapier +4 in battle, inflicting 2-20 points of damage per strike, but prefers to use his wits and his spells. He can use any light-related spell up to 5 times per day, in addition to his spells per normal class abilities and divine stature. No light-related enchantments or effects can harm him. His magic resistance against illusion spells and effects is 100%.

His clerics wear robes of pink or scarlet, the higher ranks having them trimmed with ornate ribbons of gold.

LEIRA (LESSER GAWDDESS)

AKA: Lady of the Mists
TURF: Limbo
ARMOR CLASS: 3
MOVE: 12"
HIT POINTS: 800 (400 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +4
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Displacement
MAGIC RESISTANCE: 40%
SIZE: M (5 1/2')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Deception, illusion
SYMBOL: A triangular plaque, point downward, painted in cloudy, swirling grays
CLERIC: 6th level cleric
FIGHTER: Nil
MAGIC-USER: 24th level illusionist
THIEF: 12th level bard
S: 16/25 (+2, +4) D: 23/07 C: 18/26 I: 21/36 W: 26/94 CH: 24/51 COM: 27/39

Leira is demi-gawddess of deception and illusion, both natural and magical. As such, her true appearance remains unknown. Leira can be anything, anywhere, that is not what it seems. She always wears a Cloak of Displacement. She is seen as neutral rather than evil because she represents the caprices of nature, not deliberate deceit or trickery with intent to harm, which is the province of Mask.

Leira is too savvy to be caught in melee combat, though she can fight with normal weapons or any magical weapon she can find. Far more likely, she will make full use of her spells and divine abilities to avoid the situation and misdirect her opponents.

Few worship Leira outside the ranks of illusionists, since few other types of characters see profit in misunderstanding and deception though many pay her homage to ward her off or placate her before important decisions and judgments are made.

her clerics worship at horned altars whose upswept arms frame nothing but air.

LLIIRA (LESSER GAWDDESS)

AKA: Our Lady of Joy, Patron of Festivals
TURF: Olympus, Elysium
ARMOR CLASS: 2
MOVE: 12"
HIT POINTS: 648 (324 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +1
SPECIAL ATTACKS: Induce joy
SPECIAL DEFENSES: Immune to all charm and control
MAGIC RESISTANCE: 35%
SIZE: M (5 1/2')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Joy, carefree feeling, contentment, release, hospitality, happiness, dance
SYMBOL: Three stars of six points each, colored orange, yellow and red
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 7th level magic-user
THIEF: 5th level bard
S: 13/13 (+1, +1) D: 19/12 C: 18/95 I: 20/40 W: 25/43 CH: 24/77 COM: 27/30

Usually depicted as a young, dancing, sensuous lady, Lliira is always laughing and carefree. Lliira cannot abide violence and ill feeling, and an unsheathed sword (save for in solemn ceremony) any place is said to be enough to drive her, or her favor away.

Lliira can, at will, make any creature in her sight feel profound joy. In this state, a creature (even one who normally gets a thrill from hacking and killing) must make a saving throw versus spells at –8 to commit any act of violence. The affected creature can make this save before every attack, making for an odd spectacle if he manages to successfully strike at random times in between appearing to struggle with his urge to fight. Lliira is not subject to charms, control or emotional manipulation.

Followers and non-followers alike invoke her and make offerings to her at all joyous occasions, sometimes involving substances that many states attempt to regulate or outlaw.

MALAR (LESSER GAWD)

AKA: The Beastlord, The Stalker
TURF: Abyss, Tartarus
ARMOR CLASS: -2
MOVE: 18"
HIT POINTS: 1,348 (674 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+14)
SPECIAL ATTACKS: Beast control
SPECIAL DEFENSES: Immune to spells and effects that work on only animals or only humanoids
MAGIC RESISTANCE: 60%
SIZE: M (6')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Wild, marauding beasts, bloodlust and hunting
SYMBOL: A taloned, bestial claw
CLERIC: 7th level druid
FIGHTER: 7th level fighter, 14th level ranger
MAGIC-USER: Nil
THIEF: 9th level assassin
S: 25/66 (+7, +14) D: 27/44 C: 28/19 I: 14/94 W: 20/50 CH: 24/93 COM: -2/73

Malar appears as a black beast, covered with wet dripping blood. He has the fangs and clawed forelimbs of a great cat. Malar struggles against Silvanus, any other "nature" gawds who have the misfortune to cross his path, pacifists, and reason.

He can attack ferociously with his clawed forelimbs for 2-20 points of damage per strike. He can also control beasts, summoning any predator in a two mile radius to serve his will (which is to attack and kill). Most don't mind. As he walks a thin line between the state of man and beast, Malar is not properly either. Spells affecting only animals or only humanoids do not affect him (though he could potentially be subject to a Charm Monster effect).

Hunters (whether for game or sport) make offerings to him before setting forth in the chase, and he is said to manifest himself in berserkers, enraged beasts, and in that type of frenzied human killer that men call "mad" or "adventurer". While Bhaal presides over those who view killing as an art to be coldly perfected, Malar is the patron of those who exult in it endlessly, sensually, and in quantity over quality.

MASK (INTERMEDIATE GAWD)

AKA: Lord of Shadows
TURF: Hades
ARMOR CLASS: 0
MOVE: 12" (Fly 18" (B) with cloak)
HIT POINTS: 2,488 (1,244 as lesser gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +7
SPECIAL ATTACKS: Deception
SPECIAL DEFENSES: Cloak allows flight, invisibility
MAGIC RESISTANCE: 55%
SIZE: M (6')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Thieves, intrigue
SYMBOL: A black velvet mask
CLERIC: Nil
FIGHTER: 8th level fighter
MAGIC-USER: 20th level illusionist
THIEF: 20th level thief, 12th level bard
S: 19/77 (+3, +7) D: 28/28 C: 20/03 I: 23/02 W: 17/01 CH: 24/62 COM: 22/38

Mask appears as a handsome youth dressed in colorful jerkin and breeches, wearing a gray cloak. The cloak allows Mask to fly, become invisible, and when the hood is placed up, appear as any other being in an illusion that only a gawd of higher stature than Mask can penetrate.

Mask never fights in physical combat, though he can make it seem that he or his minions actually are fighting through the use of magical illusion and simple "mundane" deception.

Mask is the lord of shadows and actions which take place in those shadows; he is the patron of the thief and cutpurse, the sneak, the spy, and the alleyway mugger. The worshipers of Mask tend to hold their services in dimly lit vaults, and the worshipers and clerics all wear heavy garb and masks.

MILIL (LESSER GAWD)

AKA: n/a
TURF: Elysium, Happy Hunting Grounds
ARMOR CLASS: 0
MOVE: 12"
HIT POINTS: 708 (354 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-20 (+1)
SPECIAL ATTACKS: Inspiration
SPECIAL DEFENSES: Spells
MAGIC RESISTANCE: 50%
SIZE: M (5 1/2')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Poetry, eloquence and song
SYMBOL: A silver harp
CLERIC: Nil
FIGHTER: 4th level fighter
MAGIC-USER: 5th level magic-user
THIEF: 21st level bard
S: 13/70 (+1, +1) D: 18/42 C: 24/10 I: 26/05 W: 23/72 CH: 27/58 COM: 29/19

Milil appears as a young, charismatic man or elf with beautiful features and voice, but actually often manifests as a haunting music (particularly in clearings in the depths of a wood), or a radiance about some human bard or raconteur in the throes of inspiration.

Milil can fight in melee with his Short Sword +3 (2-20 points of damage per strike). He prefers to inspire his opponents to achieve some great deed or create a work of art,

however. Targets must save versus apology or immediately run off to accomplish the task Milil sets for them.

Milil is allied to Oghma and Sune and held in special esteem by bards. He has been known to provide sudden inspiration to his followers, often in the form of a handy means of escape or treasure buried in the area.

MYRKUL (LESSER GAWD)

AKA: Lord of Bones, Old Lord Skull
TURF: Hades
ARMOR CLASS: -2
MOVE: 12"
HIT POINTS: 1,100 (550 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: (+3)
SPECIAL ATTACKS: Animate and control Zombies and Skeletons, Scythe of Death
SPECIAL DEFENSES: Immune to cold, poison, paralyzation, mind-affecting spells and illusions
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: The dead, wasting, decay, corruption, parasites, old age, dusk, fall, exhaustion
SYMBOL: A skull or skeletal hand
CLERIC: 5th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: 13th level magic-user
THIEF: 9th level assassin
S: 15/46 (+1, +3) D: 18/97 C: 21/21 I: 27/54 W: 20/78 CH: 11/58 COM: -5/90

This gawd usually appears as a cloaked, animated corpse-skeletal at its head, becoming fleshed toward its gangrenous and rotting feet. Myrkul has a cold, malignant intelligence and speaks in a high whisper that promises pain and suffering.

His supernatural servants are known as "Deaths" and are actually Death Harvesters (such as that which appears as part of the Deck of Many Things). He can animate and command the dead, but has no special power over undead above the level of Zombies and Skeletons.

He prefers to allow his minions to do his work, but he can wield his Scythe of Death +5 that inflicts 3-30 points of damage. Living creatures touched by this weapon must save versus death or immediate die. Myrkul is immune to cold, poison, paralyzation, mind-affecting spells and illusions.

Myrkul lives in the Castle of Bones, located in a moonless stretch of Hades that resembles parts of Garweeze Wurld (at night, of course), called the Land of Always Night.

MYSTRA (INTERMEDIATE GAWDDESS)

AKA: The Lady of Mysteries
TURF: Nirvana
ARMOR CLASS: 0
MOVE: 12", Fly 18" (B)
HIT POINTS: 2,524 (1,262 as lesser gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Spells (see text)
SPECIAL ATTACKS: Multiple spell use
SPECIAL DEFENSES: Immune to magic
MAGIC RESISTANCE: 100%
SIZE: M (5 1/2')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Magic
SYMBOL: A blue-white star
CLERIC: 10th level cleric (see text)
FIGHTER: Nil
MAGIC-USER: 30th level magic-user, 12th level guardian, 12th level anti-mage, 20th level wild mage, 20th level blood mage
THIEF: Nil
S: 12/27 (+0, +1) D: 18/53 C: 18/80 I: 30 W: 20/18 CH: 23/11 COM: 29/20

Though she most often appears as a source of light akin to a prismatic Will-o'-Wisp, Mystra's shape is constantly changing as far as an observer on any Prime Material Plane is concerned. The gawddess of magic is a manifestation of the Cosmic Balance, which appears to right great inequalities or going-awry in the magical balance of things. She may use any spell (magic-user, cleric, druid or otherwise unique) as a 20th level caster. Each round, she can use one defensive spell and one offensive spell. If a spell cannot be categorized in such a way, or if it is Wish, Time Stop, Gate, or Alter Reality, she can only use one per round.

Mystra can choose to negate any magical effect at will, unless its source is a gawd with greater stature than her. Thus, magical weapons are effectively normal weapons and spells simply fizzle around her person. She does not wield weapons in melee; if her spells are insufficient, she flees.

She is said to have given the first teachings that unlocked the forces termed "magic" to the races of the Prime Material Plane (and, some say, has forever after regretted the deed). Because magic is inherently neutral and exhibits internal order and laws, Mystra is solidly lawful neutral. Many magic-users believe that Mystra determines success in the creation of new spells, potions, and magical items.

SELUNE (INTERMEDIATE GAWDDESS)

AKA: Our Lady of Silver
TURF: Olympus, Gladsheim
ARMOR CLASS: 0
MOVE: 12"
HIT POINTS: 1,376 (688 as lesser gawddess)
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 2-16 (+5) or 2-7
SPECIAL ATTACKS: Manipulate darkness
SPECIAL DEFENSES: Immune to light spells and effects
MAGIC RESISTANCE: 60%
SIZE: M (5 1/2')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Moons, stars, navigation
SYMBOL: Circle of seven stars around two feminine eyes
CLERIC: 9th level cleric
FIGHTER: 3rd level fighter
MAGIC-USER: 12th level diviner
THIEF: Nil
S: 17/69 (+2, +5) D: 18/68 C: 18/74 I: 27/58 W: 26/06 CH: 28/10 COM: 27/61

Selune appears as a dusky-hued maiden with wide, radiant eyes and a long mane of white. Revered by female spell-casters (and worshipped by few) and by all who navigate or must work at night, Selune is continually either growing to full glory or dying. Selune is linked to Mystra and their temples consider each other allies. Children born under a full moon (any of the three, but especially Shadara) often exhibit magical ability. Lycanthropes who enjoy their condition usually come to worship Selune, for she governs their powers.

Like many gawds from this pantheon, Selune shies from physical combat. She can wield a Dagger +4 that inflicts 2-16 points of damage per strike, however, and has been known to use a Long Bow +5 with Flight Arrows +1 (inflicting 1d6+1 points of damage) and even Arrows of Slaying, prompting some to speculate that she may have once been an aspect of Artemis. The two claim they have never met, nor will they comment on the matter.

Selune is immune to light spells and effects and can darken any environment within 60 feet as much as she desires at will.

Selune has been said to aid devout worshipers of her Mystery of the Night by sending aid to the lost in the form of trails of "moondust" (small motes of light similar to Dancing Lights or Will-o'-Wisps,) which produce moonlight where none would otherwise be.

Worshipers desiring to commune or seek guidance from Selune perform a "night-stalk," or solitary moonlit walk. Clerics of Selune seek and prize "drops fallen from the moon," the offerings of the gawddess, for with this precious substance they can make many potions and unguents. They claim that these come from the "tears of Selune," pieces of the moons themselves that trail the satellites in the sky.

SHAR (INTERMEDIATE GAWDDESS)

AKA: Mistress of the Night, the Lady of Loss
TURF: Hades
ARMOR CLASS: -1
MOVE: 12"
HIT POINTS: 2,544 (1,272 or lesser gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-20 (+1)
SPECIAL ATTACKS: Create darkness, Frost Brand mace
SPECIAL DEFENSES: See in the dark
MAGIC RESISTANCE: 60%
SIZE: M (5 1/2')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Darkness, night, loss, forgetfulness
SYMBOL: Circle of black with a border of deep purple
CLERIC: 7th level cleric
FIGHTER: Nil
MAGIC-USER: 10th level magic-user, 10th level illusionist, 10th level shadow weaver
THIEF: 12th level thief
S: 13/24 (+1, +1) D: 17/92 C: 18/37 I: 16/20 W: 21/72 CH: 20/15 COM: 19/35

This gawddess is darkly beautiful. She appears as a raven-haired beauty dressed in black, sometimes even with black makeup and black lipstick.

She can use as many Darkness spells as she desires, at will. However, no amount of darkness can affect her own senses (passing on rumors to her that she has some sort of bat-like sonar will only annoy her, though she does consider bats to be one of "her" creatures).

When pressed, she wields a Footman's Mace +3 that deals 2-20 points of damage per strike and also serves as a Frost Brand.

Most of her worshipers have been made bitter by the loss of a loved one, for in her dark embrace all forget, and although they forever feel loss, they become used to such pain until they consider it the usual and natural state of existence.

Shar battles continually with Selune, slaying her often (with every new moon), and is worshipped (or paid lip service by) all surface-dwelling beings who dislike light. Those who make or take disguises worship Leira, but those who seek only to hide or work under cover of darkness pay homage to Shar. Temples to her tend to be depressing, but clerics have more free time since the standards of cleanliness are not as high. Gnomish scholars suggest that if ever properly lit, the temple would look at once both run-down and gaudy.

SUNE (LESSER GAWDDESS)

AKA: Firehair
TURF: Concordant Opposition, Elysium
ARMOR CLASS: 1
MOVE: 12"
HIT POINTS: 578 (289 as demi-gawddess)
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Does not fight in melee
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 35%
SIZE: M (5 1/2')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Love, beauty, charisma, passion
SYMBOL: A beautiful fire-haired maiden
CLERIC: 4th level cleric
FIGHTER: Nil
MAGIC-USER: 14th level enchanter
THIEF: 4th level bard
S: 13/67 (+1, +1) D: 18/07 C: 19/25 I: 15/24 W: 19/18 CH: 29/21 COM: 30

Sune is the fairest of the gawds, the most radiant of creatures. She never appears as anything other than a lady of unique beauty and charm, with stunning hair the color of living flame. She dwells in Elysium and shares with the elven gawddess Hanali Celanil the waters of the Evergold. She has an intense rivalry with Aphrodite and, though the two are not enemies, they are not on friendly terms.

Sune does not fight in melee. If she cannot charm her enemies into laying down their arms or avoid battle, she Teleports away. If especially angry, she makes sure her enemies suffer unhappy love affairs.

Sune Firehair sometimes rewards faithful followers who merit her praise with a special draught that raises Charisma or Comeliness by 1-4 points. Sune's followers tend to be enamored of physical beauty and rather vain, but their temples, especially the large and well-funded ones, are among the most splendid to behold.

TALONA (LESSER GAWDDESS)

AKA: Lady of Poison, Mistress of Disease
TURF: Abyss, Tartarus
ARMOR CLASS: 1
MOVE: 12"
HIT POINTS: 888 (444 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12 (+6)
SPECIAL ATTACKS: Infection
SPECIAL DEFENSES: Immune to disease and poison
MAGIC RESISTANCE: 37%
SIZE: M (6')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Disease, poisoning
SYMBOL: Three teardrops in a triangle, apex upwards
CLERIC: 17th level cleric
FIGHTER: 4th level fighter
MAGIC-USER: 11th level blood mage
THIEF: Nil
S: 18/57 (+3, +6) D: 22/33 C: 21/80 I: 19/09 W: 15/22 CH: 15/58 COM: 6/19

Talona appears as a blackened and weathered crone with a scarred face. She reigns over disease and poisoning, and her cruelty serves as an inspiration to her clerics and worshipers.

While she does fight with her Dagger of Venom +3 (that inflicts 2-12 points of damage per strike), her main goal in combat is to infect her targets with various wasting diseases. When she punctures the skin of an enemy, with a weapon or even with her claws or teeth, she can deliver any disease she wishes to the victim.

Alchemists and assassins worship Talona. Assassins who enjoy the act itself might turn to Bhaal, but colder (they might say "more professional") types without emotional attachment look to poison as an easy way to get the job done.

TALOS (LESSER GAWD)

AKA: The Destroyer, The Raging One
TURF: Abyss, PanDemonium
ARMOR CLASS: -3
MOVE: 16"
HIT POINTS: 1,228 (614 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+16)
SPECIAL ATTACKS: Angry weather
SPECIAL DEFENSES: Immune to cold, heat, winds, and inclement weather
MAGIC RESISTANCE: 70%
SIZE: L (9')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Storms, destruction
SYMBOL: Three lightning bolts radiating outward
CLERIC: 14th level cleric
FIGHTER: 18th level fighter
MAGIC-USER: 17th level magic-user
THIEF: Nil
S: 29/22 (+10, +16) D: 18/37 C: 27/84 I: 13/88 W: 12/58 CH: 11/16 COM: 12/65

Talos takes the form of a broad-shouldered, bearded young man with a single good eye, carrying a bundle across his back. Like the forces he controls and represents, Talos is a most fickle and vengeful gawd.

In his bundle Talos carries several staves: one is made of the first iron forged in his old realms, another of the first silver smelted, another of the first tree planted and grown by man, and so on. With these staves he raises the winds, cleaves the earth, rends the sky, and wrecks his havoc. They give him absolute control over the weather (as Control Weather, Control Winds and similar spells), so long as he makes it worse.

He especially loves capsizing ships. Talos can also use any of his staves as a +5 weapon to inflict 2-20 points of damage.

No form of cold, heat, winds or inclement weather can harm or hinder Talos, but his followers are as vulnerable as any others in his path. They hope that by their supplication, his fury may pass over them and strike someone else, in particular followers of Chauntea. In some lands, Talos is known as Bhaelros, and his symbol is a white bolt erupting on a field of crimson.

TEMPUS (INTERMEDIATE GAWD)

AKA: The Lord of Battles, Foehammer
TURF: Limbo
ARMOR CLASS: -14
MOVE: 13"
HIT POINTS: 2,840 (1,420 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 4-40 (+16)
SPECIAL ATTACKS: Mastery in all weapons
SPECIAL DEFENSES: Immune to fatigue and tiring
MAGIC RESISTANCE: 39%
SIZE: L (12')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: War
SYMBOL: Blazing sword on blood-red field
CLERIC: 4th level cleric
FIGHTER: 20th level fighter, 20th level soldier, 12th level barbarian
MAGIC-USER: Nil
THIEF: Nil
S: 30 (+11, +16) D: 27/03 C: 29/90 I: 14/29 W: 15/52 CH: 20/38 COM: 12/53

Tempus appears as a 12-foot-tall human giant in battered and bloodied armor (that functions as Full Plate +5), his face hidden by a massive war helm. His shoulders and legs are bare and crossed with wounds. He bleeds continually, though he never tires or suffers from fatigue, even magical forms.

Tempus is a master of all weapons, but most frequently wields his Bastard Sword +4, which has the powers of a Defender and inflicts 4-40 points of damage per strike.

All alignments and causes in conflict venerate The Lord of Battles. Tempus is called upon before the evening of battle, to enhance the skills of one side and curse another. Tempus has been known to manifest to one side or the other in battle to indicate his favor. Most often he appears standing with one foot on a white mare, Veiros, and the other on a black stallion, Deiros. If seen riding the mare, favor in battle is indicated, while riding the stallion foretells defeat.

The clerics of Tempus wear battered armor, but in larger temple complexes wear skull caps made of steel. They are always spoiling for a fight.

TORM (INTERMEDIATE GAWD)

AKA: Torm the True, Torm the Brave, Torm the Foolish
TURF: Seven Heavens, Prime Material Plane
ARMOR CLASS: -6
MOVE: 12"
HIT POINTS: 1,796 (898 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+15)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 80%
SIZE: M (7')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Duty, loyalty, obedience, those who face danger to further the cause of good
SYMBOL: A metal gauntlet
CLERIC: 7th level cleric
FIGHTER: 20th level holy knight
MAGIC-USER: 4th level magic-user
THIEF: Nil
S: 27/73 (+9, +15) D: 26/42 C: 27/47 I: 15/41 W: 17/69 CH: 20/01 COM: 22/55

Torm was once the most faithful of warriors, renowned for obeying all the commands of his king regardless of personal danger. He appears as a noble holy knight, clad in shining armor with a magnificent Long Sword Holy Avenger +7 that can inflict 3-30 points of damage per strike. He uses only his sword-arm and the abilities that any member of the holy knight class can, potentially, achieve. He only uses his divine and other class abilities to help the unfortunate.

Torm is the gawd of those who have served most faithfully, and sought to protect others. He remains a great fighter, and served Tyr in his old realm. Now that his former lord has merged with his Norse aspect, Torm is without a liege. He is not sure if he should seek a new liege or go it alone for a while. Many cavaliers, holy knights, paladins, and other groups dedicated to a code of arms or protection of honor and worship Torm.

TYMORA (LESSER GAWDDESS)

AKA: Lady Luck
TURF: Olympus, Elysium
ARMOR CLASS: -1
MOVE: 12"
HIT POINTS: 884 (442 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +3
SPECIAL ATTACKS: Luck manipulation, win any 1 contest/day
SPECIAL DEFENSES: Luck manipulation
MAGIC RESISTANCE: 55%
SIZE: M (5 1/2')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Good fortune, luck, victory, skill, patron of adventurers and warriors
SYMBOL: Featureless disk of silver
CLERIC: 10th level cleric
FIGHTER: Nil
MAGIC-USER: 10th level magic-user
THIEF: 9th level thief
S: 15/07 (+1, +3) D: 23/49 C: 20/51 I: 19/14 W: 17/31 CH: 28/66 COM: 14/19

Tymora appears as a short-haired, boyish woman with a crafty look, and in areas with large halfling populations, as a halfling. She moves quickly and constantly, as if physically unable to remain still for any length of time. She travels frequently and far, and legend has it she has never been caught and tamed by any entity.

Tymora can wield any weapon, but prefers to make opponents look foolish so she can enjoy their humiliation. She may best an opponent in any single contest per day, In a situation where luck plays a part (i.e. any time a die is rolled), Tymora can alter the roll. However, as part of her fickle nature and her sphere of control, even she does not have total control over random forces. She has a 10% chance of being able to alter it by as much as 100% (reducing it to 1 or doubling it). Every point she fails by reduces this percentage by one, thus at worst she can alter a roll by 10%. She always make her saving throw.

Lady Luck is fickle, and not great in power; she helps those who help themselves. Her clerics often wear her symbol (the silver disk), and often find her favor bestowed upon them in times of great need. She rewards skill and innovation with good luck, for which reason many adventurers pay her homage. Unlike many clerics, however, hers rarely get upset when luck turns against them as they consider that simply another expression of their faith. Her lay worshipers do not always share this accepting attitude.

UMBERLEE (LESSER GAWDDESS)

AKA: The Bitch Queen
TURF: Abyss
ARMOR CLASS: -1
MOVE: 12", Swim 24"
HIT POINTS: 1,048 (524 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +10
SPECIAL ATTACKS: Drowning
SPECIAL DEFENSES: Immune to water and cold
MAGIC RESISTANCE: 60%
SIZE: M (6')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Oceans, waves, winds at sea, currents
SYMBOL: A forked, blue-green wave, curling in breakers to both left and right, painted on a black background streaked with white
CLERIC: 14th level cleric
FIGHTER: 4th level fighter
MAGIC-USER: 12th level magic-user
THIEF: 5th level thief
S: 22/43 (+4, +10) D: 23/16 C: 25/18 I: 15/85 W: 18/36 CH: 15/48 COM: 21/35

Few ever see Umberlee, particularly her victims, as she prefers to set currents and winds in motion from afar, or send forth great sharks to engulf swimmers to shipwrecked sailors. None can agree on her appearance.

This gawddess contests the fate of ships at sea eternally with Selune, causing the wicked currents that imperil shipping in dire straits and sometimes in unexpected regions. Umberlee commands the wind over the open sea, but prefers to use the waves as her weapons, striking opponents with 60-foot waves, drowning the unprotected. She does not travel on dry land.

Neither cold nor water can harm her. If she ever has fought in melee, no one survived to tell the tale. Many suggest that this is a testament to how well she avoids combat, rather than her martial ability, but they always do so well inland.

Pirates, voyagers, and traders who have suffered under her rule bestowed her title upon her, but those who use it tend to do so most often when on dry land, and then in hushed voices.

WAUKEEN (INTERMEDIATE GAWDDESS)

AKA: Liberty's Maiden, Merchants Special Friend
TURF: Concordant Opposition
ARMOR CLASS: 3
MOVE: 12"
HIT POINTS: 1,260 (630 as lesser gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-18 (+4)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: M (5')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Trade, money
SYMBOL: A woman's full face or profile within a circle of gold
CLERIC: 3rd level cleric
FIGHTER: Nil
MAGIC-USER: 9th level magic-user
THIEF: 19th level bard
S: 16/49 (+2, +4) D: 16/74 C: 17/89 I: 27/10 W: 22/80 CH: 23/23 COM: 20/27

Waukeen appears as a richly garbed blonde woman with a pair of large golden lions at her feet. She arrived in her original pantheon later than most gawds, arriving there sometime after the foreign realm's aspect of Tyr. She deals in profit, not deception, and she considers followers who make deals in bad faith (or cheat) to be high grade sinners.

Waukeen would rather profit than fight, and she is as likely to attempt to buy off an attacker as fight. She can wield a Short Sword +3 than inflicts 3-18 points of damage per strike. While she has no unique abilities (just her divine power and class abilities), she can acquire virtually any item that can be purchased, including powerful magic items.

In the Faerûn of years past, she quickly became a favorite with the merchant-class and traders, who revered her, if not in hopes of her kindness, then in hopes they would be elsewhere when she brings financial ruin upon the unwary. Since her arrival in Garweeze Wurld, her temple has grown in wealth rapidly, what with little direct competition (a situation they find both disturbing and exciting, despite themselves). In some places, rulers worry that her follower's operations might start warping economies so they have started trying to tax the temple back into submission. Every major religious order sides with the temple of Waukeen in hopes of stopping this behavior from becoming a precedent.

Finnish

The Pantheon

The Kalevala, the Finnish national epic tells the stories of this mythos magnificently. These tales focus on the exploits of the heroes rather than the gawds. The heroes of The Kalevala are very powerful; they possess abilities beyond those of mortal men, and most have divine ancestors. They even have brushes with the gawds (though only Vainamoinen has power and skill enough to successfully meddle with the gawds).

The core of the epic is the continuing conflict between Kalevala, the land of good heroes, and Pohjola, the land of evil and wizardry. All of the heroes are great bards who can make mighty magics with their songs. The gawds struggle constantly against each other, directly and through mortal agents, in their efforts to further their own causes or those of their allies.

Clerics

The clerics of the Finnish gawds consider themselves above normal men, a feeling supported by the respect, awe, and/or terror with which the general populace regards the clerics (whom they consider blessed directly by the gawds). For their part, the clerics have no qualms about nor hesitation in using spells to chastise those who offend them or threaten their power.

The Gawds

Ahto (Lesser gawd)

AKA: n/a
TURF: Elysium, Elemental Plane of Water
ARMOR CLASS: -3
MOVE: 18", Fly 24" (A), Swim 24"
HIT POINTS: 1,328 (664 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+12)
SPECIAL ATTACKS: Wind and water spells
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 50% (100% in water)
SIZE: M (7')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: The seas and waters
SYMBOL: Rippling water wave
CLERIC: 10th level cleric
FIGHTER: 12th level fighter
MAGIC-USER: 15th level magic-user, 15th level water elementalist
THIEF: 10th level bard
S: 24/85 (+6, +12) D: 22/27 C: 23/61 I: 22/12 W: 24/77 CH: 23/23 COM: 24/85

Ahto appears to the world as a green-bearded man, but he rarely reveals himself to mortals. When worshipers call upon him for aid, he sends the Water Dwarf (see Minions section), if anything. Followers make sacrifices to Ahto by placing the objects into deep water and calling on him. He can use any spell involving wind or water as a 40th level spell caster. He fights with a Sickle +4 that strikes for 2-20 points of damage.

Hiisi (Demi-gawd)

AKA: n/a
TURF: Abyss, Prime Material Plane
ARMOR CLASS: 0
MOVE: 18"
HIT POINTS: 908
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-40 (+12)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to evil creatures
MAGIC RESISTANCE: 45%
SIZE: M (7')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Evil
SYMBOL: Lightning bolt in the night sky
CLERIC: 15th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: 15th level illusionist
THIEF: 15th level bard, 15th level assassin
S: 24/58 (+6,+12) D: 21/15 C: 22/80 I: 22/07 W: 10/68 CH: 23/37 COM: 24/27

This gawd always appears as a huge, richly robed man with coarse features. His giant club does 4-40 points per strike. He constantly aids evil creatures, but does not like to directly enter battle, preferring to sit on the sidelines while sending in a group of 1-10 evil heroes (AC 2, 4th level fighters , armed with swords and armored with splint mail and buckler, DEX 13/53). Evil beings are unable to do any damage to him, directly or indirectly

Ilmatar (Demi-gawddess)

AKA: Ilmater, Daughter of the Air
TURF: Seven Heavens, Prime Material Plane
ARMOR CLASS: 2
MOVE: 12", Fly 24" (B)
HIT POINTS: 805
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +2
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Gate other gawds, know powers of foes
MAGIC RESISTANCE: 50%
SIZE: M (5')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Mothers, maternity
SYMBOL: Looped cross
CLERIC: 13th level cleric, 13th level druid
FIGHTER: 10th level paladin
MAGIC-USER: 20th level magic-user
THIEF: 9th level bard
S: 14/86 (+1, +2) D: 20/09 C: 22/51 I: 19/18 W: 22/45 CH: 19/56 COM: 18/95

Ilmatar is Vainamoinen's mother. She can instantly gate in any Finnish gawd or gawddess, and they will help her or her son, as all of them owe her serious favors and they don't want to hear her whine about how hard motherhood is.

She has a hand-sized ball that she carries in a copper box. Upon this ball are written all of the legends of creation and the spells used in that formation. Using this thing, she can know all of the powers and abilities of any being that ever existed. She also has a sledge that moves by itself (at her command) on the land, air, and water at a rate of 24".

Kiputytto (Demi-gawddess)

AKA: Mother of the Plague
TURF: Abyss, Tartarus
ARMOR CLASS: 0

MOVE: 12", Fly 24" (B)
HIT POINTS: 635
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +7
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: Rotting touch
MAGIC RESISTANCE: 25%
SIZE: M (5')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Sickness
SYMBOL: Battered metal bowl over a flame
CLERIC: 14th level cleric, 14th level druid (harmful spells only)
FIGHTER: 4th level fighter
MAGIC-USER: 15th level magic-user, 15th level illusionist
THIEF: 20th level bard
S: 19/07 (+3, +7) D: 19/86 C: 19/28 I: 19/05 W: 19/19 CH: 6/63 COM: 8/16

Kiputytto appears to the world most often as a black skinned, twisted old crone with a scarred face or a sultry maiden with dark skin and dark hair. In either form, she promotes disease and plague of all sorts. The members of her cult seem to have all suffered from some wasting disease and bear the marks on their faces.

The gawddess can cast a sickness that deals 5 points of damage each turn to its victim until that victim dies or receives a cure. Targets can avoid this disease with a successful saving throw against polymorph.

Anything that touches the gawddess rots away, including swords, armor, claw, or fang. She is very fond of floating above a battle invisibly and affecting those forced to retreat due to minor wounds.

Recently, Kiputytto has taken a particular dislike for Loviatar, whom she competed with in ancient days, until they divvied up their similar interests. Now they struggle against each other almost as much as against the good gawds (certain male deities have attempted to keep this fighting ongoing).

LOVIATAR (GREATER GAWDDESS)

AKA: Maiden of Pain
TURF: Nine Hells, Gehenna
ARMOR CLASS: 0
MOVE: 24", Fly 48" (A)
HIT POINTS: 4,768 (2,384 as intermediate gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +4
SPECIAL ATTACKS: Pain memory
SPECIAL DEFENSES: Spell immunity
MAGIC RESISTANCE: 25%
SIZE: M (5')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Pain, suffering

SYMBOL: White dagger held in a pallid hand
CLERIC: 12th level cleric, 12th level druid
FIGHTER: 5th level fighter
MAGIC-USER: 10th level magic-user, 15th level illusionist
THIEF: 10th level assassin, 10th level bard
S: 16/33 (+2, +4) D: 18/71 C: 22/11 I: 20/81 W: 20/83 CH: 20/22 COM: 22/49

Loviatar is described as a beautiful but extremely bitter and cold maiden. She usually dresses in white silks, and when she speaks a cold wind blows. Her main concern is the inflicting of pain. She owns a dagger of ice that makes her immune to all magical spells. When she is attacked physically or by magical means, the attacker will once again re-experience the worst pain he has ever suffered. In other words, if the worst thing that ever happened to a character was to take 94 points of damage from a Fireball, then that will happen to him again (no saving throw). A second attack on the part of this foolish character would result in the second most painful thing hurting him, etc., and so on for those who never learn.

Loviatar surprised the other Finnish gawds when she began a meteoric rise to power soon after arriving on Garweeze Wurld. She used her pain-inducing powers to extract oaths from several high-powered clerics and leveraged all her resources against Ukko. Blindsided by the uncharacteristically quick and savvy political machinations of the Maiden of Pain, he fell from power and Loviatar took control. Aside from spreading torment, she has been busy consolidating her gains and preemptively putting down rebellious notions. So far, none of the other gawds are aware if rumors that Loviatar found an ancient text from Zelaur's early days are true. No direct evidence of such a thing exists, but supposedly the text describes methods of advancing in power and manipulating others for one's own benefit, areas in which Loviatar was never before known to be especially competent.

MIELIKKI (LESSER GAWDDESS)

AKA: Mistress of the Forest
TURF: Elysium, Prime Material Plane
ARMOR CLASS: -5
MOVE: Infinite
HIT POINTS: 1,826 (913 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +3
SPECIAL ATTACKS: Summon wolves and hawks
SPECIAL DEFENSES: Charm negation, wild creatures can't attack, immune to clerical spells
MAGIC RESISTANCE: 50%
SIZE: M (5 1/2')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Nature
SYMBOL: Evergreen tree
CLERIC: 14th level cleric, 14th level druid
FIGHTER: 10th level ranger
MAGIC-USER: 12th level magic-user, 12th level illusionist
THIEF: 12th level bard
S: 15/41 (+1, +3) D: 19/07 C: 23/96 I: 22/81 W: 25/58 CH: 23/52 COM: 24/33

The gawddess always dresses in a green gossamer gown, even in the coldest of winters, and is always surrounded with summer songbirds. She watches over rangers and all creatures of the forest (especially Dryads). There is a 1% chance that she will aid her Dryads when they are in extreme danger within the bounds of the forest. There is a 5% chance that she will attack those who try to destroy her domain for any reason. Because of this, woodcutters and others who "harm" Mielikki's terrain must plant two trees for every one that they cut down. Otherwise they will, sooner or later, face her wrath.

She automatically negates all charm-type spells within a 30-yard radius of her body. No creature that lives in the wilds is able to hurt her, even if controlled. She is not affected by clerical spells of any type. If her own magic fails to hurt her enemies, she has been known to summon huge packs of wolves and flights of hawks to attack despoilers of the forest.

SURMA (LESSER GAWD)

AKA: n/a
TURF: Tartarus
ARMOR CLASS: -3
MOVE: 18"
HIT POINTS: 2,002 (1,001 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+14)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 40%
SIZE: M (6')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Death
SYMBOL: Withered oak branch
CLERIC: 14th level cleric, 14th level druid (harmful spells only)
FIGHTER: 15th level ranger
MAGIC-USER: 12th level magic-user, 12th level invoker (harmful spells only)
THIEF: 15th level assassin
S: 25/05 (+7, +14) D: 23/43 C: 22/81 I: 19/93 W: 19/64 CH: 18/62 COM: 19/65

Surma occasionally travels about the country challenging all he meets to combat. He follows anyone who refuses so he can kill them in their sleep. Surma often appears as a slightly aging warrior in leather buckskins and red boots. He uses a club in battle that only he can wield. It strikes for 3-30 points of damage.

TUONETAR (LESSER GAWDDESS)

AKA: n/a
TURF: Abyss, PanDemonium
ARMOR CLASS: 4
MOVE: 9"
HIT POINTS: 1,292 (646 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40 (+16)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Fear aura
MAGIC RESISTANCE: 70%
SIZE: M (5')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: The underworld
SYMBOL: Decapitated head
CLERIC: 15th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level magic-user, 20th level illusionist
THIEF: 5th level bard
S: 15/89 D: 19/09 C: 25/16 I: 18/01 W: 21/25 CH: 1/52 COM: -10/67

The wife of Tuoni, Tuonetar appears to the world as an incredibly ugly old crone. Any creature that comes within 30 feet of her must successfully save versus spells or be affected by her Fear aura, fleeing until exhaustion sets in. Tuonetar's merest touch inflicts 4-40 points of damage (+16 for Strength). She is an implacable enemy of Vainamoinen.

TUONI (LESSER GAWD)

AKA: n/a
TURF: PanDemonium
ARMOR CLASS: -2
MOVE: 18", Fly 18" (B), Swim 48"
HIT POINTS: 1,118 (554 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+14)
SPECIAL ATTACKS: Shape Change, disenchantment, Death spell
SPECIAL DEFENSES: Prismatic Wall, Immune to charms, enchantments and death spells
MAGIC RESISTANCE: 64%
SIZE: L (10')
ALIGNMENT: Chaotic neutral (evil)
SPHERES OF CONTROL: Underworld
SYMBOL: His club in a clenched fist
CLERIC: 20th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: 15th level magic-user, 15th level illusionist
THIEF: 10th level bard
S: 25/32 (+7, +14) D: 18/43 C: 24/62 I: 20/60 W: 19/58 CH: 14/24 COM: 16/53

This gawd usually dresses in dark furs. At will, he can Shape Change, cast a Death Spell or cast a Prismatic Wall spell. He is immune to all death and charm-type spells. The gawd always appears as if in a vision when a being who worships the Finnish pantheon is raised from the dead, and there is a 1% chance that he will actually come in person to reclaim the raised person's soul.

His club (which only he can lift) does 3-30 points of damage, and always disenchants one randomly-determined magic item on the being hit (no saving throw).

Tuoni's clerics go about the battlefield to aid those near death to reach the land of the dead. When confronted by the fact that they frequently send the near dead off a bit too soon, the clerics simply shrug. After they administer these rites, they take the dead person's valuables as recompense for helping the person to go to the land of the dead.

UKKO (LESSER GAWD)

AKA: Once supreme gawd of the Kalevala
TURF: Seven Heavens, Twin Paradises
ARMOR CLASS: -4
MOVE: Infinite
HIT POINTS: 1,280 (640 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+14) each
SPECIAL ATTACKS: Death spell
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 85%
SIZE: M (7')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: The sky, air, avians
SYMBOL: Flaming sword
CLERIC: 20th level cleric
FIGHTER: 20th level paladin
MAGIC-USER: 25th level magic-user
THIEF: 15th level bard
S: 27/15 (+9, +15) D: 24/22 C: 27/33 I: 24/98 W: 26/82 CH: 23/39 COM: 22/68

Ukko is represented as an old man. He is very supportive of all the good heroes in the mythos. While he prefers to use magic to attack, when hard pressed in battle he uses a flaming long sword that does 3-30 points of damage and has the power to slay anything it hits (as a Death Spell; victims save versus death at -6).

This gawd is master of the sky and air, and supports the world. He thus is responsible for all weather and protects all avian life. Because Ukko was once the supreme gawd he never intervened directly in worldly affairs unless there was a strong possibility of the world being destroyed by evil (especially chaotics). He has become despondent over the fact that this behavior probably contributed to Loviatar's taking control of the pantheon in Garweeze Wurld.

Still, his old habits die hard. Even now, when a devout follower of his calls his name he is likely (30%) to send an Air Maiden (see Minions section): first to advise, then to rescue the imperiled believer. Ukko will send these powerful warriors only when his worshipers face certain death at the hands of demons, devils or very powerful evil characters.

UNTAMO (LESSER GAWD)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: -2
MOVE: 18", Fly 36" (A)
HIT POINTS: 1,346 (673 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 3-30 (+7)
SPECIAL ATTACKS: Sleep aura
SPECIAL DEFENSES: Sleep aura
MAGIC RESISTANCE: 25%
SIZE: M (7')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Sleep, dreams
SYMBOL: Closed eyes
CLERIC: 15th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 25th level enchanter
THIEF: 10th level bard
S: 19/01 (+3, +7) D: 24/75 C: 24/84 I: 25/44 W: 23/73 CH: 20/60 COM: 21/04

This normally mild-mannered gawd intensely dislikes being summoned for any reason. He cannot be hurt by any being that has not recently (within the last three days) slept for 13 hours or more, as otherwise they instantly go to sleep in his presence. Those who do summon him must agree to serve his needs for one year to receive his help in any matter.

His club strikes for 3-30 points of damage. Targets who fail a saving throw versus spells instantly fall asleep.

Chapter 13

Gnomes

The Pantheon

The Forgotten Folk, as the gnomes are sometimes called, worship a pantheon of deities known collectively as the Lords of the Golden Hills. Of course, gnomes don't really like to be called Forgotten Folk, as they see their own culture as being alive, vibrant and well. They much prefer nicknames like Tinker Folk, Clever Folk or Honor Folk but much to their chagrin, the name Forgotten Folk has stuck with many of their neighbors.

Garl Glittergold has historically been a clear leader of the pantheon until the War of the Tablet of the Ages when Pangrus asserted himself with greater gawdhood. Like certain deities in many other pantheons, Pangrus, being a gawd of war, was able to effectively defend his racial allies in exchange for their support and allegiance to his cause. After the dust settled, Pangrus quickly learned he didn't have what it takes to administer the day to day issues that come with being the head of a pantheon. Thus, he deferred many of those duties back to Garl Glittergold, an experienced and capable leader. However, when trouble brews, you can be sure Pangrus will step in and kick some ass.

The gnome deities, it is said (by gnomes), were born as gems or veins of rich ore in the heart of the world. The gentle erosion of underground waters eventually released them. Some members of the pantheon are still associated in myth with gems or metal from which myth says they were birthed, Baervan with emeralds, Callarduran with rubies, Flandal with the magical ore arandur, Garl with gold and Segojan with diamonds. Other deities have lost this association. Little in the way of familiar associations has ever been ascribed to the Lords of the Golden Hills, although some legends refer to gawds of the pantheon as brothers. Some myths claim that there were once female gnome deities, but their fate, assuming they ever existed, has long been forgotten. Members of the all-male pantheon have nothing to say on the matter except to betray a hint of ancient sadness. Notwithstanding, it is an ancient tradition of the Forgotten Folk that when a young gnome wishes to leave the close bonds of his community, even for a short period of time, that he avoid engendering a feeling of rejection in family and friends by attributing his wanderlust to a divine vision to search for the missing sister gawds.

Clerics

The Lords of the Golden Hills are actively involved in the lives of the Forgotten Folk. Compared to the gawds of other pantheons, they frequently aid clerics to the benefit of other lay worshipers. Thus, pious gnome clerics can expect a +10% modifier to Divine Intervention Beseechment (see GMG p 136). However, intervention primarily occurs when the circumstances will indirectly benefit the Forgotten Folk in such a way as to maintain the appearance of nonintervention. Another sure way to gain the favor of the Lords of the Golden Hills is to explore and settle new lands to which gnomes are unaccustomed.

In the study of gnomish theology, one is struck by the relationship between the Forgotten Folk, particularly their heroes, and the Lords of the Golden Hills. In general, gnomes are not a tremendously devout folk, yet they have a rich oral tradition that shows the tales of the gawds blending with those of mortal heroes. The gawds embody the sense of mischievous fun and enduring community that characterizes gnome society, coupled with a strong sense of wanderlust, curiosity and desire for adventure. The relationships between the gawds, the people, and the gems and ores with which they work is tightly intertwined.

The Gawds

Baervan Wildwanderer (Lesser gawd)

AKA: The Masked Leaf
TURF: Elysium
ARMOR CLASS: -4
MOVE: 15"
HIT POINTS: 3,642 (1,821 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-8 (+12)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Animate Trees, +2 or better weapon to hit
MAGIC RESISTANCE: 60%
SIZE: M
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Forests, travel nature, forest gnomes
SYMBOL: A raccoon's face
CLERIC: 30th level druid
FIGHTER: 25th level ranger
MAGIC-USER: 25th level illusionist
THIEF: 33rd level thief
S: 19/45 (+3, +7) D: 23/78 C: 20/04 I: 21/51 W: 22/41 CH: 19/07 COM: 18/03

Baervan Wildwanderer is the gawd of forest-dwelling gnomes, travel and the outdoors. He is a guardian of the wild; he loves trees and all forest animals. Baervan is sometimes ridiculed by the other gawds as a tree-hugger.

Baervan's friend and constant companion in his escapades is a giant raccoon named Chiktikka Fastpaws, who is highly intelligent but prone to act before he thinks. Many stories are told of the adventures that this duo has shared, often started by Chiktikka's humorous ability to get into trouble by borrowing something valuable, such as a minor artifact. Except for Chiktikka's company, Baervan tends to keep to himself.

Baervan is gentle, good-natured and mischievous. His penchant for good-natured pranks rivals Garl Glittergold's. Though Baervan sometimes plays jokes on others. It is hard not to like him. The Masked Leaf's tricks are often designed to serve some purpose, unlike the mischief of the typical Forgotten Folk. If Baervan want to send someone a message, he does so in the form of a joke.

Baervan frequently appears as a middle-aged forest gnome with nut-brown skin and dull grey hair. He wears clothes of wild-brown hues. Baervan wields Whisperleaf, a Spear +3 whose shaft was cut from an ancient oak tree of the same name. In battle Baervan may animate and control any ordinary tree as a 12 HD Treant by touching it with his spear. The animation lasts for 5d4 turns. The Masked Leaf can Pass Without Trace, Speak With Animals or Speak with Plants at will. Once per round he can cast Animal Summoning III, Call Woodland Beings, Entangle, Locate Animals or Plants, Plant Growth or Warp Wood.

BARAVAR CLOAKSHADOW (LESSER GAWD)

AKA: The Sly One, Master of Illusion
TURF: Concordant Opposition
ARMOR CLASS: -4
MOVE: 12"
HIT POINTS: 952 (476 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (+8)
SPECIAL ATTACKS: Paralyzation, Nightmare
SPECIAL DEFENSES: +1 or better weapon to hit, immune to illusions and poison, displacement
MAGIC RESISTANCE: 70%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Illusions, deceptions, traps, wardings
SYMBOL: A cloak and dagger
CLERIC: 18th level cleric
FIGHTER: Nil
MAGIC-USER: 33rd level illusionist
THIEF: 29th level thief
S: 17/30 (+2, +5) D: 21/91 C: 17/42 I: 23/86 W: 18/68 CH: 16/33 COM: 18/74

Baravar Cloakshadow is a sly, sneaky protector of the Forgotten Folk. His defenses and protective strategies are rooted in deceit (illusions, traps, ambushes and the like) and his jests and tricks are more apt to cause their victims some pain than those of most of the other gnome gawds. As the patron of illusions, Baravar is the preeminent gawd of gnome magic.

Baravar is a crafty, vengeful power who specializes in deception. He is unforgiving of any who threaten his charges, and he feels no compunctions about acting against those who have earned his enmity. Although he shares Garl's love of a good practical joke, Baravar's jests and tricks may cause no small discomfort to the victims. He is also a thief and enjoys using illusions to confuse creatures before robbing them.

Baravar appears as a dark-haired, beady-eyed, very alert and vigilant young gnome. He always dresses in dark clothes. Baravar wields Nightmare, a Dagger +4 that drips paralyzing venom. The venom functions as a Hold Monster spell for 1d4 turns (victims get a save versus poison to avoid the effect). While paralyzed, victims suffer the effects of a Nightmare (as per the reverse of the Dream spell) and the beneficial effects of their previous night of sleep are cancelled.

In addition to being able to simulcast up to two spells, Baravar can cast any illusion spell as often as he likes. He can also become Invisible, use Dimension Door, Mirror Image or Rope Trick at will. His cloak, called Shadowcloak, has all the benefits of a combined Cloak of Displacement and a Robe of Blending.

CALLARDURAN SMOOTHHANDS (LESSER GAWD)

AKA: Master of Stone, Lord of Deepsoil
TURF: Concordant Opposition
ARMOR CLASS: -5
MOVE: 12"
HIT POINTS: 1,690 (845 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-8 (+11) each
SPECIAL ATTACKS: Drow/spider slaying
SPECIAL DEFENSES: Summon elemental denizens, spells, +2 or better weapon to hit
MAGIC RESISTANCE: 70%
SIZE: M
ALIGNMENT: Neural
SPHERES OF CONTROL: Stone, the NetherDeep, mining, Svirfneblin
SYMBOL: Gold ring with a star pattern
CLERIC: 33rd level cleric
FIGHTER: 30th level fighter
MAGIC-USER: 29th level illusionist, 30th level earth elementalist
THIEF: 20th level thief
S: 18/76 (+3, +6) D: 21/64 C: 19/77 I: 23/61 W: 19/59 CH: 22/17 COM: 16/09

Callarduran Smoothhands oversees the deepest mines of the Forgotten Folk and provides protection to his flock from the horrors of the NetherDeep. Unlike the other demi-human powers whose worshipers reside largely in the NetherDeep, Callarduran is not an outcast, he voluntarily led the ancestors of the Svirfneblin underground to get them back in touch with the origins of their race.

The Master of Stone is by nature solitary and thoughtful. He rarely consorts with others, even among gnome gawds, though he is closely allied with many of them. He is a benign but secretive deity, caring chiefly for his own people and their defense.

The Lord of Deepsoil appears as a handsome (for gnome standards) brown-skinned Svirfneblin wearing Chain Mail +3 and a gold ring with a star pattern. He wields Spiderbane, a Battle Axe +3 that can slay drow and spiders outright (no saving throw) on an attack roll of 17 or greater. Once per round he can summon any creature from the Elemental Plane of Earth (usually a Xorn or 24 HD Earth Elemental). Once per round he can cast Animate Rock, Earthquake, Meld into Stone, Move Earth, Wall Passage, Spike Stones, Stone Shape, Stone Tell, Transmute Rock to Mud, Wall of Iron and Wall of stone at will.

FLANDAL STEELSKIN (LESSER GAWD)

AKA: Master of Metal, Lord of Smiths, the Pyromancer
TURF: Elysium
ARMOR CLASS: -6
MOVE: 12"
HIT POINTS: 1,556 (778 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-4 (+20) each
SPECIAL ATTACKS: Fireball, double damage against cold
SPECIAL DEFENSES: Summon elementals
MAGIC RESISTANCE: 70%
SIZE: M
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Mining, physical fitness, smithing, metalworking, weaponsmithing, armoring
SYMBOL: A flaming hammer
CLERIC: 33rd level cleric
FIGHTER: 33rd level fighter
MAGIC-USER: 30th level earth elementalist, 30th level fire elementalist
THIEF: Nil
S: 24/43 (+6, +12) D: 19/95 C: 21/71 I: 18/02 W: 18/97 CH: 16/78 COM: 17/59

The Tinker Folk hold that Flandal Steelskin helped create the craft of metalworking along with several of the dwarven powers. In particular, Flandal's contributions included the discovery of an alloy first employed by the gnomes called telstang and he was the first to discover the properties of the legendary metal arandur, once known only to the Clever Folk. He is a true master craftsman and is ever-demanding of his own work, striving tirelessly to increase his skill. He is also a patient tutor, though lazy and indifferent craftsfolk do draw his ire. The Master of Metal often travels with one or two other gnome powers in search of new ores and veins of metal to use in his forges. When Flandal is not traveling, he often spends time in his workshop experimenting with new alloys and documenting his findings or working on crafting magical weapons.

Flandal often appears as a balding, somewhat aged, huge-nosed gnome with skin the color of blue mithral and eyes that appear as flaming coals. His hair and beard are brilliant blue-silver, and he wears a leather apron over his other clothing. Flandal wields Rhondang, a War Hammer +5 of gold-plated mithral with an axe back. Rhondang inflicts double damage against cold-related creatures and allows its wielder to hurl a Fireball that deals 6d6 points of damage once per round in addition to its normal attacks. It functions as a Flame Tongue and speaks the languages to all fire-related creatures. Once per round Flandal can cast Heat Metal, Ironguard or Pyrotechnics. Once per day, Flandal can summon and control 2-89 16 HD Fire Elementals for up to one hour.

GAERDAL IRONHAND (LESSER GAWD)

AKA: The Stern, Shield of the Golden Hills
TURF: Seven Heavens
ARMOR CLASS: -7
MOVE: 12"
HIT POINTS: 778 (389 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-4 (+16) each
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 55%
SIZE: M
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Vigilance, combat, martial defense

SYMBOL: An iron band
CLERIC: 27th level cleric
FIGHTER: 30th level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 21/55 (+4, +9) D: 18/80 C: 21/27 I: 17/63 W: 18/83 CH: 19/62 COM: 17/44

Gaerdal Ironhand is the stalwart defender of the Honor Folk. His prowess in battle is considered second only to Pangrus. But whereas Pangrus is an aggressive expansionist warrior, Gaerdal is seen more as a defender. Gaerdal has a small but devoted following among the Honor Folk responsible for defending their home countries and clan lands.

Gaerdal is the most dwarflike deity of the gnome pantheon, rarely smiling, and he is one of the few gnome gawds who could be considered stern. Gaerdal takes his responsibilities as the protector of the gnome burrows very seriously, at the cost of sacrificing a playful spirit. He knows that if he or his followers should fail, Pangrus will personally kick his ass. Thus, the Shield of the Golden Hills has no use for tricks, jokes, or deceits, and he remains unsmiling at gnome tales and pranks. Though the other gnome deities assert that he chuckles in private once in awhile. This is uncertain at best and those in the know often debate whether or not the facial fluctuation they witnessed was really more of a titter, a smirk or just gas.

Gaerdal wields Hammersong, a Warhammer +4 that, when it strikes a hard surface (like a Kobold's face), utters a loud clanging sound that acts as a Deafness spell to all those in a 10-foot radius (except the wielder). Gaerdal can create a Wall of Stone or a Wall of Iron at will and can create a Wave of Telekinesis three times per day with a wave of his hand. He wears Chain Mail +6.

GARL GLITTERGOLD (INTERMEDIATE GAWD)

AKA: n/a
TURF: Seven Heavens, Twin Paradises
ARMOR CLASS: -2
MOVE: 12"
HIT POINTS: 3,248 (1,624 as lesser gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 3-30 (+13)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 25%
SIZE: S (4' tall)
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Gnomes
SYMBOL: Gold nugget
CLERIC: 15th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 16th level illusionist
THIEF: 20th level thief, 8th level bard
S:20/22 (+3,+8) D:24/17 C:22/28 I:23/34 W: 22/58 CH:24/71 COM: 29/28

Garl appears as a handsome golden-skinned gnome with ever-changing gemstones for eyes. His mischievous exploits form the basis of a lengthy set of stories that are told and retold around the gnomish hearths in the hills. While the gnomes worship other deities besides Garl Glittergold, he is the administrative leader of the pantheon, and none are as popular as he. Garl's clerics require gold (or other precious metals, if no gold is available) for sacrifices to the deity.

However, there is another side to Garl than that of the witty adventurer who collapsed the Kobold King's cavern. When his people are threatened, Garl is a grim and determined war leader who out-thinks as well as outfights his opponents. He wields Arumdina, an intelligent mithral-steel Battle Axe +5 that cuts stone as easily as it does enemies. Arumdina strikes for 3-30 points of damage and can heal Garl completely once per day (as per the Restorative Cure-all spell). In spite of Garl's prowess in battle, when it comes to fighting or rallying the gnome race to a threat, he defers those duties to Pangrus. In fact, he doesn't really have a choice in the matter, as Pangrus will take over when necessary whether Garl likes it or not. (He considers Garl merely an administrator, but Garl likes to pretend that things haven't changed.)

PANGRUS (GREATER GAWD)

AKA: n/a
TURF: Limbo
ARMOR CLASS: -19
MOVE: 18"
HIT POINTS: 4.840 (2,420 as intermediate gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 3-12 (+11)
SPECIAL ATTACKS: Called shots
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 85%
SIZE: M
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: War, gnomes
SYMBOL: A V-shaped scar
CLERIC: 14th level cleric
FIGHTER: 20th level fighter
MAGIC-USER: 20th level battle mage
THIEF: Nil
S:23/90 (+5, +11) D: 26/94 C: 28/91 I: 22/23 W: 18/15 CH: 16/72 COM: 14/96

Pangrus is the patron gawd of gnome titans, though his prowess in combat has earned him significant reverence among other races who respect the art of war. Pangrus also stands for resistance in the face of overwhelming odds and this stance has made him quite popular. It is said that he once led his people against ancient hordes of dragons and that the facial scar he bears is a constant reminder of the sacrifice his warriors made over the years.

He got the scar from a Rotgut as the pair vied for control of the northwestern Frandor Mountains. It was a cold windy day and some say the fates were howling at the sight of such brave and noble combatants seeking to put an end to each other. In the end, it is said that Pangrus ruled the day and conquered the lands for his people. Thus, the gnome titan homeland is considered sacred ground by all the clans of Pangrus.

Pangrus fights with a broad sword in melee and often uses called shots to disable his foes. He is a master of all combat maneuvers, fighting styles and weapon techniques and often uses these on his foes, as well.

Pangrus demands that all gnome titans follow him. Though many choose to respect other gawds as well, those who do are often ostracized by their clans, who fear that their kin may be a step closer to actually worshiping a different gawd. The gnome titans who do this are more of a pacifist nature and don't appreciate Pangrus' warlike nature and teachings. They do respect him for sticking up for the gnome titan race in general, and because he and his followers have a very effective means of making their will known (often involving groin stomps).

In spite of his great power, Pangrus has no interest in lording over the gnome pantheon on a daily basis. He would much rather (and often does) leave the minor administrative tasks to someone more organized, interested and capable (Garl Glittergold). When they are able to set aside their alignment differences, Pangrus and Garl make an effective team in sticking up for the gnome pantheon and the interests of their people.

SEGOJAN EARTHCALLER (LESSER GAWD)

AKA: Lord of the Burrow
TURF: Elysium
ARMOR CLASS: -3
MOVE: 12", 12" Br
HIT POINTS: 1,856 (928 as demi-gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-8 (+15) each
SPECIAL ATTACKS: Rod of Smiting, Earthquake
SPECIAL DEFENSES: Summon Stone Golem, Earth Elementals, immune to acid, petrification, illusions, +2 or better weapon to hit
MAGIC RESISTANCE: 70%
SIZE: M
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Nature, the dead, rock gnomes
SYMBOL: A glowing gemstone
CLERIC: 34th level druid
FIGHTER: 18th level fighter
MAGIC-USER: 34th level earth elementalist, 24th level illusionist
THIEF: 20th level bard
S: 19 (+3, +7) D: 15/65 C: 20/41 I: 22/02 W: 22/07 CH: 16/79 COM: 15/89

Segojan Earthcaller is a friend to all living animals that move above and below the ground and he can speak to the very rock itself. Of course, the rock usually doesn't have much to say, but he can converse with it nonetheless. Because of his propensity for understanding all things subterranean, Segojan has assumed the oversight of funerary rituals and the dead.

Segojan is an earthy and pragmatic deity who always communicates in a direct and straightforward fashion. Although he attempts to defuse and avoid conflicts if possible, he is a fierce opponent if his followers are attacked, particularly when he or his followers are threatened in their homes. The Lord of the Burrow often appears as a gray-skinned gnome who wears armor that appears to be made of grass and roots.

Segojan wields Earthcaller, a crystalline quartz Rod of Smiting with two unique powers, each useable once per day. When pressed against a mass of rock (at least 3,000 pounds) Earthcaller can call forth a Stone Golem of average Intelligence. The golem serves the gawd for a full day. When struck sharply on the ground, Earthcaller can generate the effects of an Earthquake spell. Once per day he can summon 2-8 16 HD Earth Elementals to do his bidding for up to one hour.

URDLEN (LESSER GAWD)

AKA: The Crawler Below, Turdlen (derogatory)
TURF: Abyss
ARMOR CLASS: -4
MOVE: 12"
HIT POINTS: 1,876 (938 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-24
SPECIAL ATTACKS: Wounding, Hackfrenzy, Lycanthropy
SPECIAL DEFENSES: Immune to acid and paralyzation, Stinking Cloud, Blur, +2 or better weapon to hit
MAGIC RESISTANCE: 70%
SIZE: L
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Greed, HackFrenzy, HackLust, evil, hatred, uncontrolled impulse, Spriggan
SYMBOL: A white mole with a mean scowl
CLERIC: 18th level cleric
FIGHTER: 33rd level fighter
MAGIC-USER: 28th level magic-user, 28th level illusionist
THIEF: 30th level thief
S: 23 (+5, +11) D: 19/74 C: 24/04 I: 18/78 W: 15/99 CH: 1/77 COM: -6/04

Urdlen, a neuter and sexless being, is the epitome of the evil impulse who rules some gnomes and is feared by the rest. A single-minded force of malicious evil and destruction, Urdlen serves as a warning for every gnome to beware the taint of greed that lies within gnomish delight in gems and jewelry. Just as the crawler below can burrow into the ground of the Abyss, so it hopes that evil will burrow into the hearts and souls of gnomes everywhere.

The Crawler below crushes all life without regard. It wants to spoil or destroy everything. Urdlen is a half-mad, blindly destructive deity that even retains its blindness in its material form of a giant feral albino mole. Urdlen can attack twice per round. If both of its claws strike the same target in a single round, the effect is similar to that of a Sword of Wounding (+10 Crit BSL). Any time Urdlen smells blood in battle, he is affected by Hackfrenzy during which time he gains +2 to hit and damage but suffers a -2 penalty to AC. Urdlen has a 15% chance per hit to infect a victim with lycanthropy, turning them into Weremoles. Although it is blind, it can detect the presence of any living or undead creature within 300 yards. Urdlen is under a permanent Blur spell and can breathe a Stinking Cloud with a 60-foot radius centered around its head three times per day. It is, of course, immune to this effect.

Greek

The Pantheon

The Greek assembly of gawds is probably more familiar to most readers than most of the groups in this work because they were woven into a literature that has lasted down through the ages. Many of our civil concepts trace their origins to the assumed actions of the gawds and their mates. Because of their need for human worship, the Greek gawds show all the traits of the mortals that they claim to be so high above. The gawds are highly jealous, envious, petty, and prone to fly into blind rages in an instant.

Many of the gawds of Greece are believed to be descended from the greater titans, elder beings from before the time of mortals who therefore did not need worshipers to make them strong. The worship by man gave power to the sons and daughters of the titans of a type not known to their elders. This enabled them to smack down the titans and gain mastery of the Prime Material Plane.

Since Zeus' struggles in the War of the Tablet of the Ages, Pan briefly took control of the entire pantheon. His legendary parties drew many gawds, and some even survived their drunken revelry as the battles of that war continued. However, Pan's wild ways were not enough to maintain control of the pantheon. By agreement of the many hung-over Greek gawds, Zeus the Diminished remains in nominal control of the pantheon now. The other gawds, however, listen to him even less than before, as his real power has slipped. Apollo has begun building a coalition that may be strong enough to officially challenge Zeus for leadership within the next few centuries.

Clerics

The first places of worship for the Greek gawds were areas of natural beauty: a bubbling spring, a grove of oak trees, and the like. As the Greek people created large city states, they built large and elaborate temples to honor the gawds. If clerics of this pantheon live in a city, they must build or work in temples within that city. Clerics who live in the country or sparsely populated areas must find a natural setting for the worship of their deity.

Only clerics worshiping Poseidon may ride horses; all others must walk or ride in wagons or chariots. No cleric may have dealings with the clerics of other sects for any reason (except on hostile terms, of course) as the deities consider this minor transgression punishable by the stripping away of the third and higher levels spells for a full month.

All clerics must permanently attach themselves to one temple, and only in this temple can they commune. Their Word of Recall spell will always draw them back to this location . While they may travel from this temple (or glade area if they have chosen a more natural setting) they can only receive their sixth and seventh level spells from meditation in that particular area. If that natural area or that temple gets sacked or despoiled in any way, the cleric loses his higher level spell abilities until the area is reconsecrated.

Aegis

This Medium Shield +8 can throw fear into the heart of any beings coming within 10 yards of it if they fail their save versus spells. The holder must activate this fear power with a command word. The shield also has the power to form itself into a Cloak of Displacement with the same fear power and the same command word. Its primary owner is Zeus, though Athena often has custody of it. Zeus uses it in all of his major battles, though very occasionally he lends it to favored mortals who help him get some tail.

The Gawds

Aphrodite (Intermediate gawddess)

AKA: Venus
TURF: Olympus
ARMOR CLASS: 2
MOVE: 12", Fly 24" (B)
HIT POINTS: 2,732 (1,366 as lesser gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Pain wave
SPECIAL DEFENSES: Charm
MAGIC RESISTANCE: 50%
SIZE: M (5 1/2')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Love, beauty and passion
SYMBOL: Sea shell
CLERIC: 10th level cleric
FIGHTER: Nil
MAGIC-USER: 12th level magic-user, 15th level double enchanter
THIEF: 10th level bard
S: 19/53 (+3, +7) D: 24/04 C: 22/11 I: 20/25 W: 20/12 CH: 30 COM: 30

As the gawddess of love and beauty, Aphrodite can generate strong passion in mortals and gawds alike. Even when Shape Changed, she always takes a beautiful form. She can charm both men and women. Once a person has viewed Aphrodite and failed a saving throw versus spells against her charm, he (or she) can never attack her again. With a simple wave of her hand, she can cause 1-10 points of pain damage to any who would harm her, with no saving throw.

Her clerics sacrifice doves to her every 10 days and destroy objects of art and lovely pieces of jewelry on her altar every new moon (Arlora). All of her female clerics must have a 14 or greater Charisma and a 17 or greater Comeliness. Her male clerics must have a Constitution of 16 or better and a Comeliness of 17 or higher.

Aphrodite is an extremely vain and jealous gawddess. If any character should unfavorably compare Aphrodite's charm to her own, there is a 10% chance that the gawddess hears and seeks vengeance. She has taken this jealousy to the point of starting wars.

APOLLO (INTERMEDIATE GAWD)

AKA: Phoebis, Apollon
TURF: Olympus
ARMOR CLASS: -1
MOVE: 15"
HIT POINTS: 4,688 (2,344 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type +15
SPECIAL ATTACKS: Spells, Long Bow +8 targets anything in sight, Lyre curses and Disintegration
SPECIAL DEFENSES: Protective haze, raise Strength
MAGIC RESISTANCE: 56%
SIZE: H (20')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: The sun, prophecy, music and archery
SYMBOL: Lyre
CLERIC: 20th level cleric, 14th level druid
FIGHTER: 15th level ranger
MAGIC-USER: 15th level magic-user, 15th level illusionist
THIEF: 15th level thief, 23rd level bard
S: 26/75 (+8, +15) D: 25/61 C: 24/10 I: 26/05 W: 23/72 CH: 27/58 COM: 29/19

Apollo appears as an incredibly handsome young man. At will, once per round, he can Shape Change, Polymorph Other, turn Flesh to Stone, Cause Disease, Cure Disease, or Cure Serious Wounds. In battle, he can cast a purple haze around any single being (usually himself) that acts as a Ring of Protection +5.

With his Long Bow +8 he can hit any target in his line of sight, and he uses his adamantite Arrows +5. Apollo has a lyre that is able to raise a friendly being's Strength to that of a Storm Giant (24/50) for as long as the gawd plays, if he so desires. It can also Bestows Curses and cast Disintegrate spells (one at a time, up to once per round).

If Apollo is especially fond of a human (GMs option), he may indirectly aid him in a battle or give needed advice at a crucial time. Apollo has been known to lend his aid in several ways: giving his archery skill to mortals for special battles, giving his arrows as gifts, healing heroes in the thick of battle, and using his prophetic power to advise.

Apollo is also the sun gawd, and it is said that he carries the sun across the sky each day in his solar chariot. Apollo and his sister Artemis are close companions. If either is in need of aid. there is a 60% chance that the other will come to help.

All of Apollo's clerics must wear leaves of laurel on their vestments and must use laurel wood in their devices. The laurel wreath and the sun chariot are important symbols to Apollo, along with the lyre.

ARES (LESSER GAWD)

AKA: Mars
TURF: Abyss, Olympus
ARMOR CLASS: -10
MOVE: 26", Fly 24" (A)
HIT POINTS: 1,644 (822 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50 (+12) x2 or 3-30 (+12) x2
SPECIAL ATTACKS: Shape Change, Fear
SPECIAL DEFENSES: Antimagic Shell, invulnerable to poison or petrification, blinking
MAGIC RESISTANCE: 59%
SIZE: M (6')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: War
SYMBOL: Spear
CLERIC: Nil
FIGHTER: 20th level ranger
MAGIC-USER: 10th level illusionist
THIEF: 12th level assassin, 12th level monk
S: 24/08 (+6, +12) D: 27/86 C: 24/85 I: 20/59 W: 9/46 CH: 22/87 COM: 20/65

Ares appears as a normal warrior wearing Chain Mail +5. He often flies into battle, and can Shape Change at will. His Spear +5 inflicts 5-50 points of damage per strike and causes Fear (as the spell) to all creatures within 30 feet. His Long Sword +5 does 3-30 points of damage per strike and creates an Antimagic Shell around the gawd at will. It also makes him invulnerable to poison or petrification.

While it exists in the Prime Material Plane, no being other than Ares can pick up his spear, and with the spear in hand the gawd can move as a Blink Dawg. Ares can use either the spear or the sword in a round; never both at once.

Ares and Athena have a tremendous rivalry due to their conflicting roles in combat. Ares is the gawd of total battle lust and loves killing and fighting, while Athena is a gawddess of war and possesses a love of style and the art of battle. Their clerical groups oppose each other at every opportunity.

ARTEMIS (DEMI-GAWDDESS)

AKA: Diana, The Huntress
TURF: Concordant Opposition, Olympus
ARMOR CLASS: 0
MOVE: 18"
HIT POINTS: 592
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-10 (+7) or 2-20 (+13)
SPECIAL ATTACKS: Long Bow +5, Shape Change, Haste
SPECIAL DEFENSES: Animals cannot attack after seeing her once
MAGIC RESISTANCE: Magic reflection (see text)
SIZE: M (5 1/2')
ALIGNMENT: Neutral
SPHERES OF CONTROL: The hunt, hunters
SYMBOL: Bow of ivory in front of the moon
CLERIC: 14th level druid
FIGHTER: 16th level ranger
MAGIC-USER: 10th level sniper
THIEF: 5th level bard
S: 21/80 (+4, +9) D: 24/08 C: 19/54 I: 23/63 W: 24/60 CH: 25/21 COM: 27/47

Artemis appears in the form of a slim young girl with an obvious maidenly way about her, though she can Shape Change at will. Whenever she takes an animal shape, she is Hasted as per the spell. Any spell sent to hurt her (in any form) reflects back at the caster.

Arrows shot from her Long Bow +5 inflict 1-10 points of damage, and she only uses Arrows +2 or better. Her maximum range is 1,000 yards, and she never suffers a range penalty. In hand-to-hand combat she uses a slim Dagger +3, inflicting 2-20 points of damage when in her hands.

She has absolute power over all non-magical animals of the forest. Any magical creature that fights with fang and claw cannot hurt her after seeing her once. All of the priests and priestesses of her sect are druids, and they must be pure of body as well as spirit.

While she is a huntress and chases down all types of animals, she does so only for food and never for mere sport. Artemis only hunts animals that have gained a slight upper hand in the ecological balance of nature in an effort to restore the balance to normal.

Artemis is the twin sister of Apollo, and daughter of Zeus and Leto. She is also associated with the moon.

ATHENA (LESSER GAWDDESS)

AKA: Athene, Minerva
TURF: Seven Heavens, Olympus
ARMOR CLASS: -4
MOVE: 15", Fly 24" (A)
HIT POINTS: 2,416 (1,208 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50 (+11)
SPECIAL ATTACKS: Petrification, never misses target, Shape Change
SPECIAL DEFENSES: Antimagic Shell, Blink
MAGIC RESISTANCE: 80%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Wisdom and combat
SYMBOL: An owl
CLERIC: 20th level cleric, 14th level druid
FIGHTER: 20th level fighter
MAGIC-USER: 12th level magic-user, 12th level battle mage
THIEF: 12th level bard
S: 23/87 (+5, +11) D: 22/88 C: 23/92 I: 25/06 W: 25/62 CH: 27/23 COM: 26/44

Athena usually appears as a beautiful woman wearing a war helm and carrying a spear and shield. She is often seen with an owl on her shoulder. She Shape Changes at will, moves as a Blink Dawg, and she never misses her target with any weapon. Her Spear +5 inflicts 5-50 points of damage per strike. Her shield has a Medusa head upon it, and those looking at it may be turned to stone just as if it were alive. Her helm creates a special Antimagic Shell whenever she wishes, through which she can cast spells.

Athena's clerics aggressively (but not violently) attempt to spread her worship, and hold other clerics in contempt. Whenever possible, they act to oppose clerics of Ares.

DEMETER (INTERMEDIATE GAWDDESS)

AKA: Ceres
TURF: Elysium, Olympus
ARMOR CLASS: 0
MOVE: 15"
HIT POINTS: 2,328 (1,164 as lesser gawddess)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+9)
SPECIAL ATTACKS: Weather creation, Polymorph Other at will, Shape Change
SPECIAL DEFENSES: Summon and control plants or animals, Green Dragons
MAGIC RESISTANCE: 29%
SIZE: M (5')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Agriculture
SYMBOL: Mare's head
CLERIC: 14th level druid
FIGHTER: 12th level ranger
MAGIC-USER: 15th level guardian
THIEF: 10th level bard
S: 21/16 (+4, +9) D: 25/60 C: 22/10 I: 24/74 W: 27/22 CH: 25/63 COM: 28/85

This gawddess appears in the form of a beautiful woman. Demeter rides a chariot pulled by two ancient Green Dragons under her control. She Shape Changes at will, can create any type of weather for any length of time, can summon and control any type of plant or animal she wills, and can Polymorph Other at will. In battle she uses a Spear +2 made of ash wood that strikes for 2-20 points of damage.

Demeter is the gawddess of agriculture, specifically grain, and no grain grows if the members of her clergy neglect their duties.

DIONYSUS (LESSER GAWD)

AKA: Bacchus
TURF: Limbo, Olympus
ARMOR CLASS: 3
MOVE: 15"
HIT POINTS: 1,442 (771 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-40 (+12)
SPECIAL ATTACKS: Shape Change, Polymorph Other, can drive attackers insane, magic staff acts as Mirror of Life Trapping on touch, control feline or ursine creatures
SPECIAL DEFENSES: Immune to illusions and magical control, magic staff Teleports
MAGIC RESISTANCE: 45%
SIZE: M (7')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Wine
SYMBOL: Thyrsus
CLERIC: 15th level cleric
FIGHTER: 14th level fighter
MAGIC-USER: 13th level magic-users, 13th level enchanter
THIEF: 19th level bard
S: 24/55 (+6, +12) D: 23/85 C: 25/38 I: 22/58 W: 20/08 CH: 23/92 COM: 24/59

As the gawd of wine, Dionysus has a dual nature. On the one hand, he represents joy, pleasure and camaraderie; on the other hand, savage, mindless, bloodthirsty violence. He represents wine as a pleasant diversion and as an indulgence that can open the floodgates of rage.

While Dionysus most often appears as a young man in a purple robe, he also likes to appear in lion, panther, dolphin, or bear form. He can Shape Change at will, cast any Polymorph spell whenever he wishes as often as he pleases, and can control any type of feline or ursine creature. He savagely inflicts madness upon anyone who attacks or discomforts him (save versus spells at -4). He may, if greatly outraged, inflict this same madness upon defilers of his holy places as he is similarly protective of his temples and high level clerics.

Dionysus rides a chariot pulled by panthers that move at 24" (maneuverability class B). (The panthers are AC 2, HD 11, hp 65 each, #AT 3, D 1-8/1-8/3-18 (claw/claw/bite).)

Dionysus uses his thyrsus (an ornate staff tipped with a pine cone and twined with ivy) in battle, which inflicts 4-40 points of damage at a touch. It is the symbol of Dionysus and all his clerics. The gawd's thyrsus has the following powers: it can restore all dead things to life (as per a Resurrection spell), it allows the holder to Teleport from any plant he touches to any other plant, and it acts as a Mirror of Life Trapping (at a touch instead of a gaze).

HADES (INTERMEDIATE GAWD)

AKA: Pluto
TURF: Hades
ARMOR CLASS: -2
MOVE: 29"
HIT POINTS: 4,352 (2,176 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50 (+12)
SPECIAL ATTACKS: Death rays, Shape Change
SPECIAL DEFENSES: Death ray explosion when touched by non-metal object, earth control, cannot be touched while in chariot, Helm of Invisibility
MAGIC RESISTANCE: 75%
SIZE: M (6 1/2')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: The underworld and death
SYMBOL: Black ram
CLERIC: 20th level cleric
FIGHTER: 15th level fighter, 15th level monk
MAGIC-USER: 19th level illusionist, 25th level earth elementalist
THIEF: 15th level assassin
S: 24/23 (+6, +12) D: 24/73 C: 25/21 I: 24/47 W: 20/13 CH: 24/43 COM: -9/12

Most mortals know the plane where Hades resides by the name of its most powerful ruler. In fact, he's pretty impressed with himself for having an entire plane named after him. Hades appears as a heavily muscled, dark-skinned man. When in a pleasant mood and talking to mortals, he appears handsome and kind, but when fighting, the gawd appears as a hideous humanoid with fangs and flames for eyes! Hades Shape Changes at will and can shoot two death rays (that act as Death Spells) from his eyes every melee round, up to a range of 120 feet, if not engaged in hand-to-hand combat.

He has complete control over all things made of the earth and can alter the form of any amount of earth with a word. With this power, the gawd can make a sword turn into dust or a suit of armor turn into gold (saving throw versus spells applicable). The gawd uses a Long Sword +6 in battle that does 5-50 (+12 for Strength) points of damage per strike. Touching Hades' body with any non-metal object causes an explosion of death rays to strike all those in a 30-foot radius (saving throw versus death applicable).

The House of Hades is a dark underground place where eternal fires rise from pools of lava. Cerberus, a large monstrous three-headed dawg, guards the only gate that opens into the House of Hades. The dead move to the gawd's command and mortals do not see them unless Hades wills it so. In this place lie several items of note such as his Chair of Forgetfulness, designed to cause a being who sits in it to forget his past and become devoted to Hades. In the "good ol' days" he often tricked powerful mortals and lesser gawds and gawddesses into the chair, and there they remained until freed. Since the Wars, he has not been able to trick any divine being into the Chair, but he does periodically get a powerful mortal in there.

Six Nightmares pull his jet black chariot, and while Hades stands in this vehicle he cannot be touched by mortal or gawd. The gawd also possesses a helm that renders him invisible to all beings, even in battle, though he can only use this device in service against the enemies of the gawds of Olympus.

HECATE (LESSER GAWDDESS)

AKA: n/a
TURF: Nine Hells, Olympus
ARMOR CLASS: -2
MOVE: 12"
HIT POINTS: 858 (429 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +1
SPECIAL ATTACKS: Spells, Twin Spheres of Annihilation, limited simulcasting
SPECIAL DEFENSES: Spells, per character class, nine Hell Hounds
MAGIC RESISTANCE: 89%
SIZE: M (5 1/4')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Magic, witchcraft
SYMBOL: Setting moon
CLERIC: 14th level druid
FIGHTER: Nil
MAGIC-USER: 20th level magic-user (see text), 20th level battle mage
THIEF: Nil
S: 12/15 (+0, +1) D: 20/62 C: 22/48 I: 25/93 W: 9/100 CH: 25/69 COM: 25/24

Hecate appears as a beautiful long-haired woman, usually dressed in little to no clothing. Images of her often have three faces.

She can use any magic-user spell as often as she likes, without restriction, as a 20th level caster. From sunset to sunrise, she can cast two spells per melee round in any combination. During the day, she casts one per round. She can also spelljack as a battle mage, but if she does so she is subject to the normal restrictions on memorization and preparation, so she rarely does so.

Hecate has twin Spheres of Annihilation with her at all times. These move to attack her enemies. They move by themselves after being started and cannot be controlled by mortals.

She has nine Hell Hounds as servants (with maximum hit points and abilities). She sends these creatures out to hunt down all who would desecrate her temples or attack her clerics (if the cleric is 10th level or higher – there is a 10% chance of this happening with every such act). All of her clerics have a special rapport with Hell Hounds. Hell Hounds never attack them under any conditions, and those clerics have a chance of controlling them equal to their chance of affecting "special" undead. Hecate's clerics make sacrifices to her on the night of the full moon (Bardar'kar).

HEPHAESTUS (DEMI-GAWD)

AKA: Vulcan
TURF: Concordant Opposition, Nirvana, Prime Material Plane
ARMOR CLASS: -6
MOVE: 9"
HIT POINTS: 553
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 20-80 (+18)
SPECIAL ATTACKS: Hammer can strike any creature, spells
SPECIAL DEFENSES: Spells, Red Dragon
MAGIC RESISTANCE: 50%
SIZE: H (20')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Blacksmiths
SYMBOL: Hammer and anvil
CLERIC: Nil
FIGHTER: 21st level fighter
MAGIC-USER: 18th level magic-user, 20th level constructor
THIEF: Nil
S: 29/37 (+9, +15) D: 22/87 C: 23/75 I: 25/40 W: 20/85 CH: 9/87 COM: 6/92

Hephaestus appears as a tall Hill Giant with a humped back and a club foot. He is the only entity in the TeraVerse able to easily work the extremely hard metal adamantite. This gawd has so few worshipers that any being doing a great service for his sect (GM's discretion), has a 5% chance of receiving a Medium Shield +5 specially made to be useable by any class, not hamper him in battle, and weighing only three pounds.

He uses a nine-foot-long Warhammer in battle that strikes for 20-80 points of damage. Though it radiates no magic, it can strike any creature as if it were a +9 weapon. Hephaestus fights with his warhammer as a grand master (speed factor –2 (-7 for Dex for a total of –9), +3 to-hit (+9 for Strength for a total of +12), +3 to damage (+15 for Strength for a total of +18). Gawdly weapons already account for increased damage in terms of die type.)

The gawd works in a volcanic mountain with his helpers: Greater Cyclopses, Fire Elementals, Efreet, and some of the lesser types of intelligent demons. A friend to the dwarves, Hephaestus has been known to personally teach their most talented smiths. A Red Dragon guards the tunnel entrance to his mountain. This unusually loyal, ancient creature always talks to those who seek entrance to discover if they are merely curious (and therefore edible) or have actual business with the gawd. Clerics of Hephaestus above 10th level may commune with him in the caves for advice and the like, though communing over matters the gawd does not consider important is, of course, risky.

HERA (DEMI-GAWDDESS)

AKA: Juno
TURF: Concordant Opposition, Olympus
ARMOR CLASS: 1
MOVE: 12"
HIT POINTS: 677
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+5)
SPECIAL ATTACKS: Voice, fear, shape change
SPECIAL DEFENSES: Spells
MAGIC RESISTANCE: 50%
SIZE: M (5 1/2')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Marriage, intrigue
SYMBOL: Peacock
CLERIC: 15th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 12th level magic-user, 12th level blood mage
THIEF: Nil
S: 17/91 (+2, +5) D: 23/82 C: 23/38 I: 20/50 W: 25/19 CH: 23/77 COM: 24/84

Hera looks like a very tall woman, but she Shape Changes at will. The wife of Zeus, she is the patron of all married women. If a woman prays to the gawddess about problems with her husband while the gawddess listens (a 5% chance) the gawddess may react by throwing a curse at the offending male (he does get a saving throw versus spells to negate this).

As the wife of Zeus, Hera is constantly busy attacking and/or killing his paramours. She has developed unparalleled methods of spying and watching people, just to keep track of all of Zeus' affairs.

Like the gawddess, her clerics all have a strong drive for vengeance of their own. For the slightest wrong (real or imagined) done to their gawddess or themselves, the clerics work to their utmost to cause the death of the offender, sometimes taking years to plan and defeat more powerful beings.

While Hera can strike with her rod for 2-20 points of damage, she sometimes uses her special voice for attacking. When angry, her voice inflicts 20 points of damage to all within 50 yards of her because of its harshness (no saving throw). In addition, those who do not successfully make a saving throw versus spells must flee in terror from the sound of her screaming (as the Fear spell).

HERAKLES (DEMI-GAWD)

AKA: Hercules
TURF: Happy Hunting Grounds, Prime Material Plane
ARMOR CLASS: -8
MOVE: 15"
HIT POINTS: 276
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50 (+15)
SPECIAL ATTACKS: Bow that cannot miss (at up to 1/5 mile), full range 1 mile, poison
SPECIAL DEFENSES: Unpierceable lion hide armor
MAGIC RESISTANCE: Standard
SIZE: M (6')
ALIGNMENT: Chaotic neutral (good)
SPHERES OF CONTROL: Heroics, self-praise
SYMBOL: The lion
CLERIC: Nil
FIGHTER: 18th level ranger
MAGIC-USER: Nil
THIEF: 4th level bard
S: 29/55 (+9, +15) D: 20/13 C: 22/87 I: 11/19 W: 9/67 CH: 17/09 COM: 19/94

The son of Zeus, this demi-gawd is sometimes presented as strength personified. He appears as a normal, very muscular man with a large beard. Herakles is quite naive, and has nothing to do with magic-users or clerics because he does not trust them.

He uses a special bow at the beginning of every battle, a bow which only he can use effectively. It has a range of one mile, with no range penalties, and it cannot miss at distances of up to one-half mile. When he battles giants and other enchanted monsters, he uses poisoned arrows (with varying types of poison). He also wields a huge Club +5 which does 5-50 points of damage on a hit.

Herakles wears the skin of the magical Nemean lion, which cannot be pierced by anything. Thrusting weapons do but one point of damage (plus any bonuses for magic, but not for Strength or specialization, etc.), slashing weapons do half damage (halve everything including bonuses), but crushing or bludgeoning weapons do full damage. When he suffers more than half his hit points in damage, Herakles flies into a blind, berserk rage. In this state, he attacks all within striking distance of him, friend and foe alike. Also, his damage bonus from Strength increases to +25 points.

Dealing with this hero and demi-gawd is quite dangerous, as the slightest insult or affront is liable to cause him to lose his temper. At such times, he acts in the most direct and aggressive manner. If tricked by double-dealing, lies, or ingratitude, he will certainly seek to exact vengeance, although it might be years before he has the chance. Still, he never forgets a slight.

HERMES (DEMI-GAWD)

AKA: Mercury
TURF: Concordant Opposition, Olympus
ARMOR CLASS: 1
MOVE: 18", Fly 48" (A)
HIT POINTS: 1,000
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 5-30
SPECIAL ATTACKS: Complete control over all non-magical creatures other than humans, Haste
SPECIAL DEFENSES: Flying sandals, Helm of Invisibility, Blink
MAGIC RESISTANCE: 35%
SIZE: M (6 1/4')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Thieves, liars, gamblers, lawyers, and arbitrators
SYMBOL: Caduceus
CLERIC: 14th level druid
FIGHTER: 15th level ranger
MAGIC-USER: 15th level illusionist
THIEF: 25th level thief, 15th level bard
S: 22/50 (+4, +10) D: 25/63 C: 24/61 I: 25/28 W: 19/01 CH: 24/80 COM: 25/21

Appearing as a handsome teenager, this gawd has maximum thieving abilities (100% in each category, before Dexterity adjustments). He moves as a Blink Dawg and is always Hasted. Hermes wears a pair of winged sandals that allows him to fly, owns a Helm of Invisibility (as the ring of the same name), and he carries a white caduceus, a winged rod with two entwined serpents. This device was given to him by the gawd Apollo and became Hermes' symbol. It gives the gawd complete control over all non-magical creatures other than man (no saving throw).

Hermes functions as messenger of the gawds to mortals, and high level clerics of the various Olympian sects occasionally see him in this capacity, bringing messages from their deities. He also acts as arbiter of disputes between the gawds.

All of Hermes' clerics must keep physically fit and be able to run very long distances, no matter how important their position. They must also carry a white rod as a symbol of their devotion. Clerics of Hermes often act as professional arbitrators. Their reputation for fair settlement of disputes keeps them busy in this line of work. Hermetic arbiters who accept bribes or other graft may (15% chance per offense) be punished by the gawd.

NIKE (LESSER GAWDDESS)

AKA: Victoria
TURF: Nirvana, Olympus
ARMOR CLASS: -5
MOVE: 24", Fly 36" (A)
HIT POINTS: 804 (402 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50 (+11)
SPECIAL ATTACKS: Divine awe, Shape Change
SPECIAL DEFENSES: Cancellation
MAGIC RESISTANCE: 85%
SIZE: M (7')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Victory
SYMBOL: Winged woman
CLERIC: Nil
FIGHTER: 20th level fighter
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 23/39 (+5, +11) D: 23/34 C: 24/43 I: 23/57 W: 23/81 CH: 25/71 COM: 24/12

This unusually stubborn gawddess appears as a very tall winged woman, though she Shape Changes at will. She always uses her divine awe power to stun lesser creatures (creatures must save versus spells at –7 or be affected as if by a Hold Person), not caring what happens to the poor mortals that see her.

In close combat, she uses a rod of power that inflicts 5-50 points of damage at a touch (no saving throw). She can destroy any device used against her with a touch of her hand (saving throw versus spells to avoid the effect).

The gawddess has a very stern way of looking at things. She does not allow even a single transgression against alignment or sect. If they do, they suffer death from blue Lightning Bolts large enough to destroy them totally. These each deal 6 points of damage per Hit Die of the offender, one strikes each melee round until the offender dies. This is divine energy, and not affected by protections against electricity or magic.

PAN (INTERMEDIATE GAWD)

AKA: Faunus
TURF: Limbo, Prime Material Plane
ARMOR CLASS: -2
MOVE: 18"
HIT POINTS: 3,904 (1,952 as lesser gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 3-30 (+14)
SPECIAL ATTACKS: Fear and beguiling
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 89%
SIZE: M (5')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Nature, wild passion
SYMBOL: Syrinx
CLERIC: 14th level druid
FIGHTER: 13th level ranger
MAGIC-USER: 15th level illusionist
THIEF: 15th level thief, 15th level bard
S: 25/70 (+7, +14) D: 25/88 C: 25/68 I: 18/07 W: 18/30 CH: 22/44 COM: 24/90

As gawd of nature, Pan has two aspects. On the one hand he represents the beneficence and fertility of nature, and on the other the fearsome indifferent destructiveness

of natural forces. Depending upon his mood, an encounter with Pan can be terrifying or delightful.

In his true form, Pan has the trunk of a human with small goat horns on his head and the legs and hooves of a large goat. His main power comes from the sound of his voice.

Pan's fist strikes for 3-30 (+14 for Strength) points of damage; his voice can cause Fear as the spell within a range of 50 yards (targets get a saving throw versus spells to negate).

His syrinx is a set of reed pipes that he plays as a Rod of Beguiling. This instrument causes any beings who fail their saving throws to become the blindly loving friends of the gawd. In times of danger, when he has suffered the loss of more than 25% of his hit points, he can shout so that all beings within 100 feet must run in fear for four melee rounds (no saving throw).

He has an intense dislike for Apollo and constantly plays practical jokes on the gawd of music. Apollo replaced Pan in several areas (particularly music), and Pan actually lost some worshipers to Apollo. Their rivalry extends to the Prime Material Plane, where their clerics often work at cross purposes.

POSEIDON (LESSER GAWD)

AKA: Neptune
TURF: Limbo, Olympus
ARMOR CLASS: 1
MOVE: 18"
HIT POINTS: 1,822 (911 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50 (+14)/5-50 (+14)
SPECIAL ATTACKS: Summon and command water creatures, Shape Change, control weather
SPECIAL DEFENSES: Shape Change, create life forms, watery haze of protection +5, spell absorption and reflection
MAGIC RESISTANCE: 75%
SIZE: G (30')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Seas, oceans, streams, and earthquakes
SYMBOL: Trident
CLERIC: 12th level cleric, 12th level druid
FIGHTER: 13th level fighter
MAGIC-USER: 17th level magic-user, 17th level water elementalist
THIEF: 10th level bard
S: 25/98 (+7, +14) D: 24/05 C: 25/26 I: 20/63 W: 22/60 CH: 22/77 COM: 23/11

This gawd appears as a huge human and may command any non-divine creature of the water. At will, he Shape Changes, summons water beings (who arrive instantly), and creates life in any form (often originating new life forms at a whim).

When angry at a coastal town that fails to sacrifice to him monthly, he may react in one of three ways: he may take all of the young males (16-30 years) of the town in blood sacrifice, he may reduce the town to rubble with a targeted earthquake, or he may flood the town and the surrounding countryside.

Poseidon is the son of Kronos and Rhea and brother to Zeus and Hades. He tried to avoid the Wars by remaining in the seas, but did fight in a few battles, particularly with other gawds of the waters. He lost some of his power in these wars, just as Zeus did. Poseidon is responsible for the creation of all horses and he rewards his high priests and high priestesses for exceptional services with a steed comparable to a paladin's war horse.

Poseidon fights with a Trident +9, with which he can strike twice per round for 5-50 points. This weapon can also absorb any single spell in a given melee round and return a similar spell (or the same one) at the desire of the gawd. In battle, the gawd often puts a watery haze around his body that acts as a Ring of Protection +5.

This gawd rewards the prayers of his clerics with material things such as springs in dry lands, water when needed (in the form of rain), or too much water to his clerics' enemies (most often in the form of floods). He has also been known to plague the worshipers of his sect with enchanted monsters of random types when they have transgressed in some way.

PROMETHEUS (LESSER GAWD/GREATER TITAN)

AKA: Forethought
TURF: Elysium, Olympus
ARMOR CLASS: -3
MOVE: 15", Fly 24" (B)
HIT POINTS: 2,264 (1,132 as demi-gawd)
NO. OF ATTACKS: 2 (fists)
DAMAGE/ATTACK: 5-50 (+12)/5-50 (+12)
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Spells, construct creatures out of clay
MAGIC RESISTANCE: 50%
SIZE: G (100')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Planning, thoughtful prediction
SYMBOL: Torch
CLERIC: 13th level cleric, 13th level druid
FIGHTER: 16th level ranger
MAGIC-USER: 15th level magic-user
THIEF: 10th level thief, 10th level bard
S: 24/04 (+6,+12) D: 24/27 C: 24/44 I: 25/76 W: 20/35 CH: 25/84 COM: 24/55

Prometheus is the son of Iapetus and Clymene, and the brother of Atlas and Epimetheus. When the gawds revolted against the titans, Prometheus sided with the gawds, since he correctly deduced the outcome of the struggle. Prometheus is credited with making the first man and woman from clay, and he has made it his task to help mankind whenever possible. Prometheus taught humans many of the civilized arts, including the medicinal use of plants, cultivation of grains, and domestication of wild animals.

Prometheus stole fire from the sun to gave it to humankind. For this affront, Zeus ordered Prometheus chained to a mountain top where his perpetually-regenerating liver was torn out afresh each day by a divine Griffon-Vulture. Zeus repented after 30 years and allowed Heracles to free Prometheus. After he was freed, the Olympians invited Prometheus to join them as one of gawds.

Prometheus is the only titan worshiped as a gawd. As a token of his punishment, Zeus ordered Prometheus to wear a ring made from his chains. Prometheus' clerics also wear an iron ring set with a chip of stone that supposedly comes from the mountain where Prometheus was chained. He expects his clerics to be self-reliant, but not self-centered. Trickery and cunning are fair weapons but only if the end serves the human race as a whole. Prometheus sides with faithful clerics against any force, even the most powerful gawd, but he takes a dim view of clerics calling upon him unless they have absolutely no chance of survival otherwise.

Because of their gawd's travail, the clerics of Prometheus take any available opportunity to kill a Griffon. They also do all in their power to prevent humans and demi-humans from attacking any titan (greater or otherwise), and will actually side with Atlas or Epimetheus if they see either titan under attack.

Prometheus can create any mortal creature from clay in two melee rounds. This creature serves the gawd until it dies, though Prometheus usually sets it free after a specific service. In return for extraordinary service by one of his clerics, Prometheus may reward the cleric with a companion creature suitable to the cleric's level of experience.

TYCHE (LESSER GAWDDESS)

AKA: Fortuna
TURF: Concordant Opposition, Olympus
ARMOR CLASS: -4
MOVE: 12", Fly 36" (A)
HIT POINTS: 1,050 (525 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +8
SPECIAL ATTACKS: Spells, drain half of maximum hit points, shape change
SPECIAL DEFENSES: Spells, reflect any single attack in a given melee round
MAGIC RESISTANCE: 100%
SIZE: M (5')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Good fortune
SYMBOL: Red pentagram
CLERIC: Nil
FIGHTER: Nil
MAGIC-USER: 15th level magic-user, 15th level illusionist
THIEF: 10th level bard
S: 20/39 (+3,+8) D: 25/67 C: 22/78 I: 25/40 W: 25/68 CH: 25/14 COM: 27/07

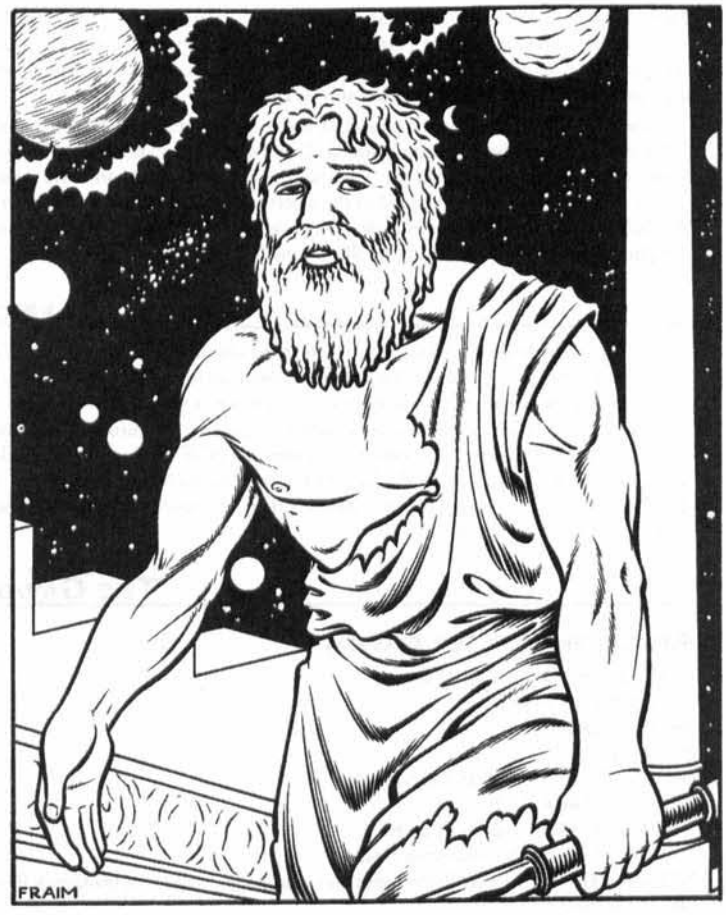
Tyche, daughter of the titans Tethys and Oceanus, appears as a rather small, slim, elfin human woman. She can cast "good luck" in a manner similar to a spell. The recipient of this spell always wins a single contest (the next one he faces), no matter what the odds.

She can Shape Change at will and speak with anything. If threatened, her touch drains one-half the total maximum hit points of her attacker (no saving throw). She has a small blue sphere that absorbs any one single attack in a given melee round and reflects the total damage that the attack would have done back at any being within five feet of her person. This device functions partially based on her luck, and will not work for anyone else. (It will radiate strong magic, but actually does nothing unless in her possession.)

The rest of this pantheon does not treat this gawddess very well, as the other deities think of her as a poor relative and not really of divine caliber. She is therefore not often willing to aid them in their struggles against giants, titans, and the like, a factor which may have hurt Zeus and his cadre in the Wars of the Gawds. Well, that and the rampant partying.

ZEUS (LESSER GAWD)

AKA: Zeus the Diminished, Jupiter
TURF: Olympus, Seven Heavens, Elemental Plane of Air
ARMOR CLASS: -2 (-12 with Aegis)
MOVE: 18", Fly 24" (A)
HIT POINTS: 2,094 (1,047 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-60 (+15)
SPECIAL ATTACKS: Lightning Bolts (simultaneous with melee)
SPECIAL DEFENSES: Blood spawns monsters
MAGIC RESISTANCE: 75%
SIZE: M (6 1/2')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: The sky, air, deposed rulers
SYMBOL: A fist full of lightning bolts on a block background
CLERIC: 25th level cleric
FIGHTER: 17th level fighter
MAGIC-USER: 20th level magic-user, 18th level double invoker
THIEF: 15th level bard
S: 27/29 (+9, +15) D: 26/64 C: 27/72 I: 26/02 W: 25/33 CH: 27/25 COM: 27/45



This gawd usually appears as a human bearded male of powerful physique, but he often Shape Changes. The gawd always has a giant white eagle at his side, and occasionally gives one of its type to those he favors. Zeus has recently been trying to reinvent himself under the guise of Jupiter in order to try to gain back some of his former respect and power. In fact, he now prefers to be called Jupiter and hates the name Zeus the Diminished but his enemies are making it difficult for him to escape the stigma of having lost his former glory.

He disdains the use of armor, in fact, he doesn't even like clothing very much, but he does use his Medium Shield +8, Aegis. Zeus can simultaneously attack and cast a Lightning Bolt that deals 36 points of electrical damage each melee round. He wields a Spear +6 that does 6-60 points of damage.

When his wounds spill blood on the ground, the blood forms a random monster with a HackFactor from 12 to 21 (use the Hacklopedia of Beasts 8 to find examples, or choose a special treat for your players, especially if they've been getting uppity). This occurs at most once per round. The monster fights for Zeus until dead or 48 hours elapse.

Clerics use symbols of an eagle, ram, and an oak tree in their teachings when preaching the gawd's ways. They also incorporate these symbols into their vestments and holy relics.

Zeus is the son of the titans Kronos and Rhea. He led the gawds in their overthrow of the titans, and became their general ruler. He is the lord of the upper air and remains the major ruler of the plane of Olympus, at least in theory, as Markovia steps in when necessary and other gawds often push him around. His rule was never absolute, and the other gawds and gawddesses frequently argue his decisions. In recent times, they have often simply ignored him outright and done their own thing. Ironically, Zeus' own perspective on how the system should work has changed since before the Wars and he now strongly supports law and order – he just has trouble instituting it himself.

Halflings

The Pantheon

The Small Folk or Shire Folk, as the halflings are sometimes called, worship a pantheon of deities known as The Shire Kin. The myths associated with the various halfling powers often intermingle with tales of local halfling heroes of earlier generations who embodied the teachings and approach to life of one or more of the gawds. The use of the word kin in the name of the pantheon is indicative of the halfling attitude that every halfling is related in one way or another.

Yondalla is the universally acknowledged leader of the halfling pantheon and the other gawds defer to her authority without dissention. If they did dissent, Yondalla would give them a good ear bending. So in practice the entire pantheon works together in a collective fashion for the good of the whole race. While the primary deities of the halflings are female and the male gawds are seen as presiding over somewhat peripheral (if necessary) aspects of life, all are equally respected.

Clerics

The mentality of a typical halfling holds that the only really important things are those that happen close to home. Thus, most of them are interested in worshiping an immediate and beneficent deity whose responsibilities are to them and no one else. As halflings see it, they have a simple bargain with their gawds. In return for their veneration by the Shire Folk, the gawds promise to take care of all halflings. Halfling clerics exist to see that both sides of the bargain are kept, to remind halflings to give the gawds their due and to remind the Shire Kin that they are responsible for the safety and comfort of their loyal followers.

The Gawds

Arvoreen (Lesser gawd)

AKA: The Defender, The Wary Sword
TURF: Seven Heavens
ARMOR CLASS: -9
MOVE: 12"
HIT POINTS: 1,128 (564 as demi-gawd)
NO. OF ATTACKS: 7/2
DAMAGE/ATTACK: 1-6 (+16) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +2 or better weapon to hit, magic reflection, Invisibility, Blink, Dimension Door
MAGIC RESISTANCE: 65%
SIZE: M
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Martial defense, vigilance, duty, halfling warriors
SYMBOL: Two crossed short swords
CLERIC: 29th level cleric
FIGHTER: 35th level ranger, 20th level paladin
MAGIC-USER: Nil
THIEF: Nil
S: 22/74 (+4, +10) D: 19/67 C: 21/60 I: 18/06 W: 18/94 CH: 19/49 COM: 18/05

Arvoreen the Defender, fiery guardian of the home, is the closest thing the halflings have to a war gawd. He is always preparing his followers for incursions into halfling lands and making preparations to repulse hostile creatures at the first sign of trouble. The Defender, although quite powerful, is not a particularly aggressive deity. He only engages in combat if attacked, though he does seek out his enemies and actively confronts them in an effort to get them to desist from their evil practices.

Arvoreen is more serious and less carefree and joyful than the typical halfling (or halfling deity) and serves as a reminder that the safety they currently enjoy was hard won and can be easily lost. The Wary Sword intervenes very readily to defend halfling communities, sending additional followers for long term defense if necessary. He may reward warriors who have defended halfling communities with a minor magical item, even those of another race.

Arvoreen appears as a handsome young halfling warrior, muscular of build and generally dressed in lightweight clothes and fine Chain Mail +5 (that can affect the wearer as a Cure All spell three times per day, on command). Arvoreen is proficient with all weapons but particularly prefers the short sword. He wields Aegisheart, a Short Sword +4 Defender and Hornet, a Short Sword +4 of Dancing. Even when dancing, the latter weapon gains Arvoreen's Strength bonus to damage. Arvoreen never attacks an opponent first, but the first attack upon him (if it hits) does only half damage, regardless of its power or source. Furthermore, the first magical attack on him is automatically reflected back at its originator.

Brandobaris (Lesser gawd)

AKA: Master of Stealth, The Irrepressible Scamp
TURF: Concordant Opposition
ARMOR CLASS: -2
MOVE: 12"
HIT POINTS: 1,512 (756 as demi-gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4 (+10)
SPECIAL ATTACKS: Sleep
SPECIAL DEFENSES: Immune to Maze, +1 or better weapon to hit, move silently, invisible, Feather Fall, Spider Climb, free action, 90% resistant to all divination spells
MAGIC RESISTANCE: 60%
SIZE: S
ALIGNMENT: Neutral
SPHERES OF CONTROL: Stealth, thievery, adventuring
SYMBOL: A halfling's footprint
CLERIC: 18th level druid
FIGHTER: 24th level ranger
MAGIC-USER: 18th level magic-user
THIEF: 30th level thief
S: 19/91 (+3, +7) D: 23/08 C: 18/70 I: 20/23 W: 18/48 CH: 22/51 COM: 17/89

Brandobaris is the errant rogue of the halfling pantheon, regarded with exasperated tolerance by his fellows. He is an irrepressible scamp who gets along well with most other powers who can let themselves smile at his antics. The Master of Stealth is always ready with a joke or a jug, yet he is such an agreeable, friendly rapscallion that he rarely makes an enemy. He's always well dressed and ready with a smart reply to any attempt at conversation.

The mischievous Master of Stealth is always on the lookout for a worthy risk and challenge to face, and he may even seek out a highly skilled halfling thief or two to join him in some caper as he wanders the Prime Material Plane. Brandobaris reveals his identity only after the adventure is over, and only to his followers. Brandobaris's adventures can be exceptionally challenging and dangerous, but hold the promise of great reward for the fast, the clever and the quiet.

Brandobaris appears as a plump, jolly, cheeky-faced young halfling dressed in a smart leather jerkin, silk blouse, and cotton pants. He wields Vamoose, a Dagger +3 that magically points out the fastest and safest direction of escape from any maze or trap (making Brandobaris immune to Maze spells). It can also be transformed into a Sling of Seeking +4, and the gawd wields another Dagger +3. Those hit by his Sling must make a saving throw versus spell with a -6 penalty or fall into a deep sleep for 6d6 turns.

Brandobaris is so skilled at moving silently that no mortal being nor gawd can hear him, should he desire to conceal his movements. He can also hide so well as to be completely invisible (detectable only with a True Seeing spell or similar power). The Master of Stealth has the permanent powers of Feather Fall, Free Action and Spider Climbing.

CYRROLLALEE (LESSER GAWDDESS)

AKA: The Hand of Fellowship, The Faithful
TURF: Seven Heavens
ARMOR CLASS: -3
MOVE: 12"
HIT POINTS: 1,054 (527 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+8)
SPECIAL ATTACKS: Charm, Iron Bands of Munari
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 75%
SIZE: S
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Friendship, trust, the home, hospitality, crafts
SYMBOL: An open door
CLERIC: 32nd level cleric
FIGHTER: 25th level paladin
MAGIC-USER: 28th level magic-user
THIEF: Nil
S: 16/73 (+2, +4) D: 19/96 C: 19/78 I: 20/93 W: 24/88 CH: 21/77 COM: 22/10

Cyrrollalee oversees many of the mundane day-to-day aspects of halfling home life. Her real interest is in the hospitality, generosity, and kindness halflings can show to others, and those who fail to display proper hospitality and good fellowship displease her greatly. As a rule, Cyrrollalee is warm, friendly and welcoming and even non-divine beings feel comfortable in her presence. Her words and touch are always gentle and she rarely raises her voice in anger. However, if roused, she can be a most fearsome foe indeed. Any halfling whose burrow has been violated knows the feeling of Cyrrollalee's fury swelling within him.

Cyrrollalee does not often visit the Prime Material Plane. When she does, she sometimes takes the form of a stooped halfling of indeterminate years, worn by poverty and work into a frail shell. In this guise, she often visits halfling burrows to see if the inhabitants are truly hospitable; woe to the family that turns her away!

Cyrrollalee also often appears as a humble female halfling of homely appearance, the brown of her peasant's clothes matching that of her hair. She wields Camaradestave, a Quarterstaff +4 that she can use to charm (as per the Charm Monster spell) any creature she strikes who fails a saving throw versus spells. She also carries a pair of Iron Band of Munari. Cyrrollalee is cloaked in a permanent Gandle's Spell Immunity, detects lies automatically and radiates a Zone of Truth within a 40-foot radius. Three times per day she can cast Animate Object on any or all objects within a 60-foot radius for as long as she wishes.

SHEELA PERYROYL (LESSER GAWDDESS)

AKA: Green Sister, The Watchful Mother
TURF: Concordant Opposition
ARMOR CLASS: -3
MOVE: 12"
HIT POINTS: 1,232 (616 as demi-gawddess)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6 (+8)
SPECIAL ATTACKS: Entangle, Staff of the Woodlands, spells
SPECIAL DEFENSES: Free action, cannot be entangled, held or paralyzed, regenerate 3 hp/day, immune to lightning and all weapons with wood in them, +2 or better weapon to hit
MAGIC RESISTANCE: 75%
SIZE: S
ALIGNMENT: Neutral
SPHERES OF CONTROL: Nature, agriculture, weather, song, dance, beauty, romantic love
SYMBOL: A daisy
CLERIC: 30th level druid
FIGHTER: 18th level ranger
MAGIC-USER: 21st level magic-user
THIEF: Nil
S: 16/23 (+2, +4) D: 19/97 C: 20/22 I: 19/81 W: 23/44 CH: 24/78 COM: 23/06

Sheela Peryroyl is the halfling gawdess of agriculture, nature, and weather. She balances the concern for wild untamed lands and habitats with strong roles as a gawddess of cultivation, seasons, and especially harvests. She is also concerned with the pleasures of life, feasts, revelry, romance, and the general desire to live with passion. Her followers often wear a small flower in her honor and strive to work in harmony with nature and the earth.

Sheela is generally quiet, although she's rarely seen without a smile on her face and a dance in her eyes. At other times, Sheela is laughing and filled with the joy of life. Sheela has a strong aesthetic sense and is sometimes credited with creating many species of flowers. When she sings she causes flowers to bloom, trees to bud, seeds to sprout. Living plants grow and flower in her wake as she walks along the ground. Sheela brings good weather to her favored worshipers but can easily send drought or floods to those who worship her poorly.

Sheela appears as a pretty young halfling maiden dressed in garlands of wildflowers with brilliant flowers in her hair. Should she need to, Sheela can create a powerful Quarterstaff +4 with all the powers of a Staff of the Woodlands from a single blade of grass in an instant. When necessary, she fights with two of these weapons. Sheela can cast Entangle at will. She can also cast Call Lightning, Call Woodland Beings, Control Weather, Creeping Doom, Hallucinatory Forest, Hold Plant, Liveoak, Plant Door, Plant Growth, Rainbow, Snare, Speak with Animals, Speak with Plants, Spike Growth, Sticks to Snakes, Transport Via Plants, Trip, Wall of Thorns, and Warp Wood three times per day each. She regenerates 3 hp per round while standing on bare ground.

UROGALAN (DEMI-GAWD)

AKA: He Who Must Be, The Black Hound
TURF: Nirvana, Elemental Plane of Earth
ARMOR CLASS: -4
MOVE: 12", 12" Br
HIT POINTS: 480
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-8 (+10) each
SPECIAL ATTACKS: Flesh to Stone, Earthquake
SPECIAL DEFENSES: +1 or better weapon to hit, Cloak of Fear, command elemental creatures
MAGIC RESISTANCE: 70%
SIZE: S
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Earth, death, protection of the dead
SYMBOL: A black dog's head silhouette
CLERIC: 24th level cleric
FIGHTER: 13th level fighter
MAGIC-USER: 23rd level magic-user
THIEF: Nil
S: 17/75 (+2, +5) D: 19/90 C: 19/66 I: 18/78 W: 22/64 CH: 16/67 COM: 18/05

Urogalan is the protector of the dead and gawd of the underground. He is considered a protector of the souls of the dead and an adviser-judge with Yondalla. His earthly aspect is one of reverence for the very ground itself and protection from threats beneath the surface, rather than concern with natural growth. Few halflings actively worship him, but he is respected and revered by most as a protector. Although the Shire Folk generally do not fear death, most halflings shiver at the sight of the Black Hound's symbol.

Urogalan rarely speaks or displays much emotion, and when he does, the Black Hound's soft-spoken voice is tinged with loss. He Who Must Be prefers observation to intervention and has the disconcerting habit of appearing in the shadows and simply watching and waiting until he is noticed. It is said that he personally comes to collect the souls of great, wise, or exceptional halflings when their time comes.

Urogalan appears as a slim, dusky-skinned halfling dressed in a pure white robe (in his death aspect) or a brown robe (in his earth aspect). He wields Doomthresher, a double-headed Footman's Flail +3 whose touch inflicts Flesh to Stone on any living creature that fails its saving throw versus spell. It also acts as a Mace of Disruption against undead creatures. He wears a Ring of Protection +5. Urogalan can see in darkness of any sort (even magical) and cannot be blinded or deafened. When he wishes, Urogalan radiates a Cloak of Fear. He can generate an Earthquake up to three times a day by simply stamping his foot. He can command any non-evil creature from the Elemental Plane of Earth within 100 yards (no saving throw).

YONDALLA (INTERMEDIATE GAWDDESS)

AKA: n/a
TURF: Seven Heavens
ARMOR CLASS: 2
MOVE: 12"
HIT POINTS: 3,436 (1,718 as lesser gawddess)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +7
SPECIAL ATTACKS: Withering
SPECIAL DEFENSES: +3 or better weapon to hit, plant growth
MAGIC RESISTANCE: 75%
SIZE: M (4 1/2' tall)
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Halflings, fertility
SYMBOL: Shield
CLERIC: 12th level cleric, 12th level druid
FIGHTER: 10th level fighter
MAGIC-USER: 25th level illusionist
THIEF: 15th level thief
S: 19/89 (+3, +7) D:25/33 C: 23/12 I:25/91 W:25/79 CH: 22/18 COM: 12/97

Yondalla has two aspects: the Provider and the Protector. As the Provider, she is a gawddess of fertility and growing things, of birth and youth. She can make barren things fertile and increase the growing rate of plants and animals to any speed she chooses. What she can give she can also take away. With a wave of her hand, she can affect creatures as if she had expended three charges from a Staff of Withering (i.e. inflict 2-5 points damage, age them 10 years, and wither and shrivel a limb or member so that it becomes useless). She can do this once per round, and there is no saving throw against the effect (though magic resistance, if any, would apply).

As the Protector, Yondalla wards off evil influences and intrusions (thus her shield symbol) and gives halflings the strength and determination to defend themselves. In this aspect, Yondalla most often uses her illusionist powers to protect her worshipers. Halflings set aside one day per week for worship of Yondalla (called "safeday"), a day that most spend at rest and at play.

Japanese

The Pantheon

The beings of this mythos present "ideal types" who give their worshipers models by which to live and grow. As with some of the other mythoi, this allows the true believer, with enough faith and natural ability, to strive to become as one of the gawds (see Divine Ascension).

The first religion of Japan was Shintoism, a faith centered around a deep love and affection for nature. Shinto temples are arranged around trees and gardens. All temples have male and female clerics. There are also 8 million "Kami", or divine spirits, but none of these have images in the temples (see below). Shrines usually face the south and sometimes the east, but never the north or west, as the faith regards these as unlucky directions. Every shrine has a gateway (Torii) and some have whole clusters of these.

The concept of "Kami" prevails in all of Japanese thought throughout the several faiths of the island. Sometimes translated to mean "divinity" or "spirit", it is actually a much more universal idea that is usually left untranslated by those who understand it. All things deserve to be revered and/or dreaded for their own sakes. The concept is applied to everything: all animals, all plants, seas, mountains, or any natural phenomena. Each of these has its own divine spirit – the larger (or more important) the place, the greater the Kami. If their "place" is threatened, the Kami may actually materialize as a person with druid or illusionist abilities.

When the Japanese gawds made their way to Garweeze Wurld, they sought to expand their influence throughout as large an area as possible. Tired of their worshipers being largely confined to a few islands, several deities took the chance to walk the land. Of these, Kishijoten took the most chances, appropriately enough. By careful observation and imitation of gawds from other lands, and a few "lucky" turns, she exerted her influence on other gawds whose purview overlapped with hers to establish some rather complex contracts and soon she had the most efficient and effective operation of all the Japanese pantheon. Before they really knew what happened, Kishijoten had come to dominate their influence on Aldrazar. Now the other gawds reluctantly look to her as their leader and main representative among the Gawds of Twilight Last. Only Amaterasu resents this situation strongly enough to try to do anything bout it, but she cannot threaten Kishijoten as she might have before the Wars of the Gawds.

Clerics

Though holy symbols do not abound in this religion, three universal ones are: the mirror (associated with Amaterasu Omikami), the sword, and a cluster of perfect gemstones.

Punishment for transgressions of any type often takes the form the stripping away personal ability. A cleric who transgresses against the gawds may lose points from Ability Scores (such as Strength or Dexterity) for slight sins and spell ability for greater sins, always with the provision that such things can be earned back with appropriate service.

The Gawds

Amaterasu Omikami (Lesser gawddess)

AKA: n/a
TURF: Seven Heavens, Prime Material Plane
ARMOR CLASS: -8
MOVE: Infinite
HIT POINTS: 1,802 (901 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-100 (+14)
SPECIAL ATTACKS: Polymorphing
SPECIAL DEFENSES: Immune to heat and fire
MAGIC RESISTANCE: 75%
SIZE: M (5')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: The sun, light
SYMBOL: Octagonal mirror
CLERIC: 20th level cleric, 14th level druid
FIGHTER: 15th level monk
MAGIC-USER: 20th level illusionist
THIEF: 15th level bard
S: 25/41 (+7, +14) D:27/77 C: 25/58 I:26/94 W:28/98 CH: 29/61 COM: 30

One of a trinity (with Susanowo and Tsukiyomi) of a very powerful group of deities, this human-seeming gawddess was the mother of her pantheon. Amaterasu Omikami is able to touch anything and turn it into anything else (saving throw only applicable to divine beings, and then at a -8). One of her favorite tactics is to change weapons or monsters attacking her into small birds. If she does not feel like polymorphing a being, her fist deals 1-100 points of damage per strike. She constantly radiates a Continual Light spell, though this does not interfere with her own sense in any way.

Despite her reduction in status, Amaterasu continues to look up on the world with child-like wide-eyed innocence. She has little use for violence, except in protection of her chosen lands and people, and thus seeks to improve the efficiency of her own operations to regain her stature rather than directly confront Kishijoten. She takes a very long-term view of these efforts and prefers to work through intermediaries when possible.

Ama-Tsu-Mara (Demi-gawd)

AKA: n/a
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -4
MOVE: 12", Fly 12" (A)
HIT POINTS: 706
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 45 each
SPECIAL ATTACKS: Slay fire creatures
SPECIAL DEFENSES: Immune to heat and cold, astral or ethereal at will
MAGIC RESISTANCE: 50%
SIZE: M (6 1/2')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Blacksmiths, metal workers
SYMBOL: Double-edged axe
CLERIC: 10th level cleric
FIGHTER: 12th level fighter
MAGIC-USER: 20th level magic-user
THIEF: 8th level bard
S: 27/33 (+9, +15) D: 26/07 C: 25/49 I: 24/64 W: 23/89 CH: 20/05 COM: 20/18

This massive, human-appearing gawd can make any type of magical weapon in a week. He especially likes to make swords and spears that fight for themselves (as a Sword of Dancing). The gawd can create raw materials out of thin air, use any weapon known on any plane, and become astral or ethereal at will.

He favors blacksmiths, and if a blacksmith makes a weapon with extremely special care and dedicated to Ama-Tsu-Mara, there is a 2% chance (at the GM's option) that the gawd will make it into a +4 weapon. He constantly argues with other gawds of metal work and blacksmithing over the abilities of his own followers. While he enjoys making himself look good by providing his worshipers with magical enhancement, he punishes those who do shoddy work harshly. He has never forgotten an early bet made with Goibhnie, back in the early days of those gawds in Garweeze Wurld. A favored

blacksmith let him down by rushing a job the gawd needed done well and made him look foolish. Ever since, he has come down hard on those who fail him.

He uses a double-edged Battle Axe +4 that is 12 feet long and does 45 points of damage on a hit. It instantly slays any fire-type creature it strikes (though the creature gets a saving throw versus death to avoid this fate).

DAIKOKU (LESSER GAWD)

AKA: n/a
TURF: Seven Heavens, Twin Paradises, Prime Material Plane
ARMOR CLASS: 0
MOVE: 9", Fly 12" (B)
HIT POINTS: 1,526 (763 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 20 each
SPECIAL ATTACKS: Shrinking mallet, control weather
SPECIAL DEFENSES: Etherealness, disenchantment, emergency Teleport, control plant and animal growth
MAGIC RESISTANCE: 20%
SIZE: M (5 1/2')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Wealth, luck, farmers
SYMBOL: Three coins
CLERIC: 10th level cleric, 14th level druid
FIGHTER: 12th level fighter
MAGIC-USER: 12th level magic-user, 12th level diviner
THIEF: 10th level bard
S: 22/60 (+4, +10) D:24/53 C: 25/55 I:23/39 W:26/86 CH: 20/98 COM: 23/85

This gawd looks like a portly, balding male with an easy grace about him. He is known as the patron of all farmers, and in this aspect followers, worshipers and random field workers often pray to him for weather of any type or in hopes for a good harvest. Noted for his good-natured outlook on all things, he often uses his powers for the benefit of his clerics and worshipers.

Besides being able to control all types of weather, he has complete control over the growth of plants and natural animal life (making them grow to immense size or shrink to miniature at will). He wanders the Prime Material Plane in ethereal form, observing his worshipers. Those who sacrifice great amounts of wealth to him at his temples may eventually be rewarded by the gawd. Often these rewards come to the original giver's descendants.

He fights with a wooden mallet that does 20 points of damage or hit. It also shrinks any beings it hits to half size, if the creature fails a saving throw versus rods. The mallet permanently negates (disenchants) any miscellaneous magic item used against its master (no saving throw), and will transport its master to a place of safety if the gawd is in mortal danger or becomes magically manipulated (as by a Charm, Hold, etc.).

EBISU (DEMI-GAWD)

AKA: n/a
TURF: Seven Heavens
ARMOR CLASS: -7
MOVE: 9", Fly 12" (B)
HIT POINTS: 756
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+12) each
SPECIAL ATTACKS: Staff of Striking
SPECIAL DEFENSES: Halves attacks, always makes saving throws
MAGIC RESISTANCE: 50%
SIZE: M (5 1/2')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Luck through hard work
SYMBOL: Fishing rod or cane staff
CLERIC: 30th level cleric
FIGHTER: 10th level paladin
MAGIC-USER: 25th level magic-user
THIEF: 10th level bard
S: 24/73 (+6, +12) D: 24/30 C: 24/85 I: 26/65 W: 27/28 CH: 24/72 COM: 24/74

The deity appears as an elderly male, occasionally found floating overhead rewarding those who work hard with bountiful harvests of foodstuffs or extra money for sale of goods. Despite the continued mockery of some gawds and his reduction in stature, he maintains this habit to the present day.

He uses a Staff of Striking in battle that hits for 3-30 points of damage. He always makes his saving throws. His luck attribute affects all beings that seek to do him harm. Beings attacking the gawd can only inflict half damage with any given hit and they hit with only one-half of the attacks they normally would (i.e. every other hit actually becomes a miss).

HACHIMAN (DEMI-GAWD)

AKA: n/a
TURF: Olympus, Gladsheim
ARMOR CLASS: -2
MOVE: 28", Fly 21" (A)
HIT POINTS: 819
NO. OF ATTACKS: 2 (3 open hand)
DAMAGE/ATTACK: 4-40 (+11) (5-20 +11 open hand)
SPECIAL ATTACKS: Red Dragon throwing knife, Sword of Sharpness, shape change
SPECIAL DEFENSES: Immune to illusion, immune to 7th and lower level spells
MAGIC RESISTANCE: 35% (plus see text)
SIZE: M (6 1/2')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: War, battle
SYMBOL: Throwing dagger
CLERIC: Nil
FIGHTER: 14th level monk, 20th level ranger
MAGIC-USER: Nil
THIEF: 15th level thief
S: 23/81 (+5, +11) D:26/45 C: 28/26 I:22/40 W:17/29 CH: 21/56 COM: 19/23

Hachiman has the following abilities: he can Shape Change at will, is not affected by any spell of 7th level or less, and can never be affected by any type of illusion.

The gawd has a throwing knife that turns into an ancient Red Dragon when cast in anger at an immortal. If the dragon dies in battle, it returns to dagger form. Otherwise it returns to dagger form for a 48 hour period after fighting up to 100 melee rounds.

In hand-to-hand combat, he uses his two-handed sword which only he can lift. This +3 weapon also acts as a Sword of Sharpness (+12 BSL) and inflicts 4-40 points of damage per strike. He rarely uses his thief back stab ability to eliminate enemies, except those who really upset him.

KISHIJOTEN (GREATER GAWDDESS)

AKA: n/a
TURF: Elysium, Prime Material Plane
ARMOR CLASS: -12
MOVE: 12", Fly 12" (B), Swim 12"
HIT POINTS: 4,888 (2,444 as intermediate gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-20 (+7)
SPECIAL ATTACKS: Summon good creatures
SPECIAL DEFENSES: Always makes saving throws
MAGIC RESISTANCE: 100%
SIZE: M (5')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Luck
SYMBOL: White diamond
CLERIC: 25th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level magic-user, 20th level illusionist
THIEF: 15th level bard
S: 19/96 (+3, +7) D: 22/59 C: 26/68 I: 29/34 W: 28/47 CH: 29/76 COM: 30

The gawddess always appears as a human in any situation where she aids in a struggle. She can Shape Change at will, always makes her saving throw, and can summon one of any good creature type to her presence once a month. With this last power she can summon, among other beings, a good dragon, a paladin, or a ranger to help her at any time she wills. Summoned beings are taken at random from the Prime Material Plane; she does not know who will come, and when arriving they have free will – they are not under her dominance.

She never physically takes part in battle if she can avoid it at all, but rather observes and gives special luck to those she favors (at her whim and the GM's option). That favored being makes his saving throws and strikes his enemies with every attack. She also occasionally favors beings (not just humans) who take unusual chances (GM's option) in those situations where random chance plays a hand. There is a 2% chance the gawddess will aid a creature in any given situation of great risk, if the she is watching.

While the gawddess prefers to use magic to attack her personal enemies, if pressed hard enough she strikes them with her gem, doing 2-20 points of damage per strike (+7 for her Strength bonus).

OH-KUNI-NUSHI (LESSER GAWD)

AKA: Patron of Heroes, The Great Land Master
TURF: Olympus, Gladsheim
ARMOR CLASS: -5
MOVE: 20", Fly 12" (B)
HIT POINTS: 1,054 (527 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+8) each
SPECIAL ATTACKS: Age/regress natural creatures
SPECIAL DEFENSES: Speak to the land
MAGIC RESISTANCE: 20%
SIZE: M (6')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Heroes, the land
SYMBOL: Red sword
CLERIC: Nil
FIGHTER: 18th level fighter, 10th level monk
MAGIC-USER: Nil
THIEF: 10th level bard
S: 21/50 (+4, +9) D:22/26 C: 22/28 I: 21/99 W:11/61 CH: 22/47 COM: 20/29

This gawd always appears human, and in his aspect as Land Master he can converse with all "natural" creatures, heal them and make them grow younger or older at will. The very ground speaks to him and tells him who has passed, what is hidden underneath, and whispered secrets from plots against him or just general gossip.

Oh-Kuni-Nushi wields a great red two-handed sword that strikes for 3-30 points of damage. He can also fight as a 10th level monk when unarmed, something he does when he seeks to challenge himself.

He encourages his worshipers to actively seek and attempt to complete heroic quests. Clerics of Oh-Kuni-Nushi must strive for a heroic existence. These mortals travel the earth preaching a doctrine of bravery and courage to all walks of life. Only clerics who have completed some heroic act on their own initiative (GM's discretion) can rise to the next experience level or advance in the temple hierarchy.

RAIDEN (INTERMEDIATE GAWD)

AKA: Patron of Fletchers
TURF: Concordant Opposition, Elemental Plane of Air
ARMOR CLASS: -13
MOVE: 12", Fly 24" (A)
HIT POINTS: 2,864 (1,432 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+12) each or 2-24/2-24
SPECIAL ATTACKS: Lightning Bolts, disenchanting mace, shape change, Drums of Panic
SPECIAL DEFENSES: Stop one weapon per round, missile-stopping wind aura, control weather
MAGIC RESISTANCE: 80% (plus see text)
SIZE: M (7')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Thunder
SYMBOL: Black spiked mace with a crossed lightning bolt
CLERIC: 15th level cleric
FIGHTER: 13th level fighter
MAGIC-USER: 15th level magic-user, 15th level illusionist
THIEF: Nil
S: 24/20 (+5, +12) D: 24/54 C: 24/76 I: 22/01 W: 19/75 CH: 19/33 COM: 21/28

Raiden has dark, roughened, scaled skin, with hands that end in talons capable of striking foes for 2-24 points of damage each. The gawd also has a long beard, pointed eyebrows and ears, heavily muscled arms and legs, and a large round belly. At will, he can Shape Change, cast Lightning Bolts as far as he can see (each dealing 25 points of damage), and create any type of weather. On rare occasions he aids his mortal worshipers with their undertakings. More often he sends storms across the land when he is bored and "antsy".

In battle, he uses a jet black Footman's Mace +5 that strikes for 2-20 points of damage and disenchants other magical weapons and armor touches (no saving throw). He

wears blocky Splint Mail +3 and uses a Medium Shield +4 that prevents the success of any single weapon's attack in any given melee round. If more than one weapon can strike the deity in that one round, the shield stops the most powerful weapon used against him. When Raiden does battle, a wind storm rages around him, preventing missile weapons of any type from touching him. When he does not wear armor or use his shield, the gawd has a shadowy aura about his body that negates the effects of any magic-user spell of 7th level or lower.

Besides his mace, Raiden can use a set of double-strength Drums of Panic. These only affect the enemies of the gawd's allies.

In his aspect as patron of fletchers, the gawd grants a special boon to every worshiper who designs arrows: the ability to make ten Arrows of Slaying Mortals once in his lifetime. These shafts radiate no magical aura, nor do they display their power in any way. This boon may occur when a fletcher takes extremely special care with the crafting of an arrow, though even the creator will not know these arrows for what they are. The maker only prizes these fine projectiles for the effort he put into them (the GM, however, knows better).

SUSANOWO (LESSER GAWD)

AKA: Lord of the Seas
TURF: Limbo
ARMOR CLASS: -9
MOVE: 12", Fly 36" (A), Swim 48"
HIT POINTS: 1,468 (734 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+14)
SPECIAL ATTACKS: Lightning Bolts, summon and control Elementals, shape change, heat blast
SPECIAL DEFENSES: Remove the power of flight, sea creature "sacrifice"
MAGIC RESISTANCE: 30% or 100% (see text)
SIZE: M (6 1/2')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Storms, the seas
SYMBOL: Katana (sword)
CLERIC: 10th level cleric, 10th level druid
FIGHTER: 13th level ranger
MAGIC-USER: 20th level magic-user
THIEF: Nil
S: 25/96 (+7, +14) D:26/73 C: 25/08 I:24/14 W:20/58 CH: 22/27 COM: 24/25

A large-bearded oriental man with long flowing black hair, this deity often rides a thunder cloud. He casts Lightning Bolts (each doing 30 points of damage) any time he wills. He can also Shape Change at will, summon 1-10 Air or Water Elementals (24 Hit Dice each) to do his bidding at any time, and he can take away the power of flight from any being for up to one week (no saving throw). He wears yellow Splint Mail +4 into battle. This armor emits blasts of heat once per round (doing 20 points of damage to all within 10 feet of the gawd, no saving throw).

He uses a yellow Long Sword +4 that strikes for 3-30 points of damage with every hit, and if the weapon misses his enemy in any given melee round, it hits the next closest enemy. Jealous types call this unique weapon, "the sword that hits even when it misses". So far, no other warrior has been able to wrest this weapon from his grasp.

While the gawd is in the water, he is 100% magic resistant, and any nearby creatures of the sea throw themselves in front of him so that they are hit – even in the face of mortal danger – instead of the gawd.

TSUKIYOMI (LESSER GAWD)

AKA: n/a
TURF: Elysium
ARMOR CLASS: -8
MOVE: 12", Fly 21" (A)
HIT POINTS: 1,972 (986 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 40 each
SPECIAL ATTACKS: Per character class, Shape Change
SPECIAL DEFENSES: Immune to poison, petrification, and Magic Jar, summon flying creature, summon object
MAGIC RESISTANCE: 30%
SIZE: M (7')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: The moon
SYMBOL: White disk
CLERIC: 20th level cleric
FIGHTER: 12th level ranger
MAGIC-USER: 15th level illusionist
THIEF: 15th level assassin, 10th level bard
S: 25/01 (+7, +14) D: 26/78 C: 25/81 I: 23/98 W: 23/77 CH: 25/34 COM: 22/69

This gawd appears as a massively built human male with pale blue skin. He can Shape Change at will. He can also summon one of any type of flying creature up to five times per day. In addition, the gawd has the ability to summon any object he sees to his hand. If another being possesses the item, that creature gets a saving throw versus spells to avoid the effect. He often uses this ability to take enemies' weapons and the like away from them. He calls the weapons "candy" and the victims "babies".

In battle, he uses an Awl Pike +4 that strikes for 40 points of damage with every hit. This mighty awl pike cannot be broken by any force on the Prime Material Plane. While he carries it, the weapon also makes the gawd immune to poison, petrification, and Magic Jar attacks.

Chapter 16

Krynn

The Pantheon

The world of Krynn, and particularly the continent of Ansalon, is one beset by divine cataclysm and shattered by dragons and their armies. The tales of Krynn center around glory, honor, and love of family, friends, and heart-mates. Treasure and personal gain are less important goals than justice, truth, knowledge, and freedom. Through personal heroism, adventurers face overwhelming odds and emerge victorious at the last. Fate diverts the lives of common men and women onto the path of heroism, making their small and private struggles pivotal in the grand future of the land. In all cases, the heroic spirit provides the brightest spark of hope in the darkness. Those who can laugh in the teeth of dragons or, single-handed and weaponless, charge a passel of draconian guards, can coax that spark of hope into a flame. And always behind the grim struggle of today lies the bright promise of tomorrow.

Krynn's pantheon of 21 true gawds comprises beings of awesome power, beauty, and will. The triadic balance of the world – good, neutrality, and evil – reflects the divisions and the proportions of the heavenly factions. The true gawds have battled for dominion over Krynn since the world began. But these immortal wars have spilled mostly mortal blood, as they are fought by worshippers and minions on the earthly battlefields of Krynn.

Descriptions of the True Gawds

The gawds of Krynn take a distinct but detached interest in the affairs of mortals. They have always dealt with the mortal realm through projections into other planes, preferring not to travel there in their true form because of the danger involved. These projections function as any version of a gawd away from his home plane: as if his stature were one rank below his true stature. Sometimes the gawds of this pantheon and the inhabitants of their native realm call these projections "avatars".

Mortals and the Gawds

The first celestial war was fought for the hearts and souls of the newly created mortals on Krynn. Theologians know it as the All Saints War. The gawds of good sought to instruct mortals in the ways of goodness; the gawds of evil wished to subjugate mortals to their own purposes; and the gawds of neutrality desired to give mortals free will to choose their futures and suffer their own consequences. Every family of gawds needed the worship of mortal races to empower them.

These motivations remain true to this day. The gawds therefore reward mortals who have served them well – both in this life and the life to come. As well as granting miracles (or spells) and visions to clerics, gawds bless their faithful in the afterlife and grant boons to their descendants.

Only tremendously significant events, those that affect entire populations and the lands they dwell in, brings a gawd from this pantheon to walk among mortals. During their own wars, this occurred infrequently. During the War of the Tablet of the Ages, these gawds found themselves drawn into direct conflict against their better judgment. Most of their fears about such conflict were borne out.

Clerics

A tremendous Cataclysm affected this realm profoundly before the Twilight of the Gawds. This affected not only Krynn's physical world, but the religious faith of all its peoples as well. Catastrophe often calls faith into question: what kind of gawds would visit so much destruction on their followers? The earthquakes, storms and other natural disasters Ansalon experienced tested the strength and fortitude of all peoples to the limit.

Even worse was the loss of faith. At the time of the Cataclysm, evil rolled unchecked across the land. Clerics of the good and neutral gawds vanished. When believers called for miracles and blessings, they received no answer. It seemed to the peoples of Ansalon that the gawds had abandoned them in their greatest hour of need. So the people abandoned the gawds.

Three hundred years after the Cataclysm, false gawds and charlatans rose, and they and their followers devised new forms of worship. But many people abandoned faith altogether. They forgot the ceremonies of worship and supplication, or worse, jeered them. The gawds, like dragons and faeries, were relegated to the realm of children's stories, and miracles could be explained away as slight of hand and chicanery.

In this environment, true faith became a rare, new, wondrous thing. The miracles clerics can now perform with their gawds' blessings attract awe and astonishment from the common people. Interest in all the true gawds was on the upsurge.

Unfortunately, things changed when the War of the Tablet of the Ages opened access to Aldrazar and many other realms. The gawds could not sit out the conflicts, and so became embroiled in the War of the Tablet of the Ages. The tripartite factions made a brief alliance to maintain their common interest – staying alive. This was largely successful, but now many of the good gawds feel dirty for consorting with evil and many of the evil gawds regret not using the opportunity to advance themselves. Most of the neutral gawds are ambivalent.

The Gawds

Branchala (Lesser gawd)

AKA: Song of Life, Songmaster, Gardener
TURF: Elysium, Olympus
ARMOR CLASS: -7
MOVE: 15", Fly 33" (A)
HIT POINTS: 852 (426 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-40/2-40 (+15)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 35%
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Elves, music, forests, beauty
SYMBOL: A bard's harp or a flute
CLERIC: Nil
FIGHTER: 30th level fighter
MAGIC-USER: Nil
THIEF: 30th level bard
S: 26/92 (+8, +15) D: 19/26 C: 24/65 I: 16/89 W: 15/31 CH: 26/69 COM: 28/83

A companion of Habbakuk since the beginning of time, the Bard King Branchala imbued Krynn's first creatures with the lyric and untamed melody of his immortal soul. Some even say that all hearts beat in time to the mysterious melodies. Elves and halflings consider Branchala the highest gawd.

Branchala assumes a form similar to that of whatever folk he is visiting. When mingling with mortals, he dampens his divine glow. This way, he can join in festivities without garnering all that bothersome adulation. In any form, Branchala unfailingly displays some association with the forest. He appears as a woodsman, a ranger, a bard from a great forest, or even a heathen druid. In any guise he likes trees. He likes to hug them.

Like all bards, Branchala loves music, singing, dancing, and merriment. Branchala seeks singers and storytellers to spread news of the victories won by the Heroes of the Lance. He encourages Ansalon's folk to rebuild their world. His colors are yellow and green.

CHEMOSH (LESSER GAWD)

AKA: Lord of Death, Lord of Undead, Dron of the Deep, Lifebane
TURF: Nine Hells, Gehenna
ARMOR CLASS: -9
MOVE: 9", Fly 48" (A)
HIT POINTS: 956 (478 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-100/1-100 (+8)
SPECIAL ATTACKS: Energy drain 2 levels
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 60%
SIZE: M (7')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Ravagers, undead, nemeses
SYMBOL: A yellow skull
CLERIC: 29th level cleric
FIGHTER: Nil
MAGIC-USER: 29th level magic-user
THIEF: Nil
S: 20/50 (+3, +8) D: 19/53 C: 29/72 I: 22/91 W: 20/28 CH: 4/16 COM: 4/61

In the Age of Dreams, Takhisis drew Chemosh, the Lord of Undead to Krynn to marshal the legions of death. As lord of false redemption, Chemosh offers "eternal life": the takers spend immortality in an undead and eternally corrupted body. Chemosh rarely explains this when making a pact. Before his victims can reconsider, they find themselves his minions. Many observers feel they get what they deserve. Of course, their curse becomes a bane to all who live, too, which hardly seems fair. But then that's the nature of evil.

Chemosh appears as either a rakishly handsome man in a black robe or as a Lich (an undead sorcerer) clad in rotting finery. In either guise, he bears a small obsidian sickle. The sickle directs him to the target with the strongest lifeforce. It's touch drains a victim of two levels (no save) as per the Energy Drain spell. Chemosh's true form is a bloated Satyr with a goat skull head.

Dead and dying creatures fascinate Chemosh. The desperate, thrashing movements, the hoary rattle of water in the lungs, the smell of decay – these are a few of his favorite things. Even so, what's good for his followers and all of existence is not good enough for him. He plans never to experience death, and to continue to grow in power and longevity with each minion he gains.

Chemosh works closely with Takhisis to raise undead leaders for his armies on Ansalon. In addition, Chemosh entices living recruits with false promises of immortality. He seeks to corrupt potential heroes of good. His colors are black and sickly yellow.

CHISLEV (DEMI-GAWD)

AKA: The Beast, Wild One, the Wilds
TURF: Concordant Opposition, Happy Hunting Grounds
ARMOR CLASS: -6
MOVE: 16", Fly 24" (B)
HIT POINTS: 309
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 3-60/3-60/2-200 (+11)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 30%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Nature, wilds, beasts
SYMBOL: A feather with brown, yellow, and green colors
CLERIC: 34th level druid
FIGHTER: Nil
MAGIC-USER: Nil
THIEF: Nil
S: 23/29 (+5, +11) D: 15/27 C: 26/64 I: 19/44 W: 29/02 CH: 22/28 COM: 29/14

Chislev is nature incarnate. According to legend, the seasons change with her moods: her fear brings the fall, her despair the winter, her hope the springtime, and her joy the summer. In addition to mortal worship, Chislev receives the praise of every beast; every blade of grass turns toward her as toward the sun. Chislev's celestial symbol is her planet.

Chislev usually appears as a beautiful human or elven woman. In either form, her hair glows like golden sunlight, and her clothes appear to be made from living plants. She carries a living wooden staff. On occasions when she does not wish to speak with anyone, she appears as a unicorn.

Chislev feels each wound on Krynn's surface. She, more than any other gawd, works to restore the land in the wake of the War. She especially wishes to heal Silvanesti. To this end, her clerics work in concert with Habbakuk's. Chislev opposes rampant industry and disputes Shinare's notion that industry needs more attention than nature. She refuses to compete with the ever-growing number of nature gawds newly come to Aldrazar, but even so has garnered a small following in Garweeze Wurld.

GILEAN (LESSER GAWD)

AKA: Void, The Book, Gray Voyager, The Sage, The Gate of Souls
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -12
MOVE: 12", Fly 29" (A)
HIT POINTS: 722 (361 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-1,000/1-1,000 (see text)
SPECIAL ATTACKS: Shape change
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 88%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Knowledge, balance
SYMBOL: An open book
CLERIC: 30th level cleric
FIGHTER: Nil
MAGIC-USER: 30th level magic-user
THIEF: Nil
S: 21/22 (+4, +9) D: 19/51 C: 18/72 I: 30 W: 30 CH: 24/81 COM: 25/32

Before creation, the High Gawd wrote the Tubrille – the book of all knowledge and true names – to lay down the designs of his universe. But he could trust none of the gawds he made to guard the Tubrille. So the High Gawd found Gilean, a scribe so scrupulous as to have never penned an error. The High Gawd brought Gilean back to the dawn of creation and entrusted him with the Tubrille, saying, "Read those passages you may. Their knowledge will make you a gawd equal with all others. But guard this knowledge, for on the day another reads of it, you shall surely die." Gilean has guarded the book ever since.

Gilean takes the form of a book-toting scholar of middle age, intent on a particular topic and absent-minded about everything else. He may appear as male or female, human, elf, dwarf, or even pixie fairy. He just doesn't care. Although apparently self-absorbed, Gllean slyly tests the preconceptions of folk he encounters. Those who learn from such tests gain a bit of secret knowledge or the answer to a troubling question.

Gilean is modest in all things, never boasting of his knowledge or power. He takes a scholar's delight in watching others discover truth and solve problems.

The High Gawd also charged Gilean with leading the neutral gawds and maintaining the balance between the families of good and evil. Gilean understands and appreciates both Paladine and Takhisis. When one side grows too powerful, Gilean allies briefly with the other side or provides it a bit of knowledge, like a merchant balancing a scale, though he avoids acting too overtly.

Gilean fights with swords that simply act as conduits for his power. Each of his attacks deal damage equal to 1d10 times a number between 1 and 100. Gilean chooses this number.

Although Gilean knows good had to win the War of the Lance for Krynn to survive, he fears that the good gawds' strength occasionally surpasses their wisdom. Gilean seeks more worshippers and clerics to help him safeguard the balance. He and his followers get along well with druids, as they both dislike burning trees (druid before the tree is dead, Gilean's followers after the paper has been imprinted with wisdom. They do still argue about making paper from trees, however.) His color is gray.

Habbakuk (Demi-gawd)

AKA: Fisher King, The Blue Phoenix, Skylord, Sea Lord
TURF: Elysium
ARMOR CLASS: -3
MOVE: 18", Fly 38" (A)
HIT POINTS: 332
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-24/3-24 (+5)
SPECIAL ATTACKS: Shape change
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 40%
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Creatures of land and sea, cycles of nature, passion, creation
SYMBOL: Blue bird or blue phoenix
CLERIC: 27th level druid
FIGHTER: Nil
MAGIC-USER: Nil
THIEF: Nil
S: 17/67 (+2, +5) D: 22/28 C: 28/74 I: 17/85 W: 29/21 CH: 20/79 COM: 19/49

Son of Paladine and Mishakal, Habbakuk is Kiri-Jolith's younger twin. He created and rules all creatures of land and sea. Habbakuk is as much feared as he is loved. Because he represents the eternal cycle of nature, Habbakuk also symbolizes eternal life.

Habbakuk occasionally appears as a large blue bird or a phoenix aglow with blue flames. At sea, Habbakuk assumes the form of a giant blue dolphin. Purportedly, he has taken many other forms, including a badger, a wild elf, a tall ranger with wild black hair and intensely blue eyes, a wiry druid with white hair and beard, and many other creatures. In these guises, the color blue typically appears in the creature's coloration or clothing, as his colors are deep blue and white.

Hale and hearty, Habbakuk is always immersed in and obsessed with the present moment. This obsession makes him carefree and boisterous one moment and predatory and silent the next. Some confuse this latter aspect with cruelty or evil, but Habbakuk unfailingly acts for good.

Habbakuk specifically seeks to reclaim the Silvanesti homeland, working with the neutral gawds of nature. Because Habbakuk founded the Knights of the Crown, their quests often help nature. Habbakuk opposes the evil Sea Queen Zeboim.

Hiddukel (Demi-gawd)

AKA: Prince of Lies, Betrayer, The Flaw
TURF: Abyss, Tartarus
ARMOR CLASS: -4
MOVE: 12", Fly 18" (B)
HIT POINTS: 366
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-10/1-10/2-20 (+5)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: M (6 1/2')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Evil business practices, damned spirits, greed, slavery, betrayal
SYMBOL: A broken merchant's scale
CLERIC: 25th level cleric
FIGHTER: Nil
MAGIC-USER: 25th level magic-user
THIEF: Nil
S: 17/15 (+2, +5) D: 19/23 C: 20/33 I: 27/09 W: 26/77 CH: 19/89 COM: 8/11

Hiddukel, gawd of ill-gotten wealth and deals, is patron gawd of evil businessmen, dishonest merchants and telemarketers who call at dinnertime. A cunning deal maker, Hiddukel trades in living souls. Some say Hiddukel can even barter with Takhisis and come out ahead.

Hiddukel prefers to appear as an obese man with cold, beady eyes and an oily smile. He drapes his expansive girth with the finest brocade and his knuckles are knobbed with false gemstones. Hiddukel avoids physical combat, relying on spells and hired monster bodyguards.

Hiddukel controls all ill-gotten wealth, using it to corrupt honest and greedy men alike. Greed and mischief drive all his transactions. One of his deals resulted in the creation of the Graystone, an artifact that wreaked havoc on Krynn.

Hiddukel constantly seeks bargains, which generally entail the swapping of material objects for his victims' spirits, and often their lives. Although calculating and predatory, Hiddukel often takes the guise of a fawning and fumbling merchant.

In the economic havoc after the War of the Lance, Hiddukel worked to gain a choke hold on national economies. He directly opposes Shinare and, to a lesser extent, Reorx. Hiddukel offers great rewards to his followers for destroying the clerics and temples of Shinare. Not being much for physical combat, he fears Reorx and will not risk angering him. His followers wear red and adorn their outfits with bones of all sorts.

High Gawd (Intermediate gawd)

AKA: All-Father/Mother
TURF: Concordant Opposition
ARMOR CLASS: -13
MOVE: 48", Fly 48" (A)
HIT POINTS: 2,576 (1,288 as lesser gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By spell or power
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 95%
SIZE: L (9')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Creation, detached observation
SYMBOL: Empty space
CLERIC: 20th level cleric
FIGHTER: 9th level fighter
MAGIC-USER: 20th level diviner
THIEF: 9th level thief
S: 21/07 (+4, +9) D: 21/75 C: 22/38 I: 29/62 W: 28/54 CH: 25/99 COM: 21/02

The songs of creation tell of the One, the High Gawd, who came from beyond. The High Gawd came when all was void, when there was neither Krynn nor sun, moons nor stars. He stepped through a door from distant worlds. Being alone in this new place, the High Gawd chose to make other, weaker gawds. None knows for certain how he accomplished this. Some songs relate that the High Gawd opened a door in her heart to release the gawds from beyond. Others say the High Gawd brought crude gawds with him through the door and fashioned them like a man whittling wood. Still others hold that the gawds arose from the High Gawd's passions – love, hatred, joy, fear, contentment, rage, and so forth. All stories agree, though, that the High Gawd is mother and father to the other gawds. Whether he/she is actually Zelaur, merely a projection, or a lesser being created in a spare moment, is a matter no native of this realm has ever speculated upon. For millennia, they have been so wrapped up in their own petty concerns and Cataclysms that they have taken little interest in realms beyond their own.

At the University at Balastus, translations of the recently discovered Disks of Mishakal indicate that the High Gawd was chief architect of Krynn. Staring into the void, the High Gawd envisioned a fair and beautiful world – not a wholly good world, but a beautiful world all the same. Then, gathering the company of gawds, the High Gawd set them to work in forming all things. Reorx forged the great, spinning sphere while the other gawds crafted the world's marvelous intricacies, all according to the High Gawd's plan.

With the world's completion, the High Gawd grew weary. Withdrawing from Krynn, the High Gawd set creation into the charge of three other gawds – Paladine of Good, Takhisis of Evil, and Gilean of Neutrality. Still, the High Gawd watches these three pillars of creation, content to remain withdrawn. He does not fight physically, but may use his divine powers and spells to deter opponents in combat.

Most tales agree that the All-Mother/Father lives on, watching the events on Krynn, but few if any mortals worship this distant and silent creator. Some theologians believe the gawds themselves pay homage to the All-Mother/Father. New tales and legends abound regarding the nature and fate of the High Gawd as the folk of Krynn turn again to things unseen. Most are apocryphal, or at least full of blatant and obvious lies.

KIRI-JOLITH (LESSER GAWD)

AKA: Sword of Justice, The Blade, The Warrior
TURF: Seven Heavens, Arcadia
ARMOR CLASS: -8
MOVE: 12", Fly 29" (A)
HIT POINTS: 1,196 (598 as demi-gawd)
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 3-60/3-60/2-40/2-40/1-10/1-10 (+16)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 55%
SIZE: M (7')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: War, battle, courage, heroism
SYMBOL: Bison's horns or a horned battle axe
CLERIC: 25th level cleric
FIGHTER: 20th level fighter, 9th level HackFighter
MAGIC-USER: Nil
THIEF: Nil
S:29 /11 (+10, +16) D: 26/35 C: 27/32 I: 14/26 W: 17/59 CH: 23/81 COM: 22/43

Paladins and fighters who embrace good revere Kiri-Jolith as the gawd of glory, honor, obedience, justice, and righteous warfare. His constellation threatens that of the Queen of Darkness in the night sky.

Kiri-Jolith most commonly takes the form of a Knight of Solemnia, resplendent in beautiful full plate armor. He often wields a heavy lance in battle, the weapon bearing some semblance to the famed lance of the dragons. Occasionally, Kiri- Jolith takes the form of a huge Minotaur wielding a battle axe.

The oldest son of Paladine and Mishakal, Kiri-Jolith's birth preceded his twin Habbakuk by mere moments. Inspirational in forming the Knights of Solemnia, he is patron of the Order of the Sword. Kiri-Jolith is a war gawd, but not one possessed by bloodlust and needless violence. He represents righteous warfare, launched to right grievous wrongs. Though his temper is not swift, his battles are always justified. Once he enters combat, he does so without hesitation.

Kiri-Jolith has a strong sense of honor and fair play. He targets only the guilty and avoids involving innocents. Kiri-Jolith cannot tolerate tyranny, fighting it with tireless heroism and discipline. He aggressively seeks to rebuild his power base. Kiri-Jolith actively recruits for the Knights of Solemnia, seeking warriors with courage, heroism, a willingness to self sacrifice, and obedience. Clerics of Kiri-Jolith seek out evil and bring the battle to it. They wear brown and white.

LUNITARI (LESSER GAWDDESS)

AKA: Veiled Maiden, Red-Eye, Night Candle, Maid of Illusion
TURF: Nirvana, Concordant Opposition
ARMOR CLASS: -5
MOVE: 12", Fly 18" (B)
HIT POINTS: 928 (464 as demi-gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-10/1-10/1-10 (+7)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 90%
SIZE: M (6')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Neutral magic, illusions
SYMBOL: Red circle or sphere
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 25th level magic-user, 9th level HackMage
THIEF: Nil
S: 15/60 (+1, +3) D: 19/19 C: 18/09 I: 30 W: 25/97 CH: 22/45 COM: 30

Lunitari, gawddess of neutral magic and illusions, was born of Gilean and an unknown mother. She founded the wizardly Order of the Red Robes to promote neutral magic.

Lunitari usually takes the form of a beautiful, red-haired human woman clad in red robes. She has a cunning and capricious smile. Occasionally, Lunitari cloaks her avatar in a powerful illusion, of anything from a draconian humanoid to a gnome. Lunitari carries ruby red Darts +4 (mysteriously in whatever quantities she needs) as her weapon of last resort.

Lunitari and Solinari have long been friends and work well together. Like the other gawds of magic, Lunitari chooses to remain close to Krynn to govern her order of magic-users. Lunitari's heavenly symbol, the small red moon, is called the "witching light."

Lunitari is a vivacious young woman with a mischievous streak. She delights in all magic and illusions, but loves spell casting most of all. She wants to bring a magical renaissance to Ansalon. To achieve this aim, she works closely with Solinari, though she also heavily promotes her Red Robed Wizards. Her color is red or magenta.

MAJERE (DEMI-GAWD)

AKA: Master of Mind, The Dreamsender
TURF: Elysium
ARMOR CLASS: -20
MOVE: 54", Fly 36" (B)
HIT POINTS: 734
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 8-64 (+8)
SPECIAL ATTACKS: Summon Insects, Insect Plague and Creeping Doom at will
SPECIAL DEFENSES: Charm animals, Silence 15' radius, Repel Insects at will
MAGIC RESISTANCE: 60%
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Meditation, control, thought, faith, mercy, inspiration
SYMBOL: A copper spider, a single rose, or a mantis
CLERIC: Nil
FIGHTER: 42nd level monk
MAGIC-USER: Nil
THIEF: Nil
S: 20/62 (+3, +8) D: 22/71 C: 25/07 I: 21/31 W: 24/79 CH: 19/22 COM: 22/68

Majere reigns in the area of organization, industry, and control, as well as meditation, faith, and dreams. He creates and inspires the martial arts and all disciplines that lead to honest confrontation of oneself. Majere's worshippers seek simple lives, devoid of luxury but filled with meditation, self-discipline, and deep thought.

On Krynn, this quiet gawd takes one of two forms. The first is a beautiful, blind female oracle. Though youthful and lovely, the oracle is utterly bald. She has fine features, a thin, sloping nose, and full lips. Otherwise, Majere assumes the form of an equally bald old man with stooped body wrapped in a burlap robe and carrying no weapon. In this form, Majere's perpetual smile of serenity proves unnerving to those who are not truthful with themselves. His colors are copper and red.

Majere worked hand-in-hand with Paladine in creating and populating Krynn. According to some scholars, Majere's crowning creations are the insects of Krynn, who emulate the quiet gawd's unassuming grace, introspective complexity, and ceaseless industry. As Actinis once said, "Each of Majere's insects is an elegant complexity of legs and armor that no gnomish machine could ever match."

MISHAKAL (LESSER GAWDDESS)

AKA: Helping Hand, Skymistress, The Blue Lady, Bearer of Light
TURF: Seven Heavens, Twin Paradises
ARMOR CLASS: -3
MOVE: 24", Fly 48" (A)
HIT POINTS: 674 (337 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-24/3-24 (+2)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: M (5 1/2')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Healing, knowledge, fertility, life, beauty, blessing
SYMBOL: Blue infinity symbol
CLERIC: 25th level cleric
FIGHTER: Nil
MAGIC-USER: 12th level magic-user
THIEF: Nil
S: 14/27 (+1, +2) D: 19/65 C: 20/32 I: 26/85 W: 28/06 CH: 23/39 COM: 29/97

Among most good people of Krynn, Mishakal is worshipped as the "Healer." In pre-Cataclysm days, she was the most revered of the ministering gawds, her many temples teaching the art of healing. Nearly every community in Ansalon had a cleric of Mishakal to tend to the populace's health.

Mishakal most commonly appears as a beautiful woman in excellent physical condition. Her flawless skin radiates a golden light unless she wishes to disguise herself. Even if she has dampened her radiance, her latent power often deepens the natural blues in objects around her – blue blossoms, blue lakes, blue eyes, and so forth. She wears a robe and carries no armor or weaponry except her glowing blue crystal staff. Her clerics wear sky blue.

In the War of the Lance she earned other appellations: "Light Bringer" and "Bearer of Light." These names reflect the discovery of the legendary Disks of Mishakal, platinum disks engraved with knowledge of the good gawds. This tangible proof revived faith in the true gawds across the world.

Mishakal is Paladine's wife and advisor. The couple have twin sons, Habbakuk and Kiri-Jolith, and a third named Solinari.

MORGION (LESSER GAWD)

AKA: Black Wind, The Rustlord, Pestilence, Anthrax Goatlord
TURF: Hades, Acheron
ARMOR CLASS: -5
MOVE: 24", Fly 48" (A)
HIT POINTS: 642 (321 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Disease (see text)
SPECIAL ATTACKS: Shape Change
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 55%
SIZE: M (6')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Disease, decay, plague, weakness, and plotting
SYMBOL: Hood with two red eyes, an upside-down axe, or a rat's claw
CLERIC: 31st level druid
FIGHTER: Nil
MAGIC-USER: Nil
THIEF: Nil
S: 16/51 (+2, +4) D: 21/01 C: 27/88 I: 20/08 W: 29/58 CH: 3/75 COM: -19/02

Morgion, gawd of disease and decay, refuses the company of the other gawds and refuses to play their games or discuss plans with them. Those unfortunate enough to encounter this reclusive gawd see a rotting humanoid corpse – neither male nor female – topped with a goat's head. Secrecy is Morgion's way.

Morgion may also appear as a thick, roiling black cloud with glowing red eyes, or a priestess or executioner wearing a black hood and veil. In any form, he speaks in a harsh whisper.

Morgion despises all healthy things, striving to destroy or corrupt them with disease and decay. He always tries to infect his enemies with various horrible illnesses rather than fight them directly. Morgion also works to spread plagues in the wake of the lance. He routinely sabotages Mishakal's attempts to heal the people of Ansalon. His clerics infect Mishakal's clerics whenever possible. For this task he needs more worshipers, and searches most diligently among the dark dwarves and the other creatures of the NetherDeep. His followers wear deep brown and black.

NUITARI (INTERMEDIATE GAWD)

AKA: Devouring Dark, Nightreaver, Black Hand, Ungawd
TURF: Nine Hells, Acheron
ARMOR CLASS: -10
MOVE: 12", Fly 18" (B)
HIT POINTS: 928 (464 as demi-gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 2-40 (+3) x4
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 90%
SIZE: M (6')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Black magic
SYMBOL: Black circle or sphere
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 25th level magic-user, 9th level HackMage
THIEF: Nil
S: 15/78 (+1, +3) D: 17/49 C: 19/85 I: 30 W: 25/67 CH: 19/78 COM: 17/52

Nuitari, gawd of black magic, drew his evil nature from his parents, Takhisis and Sargonnas. The black moon of Krynn, also called Nuitari, is his symbol. It can be detected only when it eclipses other stars and moons. Nuitari favors the form of a quiet, intense young man with jet black hair and a long black robe. He also may appear as a wicked child.

While wandering Krynn searching for his little known, long forgotten brother Oldatauri, Nuitari founded the wizardly Order of the Black Robes. This order espouses Nuitari's belief that magic should be secret and coveted.

Nuitari is perhaps the most approachable of the evil gawds. His love for magic actually transcends his evil nature. An intense and quiet gawd, Nuitari displays a scholar's love for the magical arts. He continually researches new spells to grant his clerics and spell casting followers, seeking the universe's arcane secrets. But black magic comes at a price; though it grants its users incredible power, it also slowly takes control of them. Nuitari observes in wry amusement as those who try to master his art inevitably fall to its dark power. Once they travel down that path, forever can he dominate their destiny.

Nuitari, like Solinari and Lunitari, seeks to increase the presence of magic on Ansalon. If he cannot recruit a magic-user to darkness, he may at least get him to go renegade, causing headaches for Solinari and Lunitari. He works distantly with the two other magic gawds to bring more and better magic to Krynn. But Nuitari wants it all to be black magic. He believes that, given mortals (and even gawds) lust for power and the initial ease of his black magic, more magic will, eventually, mean more black magic. His followers wear robes of black, even the imaginative ones.

PALADINE (INTERMEDIATE GAWD)

AKA: The Dragon's Lord, Skyblade, The Hammer
TURF: Seven Heavens
ARMOR CLASS: -12
MOVE: 12", Fly 29" (A)
HIT POINTS: 1,824 (912 as lesser gawd)
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 1-1,000 x5 (see text)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 70%
SIZE: M (7')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Order, hope, light, rulership, guardianship
SYMBOL: A silver triangle, a pine tree, or an anvil
CLERIC: 30th level cleric
FIGHTER: 5th level paladin
MAGIC-USER: 30th level magic-user
THIEF: Nil
S: 23/64 (+5, +11) D: 19/45 C: 20/05 I: 19/38 W: 21/14 CH: 25/30 COM: 16/91

Paladine wanders the land in various forms, sometimes taking the form of an accident-prone senile old wizard or as a smiling, rotund, cleric with a hearing problem and an unshakable optimism. He sometimes appears as an elderly warrior with a dragon crest. In this form, he wears a Solamnic mustache and no beard. Despite thinning hair and creaking joints, he remains youthfully nimble and intuitive when the need arises. Deadly in battle, he is even more skilled as a statesman, swaying crowds with his eloquent speeches.

Paladine is Father of Good and Master of Law. During the Age of Dreams, Paladine led the gawds in creation. Paladine and Takhisis, Queen of Darkness, infused the raw fury of chaos with form and purpose, creating the first material beings of Krynn – dragons. Takhisis, jealous the first creations were not entirely hers, corrupted the chromatic dragons to evil. Paladine replaced his fallen children with the good, metallic dragons, but Takhisis's act began the rift between good and evil.

In one of history's darkest hours, when Takhisis loomed over the world like an inescapable plague, Paladine realized he needed a more powerful weapon for good. Joining with his sons Kiri-Jolith (gawd of war, glory, honor, and duty) and Habbakuk (gawd of harmony and nature), Paladine created the Knights of Solemnia. Today, all orders of the Solamnic Knights honor Paladine. He is patron of the Order of the Rose.

Paladine's constellation guards Gilean's constellation (the Book of Knowledge) because truth and knowledge are essential weapons in combating Evil. During the War of the Lance, the constellations of Paladine and Takhisis both vanished, a warning to

Krynn. Once the Dark Queen was defeated and banished, the stars returned to their proper positions.

Paladine fights with swords that simply act as conduits for his power. Each of his attacks deal damage equal to 1d10 times a number between 1 and 100. Paladine chooses this number.

His clerics, followers, and temples are adorned in silver and white.

REORX (LESSER GAWD)

AKA: Forge, Anvil, The Weaponmaster, The Craftsman
TURF: Concordant Opposition
ARMOR CLASS: -9
MOVE: 9", Fly 18" (B)
HIT POINTS: 1,028 (514 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-100/1-100 (+16)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 76%
SIZE: M (5')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Dwarves, weapons, technology
SYMBOL: A forging hammer
CLERIC: 32nd level cleric
FIGHTER: 33rd level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 29/65 (+10, +16) D: 21/10 C: 30 I: 19/36 W: 28/67 CH: 17/23 COM: 17/65

The dwarves of Ansalon consider Reorx, gawd of manufacture, technology, and metallurgy, to be the greatest of gawds. Humans see him as merely the rotund helper of Kiri-Jolith.

Reorx takes the form of a powerful dwarven warrior, magical hammer always in hand. Beneath his deeply-tanned skin work massive muscles. He gathers his long beard into numerous braids the blue-gray color of tempered steel. Reorx carries a unique Dwarven Thrower Hammer +8, and wears a beautiful breastplate of adamantine equivalent to Plate Mail +6. Dwarves see this form as the perfect dwarven warrior in all aspects.

Reorx tamed chaos to forge the world. His second greatest creation, the Graystone of Gorgoth, led to the emergence of dwarves, gnomes, and halflings in his world. Many consider the forge gawd father of these races. Reorx's celestial symbol is the planet named for him.

Dwarves report that Reorx displays many dwarven virtues. Sober, pragmatic, and dispassionate, he seeks efficient solutions to any problems. The art of the smith occupies him primarily, though he also has a passing interest in mining.

Humans see Reorx as a rotund, jolly dwarf given to excesses of gambling and drinking. His frivolity and jocularity make him a wandering festival.

Reorx has strong ties to the demi-human races of Krynn. Dwarves are his foremost followers, remaining faithful even through the Cataclysm. Because of their fidelity, Reorx works hard to restore the glory of the dwarven race. He has forged an alliance with Shinare to spur dwarven industry. Reorx also works closely with certain gnomes, inspiring them to some of their grander inventions. And, despite their scatter-brained tendencies, Reorx loves halflings, who were created by the Graystone of Gorgoth.

Humans are another matter. If they know of Reorx at all, they regard him as comical. Even so, Reorx occasionally tests humans to see if they are ready to return to faith. His colors are slate gray and red.

SARGONNAS (LESSER GAWD)

AKA: Dark Venegeance, The Firebringer, Sargonax the Bender, Destroyer
TURF: Nine Hells
ARMOR CLASS: -7
MOVE: 14", Fly 24" (B)
HIT POINTS: 680 (340 as demi-gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 2-40/2-40/2-40/2-20
SPECIAL ATTACKS: Shape Change
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 60%
SIZE: L (12')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Vengeance, rage, deserts, volcanoes
SYMBOL: Stylized red condor or a red fist
CLERIC: 25th level cleric
FIGHTER: 9th level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 21/76 (+4, +9) D: 19/77 C: 22/16 I: 20/03 W: 28/81 CH: 20/43 COM: 20/65 or 4/65

Little is known of Takhisis's consort. He is the brooding, sometimes explosive gawd of vengeance, rage, deserts, and volcanoes. Sargonnas embodies the destructive passion of fire. His greatest ally, Takhisis, is also his greatest enemy, and he routinely plots both for and against his Queen, sometimes at the same time.

Sargonnas prefers the form of a red condor with a silky, enticing voice. He also appears as a Fire Elemental with a roaring voice that sounds like a dwarven blast furnace. Occasionally, he takes the form of a human, halfling, or Minotaur warrior, but he is loath to do so.

Sargonnas is a fuming and treacherous gawd. Occasionally, he works his revenge through insidious means. Plotting for years, even centuries, he presents a calm and diabolically magnetic personality – a mask of the fires within. More often, Sargonnas erupts with fury, consuming everything in his path. He always anticipates similar deceits. He is, in a word, paranoid. But that doesn't mean they aren't really out to get him – so he figures he'd better get them first.

Sargonnas is, of course, enraged over the Dark Queen's infidelity. He has actually begun leaking Takhisis's plans to interested neutral and good powers. Sargonnas's final objective is ascendancy over his consort. His colors are red and black.

SHINARE (LESSER GAWDDESS)

AKA: Winged Victory, Silver Master, Walking Liberty, Balance or the Scales
TURF: Concordant Opposition, Happy Hunting Grounds
ARMOR CLASS: -5
MOVE: 18", Fly 38" (A)
HIT POINTS: 654 (327 as demi-gawddess)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-20/2-20/1-20 (+5)
SPECIAL ATTACKS: Shape change
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Wealth, industry, freedom, and power
SYMBOL: A griffon's wing
CLERIC: 20th level cleric
FIGHTER: 20th level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 17/97 (+2, +5) D: 19/27 C: 19/80 I: 20/61 W: 27/98 CH: 21/85 COM: 19/26

Shinare, gawddess of wealth, industry, and commerce, has many dwarven worshippers, for they appreciate her love of wealth and industry. All folk consider her the champion of freedom and self-directed destiny. Shinare cannot tolerate laziness. She ascribes poverty to stupidity or sloth. In her eyes, the idle and unproductive are slowly dying.

Shinare most often assumes the guise of a rich, portly matron or merchant. She wears expensive clothing and jewelry, and a belt of finest silver encircles her waist. When appearing to the dwarves, she takes the form of a male dwarven merchant, decked in rich clothing that drips with gems and precious metals. Because dwarves so espouse her philosophies, she acquiesces to their stubborn insistence that she appear male (purely a business decision, as befits her nature). Still, she feels strongly that mortal concepts of gender should not stand in the way of progress.

Shinare's companion is Sirrion, gawd of creative fire. Their opposite temperaments clash, but the passion must keep things interesting. Her celestial symbol is her planet.

Shinare aggressively recruits followers, claiming that only industry and progress can save Ansalon. Though beleaguered by her capricious mate Sirrion, Shinare considers her greatest foe to be Hiddukel, gawd of corrupt business. Her colors are gold, silver, and brown.

SIRRION (DEMI-GAWD)

AKA: Flowing Flame, Firemaster, The Alchemist, The Wizard
TURF: Concordant Opposition, Gladsheim
ARMOR CLASS: -8
MOVE: 18", Fly 38" (A)
HIT POINTS: 475
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 2-20/2-20/2-40/2-40 (+15)
SPECIAL ATTACKS: Immolation
SPECIAL DEFENSES: Immune to fire
MAGIC RESISTANCE: 60%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Flame, natural power, change, transformation
SYMBOL: Multi-colored fire
CLERIC: 25th level cleric
FIGHTER: 30th level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 27/17 (+9, +15) D: 25/38 C: 29/32 I: 18/87 W: 28/35 CH: 13/90 COM: 14/91

Sirrion, gawd of creative flame and natural power, sculpts fire into beautiful forms. He controls every flame, from the blazing sun to the low-burning wick, channeling and filtering the feral power into useful forms. Sirrion is not always tame: he sometimes sparks forest fires to clear rotten trees and allow young forests to grow; he also burns children who play with a candle flame, teaching them to respect fire. Though he desires to make fire useful, he wishes even more to make it beautiful.

Sirrion prefers to appear in fire and auguries of smoke or ash. When he does take a more traditional form, Sirrion appears as a tall man with flaming hair, beard, and eyebrows. His robe periodically changes color the way flames do. In battle, he wields a Two-handed Sword Flame Tongue +5. Mortals who touch this weapon must save versus polymorph or burn to death in one melee round, leaving only a pile of ashes

Sirrion's companion is Shinare, gawddess of wealth and commerce. They quarrel because Sirrion is temperamental and artistic, while Shinare is practical and opportunistic. Sirrion's celestial symbol is the planet named after him. Like the flames he controls, Sirrion flares quickly into fiery passion and smolders long in quiescence. His passions respond to fluxes in nature.

Sirrion cares little for mortal followers, though the beauty and power of fire draw many to him. The gnomes of Krynn especially love Sirrion because he makes steam power and smoke powder work. His followers wear bright reds and yellows.

SOLINARI (LESSER GAWD)

AKA: Mighty Hand, White-eye, Gawd's Eye, Ivory Disk, Beacon
TURF: Seven Heavens
ARMOR CLASS: -5
MOVE: 12", Fly 48" (A)
HIT POINTS: 928 (464 as demi-gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 2-40/2-40/2-20/2-20 (+1)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 90%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Good magic
SYMBOL: White circle or sphere
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 25th level magic-user, 9th level HackMage
THIEF: Nil
S: 12/68 (+0, +1) D: 20/05 C: 19/58 I: 30 W: 24/03 CH: 18/18 COM: 19/86

Solinari, third son of Paladine and Mishakal, is the gawd of good magic. He established the Order of the White Robes. He happily discusses any topic of magic in minute and extremely boring detail. Solinari treasures magic over every aspect of life, death, and afterlife.

Because Solinari is closer to Krynn than the less magical gawds, he rarely assumes physical form to deal with mortals. When he must directly intervene, he appears as an ancient, white-robed wizard. Unlike many of his rather absent-minded followers, Solinari has a lucid, insightful, and recursive intellect, though his mumblings often become too frenetic and cryptic for non-geniuses without excellent hearing to decipher.

He seeks to bring a great influx of worthy magic-users into the White Robes. He works with Lunitari to strengthen magic on Ansalon. Followers of Solinari seek out lost libraries, treasure vaults, and any ruin that may hold spell books or magical items. His followers wear robes of white or silver.

TAKHISIS (INTERMEDIATE GAWDDESS)

AKA: Queen of Darkness, Dragon Queen, She of the Many Faces, The Corruptor, Lady Chaos, Darklady
TURF: Nine Hells
ARMOR CLASS: -18
MOVE: 18", Fly 48" (A)
HIT POINTS: 2,428 (1,214 as lesser gawddess)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-1,000/1-1,000/1-1,000/1-1,000 (see text)
SPECIAL ATTACKS: Shape Change
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 80%
SIZE: G (70') or M (6')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Night, evil dragons, hatred, intrigue, chaos
SYMBOL: A black crescent
CLERIC: 40th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 40th level magic-user
THIEF: Nil
S: 25/86 (+7, +14) D: 20/44 C: 25/37 I: 29/56 W: 23/92 CH: 21/18 COM: 25/75

Not even fools or children speak the name Takhisis lightly. Her name summons darkness, destruction, and death. Swathed in shadow and hatred, she desires only the domination and destruction of Krynn and its folk. She also hopes to dominate any other realm she comes across (including Garweeze Wurld), but one conquest at a time.

Takhisis can assume any form, but her two favorites are a five-headed chromatic dragon (tempting some to suggest that she might actually be Tiamat, but no knowledge-seeker has been able to question either on this matter) and a beautiful temptress of human or elven stock. Rumors suggest she also appears as a giant serpent or any multi-headed creature, such as a Hydra or even an Ettin or a mutated frog.

For three millennia after Huma's victory, and again after the Whitestone Council that ended the War of the Lance, Takhisis's was banished from physically appearing on the Prime Material Plane. Even so, she acts through agents and her offspring.

In the Age of Dreams, Takhisis was Paladine's mate and consort. But when they forged the first beings, the dragons built of chaos, Takhisis grew selfish. Jealous she had to share the power of creation, the Dark Queen corrupted the dragons. She quitted Paladine and consorted with Sargonnas, gawd of fury and vengeance. They had two offspring: Nuitari and Zeboim. The passion between Takhisis and Sargonnas vacillates between insatiable lust and rancorous loathing, sprinkled with periods of elated hatred. Takhisis bore one other child, Artha, demi-gawddess of wanton lust and greed. Believed to be a child from a passing liaison with Chemosh, Artha was in truth sired by Hiddukel.

Takhisis embodies evil. She enjoys preying upon the weaknesses of others, using their hearts' desires to tempt and enslave them. She is cold and brilliant; exploitation has become second nature to her. Takhisis hates good, loves cruelty, and hoards wealth (which she prefers to acquire through tyranny and slavery rather than industrious effort). She happily dwells in her former prison, the Nine Hells, plotting her next return.

Takhisis fights with swords that simply act as conduits for his power. Each of her attacks deal damage equal to 1d10 times a number between 1 and 100. Takhisis chooses this number.

What Takhisis needs now is a group of powerful lieutenants to replace her losses in the War of the Lance. She also seeks the eggs of good dragons, to create more powerful draconians. Though Paladine is her long-time enemy, Kiri-Jolith causes her the most concern. She has ordered all her followers to slay his worshippers and desecrate his temples on sight. Her colors are the black of utter darkness and the iridescent black of beetle wings.

ZEBOIM (LESSER GAWDDESS)

AKA: Darkling Sea, Maelstrom, The Sea Queen
TURF: The Abyss
ARMOR CLASS: -4
MOVE: 16", Fly 48" (A)
HIT POINTS: 922 (461 as demi-gawddess)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-20 (+8) x4
SPECIAL ATTACKS: Shape change
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 60%
SIZE: G (30') or M (6')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: The sea, storms, tempests, weather, undead of the sea, jealousy
SYMBOL: Turtle shell pattern
CLERIC: 30th level cleric, 30th level druid
FIGHTER: Nil
MAGIC-USER: Nil
THIEF: Nil
S: 20/60 (+3, +8) D: 19/78 C: 22/10 I: 22/37 W: 29/90 CH: 17/95 COM: 19/12

Zeboim the Sea Queen is the impetuous and volatile daughter of Takhisis and Sargonnas. Her unpredictable tempers make her a dangerous foe and a lethal friend. As creator of the sea, tempests, and weather, Zeboim receives petitions from seamen wishing good weather and safe journey. Though some manage to avoid her rage, many who displease her with some real or imagined slight never see harbor again.

Though Zeboim can assume a human form, she favors the form of a giant sea turtle with a human female face.

Dwarves know nothing of Zeboim. To pay back their ignorance, Zeboim delights in spilling dwarves from boats and watching their heavy-boned bodies sink to the bottom. Despite her rebellious nature, Zeboim refuses to cross her mother Takhisis, but neither does she cooperate too fully. On the other hand, Zeboim ignores her father Sargonnas, considering him weak and unworthy of Takhisis's attentions.

Zeboim has never had many clerics and cares little. She wars against Habbakuk, gawd of marine life, for control over the seas. She provides her followers the vast wealth of lost treasure ships and the screams of storm victims. Her colors are green and red.

ZIVILYN (DEMI-GAWD)

AKA: Tree of Life, Wise One
TURF: Concordant Opposition
ARMOR CLASS: -16
MOVE: 40", Fly 48" (A)
HIT POINTS: 622
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 6-36 (+10)
SPECIAL ATTACKS: Shape change, Staff of Dancing (like sword of same name)
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 65%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Wisdom
SYMBOL: A great green or gold tree
CLERIC: 30th level cleric
FIGHTER: 30th level monk
MAGIC-USER: Nil
THIEF: Nil
S: 22/51 (+4, +10) D: 19/94 C: 23/67 I: 18/97 W: 27/25 CH: 21/16 COM: 22/92

Zivilyn, gawd of all wisdom, is the celestial Tree of Life. His branches and roots extend into all times and places, at least so far as he can tell. Much as Gilean holds the knowledge of the universe, Zivilyn holds its wisdom. He acts not according to the dictates of his mind, but according to those of his heart.

Zivilyn assumes many different forms. Some have seen him as an old, balding man with a long beard. Though sighted, his eyes appear as twin windows looking out into space, past the people right in front of him. Most find this disconcerting Persons who gaze into those eyes learn their future, including the circumstances of their death. Others report Zivilyn as a prophetic child with black skin, white hair, and eyes of quicksilver. Recently, several scholars have even proposed that the ageless Actinis of Palinthus is an aspect of Zivilyn. After all, they say Zivilyn may maintain several physical forms at one time, and Actinis may be one of them. In whatever form, Zivilyn wields a simple wooden cane that obeys any command it is given, flying through the air on its own and whacking people on the backside to knock some sense into them.

Because wisdom is incomplete without knowledge and knowledge is incomplete without wisdom, Zivilyn and Gilean work closely together. Zivilyn is the companion of Chislev; most mortals view this relationship as a perfect marriage. Zivilyn's celestial symbol is his planet.

Zivilyn works with Chislev to restore nature because nature is the cradle of wisdom. He wants to teach the folk of Krynn a wisdom that transcends traditional morality, to go beyond good and evil. Zivilyn occasionally sends worshippers in search of lost libraries and the legendary, enigmatic Zarathustra (who may never have been on Krynn), though often he calls them to seek wisdom in themselves. His colors are green and gold.

Chapter 17

Kuchooloo

The Pantheon

In the Kuchooloo Mythos of Garweeze Wurld, there are certain gawds that are so old that only other gawds can remember them (though they try to forget). Kuchooloo and Hester are those gawds. Spawned by a being long dead, the siblings' only goals in life are to destroy each other and the TeraVerse. This battle raged on for eons, until a single man banished both. Even in banishment the war still rages, though now it is their cults that fight.

Clerics

Belonging to either cult means a most solemn vow to destroy the other and then the universe, and as much as possible along the way. Clerics of this pantheon are known to quickly rack up so many people and things they want to destroy that they need entirely new organizational systems just to record them all. They tell nearly everyone and everything they meet, "You just made The List, buddy!" The destructive and vengeful nature of these cultists can be summed up in a single phrase: "Kickin' ass and takin' names." For this reason, people in Garweeze Wurld rarely give their names freely to any member of this cult.

The Gawds

Kuchooloo (Greater gawd)

AKA: Aecheelus-Horribilus-Homindis, One-Sick-Looking-Beotch
TURF: Hades, Prime Material Plane (the deep oceans of Garweeze Wurld)
ARMOR CLASS: -14
MOVE: 56"
HIT POINTS: 6,668 (3,334 as intermediate gawd)
NO. OF ATTACKS: 16
DAMAGE/ATTACK: 1-20 (+14) each
SPECIAL ATTACKS: Dream intrusion
SPECIAL DEFENSES: Viewing causes insanity
MAGIC RESISTANCE: 90%
SIZE: G (100' tall)
ALIGNMENT: Chaotic and very, very, very evil
SPHERES OF CONTROL: Water, destruction
SYMBOL: Octopus head
CLERIC: 20th level cleric
FIGHTER: Nil
MAGIC-USER: 25th level battle mage
THIEF: Nil
S: 25/01 (+7, +14) D: 18/75 C: 25/84 I: 25/44 W: 23/73 CH: 10/60 COM: -20/04

Kuchooloo is a gawd most awful sight to behold. No one has ever seen Kuchooloo, but he is described as a being of tentacles, eyes, and slimy green flesh. All those who look upon him must save versus spell or go permanently insane (select a random insanity from the GMG p 85).

The Almighty Kuchooloo is currently trapped at the bottom of an ocean in Garweeze Wurld. When the stars align correctly, Kuchooloo will be set free and to continue his feud with Hester, his brother. After that he plans to get about his business of destroying every living thing in existence and the TeraVerse itself.

Kuchooloo communicates with his clerics through dreams. Even though it is only a dream, the cleric must still save versus spell or go insane. One might think that the dark gawd has few followers, at least few sane ones. However, as there are countless parallel universes in the HackMaster TeraVerse, there must surely be one in which Kuchooloo is revered by many people, because he does manage to maintain greater gawd stature. Contrary to the popular halfling rumor, Kuchooloo does not respond well to the phrase, "Koo-koo-kuchooloo".

Hester (Intermediate gawddess)

AKA: The Queen in Yellow, The Unspeakable, One-Who-May-Not-Be-Named
TURF: The Abyss, Negative Material Plane, Hades, Prime Material Plane (the dark void of space)
ARMOR CLASS: -11
MOVE: 12"
HIT POINTS: 6,668 (3,334 as lesser gawddess)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +14
SPECIAL ATTACKS: Possession
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 95%
SIZE: M (6')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Madness and pain
SYMBOL: See text
CLERIC: 19th level cleric
FIGHTER: Nil
MAGIC-USER: Nil
THEIF: 26th level assassin
S: 25/99 (+7, +14) D: 22/95 C: 25/56 I: 25/44 W: 23/12 CH: 8/67 COM: 10/45

Hester appears as an eerie figure dressed in yellow tattered robes with the hood obfuscating her face. Hester is confined to deep space, trapped much like her brother, until Kuchooloo is freed.

So hideous is the symbol of The Unspeakable that it must always be covered, usually by a thick black velvet curtain. Even cultists cannot gaze upon on it and may not know what it actually is.

The gawddess' name is her gift; to speak Hester's name is suicide. When her name (which may actually be a title, her real name being a sound that drives creatures to gnaw off random body parts and bleed to death) is spoken, there is a 25% chance that the gawddess hears. Hester can then possess the speaker's body and may work dark deeds through the poor sap. The speaker may only be possessed for a number of turns equal to his Hit Dice or levels. Unfortunately for the victim, when Hester's spirit is cast back into space, the host body instantly dies (Hester doesn't mind).

Chapter 18

The HackWurld of Mystaros

Mystaros is a powerful, ancient wizard. He grew up in the idyllic Elder Kingdoms of Mystara, where he eventually became a well-known and wealthy technomancer, a wizard that worked with magic and technology. He was one of the developers of the InterZone, the Elder Kingdoms technomagical version of the Internet. He eventually grew a little strange, and saw conspiracies everywhere. He sealed himself away from the rest of the world by leaving Mystara, and taking residence in an orbital tower, the Crystal Palace. Unfortunately for the world, his conspiracy theories were right, and the Elder Kingdoms destroyed themselves in the Great Invoked Devastating Rain of Colorless Fire.

Fortunately for Mystaros, he was unaffected by the technomagical virus that turned most of the populace into gibbering madmen. His tower, powered by magic and technology, somehow survived the horrible aftermath of the great war unscathed. Already a powerful magic-user, Mystaros delved even further into both magic and technology. Eventually, he found a way to extend his life span tremendously. He also helped the survivors below to regain some semblance of civilization.

He even, in time, became a good friend of the immortals of that world (or some of them, at least). A few of them tried to get him to join their ranks, but he refused, as the Prime Law would hinder his actions on Mystara. Thus, things continued for century upon centur — until the Wrath of the Immortals.

Mystaros foresaw what would happen to Alphatia and the world at large in the aftermath of that great battle. After all his struggles to help the mortal races lift themselves up again after their own follies, Mystaros was damned if he would let the freaking immortals destroy everything he had so carefully built! Thus, he hatched a plan....

He was able to get information on the plans of the Fellowship of the Star, led by Rad, by plying his old friend from the Elder Kingdoms, Rafiel, Rad's ally, with Ispan Sherry while he was in a mortal guise in a bar in the City of the Stars. He then created his own Crystal Ball, essential to the creation of the Doomsday Device, and planted it in the shop in Pandius where Rad would eventually buy it and use it. Thus, he gained control over the Doomsday Device, and was able to alter its magical essence. When Rad was at his most vulnerable, Mystaros struck, drained his power, and used it in combination with the Doomsday Device to cast a massive Teleport Intercampaignia spell, taking most of Mystara along with him to the world of Aldrazar. There, he believed, the immortals could not follow, due to the power of the gawds of that realm. There, he would take the Known World of Mystara and fix it, transforming it into the HackWurld of Mystaros.

The Pantheon

The divine beings of the HackWurld of Mystaros are divided into two major groups: the gawds and the HackLords. Gawds are divine beings that exist beyond the bounds of mortality, who are bonded with the universal essence of that which makes up their portfolio. Gawds are tied to an outer plane of power where the souls or spirits of their dead worshipers come to rest. HackLords are quasi-divine beings, immortals of great and vast power, who are bonded with the universal essence of that which makes up their respective Sphere of Power. HackLords are tied to an outer plane of power where the souls or spirits of their dead worshipers come to rest.

The difference between the two from the mortal point of view? None, really. The followers of the gawds are always pointing out that the gawds are inherently, individually superior, while the followers of the HackLords like to counter with the fact that, as their clerics gain their powers through the Sphere of Power of their respective Patron HackLord, they are not limited in power as the cleric of, oh, say, one of those so-called "powerful" demi-gawds might be. That usually shuts the follower of the gawds up for a while, until he realizes that his mace works just as well on a follower of a HackLord as it does on a fellow worshiper of the gawds. Then the argument gets ugly.

The HackLords are not dealt with herein. For all that they are immortal (and thus of quasi-divine rank) and of vastly greater power than mortals, they are still not "gawds." The lists, ranks, and powers of the HackLords can be found in Appendix B of the Guide to the HackWurld of Mystaros. That tome also includes information on their worship, motives, plots, and so forth. Herein are described the only two "native" gawds of the HackWurld, Rad the Radiant and Mystaros the Mysterious. All but these two gawds are "foreign" to the HackWurld. That is, the other gawds did not arise from among the native people, but instead they were adapted or adopted into those beliefs over millennia and centuries of development. Some of the gawds were adopted wholesale, in their full natural pantheons, by the cultures of the HackWurld, while others were adopted piecemeal. Some are known by their common Garweeze Wurld name, others are known by a different, local name. Details on how this works in each culture are also provided in the Guide to the HackWurld of Mystaros.

The two "native-born" gawds of the HackWurld do not operate as a pantheon, per se, though they have been adopted into some pantheons, and are revered in their different regions of control by polytheistic peoples. They are individuals, opposed in all ways to each other, sort of like brothers born too close together in time. Some theorize that they are in fact brothers, the hatred runs so deep. This is reflected in their pattern of worship across the HackWurld. Rad the Radiant is primarily worshipped and revered in the west, while Mystaros the Mysterious is mostly followed by peoples in the east. Each of these gawds is regarded by their peoples as the "Patron of Magic," both in the broadest form possible as well as in the narrow, being the specifically preferred gawd of magic-users and battle mages. Within their respective spheres of influence (which get spotty on the outskirts of their core following) their rule as the "Masters of Magic" is mostly complete, with all local users of non-clerical magic either bowing to them or at least nodding their head in acknowledgement of their power. Clerics of other gawds and HackLords must work with them, to a greater or lesser degree, if they wish to gain the assistance of their followers.

Clerics

Within the HackWurld, in their respective areas of control, the clergy of these demi-gawds of magic are responsible for the running of the magical bureaucracy behind the administration of spell copyrights. They handle this in the same manner as the Temples of Thrain do in Garweeze Wurld. Note that this means that there are actually two separate and distinct "regions" of spell copyright in the HackWurld, in which the rights of one group are not recognized (generally) by those of the other. For example, a spell copyrighted with the Temple of Rad in the city of Glantri is not protected in the city of Citadel in Bettellyn in Alphatia, which is the territory of the Temple of Mystaros. Many spells are, however, copyrighted in both regions. Being mostly civilized as well as mercenary, the two organizations have worked out an exchange system, whereby a magic-user can get a "secondary license" to use such spells in the secondary, non-native region. This secondary license costs half as much as the full license does (which must already be possessed,) though the filing fees are the same regardless. The additional sigil can be added to the mage's spellbook on location, though due to paperwork concerns it usually takes 4-24 hours before it can be done. Note that the offices at the temples are only open eight hours a day, with an hour long break at lunch, plus a half-hour tea at eleven and three, in Alphatia proper.

If the secondary license is not possessed, but is available, there will be a 50% chance of spell mishap if a copyrighted spell is used in the secondary region. If no secondary license has been worked out between the two temples, which happens often with the spells of "politically sensitive" magic-users, there is a 75% chance of a spell mishap. Note that the use of copyrighted spells in extra-regional zones on the fringe of the two major zones is not controlled in this fashion, and thus these "third zone" regions are rife with copyright violations and illegal scroll scriptoriums. Use of an unlicensed copyrighted spell in the "third zone" has a random 20% to 80% chance of spell failure. Other regions of the world of Aldrazar count as "third zone" regions.

The Gawds

Rad (Demi-gawd)

AKA: The Radiant One (a.k.a. "The Runt" in the east)
TURF: Prime Material Plane (the Nucleus of the Spheres)
ARMOR CLASS: -6 (fighting open hand) or –2 (casting spell)

MOVE: 20"
HIT POINTS: 541
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-13 (+8)/3-13 (+8)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Magic
SYMBOL: Three hemispheres that connect to form a triangle inside
CLERIC: 20th level Shepherd of Rad
FIGHTER: 10th level monk
MAGIC-USER: 20th level magic-user, 10th level battle mage
THIEF: Nil
S: 20/01(+3, +8) D: 22/33 C: 18/34 I: 26/22 W: 21/34 CH: 18/43 COM: 15/24

Rad was born Etienne de' Ambreville, scion of a wealthy and powerful family of magic-users from another world. He grew to great power, becoming the preeminent magic-user of his clan. Unfortunately, the rest of the world had turned against sorcery, against any magic that was not deemed to be from the gawds, and a terrible inquisition began to destroy everything the de' Ambreville clan had built. Using great and powerful magics, Etienne and his allies built magical gates to another world, the HackWurld, and brought their families, livestock, and even some of their castles through the gates to freedom and safety in 728 AC. The land they arrived in was the Highlands, in the HackWurld, the land now known as Glantri. Etienne claimed that he brought his people there because it was an unspoiled, unsettled land. That was largely true. However, secretly he had brought them there so that he could study the power of the Radiance, which he discovered was centered in power in the Highlands.

After two years of research Etienne was able to discover the source of the Radiance, the Nucleus of the Spheres, buried deep beneath the soil of the Highlands. He entered the Nucleus, seeking its secrets… and disappeared from all knowledge for more than a year. When he exited the Nucleus, he had been transformed. He had become a demi-gawd; not only that, but he was a demi-gawd beholden to no other for his power, and answerable to neither the gawds nor the HackLords! He then returned to his family lands, planning to use his own gawdly powers and the powerful magic of his family to conquer the HackWurld. However, in his absence, his brothers had sought to usurp his power, and when he returned, they set out to kill him. Not yet experienced with his newfound powers, Etienne defended himself poorly, and caught the entire family castle in a magical causality loop. He and the castle were freed a decade later by wandering adventurers, though the breaking of the loop killed his entire family and destroyed his castle. The experience taught Etienne much, and helped to mold him into a far more responsible being. He resurrected his family (and Geased them not to attack him) and built a new, better castle.

Etienne later went on to help bring more survivors from his home world to the HackWurld. Thereafter he was central to the formation of the Highlands Council of Lords, foolishly invited Halzunthram and the Alphatians in to help fight the Flaems, and was a later a major factor in the victories of Lord Glantri in the 40 Years War against the Alphatians. During this time he grew to hate the Alphatians and their patron Gawd of Magic, Mystaros. He thus formed a plan to use his own gawdhood to oppose the Alphatians and Mystaros everywhere he could. To that end he founded the Temple of Rad in the early 800's (not in his mortal guise, though Etienne was an early convert and major "supporter"). He was a co-author of the charter of the Highlands Republic in 829 AC, the main force behind the foundation of the Great School of Magic in 845 AC, and the author of the Light of Rad decision in 858 AC. Today he remains, in his mortal guise, as Prince Etienne de' Ambreville, the public Grand Master of the Great School of Magic and the secret Grand Hierophant of the Inner Circle of the Temple of Rad.

Note that Rad instinctively knows that much of the history of the world, and even his own background, is WRONG, or at least significantly changed. He remembers what it was really like, what really happened, before Mystaros "created" the HackWurld and destroyed the old world. This is even more reason to hate his "worthy opponent," and oppose him in every way possible. Rad struggles to both maintain the status quo (yet, at the same time, works behind the scenes to undo what has been done), and to return Mystara to the existence it once had. Note also that no one, except for a few trusted gawds and HackLords, knows Rad's mortal guise, or his origin.

Rad has no other special powers beyond those provided by his classes. He can fight hand to hand as a monk, striking twice per round for 11-21 points of damage, or he can cast spells as a magic-user, battle mage, or Shepherd of Rad. As Etienne, he appears as an ancient, stooped, white-bearded magic-user, and will use only his magic-user abilities while thusly guised. In Rad form he appears as a young, idealized version of Etienne (though no one would recognize this) with golden hair and beard and piercing blue eyes, dressed in glowing white yet simple Shepherd of Rad robes and hat. He wears a Ring of Protection +6. He also has access to just about any common magic item ever created.

Even in mortal guise, Rad prefers to let others do his work for him. He can contact his Shepherds through the Talismans of Rad found in every Temple of Rad, and also has several other secret societies, and societies within societies, working for him.

MYSTAROS (DEMI-GAWD)

AKA: The Mysterious (a.k.a. "The Mad" in the west)
TURF: Prime Material Plane (Crystal Palace)
ARMOR CLASS: -4
MOVE: 12"
HIT POINTS: 591
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-18 (+7)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: M (5'9")
ALIGNMENT: Chaotic neutral
SHERES OF CONTROL: Magic
SYMBOL: Four-part yin-yang symbol, each field being one color (blue, green, yellow, and red)
CLERIC: 20th level Magi of Mystaros
FIGHTER: Nil
MAGIC-USER: 20th level magic-user, 10th level technomancer
THIEF: 10th level cyber-hacker
S: 19/14(+3, +7) D: 18/12 C: 19/39 I: 26/81 W: 25/91 CH: 17/75 COM: 20/03

Mystaros was born in the time of the Elder Kingdoms, in a kingdom of Skothar now lost, incinerated by Nuclear Winter Fireballs and then sunk beneath the waters. Mystaros survived that time, and the Great Rain of Fire, as he was very, very paranoid, and already quite powerful. Over time, he became even more powerful, and eventually attained the rank of demi-gawd. He has worked to rebuild that which was lost, but in his own image. He enabled the Alphatian people to flee their fallen realm and settle in the HackWurld, and thus grew to be a major figure in their very loose pantheon.

His history is well covered in the Guide to the HackWurld of Mystaros, and won't be repeated here. Personality wise, Mystaros is an arrogant bastard. He knows he's smart and wise, but all too often he just comes off as cocky… unless he is trying to schmooze someone. He's also a little insane, and not quite playing with a full deck. He enjoys slumming with mortals, ranging from true, nasty slums to the palaces of the highest level of power. He has dozens of identities across Alphatia, the HackWurld, and beyond, most of them magic-users of some type; some male, some female, some young, some old.

One of his deepest secrets is the nature of the power behind the high level magic-user spells he grants his Magi. The truth is that in order to increase his own power, when the Alphatians arrived from their ancient land, he stole more than half of their magical potential! Yes, the Talent that the Alphatians believed was lost due to the "differences" between the magic energies of the two worlds was actually stolen by their "savior." Originally he planned to use it to rise to the level of lesser gawd, but that bid failed. So now he has slowly been returning it to the Alphatians through his Magi. It is a terrible secret, known to none but Mystaros himself.

In his gawdly form Mystaros appears as a typical magic-user, with a pot belly, pointy nose, beady brown eyes, and long black (graying) beard, wearing a dingy brownish-green cloak (a Cloak of Protection +5,) a fancy gold Ring of Protection +5, and thick spectacles (which function as Eyes of the Eagle or Eyes of Minute Seeing as he wills.) In whatever form, he always carries the Staff of Mysteries, an artifact-level item that can appear as any kind of staff. It attacks at +2 to hit and does 3-18 points of damage, plus operates as a Staff of the Magi, regenerating one charge per hour that it is in his hands. The staff also possesses the following artifact-level powers and abilities (see GMG): I: E, F, Z, VV; II: L, EE; III: I, V; IV: F; V:HH. Note that, being a demi-gawd, the malevolent effects do not affect Mystaros. Mystaros also has ready access to many minor and medium level magic items.

Mystaros doesn't really count too much on his Magi; he uses them to keep a loose reign on Alphatia, and they are not even overly much good for that. The ones that are important receive amulets that he uses to contact them. When he needs something done (for example, the temple of a rival gawd taken out) he goes slumming in the taverns and dives where adventurers hang out, and drops hints and rumors of evil priests and great treasures for the taking. Another of his favorite tactics is appearing to wandering adventurers as a dying adventurer, on his last legs, with map in hand. He says a few words, again about treasure, and then "dies." If the adventurers survive the mission (not knowing that they were even on one) he'll remember them, and use them again as need requires. If they don't survive … then it's time to go find more "volunteers."

Native American

The Pantheon

The gawds of the Native Americans were as close to nature as their worshipers could make them. The natural world is the most important aspect of the Indians' existence. Consequently, the gawds always prefer to appear in the form of a creature of the land. They can, if necessary, appear in human form, but for some unknown reason such appearances require great energy of them and only lasts a short time.

Because of their affinity for nature, many of these gawds appealed to the primitive tribes of humans on Garweeze Wurld. This foothold of followers soon allowed the whole pantheon to make their mark on Aldrazar. But in the transition to Garweeze Wurld and the subsequent War of the Gawds, the power structure of the pantheon definitely changed. Also, some of the gawds interested in the neutral aspects of nature bit the dust. Still, the pantheon was not without a hero of sorts. Being a war gawd, Tobadzistsini, or Tobi for short, quickly stepped up to the plate and fearlessly defended his kin. But this favor was not without its price. Tobi demanded the loyalty of the entire pantheon for his part in protecting them. With little choice for their survival, the other gawds took an oath to support him as their representative in the Gawds of Twilight Last. With his newfound power, Tobi has subjugated the entire pantheon and ruthlessly puts down challengers to his position. He considers his peers lucky to be alive as a result of his effort and often considers stamping them out at the slightest evidence of insubordination. Under his rule, the natural aspects represented by the pantheon have taken on a wicked and dangerous slant.

Clerics

All Indian clerics dress with a number of magical symbols and relics that they have fortified with holy power. One such relic that a cleric can craft is a Sacred Bundle (see the Appendix). These relics are buried with the worshiper in the event of his death. The selection of divine symbols to decorate such relics is personal to the cleric, based on the visions he received at the beginning of his career. However, one of these symbols always reflects the patron gawd's symbol.

Young Indian clerics enter battle alongside the rest of the warriors of the tribe, while the older clerics attempt to enlist the help of the tribal gawds for the battle. It is the job of the tribal cleric to make the war paint for the warriors and perform the ritual blessing of the men and weapons before battle.

Other rituals revolve around the seasons. The ebbing of one season into another is a time of sacrificing possessions important to the tribe. Food, finely made jewelry, weapons used successfully in battle and the like are burned at these times for the good of the tribe in the upcoming season. Indian clerics are expected separate from the tribe daily to meditate upon the village's patron deity. When it becomes necessary for the tribe to fulfill the wishes of the gawds and go to war, it is up to the cleric to lead, inspire and protect the tribe, either by direct action or personal sacrifice.

In all Indian rituals where a cleric wants to control something, he must have part of it already. If the cleric summons rain he must sprinkle water on the ground in the process of the spell. If the cleric casts a Quest spell upon a being for whatever purpose, he must have a part of that being for the spell (a piece of hair, article of used clothing, etc.). The symbolism of a name is very important to the Indians, so important that no Charm spell works on an Indian cleric without knowledge of that cleric's name. All Indian rituals involving demons or devils require the use of a large fire for control of the creature.

The tent or lodge of the cleric(s) is a place taboo to the rest of the tribe and supposedly guarded by strong spirits. Worship of most deities is held in the open.

The Gawds

Coyote (Lesser gawd)

AKA: n/a
TURF: Limbo, Prime Material Plane
ARMOR CLASS: -1
MOVE: 24"
HIT POINTS: 1,544 (772 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L (8')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Arts, crafts, fire, thieves
SYMBOL: Coyote
CLERIC: 14th level cleric
FIGHTER: 15th level fighter, 8th level berserker
MAGIC-USER: 14th level magic-user, 17th level illusionist
THIEF: 18th level thief
S: 20/01(+3, +8) D: 24/45 C: 21/06 I: 24/34 W: 19/94 CH: 16/03 COM: 15/51

In spite of his responsibility for teaching arts, crafts and the use of light and fire, Coyote is primarily a bullying, greedy trickster, though his tricks often backfire on him. This chaotic personality makes him difficult to understand. As a trickster, he is usually accompanied by a giant wolf or sometimes by a giant fox, wildcat, badger or porcupine. He most often takes the role of a cowardly thief. His followers primarily appeal to him to improve their thieving abilities or to be granted tricks involving illusionist spells of fire, light or darkness.

Coyote can Polymorph Self once per day but this is limited to forms from the animal kingdom. Coyote flees combat whenever possible, but fights when cornered. He bites for 3-30 points of damage.

Whenever Coyote involves himself in trickery, his two favorite spells are Invisibility and Animate Object. With these two abilities he makes objects (including himself) disappear and move about.

Hastseltzi (Demi-gawd)

AKA: Red Lord, Forrest
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -6
MOVE: 24", Swim 48"
HIT POINTS: 699
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+ 17) or 1-10 (+12)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Cannot be hurt by any projectile or aerial attack
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Racing
SYMBOL: Running horse
CLERIC: 10th level cleric
FIGHTER: 15th level barbarian
MAGIC-USER: 12th level magic-user, 12th level illusionist
THIEF: 12th level thief
S: 25/30(+7, +14) D: 25/14 C: 24/90 I: 12/54 W: 28/32 CH: 22/59 COM: 23/23

Hastseltzi likes to run. He really, really likes to run. When asked why he just shrugs his shoulders and says, "No particular reason. One day I just decided to go for a little run and as long as I went that far I figured I'd just keep going." This gawd appears as a man carrying equipment all of a startling red color. He enters tribal areas because he desires to race, with any person and in any way. He never shows his full gawdlike abilities (always running just a little faster than his opponent). His horse is a large maroon animal (AC 5, HD 15, hp 70, #AT 3, D 2-20/2-20/1-12) with a powerful enchantment so that it runs faster than anything it is competing against. The gawd is sometimes symbolized by a massively-muscled running horse, and his clerics always put this image on their lodges and shields.

His hand axe inflicts 2-12 points of damage on a successful hit and functions as a +3 weapon; his throwing knife does 1-10 points of damage and functions as a +2 weapon.

HASTSEZINI (LESSER GAWD)

AKA: Black Lord
TURF: Nine Hells, Elemental Plane of Fire
ARMOR CLASS: -10
MOVE: 21"
HIT POINTS: 1,094 (547 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: See text
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: Wreath of Flames, cannot be attacked from behind, immune to fire
MAGIC RESISTANCE: 45%
SIZE: M (6 1/2')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Fire
SYMBOL: Torch
CLERIC: 12th level, offensive spells only, 30th level (fire spells). Can also use all druid fire-related spells (30th level)
FIGHTER: 12th level fighter
MAGIC-USER: 30th level magic-user (fire spells only)
THIEF: Nil
S:24/02 (+6, +12) D:23/01 C:24/67 I:20/34 W:19/94 CH:1/56 COM: -5/95

This jet black gawd is extremely ugly. He always appears wreathed in flames (the heat of which inflicts 2-20 points of damage to all within 10 yards of him, no save). He is aware of anything that happens in any area within 50 yards of a fire. The gawd is very fond of destroying villages by fire if they do not make sacrifices to him. All tribes fearing the gawd's wrath (especially in the dry season) sacrifice food and fresh meat to him, burning these items at high noon.

In battle, he uses a Medium Shield +5 that cannot be wielded by any other being. In addition, he cannot be attacked from behind. While in battle he uses a bow that shoots a shaft of fire for 1-10 points of damage; its range is line of sight. The hand axe he often throws at the strongest enemy facing him inflicts 2-20 points of damage. His lance of fire does 3-30 points of damage (he never throws this weapon). When hard-pressed in battle by more than five enemies, he makes liberal use of any type of fire spells as a 30th level spell caster.

HENG (DEMI-GAWD)

AKA: Thunder Spirit
TURF: Seven Heavens, Elemental Plane of Vapor
ARMOR CLASS: -1
MOVE: 12", Fly 24" (A)
HIT POINTS: 722
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 6-60 or 3-30 (+12)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 20%
SIZE: L (20')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Thunder, rain, luck
SYMBOL: Lightning bolt
CLERIC: 10th level cleric
FIGHTER: 10th level ranger
MAGIC-USER: 12th level magic-user, 12th level illusionist
THIEF: Nil
S:24/99 (+6,+12) D:24/45 C:24/55 I:23/87 W:23/61 CH:20/12 COM: 21/56

Tribes often favor this gawd among all others because they can sometimes rely upon him to bring rain to those that suffer and give luck to those he favors. Heng is made aware of the need for rain by his clerics, who must sprinkle large qualities of water on the ground to attract his attention. If he chooses to answer the summons, Heng appears in a rolling thunder cloud as a braided warrior of the tribe that summoned him. The warrior he chooses to imitate for that summoning will have luck in battle for the whole year (in the form of a +2 to hit enemies).

Heng's bow fires lightning bolts for 6-60 points of damage per strike, and it has a range of 30 miles. His lance does 3-30 points of damage, but the gawd never uses it unless closely pressed in battle.

HOTORU (LESSER GAWD)

AKA: Wind Gawd
TURF: Olympus, Elemental Plane of Air
ARMOR CLASS: -7
MOVE: 12", Fly 24" (A)
HIT POINTS: 1,278 (639 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +11
SPECIAL ATTACKS: Lightning
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 30%
SIZE: L (20')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Wind
SYMBOL: Clouds
CLERIC: 13th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 10th level magic-user, 10th level illusionist
THIEF: Nil
S: 23/56 (+5, +11) D: 23/65 C: 23/32 I: 23/23 W: 20/78 CH: 20/89 COM: 20/07

The gawd takes on the form of the chief of any village he nears. While Hotoru is in this form, that chief has a bonus of +1 to all of his saving throw rolls. However, Hotoru often uses this guise to "get with" all the best young maidens of the tribe. Thus, after a visit from Hotoru, the real chief often finds he has a lot of explaining to do. On the plus side, the needs of humans for certain types of weather or the growth of crops can sometimes influence the wind gawd. On the other side of the coin, he can utterly destroy those same crops and humans for any slight to his priesthood.

He can cast three Lightning Bolts per round for 2-20 points of damage each, for a range of 900 yards. If lightning does affect his enemies, the gawd uses any fallen weapon he can pick up in battle. He normally wears plate mail armor in battle.

RAVEN (LESSER GAWD)

AKA: n/a
TURF: Olympus, Elemental Plane of Air
ARMOR CLASS: -3
MOVE: 24", Fly 36" (A)
HIT POINTS: 1,356 (678 as demi-gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 3-18/13-18/13-30
SPECIAL ATTACKS: Polymorph Others (-3 to save)
SPECIAL DEFENSES: Polymorph Self, Shape Change
MAGICAL RESISTANCE: 75%
SIZE: M (6')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Air
SYMBOL: Large raven
CLERIC: 12th level cleric
FIGHTER: 10th level ranger
MAGIC-USER: 16th level magic-user, 16th level metamorpher (SSG)
THIEF: 14th level thief
S: 19/10 (+3, +7) D: 25/01 C: 23/93 I: 24/22 W: 24/76 CH: 22/43 COM: 26/74

The Raven is the great transformer-trickster who is responsible for the creation and transformation of the world. Because of his tremendous abilities to polymorph and change shape, he can appear in virtually any form he chooses. In addition to a really bloated raven, he may also appear as a fox, a jay or the moon. He fights only as a last resort and then only as a giant raven. Although known as the great provider for

mankind (including giving them fire, a distinction he continuously disputes with the Greek gawd Prometheus) the Raven loves to play tricks, usually for the purpose of obtaining food to satisfy his truly ravenous appetite.

He is most likely to intervene on the behalf of his worshipers when they are in need of necessities, like air, fire or water. Beseechers who make offerings of food have the best chance of successfully appealing to him.

SHAKAK (LESSER GAWD)

AKA: Winter spirit
TURF: The Abyss, Prime Material Plane
ARMOR CLASS: -5
MOVE: 72"
HIT POINTS: 1,028 (514 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+9) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Cold aura, regeneration
MAGIC RESISTANCE: 90% versus fire only
SIZE: L (10')
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Winter
SYMBOL: Ice spear
CLERIC: 11th level cleric
FIGHTER: 12th level dark knight
MAGIC-USER: 15th level magic-user
THIEF: Nil
S: 21/42 (+4, +9) D: 20/29 C: 24/30 I: 19/90 W: 19/54 CH: 6/03 COM: 11/33

This white-skinned deity can bring on any kind of cold weather at will. Those who sacrifice to him often seek to lessen the force of winter, but no one specifically prays to this evil being for fear that he will come. Sacrifices always take the form of burning precious possessions during the dead of winter. While his form is usually human, his face is demonic with fangs and blazing white eyes.

His body radiates cold and those within 30 yards of him suffer 20 points of damage per melee round (no saving throw). His spear is made of ice and does 3-30 points of damage per strike. When in temperatures below freezing, he regenerates 10 hit points per melee round.

SNAKE-MAN (LESSER GAWD)

AKA: n/a
TURF: Olympus, Prime Material Plane
ARMOR CLASS: -5
MOVE: 12", Fly 18" (A)
HIT POINTS: 1,088 (544 as demi-gawd)
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Control reptiles, summon snakes
MAGIC RESISTANCE: 75%
SIZE: M (6')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Snakes
SYMBOL: Snake on sand
CLERIC: 10th level cleric
FIGHTER: 10th level ranger
MAGIC-USER: 15th level magic-use, 15th level illusionist
THIEF: 8th level thief, 5th level bard
S: 24/99 (+6, +12) D: 23/76 C: 24/89 I: 24/39 W: 19/49 CH: 20/41

This gawd appears in the shape of a man with rainbow-colored skin. He always wears 75,000 gp worth of jewelry. He ages his appearance at will, and often turns visibly younger or older during long conversations with other beings. He can control all reptiles, and no type of reptile type can attack him, even if magically controlled in some fashion. This defense extends even to fantastic beings similar to reptiles, such as certain devils, demons, dragons, and the like. Once per day, at will, he can instantly, he can summon 5-500 random types of snakes to serve him.

Snake-Man has never been known to attack beings with anything other than spells; if assaulted by creatures that are impervious to magic, he summons snakes to fight for him instead of personally attacking.

TOBADZISTSINI (GREATER GAWD)

AKA: War spirit, Tobi
TURF: Hades, Prime Material Plane
ARMOR CLASS: -20
MOVE: 18"
HIT POINTS: 8,736 (4,368 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-10 (+16)/3-30 (+16)
SPECIAL ATTACKS: Called shots
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 30%
SIZE: M (6 1/2')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Warriors
SYMBOL: Crossed spear and shield
CLERIC: 10th level cleric, 10th level druid
FIGHTER: 18th level barbarian, 8th level monk
MAGIC-USER: 10th level battle mage, 10th level invoker
THIEF: 20th level assassin
S: 30 (+11, +16) D: 29/12 C: 29/38 I: 25/40 W: 24/70 CH: 25/90 COM: 26/82

This gawd usually appears as a massively built male, but he can Shape Change at will. On a whim, he occasionally enters into battles between tribes that interest him, either by personally taking a hand or increasing the fighting abilities of one side or another. This always results in more bloodshed as he likes to prolong war, not reduce it.

His arrows strike for 1-10 points of damage and his spear, which he uses only for hand-to-hand combat, strikes for 3-30 points of damage. Because he knows he rarely misses in combat, Tobi always makes called shots. He enjoys making these shots to absolutely devastating effect, which he usually does due to his huge critical hit base severity level.

Worshiping warriors promise him kills in battle; they must then burn these victims after the victory. Many of the good-natured people who revere other native American gawds hate the fact that Tobi is head of the pantheon. Even so, they must offer respect, worship and sacrifices in order to appease him or else he will bring down retribution in the form of barbarian hordes. Because of his penchant for aggression and power, many grevan and grel tribes have taken a liking to Tobi the War Spirit.

Chapter 20

Non-human

The Pantheon

A whole host of creatures have been documented in the game of HackMaster, spawned either from the minds and myths of ancient man or created entirely from the minds of the GameMasters. Such a wide diversity of creatures and subcultures requires an equally wide diversity of deities and lesser beings of power. The non-human races occupy different places in every GameMaster's individual world. Therefore, it would be extremely difficult to create complete pantheons of non-human gawds that would be appropriate to every campaign. This section seeks only to outline some major beings important to the races created in the HackMaster TeraVerse. If a gawd is not listed here, it is probably safe to assume that it either died in the War of the Tablet of the Ages or was so greatly diminished in power as to warrant only passing mention at most.

The evil elemental princes of air, cold, earth, fire and water creatures are powerful beings whose principal areas of domination are on the elemental planes, but who also have many some followers on the Prime Material Plane. Though some scholars do not consider them actually gawds, they have similar power and can grant followers certain powers. Though often at odds with each other (mainly through the actions of their underlings) the elemental princes of evil do share certain common characteristics. Each can perform Detect Invisible, Dispel Magic (at 20th level), Infravision (duration one day), Know Alignment, Suggestion (duration 12 hours) and Teleport Without Error, all at will. They have a special telepathic power that enables them to understand and converse with any intelligent creature. Three times per day (each) they can read languages and Read Magic, once per day they can use Telekinesis on up to 600 pounds weight.

Note that all of the nefarian royalty in the Hacklopedia of Beasts should be treated as demi-gawds, though they more often have human victims than worshipers. Many of these beings are primarily associated with a particular race, such as An'Gnarl, Lord of the Gnolls. Others have no specific racial affiliation; they are revered by several wicked races.

Clerics

Non-human clerics of non-human deities are possible. For PC races, the possible level advancement is defined in the PHB. For monstrous races, the Hacklopedia of Beasts usually defines how a cleric, druid or shaman may advance in levels. If the Hacklopedia is silent on whether or not a race can have clerics or druids, assume it can only have characters of the shaman class. Of course, if not specified otherwise the monster in question must have a social structure such as a tribe, clan or something similar to qualify even for shaman status.

The Gawds

An'Gnarl (Demi-gawd)

Demi-gawd of Gnolls.

See Hacklopedia of Beasts Volume 5 p 76.

The Ape Gawd (Demi-gawd)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: -10
MOVE: 30"
HIT POINTS: 575
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-10 (+16) x2 / 1-12 (+16)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class, summon allies
MAGIC RESISTANCE: 25%
SIZE: L (12' tall)
ALIGNMENT: Neutral
SPHERES OF CONTROL: Apes
SYMBOL: Conch shell or a banana
CLERIC: 11th level cleric
FIGHTER: Fights as 20 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 28/34 (+9, +16) D: 20/17 C: 28/16 I: 12/19 W: 14/05 CH: 15/10 COM: 12/04

Ages ago the Ape Gawd grew bored with his animal followers. Thus, he endeavored to create a race of beings that would be more worthy of his divine grace. He came to the Prime Material Plane and spent 1,000 days mating with the simians of Garweeze Wurld. What he left behind, other than a bunch of sore apes, eventually evolved into the Ape Shaman and Ape Shaman Warrior tribes that spread his faith today.

The Ape Gawd can summon allies to his aid in the form of 1-3,000 Ape Shaman Warriors (determined randomly) per day. Although the Ape Gawd encourages his devout followers to use civilized weapons such as the obsidian blades that he taught them to craft, he himself prefers to use his natural weaponry in combat in the form of his massive fists and painful bite. The Ape Gawd struggles constantly with decisions on whether to favor his animal instincts or pretend to be among the civilized gawds. Usually, his animal instincts win out.

Another major problem he faces is the alignment of his clergy. He promotes a neutral philosophy, yet all of his shaman end up following either a neutral good or neutral evil path. He has punished them for this in the past, but the problem still permeates the clergy and he is unable to control it. He has decided to live with it, remaining neutral on the issue. Perhaps he believes that each sect will tend to cancel each other out over time, thus resulting in a victory for his overall view of neutrality.

Arnuya (Greater gawd)

Grel Greater gawd of vengeance.

See Aldrazar Pantheon in this book.

Bahamut (Intermediate gawd)

Intermediate gawd of good dragons.

See Hacklopedia of Beasts Volume 2 p 93.

BERGELMIR (LESSER GAWD)

Lesser gawd of Frost Giants.

See Norse Pantheon in this book.

BLIBDOOLPOOLP (LESSER GAWDDESS)

AKA: Sea Mother
TURF: Hades, Elemental Plane of Water
ARMOR CLASS: -1
MOVE: 12", Swim 48"
HIT POINTS: 1,526 (763 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-24 (+9)/4-24 (+9)
SPECIAL ATTACKS: Insanity
SPECIAL DEFENSES: +2 or better weapon to hit, summon allies
MAGIC RESISTANCE: 55%
SIZE: H (20' tall)
ALIGNMENT: Neutral evil (chaotic tendencies)
SPHERES OF CONTROL: Kuo-Toa
SYMBOL: Lobster head or block pearl
CLERIC: 15th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: 20th level magic-user
THIEF: 15th level assassin
S: 21/19 (+4, +9) D: 27/20 C: 23/40 I: 20/91 W: 20/47 CH: 11/31 COM: -5/65

Blibdoolpoolp appears as a large nude human female with a lobster's head and clawed forearms. In general, she hates all humans, demi-humans and humanoids for driving the Kuo-Toa into the underworld. Worshipers regularly sacrifice lobsters to her. Those desiring a favor from her must gift her with great quantities of gems, preferably pearls. There is a 1% chance per every 1,000 gp worth of gems sacrificed that the Sea Mother will look upon her worshiper's request with favor. If pearls are contributed, this chance rises to 1% per 500 gp value.

Each of Blibdoolpoolp's claws can snap for 4-24 points of damage (plus Strength bonus). The Sea Mother draws any creature she hits with both claws up to her face to peer into her eyes. At such close range, her gaze causes insanity in creatures who fail to save versus spells at -4. In addition, each day the Sea Mother can summon up to 3-30 Giant Lobsters and 1-10 16 Hit Dice Water Elementals to her aid.

On the most important ceremonial occasions, the clerics of Blibdoolpoolp sacrifice captured humans to her by drowning then. For more information about the worship of the Sea Mother, see the HackMaster adventure Descent into the NetherDeep.

CRYONAX (LESSER GAWD)

AKA: Prince of Evil Cold Creatures
TURF: Hades, Para-Elemental Plane of Ice
ARMOR CLASS: -6
MOVE: 9"
HIT POINTS: 860 (430 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-20 (+8) / 5-20 (+8)
SPECIAL ATTACKS: Cold aura, Paralyzation, Ice Storm, Blast of Cold (see Pantheon Section)
SPECIAL DEFENSES: +2 to better weapon to hit, summon allies, Wall of Ice, Hold Person, immune to poison and petrification
MAGIC RESISTANCE: 75%
SIZE: H (15' tall)
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Cold
SYMBOL: An icicle
CLERIC: 11th level cleric
FIGHTER: Fights as 20 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 20/16 (+3, +8) D: 18/44 C: 19/79 I: 17/38 W: 17/29 CH: 14/17 COM: -4/59

Cryonax appears as a 15-foot tall Yeti with tentacles covered with suction cups in place of arms. He radiates 1-6 points of cold damage continually, affecting all within 15 feet (no saving throw, although those with resistance to cold take half damage). He attacks as a 20 Hit Dice monster with two tentacles, each of which inflicts 5-20 points of damage. Additionally, the victim must save versus paralyzation or be frozen in place for 3-12 full turns. Cryonax can only be damaged by +2 or better weapons.

As a prince of evil creatures of cold, Cryonax may summon one of the following groups once per day: 1-4 White Dragons, 1-4 Frost Giants or 1-6 Yeti. In addition, thrice per day, he can produce a triple strength Wall of Ice, cast Hold Person and produce an Ice Storm that inflicts 4-40 points of damage. Once per day, he can cause a blast of cold of 12d6+12 strength (as a great wyrm White Dragon's breath weapon).

Opponents using fire attacks against Cryonax gain +2 to-hit and do an additional point of damage per attack die. Cold attacks actually heal him – they add a number of hit points equal to the intended damage to his current hit points, up to but not exceeding his original hit points (on whichever plane he currently resides). He is completely immune to poison, and cannot be turned to stone.

This prince lives in a huge castle of ice, quartz and glass, situated at the juncture of the Planes of Air and Water and drawing power from the Negative Material Plane.

EADRO (DEMI-GAWD)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: 0 or -6 (amorphous form)
MOVE: 12", Swim 24"
HIT POINTS: 330
NO. OF ATTACKS: 2 or 8
DAMAGE/ATTACK: By weapon type +9 or 1-10 (+9)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +2 or better weapon to hit, summon allies
MAGIC RESISTANCE: 72%
SIZE: M (7' tall)
ALIGNMENT: Neutral
SPHERES OF CONTROL: Locathah and Mermen
SYMBOL: Spiral design
CLERIC: 20th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 21/98 (+4, +9) D: 22/12 C: 21/86 I: 22/71 W: 18/49 CH: 19/17 COM: -3/44

Both Locathah and some Mermen worship Eadro, who appears as a being of living water, able to take any shape it pleases. Usually Eadro takes the shape of a Locathah or Merman, though in battle the gawd often becomes an amorphous blob that can lash out with eight water-whips, each inflicting 1-10 +9 points of damage. Eadro can summon 2-8 16 Hit Dice Water Elementals at will.

The gawd's worshipers believe that Eadro bathes their gills in the Water of Life before dropping them into the Current of Existence. Between lives on the Prime Material Plane, Eadro watches over their spirits in the ocean on the plane of Concordant Opposition, where they take the form of tiny fish. The gawd's symbol is a spiral, which indicates growth through unity.

Locathah have shamans of up to the 3rd level, while Mermen clerics can reach 9th level. Though they worship the same deity, Locathah and Mermen are not always allies, as they often must compete for the same sea space.

THE FACELESS GAAWD (GAWD)

Gawd of Yakitani and Shadow Yaks.

See Zakhara Pantheon in this book.

GROLANTOR (DEMI-GAWD)

AKA: n/a
TURF: The Abyss, Tartarus
ARMOR CLASS: 0
MOVE: 21"
HIT POINTS: 397
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-40 (+14) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 45%
SIZE: H (25' tall)
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Hill Giants and Ettins
SYMBOL: Wooden club
CLERIC: 10th level cleric
FIGHTER: Fights as 16 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 25/99 (+7, + 14) D: 19/45 C: 20/71 I: 14/10 W: 14/10 CH: 16/02 COM: 8/39

Grolantor appears to be a huge and powerful Hill Giant. He wields a huge club named Dwarfcrusher that inflicts 4-40 points of damage per strike, and he usually wears several belts made from woven dwarfbeards.

Grolantor's creed is persecution of all inferior races (i.e. all those smaller than Hill Giants). Hill Giant shamans refuse to admit that other giants are actually larger than they, preferring to think of them as equals (or at least in the same general size category. Certain tribes stop their counting systems at 15 so that they can say they and all their giant-kin are "more than 15 feet tall".). Hill Giant shamans range up to 7th level.

Ettins also worship Grolantor, though in a slightly different (two-headed) aspect. This does not necessarily make them friendly toward Hill Giants. Despite (or perhaps because of) their two heads, Ettins are less wise than giants, and cannot achieve greater than 3rd level as shamans.

GRONFYR (GREATER GAWD)

Grevan greater gawd of war.

See Aldrazar Pantheon in this book.

GRUUMSH (GREATER GAWD)

AKA: He-Who-Watches, He-Who-Never-Sleeps, Ol' One Eye
TURF: Nine Hells
ARMOR CLASS: -18
MOVE: 18"
HIT POINTS: 8,304 (4,152 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+15)
SPECIAL ATTACKS: Paralysis, all hits are critical hits
SPECIAL DEFENSES: +5 or better weapon to hit
MAGIC RESISTANCE: 75%
SIZE: L (10' tall)
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Orcs
SYMBOL: Unwinking eye
CLERIC: 15th level cleric (destructive spells only)
FIGHTER: Fights as 20 Hit Dice monster
MAGIC-USER: 6th level magic-user
THIEF: 18th level assassin
S: 22/19 (+4, +10) D: 29/23 C: 29/66 I: 19/44 W: 18/12 CH: 8/10 (28/99 to Orcs) COM: 6/20

The Orcs have many gawds, but Gruumsh leads the bunch. His name is never spoken by non-shaman Orcs, who refer to him as He-Who-Watches or He-Who-Never-Sleeps. Gruumsh's symbol is the great unwinking eye, which represents the belief that Gruumsh watches each and every Orc and judges him fit or unfit. Gruumsh himself has but one large eye in the center of his forehead. He appears as a huge (common) Orc wearing gleaming black plate mail, holding a flaming torch in one hand and a great iron spear in the other. This weapon is a Spear +5 that strikes for 3-30 points of damage plus paralysis (targets get a saving throw at –4 to avoid this effect). Whenever Gruumsh strikes someone it is automatically a critical hit.

The Orcs say that Gruumsh commands a mighty army of Orcish spirits in Hell and these war continuously with a similar army of Goblin spirits controlled by Maglubiyet. The Orcs always defeat the Goblins, according to the Orcs, but the Goblin spirits always re-form to start the battle again the next day.

To become a shaman of Gruumsh, an Orc must pluck out his own left eye as a test of faith. Upon becoming a high level servant of Gruumsh, some shamans and clerics gain their normal eyesight back through divine magic. The proper worship of Gruumsh requires blood in large quantities, preferably blood from a human or demi-human race (elves are best of all).

HRUGGEK (DEMI-GAWD)

AKA: n/a
TURF: The Abyss, PanDemonium
ARMOR CLASS: 0
MOVE: 12"
HIT POINTS: 457
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 3-30 (+11) or 2-16 (+11)/2-16 (+11)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 25%
SIZE: L (12' tall)
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Bugbears
SYMBOL: Morningstar
CLERIC: 15th level cleric
FIGHTER: Fights as 16 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 23/34 (+5, +11) D: 18/79 C: 24/20 I: 17/19 W: 15/08 CH: 7/29 (23/01 to Bugbears) COM: 4/12

Bugbears have a simple pantheon of six deities, including gawds of earth, death, fertility, hunting and fear. Hruggek, the gawd of battle, is the most powerful and important, though he doesn't rule the others.

Hruggek appears as a huge, powerful Bugbear with great fangs on clawed hands and feet. These clawed hands can each strike for 2-16 points of damage. He wields a ten-foot Morningstar +3 that does 3-30 points of damage per strike.

Hruggek lives in a great cave in PanDemonium, decorated with the severed heads of his conquered opponents. Bugbear shamans worship Hruggek by offering him the blood of their enemies. Shamans' status depends upon how many opponents they have defeated. Bugbear shamans can rise to 5th level.

IMIX (LESSER GAWD)

AKA: Prince of Evil Fire Creatures
TURF: Hades, Elemental Plane of Fire
ARMOR CLASS: -4
MOVE: 18"
HIT POINTS: 918 (459 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 6-36 (+9)
SPECIAL ATTACKS: Fire aura, Fireball, (see Pantheon Section)
SPECIAL DEFENSES: +2 to better weapon to hit, summon allies, Continual Light, Wall of Fire, Pyrotechnics, immune to paralysis, poison and petrifaction
MAGIC RESISTANCE: 85%
SIZE: H (18' tall)
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Fire
SYMBOL: A pillar of fire
CLERIC: 11th level cleric
FIGHTER: Fights as 20 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 21/13 (+4, +9) D: 17/42 C: 20/75 I: 18/34 W: 18/25 CH: 13/13 COM: -5/55

Imix generally appears as an 18-foot tall pillar of fire. He radiates 1-20 points of heat damage constantly, affecting all those within 10 feet (no saving throw, though those with resistance to fire take half damage). He attacks as a 20 Hit Dice creature once per round for 6-36 points of damage. Only +2 or better weapons can harm him.

As prince of evil fire creatures, Imix may summon one of the following groups once per day: 1-3 Efreet, 1-3 Fire Elementals or 1-3 Salamanders. In addition, he can perform the following thrice per day: cause painfully bright Continual Light, cast a triple-strength Wall of Fire and initiate Pyrotechnics. Once a day, Imix can throw a 20-dice Lava Yield Fireball.

Opponents gain +1 to hit Imix when using water attacks and +2 to hit when making cold attacks. Cold attacks also add one point of damage to each attack die. Imix is immune to paralysis, poison and petrifaction.

Imix lives in the depths of a monstrous active volcano on the Elemental Plane of Fire. There is great enmity between Imix and Olhydra. The two get a long like Greek fire and water.

KURTULMAK (LESSER GAWD)

AKA: n/a
TURF: Nine Hells
ARMOR CLASS: 0
MOVE: 12"
HIT POINTS: 1,080 (540 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-24 (+14) /1-6 (+10)
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Fear aura, + 2 or better weapon to hit
MAGIC RESISTANCE: 55%
SIZE: M (5 1/2' tall)
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Kobolds
SYMBOL: Skull (gnomish)
CLERIC: 10th level cleric
FIGHTER: Fights as 16 Hit Dice monster
MAGIC-USER: Nil
THIEF: 12th level assassin
S: 22/31 (+4, +10) D: 19/27 C: 19/51 I: 19/79 W: 19/63 CH: 19/10 COM: 3/49

Kurtulmak appears as a giant Kobold (5 1/2' tall) with scales of steel and a tail with a poisonous stinger. He hates all life forms other than Kobolds, and is said to have taught the first Kobolds the important arts of mining, ambushing and looting.

Kurtulmak can smell gnomes up to a mile away, and the scent drives him into a killing frenzy. He exudes a fear aura, and all enemies who come within 10 feet of him must save versus spells or flee in panic (gnomes save at -4). He wields a Spear +4 that strikes for 2-24 points of damage. He can also attack with his tail, which stings for 1-6 points of damage plus poison (save or die).

Kobold shamans always wear orange robes with a white death's-head sigil on the chest. They can rise up to 6th level.

LAOGZED (DEMI-GAWD)

AKA: n/a
TURF: The Abyss
ARMOR CLASS: 0
MOVE: 15"
HIT POINTS: 410
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 6-60 (+9)
SPECIAL ATTACKS: Stinking Cloud
SPECIAL DEFENSES: Poison
MAGIC RESISTANCE: 29%
SIZE: L (10' tall)
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Troglodytes
SYMBOL: Image of the gawd
CLERIC: 15th level cleric (harmful spells only)
FIGHTER: Fights as 18 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 21/99 (+4, +9) D: 19/37 C: 19/81 I: 18/15 W: 17/20 CH: 2/99 COM: -18/03

Troglodytes worship the disgusting Laogzed, a vile being whose appearance suggests both toad, lizard and pure ugliness. Laogzed's oozing skin is covered with loose patches of dead flesh. His slick skin is actually coated with acidic poison; any creature touching it takes 3-18 points of damage and must save versus poison at -4 or die. Weapons or other objects touching it must save versus acid or be destroyed. Laogzed can exhale a Stinking Cloud at will. His huge mouth is lined with many rows of needle-sharp teeth; he bites for 6-60 points of damage.

The most important rites in the worship of Laogzed are always held for below ground at midwinter. At this time, Troglodytes gather together for the ritual of the Shedding of Skins, where the Trogs (who grow throughout their lives) remove their old, dull skins, and then sacrifice these husks to Laogzed.

MAGLUBIYET (LESSER GAWD)

AKA: The Mighty One, Lord of the Depths and Darkness, Muggly Butt (derogatory)
TURF: Nine Hells
ARMOR CLASS: -2
MOVE: 12 "
HIT POINTS: 1,356 (678 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+8) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 50%
SIZE: L (11' tall)
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: War, Goblins and Hobgoblins
SYMBOL: Bloody axe
CLERIC: 10th level cleric
FIGHTER: As 16 Hit Dice monster
MAGIC-USER: 6th level illusionist
THIEF: 10th level assassin
S: 20/23 (+3, +8) D: 20/93 C: 22/95 I: 19/84 W: 17/88 CH: 13/10 COM: -3/01

Maglubiyet appears as a huge black Goblin-type creature with red flames for eyes, sharp fangs and clawed hands. Maglubiyet is a war gawd and a great general. He commands mighty armies of Goblin spirits in Hell, where they war eternally against Gruumsh's Orcish spirit army. Goblin and Hobgoblin shamans claim that Maglubiyet always wins these battles, but the spirits of the dead in Hell do not actually die; destroyed spirits always re-form.

Goblins and Hobgoblins both have other evil deities as well, but Maglubiyet rules them with an iron hand. The Mighty One requires sacrifices of creatures with souls, and these ceremonies usually take place on nights of a new moon (any moon will do, he's not picky). It is possible for Goblin and Hobgoblin shamans and clerics to rise as high as 7th level.

Ogremoch (Lesser gawd)

AKA: Prince of Evil Earth Creatures
TURF: Hades, Elemental Plane of Earth
ARMOR CLASS: -7
MOVE: 9", Burrow 9"
HIT POINTS: 972 (486 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50 (+9)/5-50 (+9)
SPECIAL ATTACKS: Flesh to Stone, Earthquake, (see Pantheon Section)
SPECIAL DEFENSES: +3 to better weapon to hit, summon allies, Wall of Stone, Move Earth, immune to mundane fire and poison, -1 damage per die from cold, lightning and magical fire
MAGIC RESISTANCE: 85%
SIZE: L (10' tall)
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Earth
SYMBOL: A column of earth
CLERIC: 11th level cleric
FIGHTER: Fights as 24 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 21/87 (+4, +9) D: 19/22 C: 18/35 I: 20/14 W: 20/15 CH: 11/03 COM: -2/20

Ogremoch appears in a rough, apparently unfinished bipedal form, ten feet tall. He attacks as a 24 Hit Dice monster, striking twice for 5-50 hit points of damage per attack each round (plus Strength bonus). He cannot be harmed by weapons with less than a +3 magical enhancement.

As prince of evil earth creatures, Ogremoch can summon one of the following groups once per day: 1-3 Earth Elementals, 1-4 Umber Hulks or 1-4 evil Xorn. In addition, he can perform the following thrice per day: produce a triple-strength Wall of Stone, Move Earth (double area, casting time in rounds rather than turns), and Flesh to Stone. Once per day he can cause an Earthquake (as the spell) with a 100-foot diameter.

He cannot be harmed by normal fire or by poison. Cold, lightning and magical fire attacks do one point of damage less per damage die against him. Ogremoch lives in a great flat-topped mountain on the Elemental Plane of Earth.

Olhydra (Lesser gawddess)

AKA: Princess of Evil Water Creatures
TURF: Hades, Elemental Plane of Water
ARMOR CLASS: -5
MOVE: 6", Swim 18"
HIT POINTS: 918 (459 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-24 (+11)
SPECIAL ATTACKS: Drowning, summon allies, ram ships, Ice Storm, extinguish flame aura
SPECIAL DEFENSES: +1 or better weapon to hit, takes half damage from edged weapons, Wall of Fog, Lower Water, Part Water, Transmute Rock to Mud, immune to cold (but can be slowed by it), paralysis and petrification
MAGIC RESISTANCE: 70%
SIZE: L (20' diameter)
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Water
SYMBOL: A waterspout
CLERIC: 11th level cleric
FIGHTER: 20 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 23/11 (+5, +11) D: 18/12 C: 21/70 I: 17/13 W: 19/52 CH: 11/98 COM: -3/01

Olhydra only appears near water in the form of a watery amorphous blob 20 feet in diameter. She attacks as a 20 Hit Dice monster once per round by throwing a water wave that inflicts 2-24 points of damage.

She can also attack by enveloping and drowning up to five Man-sized victims. She can attack and envelop all her victims at one time, rendering them powerless to do anything (fight, cast spells, communicate, etc.) while enveloped. All defenders are considered Armor Class 6 against this attack (with appropriate magical and Dexterity modifiers). Victims suffer 2-12 points of damage each round drown and drown in 2-8 rounds. The only way to save enveloped victims is to kill or drive away the princess since she cannot move enveloped bodies.

Olhydra can ram ships with the force of two heavy galleys. She can only be hit by +1 or better weapons, and edged weapons only do half damage even on a successful strike.

As princess of evil water creatures, Olhydra may summon one of the following groups once per day: 1-3 Water Elementals, 1-2 Sea Hags, 2-5 Water Weirds or 20-200 Sahuagin (salt water only). She can also perform the following thrice per day: produce a triple-strength Wall of Fog, Lower and Part Water (at 20th level), Transmute Rock to Mud, or Ice Storm.

Opponents make fire attacks against Olhydra at +2 to hit and do an additional one point of damage per damage die. Cold attacks cannot damage her, but if a single cold attack deals more than 20 points of damage to her, she gets no saving throw). Any normal fire within 10 feet of Olhydra is automatically extinguished. She cannot be paralyzed or turned to stone.

Olhydra lives in a great undersea castle on the Elemental Plane of Water. There is great enmity between her and Imix. He really boils her blood.

Pangrus (Greater gawd)

Greater gawd of war & gnome titans.

See Aldrazar Pantheon in this book.

Primus (Demi-gawd)

Modron demi-gawd of law, order, mathematics and time.

See Hacklopedia of Beasts Volume 5 p35.

Raxivort (Intermediate gawd)

AKA: n/a
TURF: Abyss, PanDemonium
ARMOR CLASS: -1
MOVE: 12", Fly 15" (B, in Mobat form)
HIT POINTS: 1,964 (982 as lesser gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: By weapon type +6
SPECIAL ATTACKS: +5 with thrown knives and blades, paralyzation, blue blaze
SPECIAL DEFENSES: Many forms
MAGIC RESISTANCE: 40%
SIZE: S (4' tall)
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Robolds, rats, bats
SYMBOL: Hand of flames (blue)
CLERIC: 8th level cleric
FIGHTER: 12th level fighter
MAGIC-USER: 6th level magic-user
THIEF: 10th level assassin
S:18/100 (+3, +6) D: 20/99 C: 18/08 I: 18/93 W: 18/48 CH: 3/61 COM: -6/25

Legends tell that Raxivort began life centuries ago as a normal Robold. Due to his superior capabilities, he rose to lead all the Robolds. Because of great service to a powerful demon, Raxivort was granted certain powers and appointed Master of Slaves for the demon. Raxivort feigned gratitude and bided his time. Eventually, the cunning Robold gained sufficient knowledge and power to loot the demon's treasure room and with his new arsenal attempted to wrest control of the Abyssal Plane from its lord. The titanic battle lasted for months, neither side being able to better the other. At last Raxivort sought a truce and departed for the wildly changing planes of PanDemonium, giving up the portion of the Abyssal Plane he had taken, but carrying off great spoils. Raxivort now reigns in luxury, while demons shun him, and one (at least) plots to wreak horrible revenge.

Raxivort now reigns Lord of Roboldkind, Packmaster of Rats, Night Flutterer. He can take the form of a Robold, rat, or Huge Bat (Mobat) at will (and use magic to take human, demi-human, or humanoid guise). Raxivort's normal form is Robold, of course, with bright blue skin and burning orange eyes. His features are gross and ugly in the extreme. Raxivort wears silken garments over blue mail, the whole shimmering as if aflame.

Raxivort can hurl any knife, dagger, short sword, or similar small, bladed weapon with great accuracy (+5 to-hit). He seldom carries fewer than a dozen throwing knives and daggers. Any small blade he hurls strikes as a +4 magical weapon. Raxivort's falchion, Azure Razor, also acts as a +5 weapon, but only in his hands. The sword can be commanded to paralyze one specific type of creature (save versus paralyzation or be rendered immobile for 3-12 rounds). Once activated, the weapon remains active for 1-6 hours, then it is dormant for one day.

In addition to his other powers, Raxivort can generate a blue blaze from his left hand. This fans out from his palm to a distance of 20 feet, with a maximum width of 20 feet at its far end. Creatures caught in this magical acidic flame must successfully save versus spells twice or take the full 5-20 points of fire damage. Raxivort can use this blue blaze but once every four rounds and no more than six times per day. It takes one segment to employ the power, and it reduces his attacks per round by only one-half, i.e. to two rather than four.

Many companies of Robold fighters serve and guard Raxivort. Likewise, he has packs of the largest giant rats and scores of Mobats at his beck and call.

Shamans serving Raxivort always display the blue flaming hand of their deity. They can rise to 8th level. Magic-using witch doctors can rise to 7th level.

SEMUANYA (DEMI-GAWD)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: -4
MOVE: 12", Swim 24"
HIT POINTS: 816
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-20 (+11)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Regenerates 5 hp/round, +2 or better weapon to hit, command lizards, summon allies
MAGIC RESISTANCE: 78%
SIZE: L (12' tall)
ALIGNMENT: Neutral
SPHERES OF CONTROL: Lizard Men
SYMBOL: Egg
CLERIC: 13th level cleric, 13th level druid
FIGHTER: Fights as 16 Hit Dice monster
MAGIC-USER: 15th level magic-user
THIEF: Nil
S: 23/51 (+5, +11) D:20/34 C:22/61 I:20/96 W:19/67 CH:7/10 (25/01 to Lizard Men) COM: 4/25

Semuanya is the unemotional and amoral reptilian ideal. Neither good nor evil, neither chaotic nor lawful, Semuanya merely exists and existence is its purpose. Live long, reproduce, ensure the safety of yourself and the race; this is the entire creed of Semuanya. Nothing else is of any importance unless it bears directly on survival and propagation.

Semuanya appears as a normal Lizard Man, but is especially strong and quick of mind and body. It never speaks unless talk is necessary. In battle, it wields a large club lined with razor-sharp shells that strikes for 2-20 points of damage. Semuanya can command all lizards, and can summon 3-18 Minotaur Lizards at will. It regenerates 5 hit points per round.

Lizard Man shamans emulate Semuanya's taciturnity, and usually counsel avoidance of humans, humanoids and demi-humans. They often leaders tribes of Lizard Men. Lizard Man shamans and clerics can attain 7th level.

SEKOLAH (LESSER GAWD)

AKA: n/a
TURF: Nine Hells
ARMOR CLASS: 0
MOVE: 36"
HIT POINTS: 1,288 (644 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-60 (+14)
SPECIAL ATTACKS: Swallow whole
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 47%
SIZE: G (35' long)
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Sahuagin
SYMBOL: Shark
CLERIC: 15th level cleric
FIGHTER: Fights as 17 Hit Dice monster
MAGIC-USER: Nil
THIEF: 10th level assassin
S: 25/31 (+7, +14) D: 19/89 C: 25/67 I: 18/19 W: 18/41 CH: 16/20 COM: 1/02

Sekolah always appears in the form of a giant white shark. Sahuagin lore says that Sekolah swims in the deepest parts of the seas of the Nine Hells, where he hunts only the largest and fiercest of prey. He can bite for 6-60 points of damage, swallowing man-sized creatures whole on a to-hit roll of 16 or better.

When the tides are right, the Sahuagin sacrifice their weak, crippled and aged to Sekolah by feeding them to the 1-3 holy sharks that always accompany sahuagin clerics. Sahuagin shamans and clerics can advance up to the 9th level.

SKERRIT (DEMI-GAWD)

AKA: The Forester
TURF: Concordant Opposition, Happy Hunting Grounds, Olympus
ARMOR CLASS: 0 (-4 in forests)
MOVE: 21"
HIT POINTS: 1,016
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 2-20 (+14) or 1-8 (+14) x2
SPECIAL ATTACKS: Possess plants and animals
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 35%
SIZE: T to L
ALIGNMENT: Neutral
SPHERES OF CONTROL: Centaurs and Satyrs
SYMBOL: Oak growing from acorn
CLERIC: 14th level cleric, 14th level druid
FIGHTER: Fights as 16 Hit Dice monster
MAGIC-USER: 10th level illusionist
THIEF: 9th level bard
S: 25/37 (+7, +14) D: 23/75 C: 24/18 I: 19/10 W: 17/82 CH: 21/31 COM: 20/19

Skerritt represents the great guiding hand of the forces of nature that keep everything in balance. He maintains the forest so that all of its denizens can fulfill their proper roles; he provides prey for the hunters and food for the hunted. Skerrit can appear in the form of any creature of the forest, and sometimes his spirit seems to temporarily possess various plants and animals (those with Int lower than 3) to enable them to carry out his will.

Centaurs often portray Skerrit as the most perfect example of one of their own race, and in this form he prefers to wield a Composite Long Bow +2 (with a pull so powerful that it can take full advantage of his Strength). In melee, he wields a Spear +3 that strikes for 2-20 points of damage (plus Strength bonus). The statistics given are for Skerrit in Centaur form. When in the forest, his AC improves by 4 points, as the forest itself protects him: branches from the trees move to block blows, leaves fly in the attackers' faces, and so on.

Centaurs worship Skerrit through dances and mock hunts on every night of the full Arlora. Centaur druids may advance up to the 5th level. Many Satyrs also worship Skerritt, though they have no clergy.

Skoraeus Stonebones (Demi-gawd)

AKA: King of the Rock
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: 0
MOVE: 15"
HIT POINTS: 645
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-60 (+14)
SPECIAL ATTACKS: Earthquake
SPECIAL DEFENSES: Regeneration, +2 or better weapon to hit, summon allies
MAGIC RESISTANCE: 50%
SIZE: G (30' tall)
ALIGNMENT: Neutral
SPHERES OF CONTROL: Stone Giants
SYMBOL: Stalactite
CLERIC: 15th level cleric
FIGHTER: Fights as 16 Hit Dice monster
MAGIC-USER: 12th level magic-user
THIEF/ASSASSIN: Nil
S: 25/65 (+7, +14) D: 19/91 C: 25/42 I: 19/19 W: 20/68 CH: 17/91 COM: 14/16

Skoraeus is the Living Rock, a huge granite humanoid who lies at the heart of the wurld. He knows everything that happens in areas touching rock by listening to the vibrations that travel to him through the stone.

Stonebones never ventures above ground, and he cannot even be Gated there. While touching raw stone, he regenerates 5 hit points per round. He can strike with his fists for 6-60 points of damage each. Skoraeus can cast one Earthquake spell per round, at the 30th level of ability. He can also instantly summon 2-20 Stone Giants to his aid.

Stone Giant shamans cultivate an attitude of indifference and aloofness. It is their belief that the doings of lesser mortals should have little influence upon the affairs of Stone Giants and, of course, all mortals are lesser. They don't mean this in a bad way, though. Most are generally content to leave others alone so long as the lesser beings return the favor. They regard both law and chaos with suspicion, and are inclined to repulse the overtures of either. Stone Giant shamans can attain 7th level.

Stendam (Demi-gawd)

Slaad demi-gawd of insanity.

See Hacklopedia of Beasts Volume 7 p 76.

Surtr (Lesser gawd)

Lesser gawd of Fire Giants

See Norse Pantheon in this book.

Tiamat (Intermediate gawd)

Intermediate gawd of evil dragons.

See Hacklopedia of Beasts Volume 2 p84

Titania (Demi-gawddess)

AKA: Queen of Pixie Fairies, Queen Titania of the Forest-Hidden
TURF: Elysium, Realm of Faerie
ARMOR CLASS: -12
MOVE: 48"
HIT POINTS: 449
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon +3
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Never surprised, Invisibility at will
MAGIC RESISTANCE: 100%
SIZE: S
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Wee folk
SYMBOL: A beret woven from sticks and leaves
CLERIC: 9th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level magic-user
THIEF: 10th level bard
S: 15/57 (+1, +3) D: 28/24 C: 19/03 I: 27/93 W: 21/19 CH: 29/03 COM: 30

Queen Titania is a stunning example of the elegant beauty of fairy kind. She is rumored to be of pure pixie stock, but it is widely held that she is responsible for the successful union of pixies and fairies. As such, she is the patron of pixies, pixie fairies and many other good-natured wee folk. The Queen is very popular among all the good gawds and she often has many suitors.

The Queen holds her court in the mysterious Realm of Faerie. This elusive plane is rumored to be a heartbeat away from the Prime Material Plane yet even the most learned planar sages have difficulty getting there intentionally. Of course, sometimes when one least expects it, the inhabitants of the Realm of Faerie come looking for mundane souls upon which to spread their pixie dust. They do this with their Queen's blessing to try to spread a little bit more magic, love and happiness in what they see as the rather drab Prime Material Plane.

Yan-C-Bin (Lesser gawd)

AKA: Prince of Evil Aerial Creatures
TURF: Hades, Elemental Plane of Air
ARMOR CLASS: -6
MOVE: Fly 48" (A)
HIT POINTS: 832 (416 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20 (+11) /2-20 (+11)
SPECIAL ATTACKS: Summon allies, whirlwind, monk stun or instant kill attack, see also Pantheon Section
SPECIAL DEFENSES: Invisible, +2 or better weapon to hit, immune to lightning, ranged weapons, and petrification
MAGIC RESISTANCE: 90%
SIZE: L (10' diameter)
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Air
SYMBOL: A tornado
CLERIC: 11th level cleric
FIGHTER: 19 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 23/26 (+5, +11) D: 18/84 C: 19/32 I: 16/68 W: 19/50 CH: 11/26 COM: 0/01

Yan-C-Bin is naturally invisible, creating only a slight disturbance in the air as he flies by, a breeze that may be detected by perceptive high-level characters or others who can sense invisible objects. He is about ten feet in diameter but has no definite shape. He attacks as a 19 Hit Dice monster twice per round. Each strike inflicts 2-20 points of damage, with the same chance as that of an 8th level monk to stun or kill an opponent outright. He stuns targets for 1d6 rounds if he inflicts two or penetration damage dice or it his to hit roll exceeded the number required by 5 or more. He has a percentage chance equal to the Defender's AC +1 to kill an opponent outright. Opponents need +2 or better weapons to harm him.

As prince of evil aerial creatures, Yan-C-Bin can summon one of the following groups once per day: 1-3 Air Elementals, 1-4 Cloud Giants, 1-4 Invisible Stalkers or 1-3 Wind Walkers.

Lightning attacks have no effect against Yan-C-Bin, but opponents make fire attacks against him at +1 to hit for every four levels of the attacker (so a 4th level character would get a bonus of +1, a eighth level character +2 and so on). Yan-C-Bin cannot be harmed by any object cast into the air and is immune to petrifaction. He can form a whirlwind – a truncated inverted cone, with a diameter of 20 feet at the bottom, 60 feet at the top and 160 feet high. If the full height of the whirlwind cannot be attained due to some overhead obstruction, the whirlwind is only half strength. A full strength whirlwind sweeps away and kills all creatures under three Hit Dice, causing 4-32 points of damage to all non-aerial creatures that it fails to kill outright. (A half strength whirlwind does 2-16 points of damage and kill creatures with 1 Hit Die or less). Yan-C-Bin can sustain this form for 2-5 rounds. Formation or dissipation of this whirlwind requires one full round.

Yan-C-Bin lives in a great airy palace on the Elemental Plane of Air. He uses it as a bachelor pad to attract the attention of the beautiful Aerial Servants that live near him, but never calls them in the morning.

YGOI (DEMI-GAWD)

Slaad demi-gawd of entropy.

See Hacklopedia of Beasts Volume 7 p 76.

VAPRAK (INTERMEDIATE GAWD)

AKA: The Destroyer
TURF: The Abyss, Prime Material Plane
ARMOR CLASS: 0
MOVE: 15"
HIT POINTS: 1,488 (744 as lesser gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-20 (+15) x2 / 1-12 (+15)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Regenerates 7 hp/turn, + 1 or better weapon to hit
MAGIC RESISTANCE: 50%
SIZE: H (15' tall)
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Ogres and Trolls
SYMBOL: Taloned hand
CLERIC: 10th level cleric
FIGHTER: Fights as 16 Hit Dice monster
MAGIC-USER: Nil
THIEF: Nil
S: 27/13 (+9, +15) D: 17/66 C: 19/56 I: 18/33 W: 27/50 CH: 3/01 COM: -15/52

Ogres and Trolls worship Vaprak the Destroyer. This deity appears as an exceptionally horrid mottled brown and green humanoid. Vaprak has great strength, and he prefers to tear his prey apart with his claws rather than use weapons. This vicious being hungers at all times, and in times of great troubles he walks the Prime Material Plane, robbing, killing and eating whatever he finds in his path, sometimes just to see if it's edible. Vaprak regenerates 7 hit points per melee round.

Ogres and Trolls revere Vaprak for his uncompromising ferocity and ability to destroy whatever lies in his path, causes him trouble, or pronounces his name incorrectly (he never explains how to pronounce it, though). Vaprak sometimes (2% chance) rewards worshipers who pray for it by granting them a berserk rage in battle, (+2 to hit and damage, but -2 to his Armor Class).

Vaprak often gets into trademark disputes with other chaotic evil gawds over the nickname "The Destroyer". Each one fights for his exclusive right to use the moniker. They have thus far been unable to reach an equitable settlement out of court and many divine sages speculate that the matter is bound for litigation sometime soon.

Chapter 21

Norse

The Pantheon

The Norse people are "blessed" by a race of gawds as grim and savage as the people themselves. Their legends tell of mighty battles against foes that were sometimes more powerful than the gawds themselves.

The current hierarchy of the Norse pantheon is a result of an internal power struggle that predates the War of the Tablet of the Ages. There are, in fact, two branches of Norse gawds – the older Vanir who are wild nature and fertility gawds and the younger warrior gawds, the Aesir. This intrapantheon conflict compromised their power and influence vis-à-vis other competing pantheons so the two sides decided to settle their differences at the Gladsheim peace accord. Odin was accepted as the supreme authority and as his first official act he commanded that in order to cement the truce, several Æsir would go to live in Vanaheim and in return a few important Vanir would come to Asgard. This was a duplicitous move on Odin's part as he acquired Njord and his twin children Freyr and Freyja, the latter two who would grow up to be powerful gawds that would round out his team. In exchange he rid himself of a number of second stringers including Honir and Mimir. The Vanir at first accepted these gawds, especially Honir, a big, handsome man whom Odin claimed was suited to rule. Eventually the Vanir came to realize that they had been hoodwinked. Honir was exposed as a charlatan whose indecisiveness became the stuff of legends whenever Mimir was unavailable to advise him. In anger, they beheaded Mimir and sent the grizzly trophy to Odin as a feeble attempt to avenge their honor. Odin brushed off the rebuff since he had more important concerns.

Ragnarök is foretold to be a cataclysmic battle in which the Norse gawds meet their doom. It is to be preceded by a winter lasting three years after which time the hoards of evil (with frost giants in the vanguard) invade Asgard. Odin's number one priority is to prepare for this event. His ascendancy to the head of the Unbound Cabal has fostered a number of powerful alliances. Coupled with his son Thor's dominion over the Essence Cabal, Asgard is, for the time being, relatively secure.

Odin is no fool, however, and is aware that the balance of power may shift To this end he has taken a number of measures to protect himself and his dominion. It was he that led the campaign to eliminate Nuclear Winter Fireball from mankind's knowledge lest it be the harbinger of Ragnarök. Odin has also gathered a vast hoard of seasoned warriors, the Einherjar, to serve as his personal legions should Asgard be invaded. He constantly instigates conflicts so that his Valkryies have a steady stream of slain warriors to bring to Valhalla and incorporate into his defense forces.

Most of the Norse gawds live in the Plane of Asgard which is adjacent to the Vigrid Plane. This latter area forms a defacto "no-man's land" between the realms of the gawds and the blighted plane of Jotenheim in which the Frost and Fire Giants dwell (in distinct areas known as Niflheim and Muspelheim respectively). The Vigrid Plane is also connected to the Prime Material Plane by Bifröst, the Rainbow Bridge. (Bifröst is kept well hidden, and few mortals have ever pierced the veil of illusion that hides it.) Asgard includes the various halls of the Norse gawds and large expanses of wilderness and sea.

Giants and Jotunheim

While the Hacklopædia of Beasts deals with giants in a very comprehensive manner, just as there are many unusual people, there are many very unusual giants. Norse giants are magically gifted races, and the most powerful have clerical or illusionist powers, as well as magical weapons.

All of these giants are found in Jotunheim, which borders the Vigrid Plane. The giants of this land are crafty and ruthless. Many of the giants on the Prime Material Plane are descended from or have contact with those of Jotunheim. This is particularly true in the case of the Frost and Fire Giants, who regard Bergelmir and Surtr as their leaders and deities.

Clerics

Almost the only way to offend the Norse gawds is to have dealings with giantkind in any way or show some act of cowardice in battle. Many acts that would be called blasphemous in other religions can all be forgiven by success in the next battle.

Norse temples are always rectangular halls with the main supports being carved oaken images of humans. These areas (where the images of the gods are stored) are not worship halls, but places where the gods' forms are carved and protected from the elements. For worship, these images are taken out every lunar month, and given sacrifices in the form of gold and silver articles (which must be both useful and pleasing to the eye).

Einherjar

These are all the honored heroes that have been brought from the Prime Material Plane to Asgard upon their death. They are always of the 4th level and above, and there are thousands of 8th and higher level fighters, barbarians and berserkers!

They fight constantly on a practice field that raises them from the dead at the end of the day. There is no telling the exact number of this group, but the Valkyries have been picking the best warriors for thousands of years. They will be the army led by the Norse gods to Ragnarök.

The Gawds

Aegir (Lesser gawd)

AKA: n/a
TURF: Limbo, Prime Material Plane, Vigrid
ARMOR CLASS: -5
MOVE: 42"
HIT POINTS: 1,704 (852 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-40 (+14) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: M (7') to G (60')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Storms, the sea
SYMBOL: Rough ocean waves
CLERIC: 15th level cleric
FIGHTER: 15th level ranger
MAGIC-USER: 10th level magic-user, 10th level illusionist
THIEF: 5th level bard
S: 25/60 (+7, +14) D: 25/08 C: 26/81 I: 27/06 W: 20/86 CH: 26/58 COM: 10/39

Aegir belongs to an older generation of the Norse gawds that predates both the Æsir and Vanir. He usually appears as an elderly human with white hair and gnarled, claw-like fingers. As gawd of the sea and seashore, he is a personification of the ocean, both good and bad.

Sailors fear Aegir because he sometimes surfaces to destroy ships and drag their crews down to his realm under the water, if they have not sacrificed to him. A wrecked ship is said to have gone into "Aegir's wide jaws" when it wrecks. Aegir will calm storms as often as he creates them, especially if it will aids his friends or worshipers.

He uses a club in the shape of a maiden that does 4-40 points per strike (plus his Strength bonus). All those that meet him in battle under the water are Slowed (as per the spell, no saving throw). When in the sea, the gawd is 60 feet tall, and in this form will fight anyone who dares to enter his realm without permission.

Aegir and his wife Ran live under the sea by the island of Hlesey. Aegir is crowned with seaweed and always surrounded by Nixies and Mermaids while in his hall. Rumors persist that the couple enjoys shading themselves beneath an octopus garden adjacent to their property.

Aegir now brews ale for the gawds after Thor outwitted him by bringing him an enormous kettle which he "acquired" from the Frost Giant Hymir (Aegir had previously rebuffed the request by claiming he didn't have a container large enough to hold one of his batches). Every winter the Norse gawds attend a huge beer bash at Aegir's home. He is, therefore, famed for his hospitality despite his earlier incivility. Instead of having a fire, he scatters gold on the floor of the hall to provide light. The cups in Aegir's hall are always full, magically refilling themselves. Aegir has two Merman valets in his hall, Fimafeng and Eldir.

Although he is friendly and sociable with the Æsir, they keep a close watch on Aegir because of his unpredictable nature.

BALDER (LESSER GAWD)

AKA: Baldr, Baldur, The Glorious
TURF: Asgard (Breidablik)
ARMOR CLASS: -4
MOVE: 18"
HIT POINTS: 1,212 (606 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 3-30 (+12) each
SPECIAL ATTACKS: Charm women
SPECIAL DEFENSES: Invulnerable to any weapon (unless treated with mistletoe), no woman may attack him
MAGIC RESISTANCE: 75%
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Beauty, light
SYMBOL: Gem-encrusted silver chalice
CLERIC: 13th level cleric
FIGHTER: 10th level ranger
MAGIC-USER: Nil
THIEF: 18th level bard
S: 24/09 (+6, +12) D: 28/52 C: 27/29 I: 28/57 W: 30 CH: 30 COM: 30

Balder is the son of Odin and Frigg. He is the wisest, gentlest and most loved of all the Norse gawds. He, his wife Nanna and their son Forseti live in a beautiful, immaculate mansion called Breidablik whose silver roof stands on golden pillars.

Balder is without question the epitome of manly good looks. Mortal females that catch even a glimpse of him must save versus spells or become immediately enchanted with his beauty. Those enchanted must make another saving throw versus spells; if they fail, they become obsessive fans for the rest of their lives. This is in addition to normal Comeliness effects!

Not everything is perfect in Balder's household. He is frequently troubled by nightmares in which his blind brother Hodr kills him with a stick. (The dreams vary. Sometimes it is a stick, other times a branch or even a log....) His overprotective mother has implemented a plan that has apparently rendered him invulnerable to any weapon, although unconfirmed sources have hinted that the application of mistletoe may bypass this protection.

Should his fellow Æsir call him to battle, Balder fights with a Two-handed Sword +3 which does 3-30 points of damage (plus his Strength bonus). No female of any species can attack him, even if magically compelled.

BERGELMIR (LESSER GAWD)

AKA: Überjarl of the Frost Giants
TURF: Jotunheim (Niflheim)
ARMOR CLASS: -9
MOVE: 18"
HIT POINTS: 1,280 (640 as demi-gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 12-48 (+19) melee or 3-30 (+16) ranged
SPECIAL ATTACKS: Per character class, hurl rocks
SPECIAL DEFENSES: Immune to cold, catch missiles as Frost Giant
MAGIC RESISTANCE: 60%
SIZE: G
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Frost Giants
SYMBOL: White double-bladed battle axe
CLERIC: 9th level cleric
FIGHTER: 25th level fighter
MAGIC-USER: 22nd level illusionist
THIEF: Nil
S: 28/78 (+9,+16) D: 17/02 C: 29/28 I: 16/39 W: 12/73 CH: 20/76 COM: 17/87

Bergelmir is the father, leader and deity of all Frost Giants. Odin, along with his brothers Vili and Ve, long ago slew Bergelmir's grandfather Ymir and then drowned all of the Frost Giants in his blood. Only by sailing away in a hollowed tree trunk were Bergelmir and his wife able to escape the cataclysm and continue the race of Frost Giants. From Utgard, the Frost Giants' huge stronghold in Jotunheim, he marshals his forces and plots malicious revenge against the Æsir. He is a master of illusionary magic and has often used these powers to thwart Thor and the other Æsirians.

Bergelmir wields a gargantuan Battle Axe of Rapid Whacks +6 which inflicts 12d4 +19 points of damage on a successful hit and allows him to strike four times per melee round. He wears a coat of polar bear fur over his body armor. Otherwise, he appears much like an oversized Frost Giant.

Niflheim is home to multitudes of Frost Giants. Most are of the normal variety described in the Hacklopædia of Beasts but there are thousands of gargantuan variants with corresponding increases in abilities and HackFactor. Many of these Frost Giants possess magical powers as well. Some quietly suggest this is a sort of "testing ground" set up to produce stronger, better varieties of Frost Giant.

BRAGI (LESSER GAWD)

AKA: n/a
TURF: Asgard
ARMOR CLASS: -4
MOVE: 18"
HIT POINTS: 1,468 (734 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+12)
SPECIAL ATTACKS: Charm song
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75% (totally immune when singing)
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Poetry, song, diplomacy
SYMBOL: Lyre harp
CLERIC: 11th level druid
FIGHTER: 8th level ranger
MAGIC-USER: 14th level magic-user
THIEF: 24th level bard
S: 24/05 (+6, +12) D: 27/71 C: 24/21 I: 29/92 W: 29/09 CH: 26/88 COM: 27/26

Bragi is the son of Odin and Grunnlod, a female giant. He serves Odin as a valued advisor for he possesses a bevy of knowledge about nearly everything and everyone in the TeraVerse. Bragi is also Odin's ambassador. He greets important guests to Gladsheim and serves as Odin's proxy in the often Byzantine world of inter-pantheon politics. In addition to his official duties, Bragi serves as the poet laureate of Asgard. When not out plane trekking at the behest of Odin, he resides with his wife Idun in a shady apple orchard outside Gladsheim.

A skilled singer and musician, Bragi often entertains at important gatherings in Gladsheim. Naturally these often get out of hand, especially when the Einherjar are invited. Experience has taught him many tricks for crowd control. All beings with violence on their minds that come within 30 yards of Bragi while he sings are overcome by the gawd's song or verse (no save, no magic resistance). Beings so affected lose all of their former intentions and join this gawd for song and revelry until he is satisfied that they have calmed down, whereupon he sets them free. Bragi cannot use this power to set an ambush – he must truly wish to ratchet down a volatile situation. This power functions for up to 5 hours at a time with any given creature or creatures. Any human hearing his Lyre Harp of Calm will cease fighting or quarreling for seven days (unless attacked in that time). This harp has all the powers of all magical instruments in the GMG, plus the ability to stop any creature from attacking for a short period of time. It can also be used to undo any charm, even those otherwise unbreakable.

Bragi is an outspoken enemy of Loki and the inevitable trouble that gawd brings. He once tossed Loki out of Gladsheim. When the sassy trickster called Bragi "the bragger", Bragi threatened to twist off his head (that being the only sure method of stopping Loki's lies). Odin tried to break up the fight before it got out of control, but before he reached the two quarreling gawds, Loki had stormed off in a fit. He did manage to get in yet another speech prophesying the destruction of Asgard, however.

In melee, Bragi brandishes a Long Sword +2 Giant Slayer that does 2-20 points of damage (plus his Strength bonus). His spell book is carved in runes cut into his tongue.

FORSETI (LESSER GAWD)

AKA: Forsite
TURF: Asgard (Glinir)
ARMOR CLASS: -4
MOVE: 18"
HIT POINTS: 1,672 (836 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type (+15)
SPECIAL ATTACKS: Maul of the Titans
SPECIAL DEFENSES: +3 or better weapon to hit, detect lie
MAGIC RESISTANCE: 85%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Truth, justice and the Norse way
SYMBOL: Gavel
CLERIC: 14th level cleric
FIGHTER: 15th level paladin
MAGIC-USER: 10th level magic-user, 19th level detective
THIEF: Nil
S: 26/45 (+8, +15) D: 23/34 C: 29/71 I: 29/24 W: 29/53 CH: 20/46
COM: 21/56

Forseti, the son of Balder and Nanna, serves as chief of staff to Bragi. He is the patron deity of justice and righteousness, and chief legal counsel to the Norse gawds. He has a small team of Valkyries that search for honored lawyers to be brought from the Prime Material Plane to Asgard upon their death. Unfortunately, the pickings are slim and Forseti is consequently greatly overworked by the incessant frivolous lawsuits that invariably follow Thor's and Odin's adventures. Understandably, he is a forceful advocate of tort reform.

He dwells in Glitnir Hall, an imposing structure with columns of nine-carat rose gold and a roof shingled in pure silver. This building serves as the official court of justice in which all disputes involving the pantheon are settled. The upper floors contain his law offices and a small bachelor apartment.

Forseti serves as chief justice in Glitnir Hall. Even the most skilled or magically-enhanced liar may utter no falsehood in his presence. This is fortunate, since it speeds up justice in a system with a huge backlog of cases. During off-hours, he is often consulted to ascertain the truth of certain stories the gawds hear.

His final role is that of lawgiver. He and his staff have written the penal code that holds sway in Asgard and also issued an abridged version to the mortal followers of the pantheon.

Forseti may, and often does, use his gavel in combat (as it functions as a Maul of the Titans). He brooks no disorder in his court.

FREYJA (LESSER GAWDDESS)

AKA: Freya
TURF: Asgard (Sessrunmir)
ARMOR CLASS: -8
MOVE: 18", Fly 48" (A)
HIT POINTS: 2,936 (1,468 as demi-gawddess)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 3-36 (+15)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +3 or better weapon to hit, immune to fire, shape change to avian, immune to avian attacks
MAGIC RESISTANCE: 80%
SIZE: M (6')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Love, lust, beauty
SYMBOL: Cat
CLERIC: 7th level cleric
FIGHTER: 30th level fighter
MAGIC-USER: 25th level metamorpher
THIEF: Nil
S: 26/54 (+8, +15) D: 26/38 C: 24/37 I: 27/10 W: 22/97 CH: 28/65
COM: 30

Freyja is the gawddess of love, lust and beauty, but is also a warrior gawddess known as Queen of the Valkyries, who choose heroic warriors killed in battle to bear to Valhalla. She may personally accompany them during important campaigns and it is said that she gets the "first pick" of the war dead.

She is also known as a powerful sorceress. Her Cloak of the Falcon allows her to fly in falcon form at 48", but she can Shape Change into any bird form. No avian or fire attack can hurt her.

She wears the sacred necklace Brisingamen, a piece of jewelry of fantastic value (100 million gold pieces), which she obtained by sleeping with its four dwarven craftsmen. Such is the artistry of this necklace that it glitters like a constellation of stars in the night sky. It is said to glow when a lie is told in its presence – a feature Freyja embarrassingly discovered when asked how she acquired the piece.

When traveling in human form, she rides in a chariot pulled by two gigantic cats. In this guise, she searches for her roving husband Odur who frequently fails to return to their home, Sessrunmir. It seems he has never come to terms with the "dwarf incident".

In battle, Freyja uses a Bastard Sword +3 Frost Brand of Giant Slaying that strikes for 3-36 points of damage (plus her Strength bonus).

FREYR (INTERMEDIATE GAWD)

AKA: Fro Ingwe, Fricco
TURF: Asgard
ARMOR CLASS: -5
MOVE: 18"
HIT POINTS: 2,948 (1,474 as lesser gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-10 (+22)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Folding flying ship
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Good weather, fertility, horses
SYMBOL: Boar
CLERIC: 16th level druid
FIGHTER: 26th level fighter
MAGIC-USER: 11th level magic-user
THIEF: Nil
S: 28/94 (+9, +16) D: 29/25 C: 27/19 I: 26/01 W: 23/13 CH: 24/42 COM: 25/66

Freyr is not an Æsir, but a Vanir, the son of Njord and Skadi. He moved to Asgard as an infant along with his Father and twin sister Freyja under terms of the intra-Norse peace accord.

He is the gawd of fertility and fruitfulness, and he seeks to make sure that everybody knows it. He brings peace and prosperity to men and the blessings of fertility to the home and the field. He is also a weather deity and responsible for warm summer sun and gentle showers. He seeks to calm the boisterous outbursts of his fellow weather deity Thor, but often fails in this endeavor.

Freyr is also the gawd of horses and horsemen. He owns a wondrous steed named Blodughofi that can gallop over air, water, and fire. His preferred mode of transportation, however, is a fancy chariot given to him in an overt act of bribery by the dwarves Brokk and Eitri. Worried that their rivals, Ivaldi and Sons, had gained Freyr's favor by giving him the ship Skidbladnir (see below), they created a flying chariot that was way kewler. It is pulled by two magical boars, Gullinbursti and Slidrugtanni. As an added feature, the boars can be eaten during the day, and so long as their bones are not broken, they will completely regenerate at night from the bones and skin.

Freyr's ship, Skidbladnir, can sail pilot-less over the land, sea, or through the air. It is large enough to carry all the Norse gawds and their mounts yet, can fold up and fit in his pocket like a handkerchief.

He wields a weapon known as the Invincible Sword. It is a Two-handed Sword +12 that combines the powers of a Giant Slayer, Sword of Dancing and a Sun Blade. It has a special purpose to slay Fire Giants. Any Fire Giant struck by this weapon must save versus spells at –4 or be Disintegrated.

Freyr currently seeks to win the heart of the Frost Giantess Gerda – albeit with little success. His trusty servant Skírnir has been urging him to forget about Gerda and find a nice elven babe, but the lovesick Freyr won't hear of it. Both Skírnir and Njord are afraid that Freyr will do something rash to win the heart of Gerda.

FRIGG (INTERMEDIATE GAWDDESS)

AKA: Frigga, Fricka, Queen of the Heavens
TURF: Asgard (Fensalir)
ARMOR CLASS: -4
MOVE: 15"
HIT POINTS: 3,288 (1,644 as lesser gawddess)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type type +9
SPECIAL ATTACKS: Charm, Shape Change at will, use any fog-related spells as 40th level caster
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 75%
SIZE: M (6')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Marriage, motherhood, feminine fertility, weather
SYMBOL: Heron plume
CLERIC: 17th level druid
FIGHTER: 7th level ranger
MAGIC-USER: 17th level magic-user
THIEF: 12th level bard
S: 21/33 (+4,+9) D: 24/22 C: 26/99 I: 24/52 W: 29/87 CH: 27/42 COM: 28/61

Frigg, Odin's wife and the daughter of Fjorgyn, is the gawd of marriage and motherhood, feminine fertility and the protector of children. She assists women in labor and is associated with the naming of children.

Frigg is also on the Norse meteorological staff and is in charge of wind and air currents. She influences all forms of weather and can view any area that has a breeze blowing through it. It is the frequent disagreements between Freyr, Frigg and Thor that cause the day to day changes in the weather.

She has a magical necklace of black opals that will charm anyone or anything she wishes within sight of it (saving throw versus spells applicable). The charmed being will then be able to do nothing but flatter the gawddess. Much to Frigg's disappointment, her husband Odin is immune to the effects of this device.

Frigg posesses a powerful magic, the Distaff of Life, which grants her the ability to know everyone's destiny. Discretion keeps her from revealing anyone's fate, as she considers the knowledge too dangerous. The jeweled distaff can also spin clouds out of air (allowing her to cast any fog-related spell as a 40th level caster) or to spin flax into gold. She uses the latter power to weave elaborate finery for Odin to wear. Most of this sits in the vast closets of her hall, Fensalir, since Odin regards almost all of it as foppery and can only be persuaded to wear it on holidays.

In battle, the gawddess shape changes into creatures and fights with their powers. She starts out with dragon forms and goes to avian forms towards the end of any given battle.

HEIMDALL (LESSER GAWD)

AKA: Heimdalr
TURF: Asgard (Bifröst bridge)
ARMOR CLASS: -12
MOVE: 15"
HIT POINTS: 1,676 (838 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+16)
SPECIAL ATTACKS: Always surprises, vorpal blade
SPECIAL DEFENSES: Clairvoyance, Clairaudience, can see invisible or astral beings, protection from back attacks at 20th level barbarian (cannot be back stabbed and may counter attack)
MAGIC RESISTANCE: 80%
SIZE: M (7')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Guardianship, guardians
SYMBOL: Horn
CLERIC: 12th level cleric
FIGHTER: 17th level ranger, 15th level paladin
MAGIC-USER: 18th level illusionist
THIEF: Nil
S: 29/92 (+10, +16) D: 29/17 C:29/60 I: 24/20 W: 26/42 CH: 24/70 COM: 25/49

Heimdall is another son of Odin. One day when Odin was taking his morning jog along the shore, he came across nine giantesses sunning themselves on the beach. Odin was so taken by their beauty that he decided to lie with each one, then and there. The nine combined to bring forth one son (respectable scholars refuse to speculate as to how), whom they named Heimdall. The nine mothers raised their divine progeny on the strength of the earth, the moisture of the sea, and the heat of the sun. Such was the power of this regimen that Heimdall grew to manhood in only a few days. Leaving his mothers broken-hearted, he traveled to Asgard to be reunited with his father.

Upon arriving, Heimdall found the Æsir admiring the newly completed rainbow bridge Bifröst which connects Asgard to both the Vigrid and Prime Material Planes. When Heimdall announced that he was looking for his father, Odin remembered his indiscretion and, eager to remedy the situation, before Frigg learned of it, announced that it would be a very fine idea indeed for a watchman to guard the bridge, lest the evil giant alliance someday use it to enter Asgard. Heimdall was summarily appointed guardian and outfitted accordingly. He was given the horn Gjallar which he was to blow should he see the enemies of the Æsir approaching (and to sound in a different way to proclaim visitors). He was also provided with the horse Gulltop, which could bear him back and forth across the bridge. Later on, a hall located at the highest point on Bifröst was built for him. From this vantage point he can see every part of the bridge.

Fortunately for the Æsir, Heimdall turned out to be well-suited to the task. He can see for over a hundred miles and his ears are keen enough to hear the grass growing on Midgard (the Prime Material Plane). In game terms, these senses act as unlimited range and duration Clairvoyance and Clairaudience spells and allow him to see invisible or astral beings. He also requires hardly any sleep. His extraordinary senses allow Heimdall to always surprise opponents and he is fully protected from back attacks as a 20th level barbarian.

Heimdall wears white Plate Mail +3 that has the same effect as a Gem of Brightness, which is considered highly suited to him, since the Æsir consider him to be among their most handsome and wise despite his gold capped teeth. He is never without his sword Hofud. This +4 sword is a Vorpal weapon and also a Sword of Giant Slaying. It inflicts 3-30 points of damage at a strike (plus his Strength bonus).

Heimdall is the sworn enemy of Loki, who mocks him and his steadfast guardianship. There are references to Heimdall having battled against Loki and having won. The vanquished trickster is rumored to have muttered, "You'd better watch your back because someday buddy, you'll get yours!" before fleeing. Loki claims he is far wittier than that.

HEL (INTERMEDIATE GAWDDESS)

AKA: Hella, Holle or Hulda
TURF: Hades (Helheim)
ARMOR CLASS: -5
MOVE: Infinite
HIT POINTS: 1,516 (758 as lesser gawddess)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 1d6 (+12)
SPECIAL ATTACKS: Withering, aura of withering, disease aura
SPECIAL DEFENSES: Impervious to all physical weaponry
MAGIC RESISTANCE: 90%
SIZE: M (5')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Death
SYMBOL: Withered corpse
CLERIC: 24th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 18th level magic-user
THIEF: Nil
S: 20/15 (+3, +8) D: 23/95 C: 13/38 I: 27/30 W: 27/25 CH: 9/14 COM: 11/46

Hel is the daughter of Loki and the Frost Giantess Angrboda, sister to both Fenris and Jormungandr. These three were brought to Asgard as children since several prophecies had been handed down to the gawds warning them that three unique siblings would appear, and that they would create such mischief, and bring on such disaster, that nothing but evil would come of it. It was hoped that by raising the children in a compassionate environment, their malevolency could be constrained. This "nature versus nurture" debate was settled when both Fenris and Jormungandr quickly grew to become extremely dangerous and violent problems for the Æsir.

The third child, Hel, was extremely unhappy, filled with loneliness and despair since she was born with the legs of a corpse. Her appearance made everyone in Asgard uncomfortable and they avoided having anything to do with her. After much deliberation, she made an important decision. She went to Odin and explained to him just

how difficult it had become for her to live there, and she then requested his permission for her to leave Asgard.

After the trying experience with her siblings, Odin jumped at the chance to get rid of the last of Loki's children. He offered her a generous compensation package including a large property in Hades and a job caring for the souls of wicked people who had died from either sickness or old age and for the souls of any other evil people whose death had not occurred through violence or in battle. All of this was, however, contingent on her leaving immediately.

Hel settled into her realm, which she named Helheim. When the souls of the evil dead arrive there, she judges them. Then, after Hel has made her decision, she gives each one its just reward. Nearly all are condemned to the dark horrors of Naströnd, the abode of punishment, where snakes constantly drip venom upon the wicked. A lucky few are selected to serve her and in time may be elevated to daemons.

This gawddess causes plagues and diseases with the wave of her hand. All mortal beings in her line of sight automatically contract the Black Plague (see GMG p 24), should she wish to impart it. She strikes with a Quarterstaff +6 that affects victims as if they were struck by a Staff of Withering expending three charges.

Within 90 yards of her body is an aura of withering that causes 20 hit points of damage per round to all those not making their magical saving throws. She is also totally impervious to all physical weaponry.

Hel appears as an anorexic woman with corpse-like legs whose body is completely white on the left side and jet black on the right. The left half of her face is totally blank. Hel has an eye of fire which functions as a Gem of Seeing (with no chance of causing hallucinations) and rides a white, spectral three-legged horse.

IDUN (LESSER GAWD)

AKA: Iduna
TURF: Asgard
ARMOR CLASS: -4
MOVE: 12"
HIT POINTS: 1136 (568 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +9
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: 25%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Farmers, longevity
SYMBOL: Apple
CLERIC: 17th level druid
FIGHTER: 8th level ranger
MAGIC-USER: Nil
THIEF: 12th level bard
S: 21/100 (+4, +9) D: 26/43 C: 22/38 I: 23/11 W: 26/83 CH: 27/91 COM: 28/94

Gawddess of youth, Idun's name means "The Rejuvenating One". She is the patron of farmers and is able to retard spoilage of crops for those who worship her. She is married to Bragi and is the keeper of the apples that keep the Norse gawds eternally young. These apples are able to restore ten years of youth and restore up to 50 lost hit points per bite. She stores these apples in a small wicker Chest of Holding which always appears full of apples, but can hold any amount of them put in it.

Idun was once kidnapped by the Frost Giant Thiazi. The saga goes like this:

Odin, his brother Honir, and Loki were on one of their travels when they happened upon an ox and, famished, decided to make a meal of it. For some reason however, the meat would not cook. This irritated all three of the gawds since none of them liked ox "Tar tare". While they were bickering amongst themselves and slighting each other's lack of manly barbecuing skills, a huge eagle perched above them in an oak tree and told them it knew why the ox wasn't cooking. In exchange for first letting it eat its fill, the bird would reveal its secret grilling technique.

No sooner had they agreed than the eagle devoured all the best cuts from the ox. Loki was pissed since he wanted the tenderloin – he grabbed a nearby birch branch. He began to beat the eagle with it in an effort to keep the ravenous creature from snarfing everything but the entrails. The eagle snatched the branch in its beak and flew upwards with Loki still holding the other end. He told Loki he would only let him down if Loki agreed to kidnap Idun and her age-defying apples. In typical fashion, Loki thought only of himself and agreed to cooperate.

When the gawds returned to Asgard, Loki did as he had promised. Under the guise of showing her some beautiful apple blossoms he had discovered, he lured Idun to where the eagle was waiting in ambush. The eagle, who was none other than the Frost Giant Thiazi disguised in his Cloak of the Eagle, flew Idun to his home called Thrymheim in the mountains of Jotunheim.

The gawds began to quickly age once the source of their immortality had been stolen. They summoned Loki to Gladsheim and proceeded to chew him out. After days of this abuse, they told him that he'd better get Idun back "by any means possible". Odin fixed his steely blue eye on Loki and menaced, "Or else…". Loki was convinced.

Loki was permitted to borrow Freyja's Cloak of the Falcon and flew to Thrymheim where he found Idun alone. He Polymorphed her into a hazelnut and flew back to Gladsheim as fast as he could, holding Idun in his claws.

As soon as Thiazi returned and found Idun gone, he flipped out. He donned his eagle cloak and flew towards Asgard. His wings beat so quickly and with such force that he caused severe air turbulence which hampered Loki's escape. The gawds could see the eagle coming in pursuit of Loki, so as soon as Loki was safe inside the bounds of Asgard they built a gargantuan bonfire that set fire to Thiazi's wings as the foolish giant attempted to buzz them. After the giant crashed to the ground, the Æsir killed him. In a final act of vengeance, Odin threw Thiazi's eyes into the sky, turning them into stars.

LOKI L. LAUFEYARSON (INTERMEDIATE GAWD)

AKA: Lopt
TURF: Pan-Demonium, Asgard
ARMOR CLASS: -8
MOVE: 24", Fly 12" (B)
HIT POINTS: 2,716 (1,358 as lesser gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: By weapon type +8
SPECIAL ATTACKS: Shape Change at will, suggestion
SPECIAL DEFENSES: Immune to fire, mind-affecting magic, magic boots
MAGIC RESISTANCE: 75%
SIZE: M (5' 6")
ALIGNMENT: Chaotic neutral (evil tendencies)
SPHERES OF CONTROL: Mischief, deceit, lies, fire
SYMBOL: Flame
CLERIC: Nil
FIGHTER: Nil
MAGIC-USER: 18th level illusionist, 19th level pyrotechnician
THIEF: 20th level bard, 18th level thief
S: 20/60 (+3, +8) D: 27/14 C: 21/41 I: 26/82 W: 20/04 CH: 21/32 COM: 26/08

Loki is the son of the giants Farbauti and Laufey. He is best known as the gawd of mischief, deceit, and lies, but also holds sway over fire.

Boredom is a problem for Loki and he engages in all sorts of mischief to alleviate it. Being mean and playing tricks on the other gawds and gawddesses is what entertains him most. Loki is tolerated because he is blood brother to Odin and his quick-wittedness has often helped the Asgardians overcome even more dangerous dilemmas – though it must be said that these dilemmas were often of Loki's making!

Of all the Asgardians, Loki is closest to Thor. Both enjoy each other's company and the two have had many exciting adventures together. Their bickering and insults are a sign of brotherly affection.

Loki is a shape-shifter and is known to take many forms. He normally has bright red hair, eyes, and attire when in human form. While the gawd can Shape Change at will, he usually relies on his magical power to force beings to do what he desires via his Suggestion power. Looking at the gawd for three melee rounds or more negates all saving throws against that Suggestion, and this applies to all beings. (Magic resistance may stop the effect.) He wears a pair of boots that combine the powers of Water Walking, Fly, Speed, and Striding and Springing. Loki also wields a Long Sword +4 Flame Tongue.

Though Loki cannot be magically controlled, he can be affected by illusions created by casters of 20th level or higher.

Depending on how long its been since he pulled his latest prank, he makes his home either in Asgard or Pan-Demonium. One of these days Loki will go too far and piss off the Asgardians so badly that they will put an end to his mischief for good.

MAGNI (LESSER GAWD)

AKA: n/a
TURF: Asgard
ARMOR CLASS: -20
MOVE: 24"
HIT POINTS: 764 (382 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 8-80 (+16)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +4 or better hacking or piercing weapon to hit, catch and throw back projectiles (90%)
MAGIC RESISTANCE: 70%
SIZE: M (7')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Strength
SYMBOL: Mountain
CLERIC: Nil
FIGHTER: 25th level barbarian
MAGIC-USER: Nil
THIEF: 6th level bard
S: 30 (+11, +16) D: 26/46 C: 30 I: 24/82 W: 22/34 CH: 24/98 COM: 26/76

Thor's son Magni is considered the gawd of might, or strength, and the only being in the TeraVerse stronger than his father. His worshipers praise great strength and feats thereof. Magni is supposedly the only being besides Thor able to lift Mjollnir.

He transcends the normal definition of strength in that his is almost limitless. Magni can bend anything he can grip, put his fist through anything or lift nearly anything – even things that are supposed to be unliftable such as his father's hammer. He can catch and throw back at the caster any material object thrown at him (hitting 90% of the time). In melee he swings his Warhammer +6 that does 8-80 (+16) points of damage per strike.

Magni is so incredibly tough and hardy that blunt weapons of any type cannot harm him, though powerfully magical hacking and puncturing weapons can.

MODI (LESSER GAWD)

AKA: n/a
TURF: Asgard
ARMOR CLASS: -10
MOVE: 30"
HIT POINTS: 1,542 (771 as demi-gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 2-8 (+15)
SPECIAL ATTACKS: Enhanced critical hits, instant berserk rage
SPECIAL DEFENSES: Immune to charms and mind-based attacks
MAGIC RESISTANCE: 80%
SIZE: M (7')
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Battle wrath, madness
SYMBOL: Crossed axes
CLERIC: Nil
FIGHTER: 25th level berserker
MAGIC-USER: Nil
THIEF: 10th level bard
S: 27/34 (+9, +15) D: 27/32 C: 28/24 I: 23/81 W: 20/54 CH: 23/63 COM: 22/98

Modi is the son of Thor. As the gawd of battle wrath, he is the patron of berserkers and the battle-mad.

Wielding his Battle Axe of Infinite Sharpness +7 in one hand and a Battle Axe +7 Giant Slayer in the other, Modi is always in the forefront of any battle. He may instantly induce a berserk rage in himself, and in this state is completely immune to charms and mental-based attacks. He is still susceptible to taunting, though he may attempt a saving throw versus Apology to avoid being drawn into a situation that would imperil his forces. His presence inspires his followers with such courage that they automatically succeed on all saving throws against fear effects (they automatically succeed and will never break morale.

He need never fear hack pangs, for he engages in daily combat with the Einherjar on their training fields.

ODIN (GREATER GAWD)

AKA: See text
TURF: Asgard, Prime Material Plane
ARMOR CLASS: -15
MOVE: 18"
HIT POINTS: 10,040 (5,020 as intermediate gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: By weapon type +15
SPECIAL ATTACKS: Shape Change at will, flurry of arrows (10/round), paralyzing gaze, never misses, symbol of fear, polymorph to ant, Rune Wand death touch
SPECIAL DEFENSES: +5 or better weapon to hit, scrying, inspire allies
MAGIC RESISTANCE: 85%
SIZE: M (6'6")
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: War, knowledge, wisdom, death
SYMBOL: Blue eye
CLERIC: 36th level cleric, 20th level druid
FIGHTER: 32nd level fighter
MAGIC-USER: 37th level magic-user
THIEF: 12th level bard
S: 27/91 (+9, +15) D: 28/29 C: 28/84 I: 30 W: 30 CH: 29/74 COM: 28/73

Odin is the son of Bor and the grandson of Buri. He is leader of the Æsir and heads the Norse pantheon. Aside from presiding over his pantheon and his coalition, record keeping, and delegating tasks, his functions include being a gawd of war, poetry, wisdom, and death.

He is typically depicted as an old warrior with a long gray beard wearing a blue-gray cloak and a wide-brimmed hat down low over his face to conceal his one-eyed visage. In this guise he occasionally journeys to the Prime Material Plane in order to witness first hand how his cult is faring. In these excursions, he travels under a number of false identities including Alfadhir, Bolverk, Drauga, Drottin, Gagnrath, Galdrfadhir, Gangleri, Grimnir, Har, Harbarth, Hattr, Helblindi, Herjan, Hroptr, Ofnir, Sanngetal, Sigfadhir, Svipal, Vegtam, Votan, Woden, Wotan and Ygg. Although some of these pseudonyms are commonly known to be Odin, he quickly becomes irate if anyone addresses him by these names when he is not in character.

As chief of this warlike pantheon, he is a natural warlord. Tactics do not interest him (such tasks he delegates to his Field Marshal Tyr), rather he relies on his instinct, prowess, bravery, and the unflinching belief that the will to win can overcome every obstacle in the end. As such, he inspires many hard-bitten warriors. He has the power to spur his devotees to berserk rages in which they fear nothing and feel no pain.

Odin is a persistent meddler in and instigator of military operations, even down to the level of his worshipers. One should bear in mind, however, that his interest in such conflicts is always guided by wider concerns – namely preparation for Ragnarok. He is always ready to stir up conflict, for it is only in the heat of battle that truly great fighting men can reveal themselves as such. Odin is sometimes thought a traitorous gawd, for he has been known to withdraw his favor and allow his followers to be slain in battle. This is not mere capriciousness, though to mortals it may appear to be so. Those he chooses to fall in battle are taken by the Valkyries to join the Einherjar, his army of fallen heroes who must someday fight to defend Asgard. Odin is loath to allow any of these heroes to be raised from the dead, since doing so would weaken his frontline defenses.

In addition to his authority over battlefields and the glorious dead, Odin is a gawd of wisdom and magic. He sacrificed himself by hanging on the World Tree, Yggdrasil, for nine days. Through this experience he gained immense wisdom and learned the runes which he then bestowed upon mankind as the gift of written language. He also sacrificed his eye for further wisdom. He gave it up in order to drink from the Well of Mimir, which bestowed great knowledge. It is interesting to note that the combative Norse gawds set such a great importance upon brainwork and logic, for in no other pantheon is the head deity also the gawd of thought and logic. Perhaps this has something to do with his success in and after the War of the Tablet of the Ages.

Whereas Thor boasts of giants slain, Odin boasts of the women he's been with. Odin insists on making sure that his audiences understand that this has nothing at all to do with relationships. Frigg, irritated by this behavior and braggadocio, maintains a separate hall at Fensalir.

Odin's personal hall is Valaskjalf in which sits his throne, Hlidskialf. From this throne he can see over all the world (this functions as a Crystal Ball with Clairaudience, with unlimited duration). He also sits at the head of the table in Gladsheim, meeting hall of the Norse gawds, and has a throne in Valhalla where the Einheriar gather after the day's combat. He usually spends every night there feasting with his warriors. The Valkyries serve mead that forever flows from the udder of Odin's goat, Heidrun. They also serve the warriors meat that comes from the boar Saehrimnir, which the cook Andhrimnir prepares for eating by boiling it in the cauldron Eldhrimnir. (The boar magically comes back to life before the next meal.)

Odin has great power in the form of personal attributes. His telepathy has a range of 300 miles, he Shape Changes at will, and he inspires berserker rages in all beings he chooses within 30 yards of his person. Allies within 20 yards of him gain 4 levels of fighting ability for a number of turns equal to the original number of levels each of the individual beings had. If Odin becomes angry, he can paralyze any non-divine creature he transfixes with his gaze (one being per round, save vs. paralysis at -4 applicable).

Odin's spear, Gungnir, is a +12 weapon with all the powers of a Sword of Infinite Sharpness. In addition, it never misses, and in battle it points at the strongest member of any enemy force, singling him out for Odin's personal attention. Furthermore, all adversaries within 20 yards when Odin holds it aloft are stricken with fear (as the fear effect of the Symbol spell). Those who Odin allows to touch Gungnir (usually in battle) will be blessed with a double effect Prayer spell for the duration of the battle. All enemies that dare touch Gungnir fare much worse: those of a different alignment from Odin are Polymorphed into normal ants (no save); beings of the same alignment instantly lose 50% of normal maximum hit points. (NOTE: This works only when Odin is not fighting with this weapon.)

Odin's bow is a recurved Composite Long Bow +6 that can fire a total of ten Flight Arrows +3 per melee round!

Odin also bears the golden Rune Wand, etched with Norse runes of power all over its surface. This artifact cannot be detected by magical detection spells of any type. Every time this wand is used, the particular Rune that represents the utilized power shines. The wand's powers are:

1) as a Rod of Rulership

2) summons 1-4 Air, Earth, Fire or Water Elementals (the All Father chooses which type, but all are the same), once per week

3) stores 12 spells of Odin's choice

4) drains 6 energy levels and 100 hit points every time any other being in the TeraVerse grabs it

5) causes instantaneous death to any mortal touching it (no save, no magic resistance!)

It also looks really cool.

Odin wears a corselet of Chain Mail +10 and a winged Open-faced Helm +10 in battle.

He draws great power and nearly limitless wealth from his ring Draupnir. Every night, if Odin so desires, it produces nine non-magical twins of itself, each worth 50,000 gold pieces. Odin often gives these away to his faithful servants (including temples which find themselves in a dire financial status), the Einherjar, some of his favorite conquests, or others who please him greatly.

Odin has a pair of ravens named Huginn and Muninn that can fly throughout the TeraVerse. He sends his ravens out every day to gather knowledge for him. He also possesses a magical eight-legged horse named Sleipnir. The horse was the offspring of Loki, who in mare form seduced Svadilfari, a giant's horse. Sleipnir can travel to any plane of existence and through the air. Finally, Odin also has two pet wolves, Geri and Freki, who join him for hunts.

SIF (INTERMEDIATE GAWDDESS)

AKA: n/a
TURF: Asgard
ARMOR CLASS: -4
MOVE: 18"
HIT POINTS: 3,084 (1,542 as lesser gawddess)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 3-36 (+12)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to magical control
MAGIC RESISTANCE: 80%
SIZE: M (6')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Female warriors, hairdressers
SYMBOL: Golden sword upraised
CLERIC: 17th level cleric
FIGHTER: 23rd level ranger
MAGIC-USER: 19th level magic-user
THIEF: 14th level bard
S: 24/87 (+6, +12) D: 27/45 C: 24/14 I: 27/74 W: 23/64 CH: 28/36 COM: 29/39

Sif is the wife of Thor and the mother of Ulle (by a previous marriage). Sif is a gawddess associated with peace and friendship in a happy family and with conjugal fidelity. She is patroness of harvests and the comfortable wealth that comes from them.

She was the subject of one of Loki's more malicious pranks when one night he cut off her long silky blonde locks. The next morning Thor was torqued when he awoke next to some freaky bald chick! His anger was compounded by Sif's distress at the new nickname some of her catty Valkryie handmaidens gave her – Sinead.

He immediately suspected Loki and grabbed the trickster, threatening to break every bone in his body. Loki feebly protested that it was just a joke and accused the big guy of losing his sense of humor. Thor would not be placated and insisted on knowing how Loki would remedy the situation all the while tossing him about like a rag doll. The now-frightened Loki said he'd get Sif a wig – a really good one – if Thor would just calm down.

Loki visited the dwarven firm of Ivaldi and Sons to commission a wig spun from pure gold. The dwarves, having heard the scuttebutt, knew that this was a real opportunity to showcase their work and steal business away from their arch rivals Brokk and Eitri. The wig they crafted was a remarkable achievement. It was so fine that the slightest breeze would impart an entirely sexy windblown look, and so real that it could magically grow like real hair.

Sif was eminently pleased with her new 'do and offered Loki mead in some of her good crystal as a peace offering. Even Thor was pleased with the results and accepted Loki's offer of friendship. Sif has since become the patron of hairdressers and her worshipers need never fear a bad hair day.

She is also renown for her combat skills. In battle, she wields a Long Sword +6 Giant Slayer that inflicts 3-36 points of damage (plus her Strength bonus). She often spars with her husband.

SURTR (LESSER GAWD)

AKA: Surtur
TURF: Jotunheim (Muspelheim), Prime Material Plane
ARMOR CLASS: -12
MOVE: 24"
HIT POINTS: 1,342 (671 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 3-30 (+16) (9-54 +16 versus size L)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to fire, +3 or better weapon to hit
MAGIC RESISTANCE: 60%
SIZE: G (25' tall)
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Fire giants, fire
SYMBOL: Flaming sword
CLERIC: Nil
FIGHTER: 22nd level fighter
MAGIC-USER: 25th level pyrotechnician, 20th level fire elementalist
THIEF: Nil
S: 28/62 (+9, +16) D: 15/23 C: 27/02 I: 21/74 W: 15/34 CH: 21/77 COM: 10/45

All Fire Giants regard Surtr as their supreme leader and deity. Deep in his volcanic hall, Surtr waits for the day when he can lead the Fire Giants in the great battle of Ragnarök. He actively conspires with Bergelmir and the two of them have devised many variations on the "Fire and Ice" attack they plan on launching, "When the time is right…"

Surtr looks like an immense Fire Giant, with crackling flames for hair and eyebrows. He wears heavy iron armor that is hot to the touch (1-10 points of damage to any that contact it with exposed flesh, no save), and wields a gargantuan Two-handed Flaming Sword +6. He strikes with this twice per round. Surtr is immune to fire attacks of any kind.

Although he is a fearsome opponent in melee, Surtr prefers to use his spell casting ability in support of his legions. He sometimes travels to the Prime Material Plane (a.k.a. Midgard) and torches entire islands just for practice.

THOR (GREATER GAWD)

AKA: Tor, Donnar, Thunor
TURF: Asgard (Thrudheim)
ARMOR CLASS: -12
MOVE: 18"
HIT POINTS: 6,688 (3,344 as Intermediate gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 12-120 (+16)
SPECIAL ATTACKS: Never misses when throwing hammer, lightning bolts, Power Word: Stun
SPECIAL DEFENSES: +5 or better weapon to hit, immune to lightning and cold, causes lightning spells to strike caster within one mile
MAGIC RESISTANCE: 80%
SIZE: L (12')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Thunder
SYMBOL: Hammer
CLERIC: 14th level druid
FIGHTER: 40th level barbarian, 20th level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 30 (+11/+16) D: 26/52 C: 30 I: 20/77 W: 18/55 CH: 28/37 COM: 23/98

The son of Odin and Fjorgyn, the mighty Thor was raised by his foster parents the Vanir gawd Vingnir and gawddess Hlora. He is the gawd of thunder and the scourge of evil. Despite his hot temper Thor is very popular amongst mankind, especially with ordinary folk such as common farmers and peasants. These people do not much empathize with the warriors who worship the duplicitous Odin and invariably find themselves caught up in the collateral damage of war. They look to Thor to protect them from harm much as he protects Asgard from the Frost Giants. He relishes contests of strength and has an enormous appetite (he usually eats an entire ox at one sitting).

Of all the Norse deities, Thor is the most "barbarian" of the lot; a rugged, powerful gawd who lives by his own rules, although he is faithful to the rest of the Æsir and his wife, Sif. Thor's first wife was the Giantess Iarnsaxa who bore him the sons Magni and Modi. His second wife, the beautiful Sif, bore him daughters Lorride and Thrud (both Valkyries).

Thor appears as a large and powerful red-haired and red-bearded man. His bronze battle chariot is drawn by two goats, Tanngniotr and Tanngrisnr, and his hammer Mjollnir causes the lightning that flashes across the sky. He rules the part of Asgard called Thrudheim. Thor's palace, Buskirnir, the only one in Asgard made of wood, sits atop the mountain Himinbiorg from which he can survey the giant's land of Jotunheim.

He is the most HackWorthy of all the Æsirians and their staunch protector against the giants. When within 90 yards of him, the servants and allies of Thor gain a benefit of +2 on all die rolls. If any other being uses a lightning-related spell within a mile of Thor, it will automatically turn and strike the caster, whether the Thunderer wills it or not. Thor is a fervid enemy of the Frost Giants and of the monstrous world serpent, Jormungandr. He has repeatedly sought out this monstrous beast but twice it has gotten away,

Inexplicably to many, Thor and Loki are frequent companions and have had many adventures together in Jotenheim. These adventures have often been very dangerous for both of them. Loki considers Thor to be a brutish buffoon but admires the big lug's loyalty to his friends and his good nature – especially his tolerance for most of Loki's pranks. For his part, Thor thinks Loki is the funniest guy he knows and is always entertained by his wit, even if the trickster "goes too far" once in awhile.

Thor has a magical blue belt called Meginjardir that, when tightened, doubles his strength and enables him to break any barrier or object. He also wears a steel-plated leather glove on his right hand with which he wields Mjollnir. This glove, called Jarn Grieper, gives him the ability to strike three times per melee round and to handle his hammer even while red hot.

The dwarven smiths Brokk and Eitri crafted Mjollnir. It is an instrument of destruction and rejuvenation. It is a Warhammer +12 and causes 12-120 points of damage (plus the wielder's Strength bonus) on a successful hit. Any giant, Troll, Ogre, Ettin or golem struck by it must save versus death magic at –6 or be instantly and irrevocably destroyed.

It can be thrown up to three miles, and it never misses when thrown. It trails a Lightning Bolt behind it, and when it hits, there is a large clap of thunder which affects all beings within 30 feet as a Power Word: Stun (save versus spells negates). Mjollnir automatically returns to Thor's hand the same round it is hurled. The mighty hammer

Mjollnir can also cast Lightning Bolts at any target within sight, up to a total of 100 dice of Lightning Bolts per day. This base 100 dice can be broken up into Lightning Bolts of any size Thor desires.

Mjollnir is so heavy that only beings with a Strength of 30 can even lift it, and it requires 30 Strength to wield as a weapon. When turned around, the hammer restores life. Thor may use it to Resurrect (as the 7th level cleric spell) up to five creatures per day. Naturally all of Thor's clerics rely on hammers for their weapons.

TYR (INTERMEDIATE GAWD)

AKA: Tiv, Tiwaz, Ziw
TURF: Asgard
ARMOR CLASS: -5
MOVE: 18"
HIT POINTS: 2,476 (1,238 as lesser gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-24 (+23)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 25%
SIZE: M (6 1/2')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Courage, justice, order, war, self sacrifice
SYMBOL: T rune
CLERIC: 16th level cleric
FIGHTER: 24th level paladin, 18th level holy warrior
MAGIC-USER: Nil
THIEF: Nil
S: 27/12 (+9, +15) D: 29/75 C: 27/43 I: 26/44 W: 27/55 CH: 27/62 COM: 24/88

Tyr is an elderly deity who once ruled the Norse gawds. When the pantheon's alignment drifted to chaos and Odin ascended to supreme authority, Tyr acknowledged the changing of the guard by giving him his symbol of authority – the magic spear Gungnir. Odin respected the old gawd's many virtues and retained him as chief military consul.

Tyr is known for his fearlessness and commitment regardless of personal risk. This is best exemplified by his ordeal with Fenris the wolf. A child of Loki, Fenris was kept sequestered in a cave by the trickster gawd. Eventually, Odin discovered it and other horrific progeny of Loki. After casting its vicious serpentine brother Jormungandr into the ocean and seeing it grow so large that it encircled the globe, it was decided to take Fenris to Asgard where it was hoped that with kind treatment the wolf would not grow into a savage colossus like its sibling. Such hopes were in vain, for Fenris too grew into a gigantic creature that all but the fearless Tyr feared to approach.

Cognizant that Fenris was growing in strength and savageness at an exponential rate and would soon pose a threat to all of Asgard, the gawds met in Gladsheim and unanimously passed the TeraVerse's first leash law. They then found the strongest chain commercially available and bound Fenris with it under the guise of a challenge of its strength. To the horror of the assembled gawds, he easily snapped the fetters. Tyr placated the beast with a mammoth cauldron of tasty meat snacks while the other Æsirians left to work on plan B.

Odin realized that no mere chain, even if constructed of the finest Swedish nickel-steel, would ever bind the beast. He summoned the Nidavellir dwarven brain trust and tasked them to use all their skill and magic to devise a chain with infinite tensile strength. Although the bid they submitted for their services was egregious, Odin reluctantly ponied up the 50% down payment and commissioned the project.

When the dwarves returned, they presented the assembled Æsirians with a slender silken rope. The immensely wise Odin quieted down the grumbling of the other gawds and allowed the dwarven project managers, Brokk and Eitri, time to explain how this mere cord could fetter Fenris. They explained that this rope was constructed from materials such as the sound of a cat's footsteps, a woman's beard, the roots of a mountain, the longings of the bear, the voice of fishes, and the spittle of birds. No strength would be able to break it, and that the more it was strained the stronger it would become. Though not entirely convinced, the dwarves had come through in the past so the gawds gave the rope a try.

The Æsirians returned to find Fenris gnawing on the bones of a gargantuan wooly mammoth. Again they invited the wolf to test his strength. Though it had grown even larger still, the wily wolf distrusted the Æsirians and feared that some powerful magic was woven into the flimsy cord. As a pledge of good faith, it insisted that one of the gawds place his hand in Fenris' mouth to ensure that no trickery lay behind this challenge. No gawd would meet the challenge, for they well knew that the challenge was a ruse. Seeing that the one hope of constraining the frightful beast was about to slip away, the unflinching Tyr stepped forward to accept Fenris' terms. The rope was carefully fastened around the nervous wolf's neck and paws. Try as it might, Fenris could not break free of the dwarven rope. The assembled gawds jeered the wolf as it struggled helplessly in the fetters that grew tighter and stronger the more it struggled. Brokk and Eitri basked in the glory of their accomplishment before hitting up Odin for the balance of their fee.

Fenris soon realized that it had been duped and in a final act of spite bit off Tyr's right hand. This noble act of self-sacrifice forever enshrined Tyr as the gawd of law and order.

In his role as Odin's military counsel (and hence war gawd), Tyr is responsible for the training of the Einherjar legions that dwell in Valhalla. He also supervises the Valkyries and makes sure that only the most valiant mortal warriors are taken into the ranks of Valhalla.

Since Tyr was deprived of his right hand, he was forced to use the maimed arm for his shield, and to utilize his Bastard Sword +7 Giant Slayer with his left hand. This weapon does 2d12 points of damage on a hit, +15 for Strength and +7 for magic.

ULLE (LESSER GAWD)

AKA: The brilliant one
TURF: Asgard (Ydal)
ARMOR CLASS: -9
MOVE: 24" (48" skiing)
HIT POINTS: 764 (382 as demi-gawd)
NO. OF ATTACKS: 7/2 or 4
DAMAGE/ATTACK: 2-20 (+15) or 1-10 (+15)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to cold, fire, electricity and elementals
MAGIC RESISTANCE: 50%
SIZE: M (7')
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Oaths, hunting, winter, glory, skiing
SYMBOL: Yew bow
CLERIC: 9th level druid
FIGHTER: 21st level ranger
MAGIC-USER: Nil
THIEF: Nil
S: 27/02 (+9, +15) D: 29/91 C: 24/31 I: 27/78 W: 24/74 CH: 21/34 COM: 24/42

Ulle is the son of Sif (Thor is his step-dad). As the greatest hunter of the Æsir, Ulle spends much of his time in the wilderness areas of Asgard, and is thus immune to the effects of the elements. He cannot be harmed by fire, cold, lightning, or any variety of elemental.

Ulle is also the Norse gawd of oaths and glory. He is often called upon to mediate disputes of honor between the Æsir. Those breaking their oaths to the Norse gawds may well be visited by Ulle himself and called out to an Honor Duel lest the residents of Asgard be defamed.

As a duelist, Ulle may be the finest there is in the TeraVerse. He is a grand master with both his Bastard Sword +8 Giant Slayer and his great yew Composite Long Bow +8. In melee he strikes 7 times every two rounds, with all attendant bonuses. He can fire his bow four times a round at any target that he can see, with no range penalties, and he never misses targets less than an eighth of a mile away. His arrows cause 1d10 damage each and his bow is crafted so that it can take full advantage of his Strength bonus to damage.

When dueling mortals whom the Æsir deem salvageable (i.e. potential Einherjar), Ulle will count coup until his opponent acknowledges his shameful act and repents.

Finally, Ulle is also the gawd of winter. It is said that he taught mankind how to ski. He also created a unique form of sport know as the "Biathalon" in which competitors ski cross-country stopping every few miles to fire arrows at targets. Many consider this quite silly, but not those who have faced the participants on snow fields.

VIDAR (LESSER GAWD)

TURF: Asgard (Vidi)
ARMOR CLASS: -8
MOVE: 21"
HIT POINTS: 996 (498 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 10-120 (+16)
SPECIAL ATTACKS: Stomp, tearing limb from limb
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 95%
SIZE: L (20')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Peaceful contemplation, vengeance
SYMBOL: Iron boot
CLERIC: 11th level druid
FIGHTER: 18th level ranger
MAGIC-USER: Nil
THIEF: Nil
S: 30 (+11, +16) D: 25/37 C: 30 I: 24/41 W: 24/83 CH: 22/11 COM: 24/35

Vidar is son of Odin and the Frost Giantess Gridr. He leads a solitary existence in a quiet and peaceful area of Asgard known as Vidi. Though only a lesser gawd, Vidar's strength is renowned for being only slightly less than Thor.

Though loyal to his father and the Æsir, he prefers the tranquility of his rustic leafy palace to the clamorous parties that are a nightly occurrence in Valhalla. Vidar is no recluse, however, and stays well informed of current events. Should any of the Æsir be wronged, he seeks vengeance for the Honor of the group.

Vidar is a fearsome opponent and those who contemplate warring with the Æsir had best think twice before arousing this gawd's anger. He wears iron-shod boots with which he will stomp on his opponents. On a successful hit, the target is pinned beneath his sole. No creature or being, no matter how large or powerful, can escape nor can they fight or cast spells. Having trapped the object of his wrath, Vidar will tear the creature apart with his bare hands. This attack causes 10d12 points of damage per round. Although this damage is automatic, Vidar still makes a to-hit roll, for on a natural 17-20 he succeeds in tearing off one of the victim's limbs. The limb torn asunder should be randomly determined (equal chance for a leg, arm, wing or head depending on the physiology of the creature). Severed legs, arms and wings result in double damage and the need to make a threshold of pain check at a –5 penalty. A severed head results in the immediate death of the creature (unless it has multiple, useful heads). In the latter case treat this as a severed limb.

Chapter 22

Oerth

The Pantheon

With their strategy of not participating much in the Wars of the Gawds, this pantheon has managed to survive relatively intact. Still, they have taken time to adjust to life on Aldrazar with numerous rival gawds. Some attempted to build power bases in Garweeze Wurld early on, some came to this place only recently. That seems to have little to do with their current power and influence, however, perhaps because they spent so much time ruling and squabbling in another world that they have largely settled their relative places in the power structure. Even those who seek only to gain power have not had much success and often complain about how Garweeze Wurld is "overcrowded" with divine beings. No single gawd speaks for the entire pantheon, unlike many of the smaller cadres from other realms.

This pantheon was once exceptionally large. During the Wars, other gawds made several coalitions against them, as most felt slighted that the pantheon was larger than theirs. As a whole, the Oerth deities did not fare too well, but the survivors remain firmly ensconced in the current power structure.

Clerics

Among their other duties, the clerics of these gawds seek to increase their influence and that of their deities. An odd alliance of sort has grown among the clerics of the pantheon, even those who worship diametrically opposed gawds, as they would ultimately rather dispatch all other pantheons (and then settle their own differences).

Information specific to a particular sect is found with that gawd's description.

The Gawds

Boccob (Intermediate gawd)

AKA: The Uncaring
TURF: Concordant Opposition
ARMOR CLASS: -8
MOVE: 18"
HIT POINTS: 2,728 (1,364 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type +6
SPECIAL ATTACKS: Disc blasts weaklings into oblivion, hurts others, Staff of the Magi
SPECIAL DEFENSES: +5 or better weapon to hit, regenerate 1-4 hit points per round, immune to mental control
MAGIC RESISTANCE: 100%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Magic, arcane knowledge, foreknowledge, foresight
SYMBOL: Eye in a pentagram
CLERIC: Nil
FIGHTER: Nil
MAGIC-USER: 24th level magic-user, 24th level illusionist, 20th level blood mage, 20th level anti-mage
THIEF: Nil
S: 18/38 (+3, +6) D: 22/20 C: 20/63 I: 30 W: 24/92 CH: 20/76 COM: 19/24

Boccob, called The Uncaring, fancies himself as the Lord of all Magics and Arch-Mage of the Deities. Whether or not any worship or serve him seems of no importance to the gawd. Naturally, seers and diviners entreat him for omens. Likewise, those seeking new magics are prone to ask his aid. Sages also revere him. Boccob rarely leaves his own hall, preferring to send his servant, the mad arch-mage Zagyg, in his stead. Boccob always arrays himself in garments of purple upon which shimmering runes of gold move and change. He has many amulets and protective devices. It is said that in his palace there is at least one of every magic item, save artifacts and relics, ever devised by a magic-user of any kind.

All planes and times are open to Boccob. He can draw either positive power or negative force from the appropriate plane so as to strike fear into undead creatures or actually deliver a rolling cloud of energy much like a huge Wall of Fire (damaging undead and any creature of negative energy). He can likewise use a net of negative power to affect creatures drawing on the Positive Material Plane. In combination, he can use these two forces to destroy demon or devil, deva, or elemental. Boccob neither seeks nor avoids confrontations, desiring balance and knowledge above all.

Boccob's Staff of the Magi can always absorb 24 spell levels, regardless of its charge. It also functions as a Wand of Conjuration. Boccob can be hit only by +5 or better weapons. He has double normal vision into all spectrums, and he regenerates 1-4 hit points per round. No spells of mental control or possession affect Boccob, nor does Feeblemind or similar magics.

Boccob can cast his Disc of Concordant Opposition, a round disc made of stuff from various planes, up to 120 feet (with no range penalties) once per round. It blasts into nothingness any creature with fewer than 13 Hit Dice or levels, or less than 50% magic resistance. Those with fewer than 13 levels or Hit Dice (96 or fewer hit points if Hit Dice are not known) or less than 50% magic resistance are destroyed by the exploding web in a 10-foot square. Those with 13 or more Hit Dice take 100 points of damage, minus their magic resistance doubled. Those above 13 levels of experience take 50 points of damage, minus their magic resistance, minus 10 times their magical protection bonuses. The Disc does not affect creatures with 50% magic resistance or more.

His followers are spread throughout Garweeze Wurld. His clerics wear purple robes with gold trim. Those who become high priests can actually learn to handle simple magic items normally usable only by magic-users (Wands of Illusion, Crystal Balls, Robes of Useful Items, and similar devices as determined by the GM). Services to honor Boccob involve complex rituals, incense, recital of formulas, and readings from special works honoring knowledge.

Celestian (Intermediate gawd)

AKA: The Far Wanderer, The Star Wanderer
TURF: Elysium, Astral Plane
ARMOR CLASS: -5
MOVE: 18"
HIT POINTS: 1,692 (846 as lesser gawd)
NO. OFATTACKS: 3
DAMAGE/ATTACK: By weapon type +6
SPECIAL ATTACKS: Aurora Borealis, comet, heat lightning, meteors, vacuum chill, star shine, thunder
SPECIAL DEFENSES: Use any travel spell, travel astrally at will, summon Astral Devas
MAGIC RESISTANCE: 90%
SIZE: M
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Stars, space, wandering
SYMBOL: Black circle with seven stars
CLERIC: 4th level cleric
FIGHTER: 15th level ranger
MAGIC-USER: 14th level magic-user
THIEF: Nil
S: 18/100 (+3, +6) D: 20/37 C: 20/07 I: 20/68 W: 18/78 CH: 19/67 COM: 19/43

They say that the brothers Celestian and Fharlanghn followed similar, but different, paths. While the latter chose the distances of the world, Celestian was drawn to the endless reaches of the stars and the Astral Plane.

Table 22A: The Seven Orders of Celestian

Order	Rank	Exp. Level	Robe Color	Gem/Symbol	Special Spell
1st	Acolyte/Adept	1st-2nd	light blue	ruby	Feather Fall
2nd	Priest/Curate	3rd-4th	light gray	jacinth	Jump
3rd	Prefect/Canon	5th-6th	violet	topaz	Levitate
4th	Lama/Patriarch	7th-8th	blue-gray	emerald	Spider Climb
5th	High Priest	9th-11th	dark blue	sapphire	Fly
6th	Very High Priest	12th-15th	deep purple	amethyst	Dimenson Door
7th	Exalted High Priest	16th +	black	diamond	Teleport

The Star Wanderer appears as a tall, lean man of middle years. His smooth skin has an ebony hue. His eyes are of the same color as his skin. His movements are quick and absolutely silent; he speaks but seldom. He wears garments of deep black, but always wears his symbol somewhere, seven "stars" – diamond, amethyst, sapphire, emerald, topaz, jacinth, ruby – blazing with the colors of far suns.

Celestian has no single personal weapon, and while he often travels unarmed, at times he does carry weapons. Typically, these include one or more of the following magical weapons:

- a magical Long Bow +4 with 20 arrows +4
- a Spear +5 which appears to be but 5 feet in length but extends to 10 feet in length on command
- a Short Sword +5 (no special abilities)
- a Battle Axe +3 that can be hurled up to 40 feet
- a Dagger +6 made of an unbreakable metal from distant realms that only the least sane of sages can even contemplate

In addition to using spells as a 14th level magic-user, Celestian has the following seven unique powers. Except as noted, victims can make saving throws versus spells at –3 to halve the damage, but they cannot avoid the other effects.

Aurora Borealis: A spell-like power which causes a sheet of dancing, shifting light to encircle Celestian, or as many creatures as fit within its one to seven foot radius. He can cast this Aurora Borealis at distances up to 70 feet. It lasts for seven full turns (or until Celestian chooses to dispel it). The seven-foot-high sheet of fiery light causes 3-24 points of damage to any creature touching it (no saving throw), except for its caster who is immune to its force.

Comet: This power brings a flaming missile that appears as a small comet and strikes one individual target, up to 70 feet from Celestian, igniting all combustible substances on the subject and inflicting 5-30 points of damage from flaming and poisonous gasses.

Heat Lightning: With this power, Celestian instantly calls down a bolt of searing lightning. It will strike an individual target up to 70 feet from Celestian, causing all non-magical metal to fuse and inflicting 5-50 points of damage.

Meteors: By use of this power, Celestian hurtles 2-5 (1d4+1) burning stone spheres of about one-half foot diameter to shoot from the tip of his hand to a distance of up to 70 feet. Celestian chooses how many strike each target. Each meteor missile hits for 5-8 points of damage.

Vacuum Chill: This spell-like power enables Celestian to bring a wave of cold like the vacuum of space, 40 feet wide and up to 40 feet high, rolling from him to a distance of 70 feet. This freezing vacuum kills all vegetation in the affected area (no save, intelligent plants take 5-50 points of damage, save versus petrification for half damage). Other living things take 3-12 points of damage from the vacuum condition and 2-8 additional points of damage from the chill (though protections against cold can reduce or eliminate this extra damage).

Star Shine: When cast, a blazing white sheet of starlight issues from Celestian's eyes, enveloping up to four creatures as far away as 70 feet. This sheen blinds the subjects for up to one full turn (save versus spells at –4 to avoid the effect). Cure Blindness can cure this affliction, but Dispel Magic cannot.

Thunder: This power causes a great, rolling thunder-clap to sound directly over Celestian's head. This noise stuns all creatures within a 30-foot radius (except the deity himself) for one round and deafens them for 2-5 rounds, with no saving throw. Those at a distance of 30 to 70 feet are deafened only (saving throw versus spells at –3 to avoid).

Each of these powers takes but one segment to employ, and Celestian can use each once per day. Celestian must be under the open sky to use any of these powers, however, and targets' magic resistance (if any) does apply.

Celestian can also employ any magic-user spell involving movement or travel on an unlimited basis. These spells include: Feather Fall, Jump, Run, Spider Climb, Cheetah Speed, Levitate, Fly, Haste, Slow, Dimension Door, Emergency Teleport at Random, Teleport, Teleport Without Error, Teleport Intercampaignia, and Teleport Intergenre. He can travel astrally at will. Celestian can gate in 2-5 Astral Devas under the starry sky (only 1-3 in any other environment).

By sacrificing 10% of their experience point awards, clerics of Celestian gain special spells as shown on Table 22A: The Seven Orders of Celestian. Clerics gain each special spell immediately upon entering a different order. A cleric can use any special spell appropriate to his level and rank, in addition to all other normal clerical spells, once per day, though he must still pray for it as he would any other spell. Thus, a cleric of the 1st Order has access to Feather Fall, while one of the 7th Order can use any of the seven different special spells.

Clerics must conduct services and worship in the open, during the night, preferably when the sky is clear and many stars are visible.

Celestian's habits and disposition keep him from close association and involvement with other gawds. He has, in fact, but a small following amongst mankind. Those who involve themselves with the cosmos or the sky – scholars, astronomers, astrologers, navigators, and dreamers – make up the bulk of the Celestian faithful. His clerics wander the land, emulating their deity whenever possible by attempting to travel as far and as much as possible, even unto the reaches of space.

ST. BERT (DEMI-GAWD)

AKA: St. Bert of the Cudgel
TURF: Arcadia, Prime Material Plane
ARMOR CLASS: -4 (-9 if in his Plate Mail +5)
MOVE: 21"
HIT POINTS: 521
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type +8
SPECIAL ATTACKS: Beguiling billet, Mace of Disruption (and Intelligence reduction)
SPECIAL DEFENSES: +3 or better weapon to hit, Gate to Arcadia
MAGIC RESISTANCE: 80%
SIZE: M
ALIGNMENT: Lawful good (neutral)
SPHERES OF CONTROL: Wisdom, common sense, truth, forthrightness, dedication, zeal
SYMBOL: Wooden Billet, starburst, crumpled hat
CLERIC: 22nd level cleric, 8th level druid
FIGHTER: 7th level monk
MAGIC-USER: Nil
THIEF: Nil
S: 24/84 (+6, +12) D: 20/07 C: 28/01 I: 10/16 W: 23/95 CH: 19/71 COM: 20/91

St. Bert appears as a stout, red-faced man with a drooping white moustache and flowing white hair, dressed in fine, enchanted plate mail armor. Atop his helmet rests a crumpled hat, and a starburst of rubies set in platinum hangs on his chest.

St. Bert hates evil, but his major interest is in law and order and the dual work of conversion and prevention of back-sliding by "true believers." He seldom leaves his plane, unless some great duty brings him forth. When on the Prime Material Plane, often searching for his very good friend Ernyst, whom he has not seen since the Wars of the Gawds, St. Bert sometimes appears as a manure-covered yokel, a brown-and green-robed wanderer, or as an slightly built, elderly tinker. In these guises he tests the doctrine of the faithful or seeks new converts. He can Gate to or from Arcadia or the Prime Material Plane at will.

He often wears Plate Mail +5. In his left hand he carries a billet of wood, which is known to beguile humans touched by it (humans must successfully save versus spells or be Beguiled as the spell for 5-20 turns). In his right hand is the fabled Mace of St. Bert. This powerful artifact functions as both a Mace of Disruption +5 and is capable of reducing a victim's mental ability. Any time he strikes a creature with a natural 20, the victim's Intelligence is permanently reduced by one point (no saving throw, but magic resistance applies), in addition to other effects of the critical hit. This mace can

also Bless a creature with a touch (as often as St. Bert likes), cast Know Alignment (once per day), Tongues (at will), Exorcise (once per month), and Remove Curse (7 times per week).

There are three orders of the priesthood of St. Bert. The Chapeaux dress in varying garb, but all wear crumpled hats. They seek to convert people to the faith. Chapeaux gain the ability to cast one Shillelagh spell per day at 3rd level (in addition to other spells, though they must pray for and prepare it normally). The Stars wear dark green robes with a starburst holy symbol of copper, gold, or platinum (depending on their status). They seek to retain doctrinal purity amongst the faithful. Stars are reputed to be able to read minds. In fact, Stars gain the ability to cast one ESP spell per day at 4th level (as a bonus spell that they must prepare normally).

The Billets are the most numerous, serving as ministers and protectors of the faithful. They dress in simple brown and russet garments, and wear a holy symbol of an oaken or bronzewood billet. Billets gain the ability to cast one Befriend spell per day at 2nd level (as a bonus spell that they must prepare normally).

While St. Bert has many large places of worship, wayside shrines and small, rude chapels are more common. His followers are found throughout Aldrazar. They have carried over from their old lands a great rivalry with the followers of Pholtus (of the Blinding Light).

EHLONNA (DEMI-GAWDDESS)

AKA: Ehlonna of the Forests
TURF: Elysium, Happy Hunting Grounds, Prime Material Plane
ARMOR CLASS: -8
MOVE: 32"
HIT POINTS: 504
NO. OF ATTACKS: 3
DAMAGE/ATTACK: By weapon type +7
SPECIAL ATTACKS: Long Bow +4 that never misses, Arrows of Slaying, Long Sword +6 Defender
SPECIAL DEFENSES: +2 or better weapon to hit, +2 on all saves, summon mounts, nature allies
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Neutral Good
SPHERES OF CONTROL: Forests, Meadows, Animals, Flowers, Fertility
SYMBOL: Unicorn horn
CLERIC: 11th level druid
FIGHTER: 12th level ranger
MAGIC-USER: 10th level magic-user
THIEF: Nil
S: 19/99 (+3, +6) D: 24/24 C: 20/76 I: 19/01 W: 18/86 CH: 21/81 COM: 21/11

Ehlonna of the Forests is said to be the patroness of all good folk, elven, human, or otherwise, who dwell in woodlands and love such surroundings. Likewise, she protects those who hunt, fish, and otherwise gain their livelihood from the forests. Thus, rangers, foresters, trappers, hunters, woodcutters, and the like frequently worship her.

The gawddess can take either of two forms: a human or an elven woman. In human form, Ehlonna has either chestnut or black hair, while in elven form she has pale golden or coppery gold tresses. She has either startling blue or violet eyes, and her complexion is clear and fair. Her garments range from those of a simple huntswoman or ranger to those of an elven princess.

Ehlonna has adamantite bracers which give her protection equal to Armor Class 0 and, in addition, bestow a bonus of +2 on all saving throws. She carries a Long Bow +3 that always hits its target. Her quiver holds 40 arrows, many of which are Arrows of Slaying various woodland creatures (bears, stags, etc.). The remainder are Arrows +4. In melee, she wields a Long Sword Defender +6 and a Dagger +5. She can fight with both weapons at once without penalty, but often she uses the sword's defensive power while striking with the dagger.

In human form, Ehlonna has special powers over horses, while in elven form she commands Unicorns. Her high whistle can call a fine example of either species (maximum hit points) from as far away as a league. Either sort of creature gladly serves as a mount for her. She also has a Planetar as a personal servant. Some 90% of the time, she can request the service of Brownies, elves, gnomes or halfings. Though she never forces them to aid her, most voluntarily do whatever they can to help.

More females than males serve Ehlonna. Her clerics wear pale green robes. They gain the tracking skill without spending any BPs, with the same bonuses as a ranger of equal experience level. At 5th level clerics of Ehlonna gain the ability to use the Animal Friendship spell of druids. They can do this in addition to their normal clerical spells, once per day, at a level equal to their actual cleric experience level. To gain these bonuses, the cleric must sacrifice 5% of all his experience point awards.

Temples of Ehlonna are always in sylvan settings, although small shrines can occasionally be found in small villages. Services of worship involve wooden and horn vessels, various herbs, and the playing of pipes and flutes.

ERYTHNUL (DEMI-GAWD)

AKA: The Many
TURF: PanDemonium
ARMOR CLASS: -3
MOVE: 18"
HIT POINTS: 406
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12 (+10)
SPECIAL ATTACKS: Fear gaze
SPECIAL DEFENSES: +3 or better weapon to hit, switch between forms at will, blood forms monsters
MAGIC RESISTANCE: 75%
SIZE: M (7' tall)
ALIGNMENT: Chaotic evil (neutral)
SPHERES OF CONTROL: Ugliness, hate, envy, malice, panic, slaughter
SYMBOL: Red blood drop
CLERIC: 5th level cleric
FIGHTER: 15th level fighter
MAGIC-USER: Nil
THIEF: 9th level assassin
S: 22/87 (+4, +10) D: 19/49 C: 22/78 I: 16/48 W: 16/48 CH: 1/43 COM: -6/94

This deity appears as a seven-foot-tall, muscular man. He is rubicund of complexion, hirsute, and looks like a brute. Erythnul has mad, darting dull green eyes that are horrible to behold. He typically wears red fur garments and russet-dyed leather.

Erythnul is the deity of capricious malice, hate, envy and panic. His followers include humans, demi-humans and humanoids, for Erythnul greatly rewards his faithful servants for their vile, wicked deeds. Erythnul stalks all battlefields in order to strike fear and rout whenever possible.

He always carries a huge stone-headed mace. The head of this weapon is pierced so that when Erythnul swings it the mace gives off a shrieking whistle. Any creature hearing this ghastly keening must save versus paralyzation or drop whatever it holds and run screaming from the area. This affects creatures in a 20-foot radius, victims can apply any bonus for magical defense adjustment from Wisdom to the save. It does not affect creatures with 13 Hit Dice (or levels) or more. Panicked creatures flee until exhaustion causes them to fall senseless. Characters must make a special Constitution check on 3d6 (rolling equal to or less than their Con scores to succeed) or die. Creatures must succeed at a morale check or die.

When Erythnul engages in combat, his visage mutates, flowing in form from human to Gnoll to Bugbear to Ogre to Troll. If an opponent stabs or cuts Erythnul in battle, the following creatures spring forth from the blood when it strikes the ground. These creatures appear only once in a given combat and never more than once per day.

1st Wound: 5-20 1st level human fighters armored in red chain mail (AC 5) and wielding footmen's maces. Each has 30 hit points, never checks morale, and fights until slain.

2nd Wound: 4-16 standard Gnolls clad in lacquered red banded mail (AC 4) and wielding morning stars. Each has 36 hit points, never checks morale, and fights until slain.

3rd Wound: 3-12 Bugbears adorned in plates of enameled red plate mail (AC 3) and wielding flails. Each has 45 hit points, never checks morale, and fights until slain.

4th Wound: 2-8 common Ogres wearing pelts and hides of red fur and hair (AC 2 due to unnaturally high Dexterity) and wielding huge clubs (2-12 points of damage +7 points for Strength bonus). Each has 53 hit points, never checks morale, and fights until slain.

5th Wound: 1-4 common Wooly Trolls (see the Hacklopedia Monster Matrix for information on wooly variants) with coppery hide and unusually good Armor Class (AC 1). Each has 72 hit points, never checks morale, and fights until slain.

In addition to normal clerical spells, Erythnul can cast a Fear spell from his eyes (as a 12th level magic-user). The spell can be cast once per round. If he uses this power, he cannot attack otherwise, although the spell-like power cannot be interrupted. He can also take the form of a human, Gnoll, Bugbear, Ogre, or Troll at will, changing form in one segment. Erythnul otherwise has all of the powers typical for a lesser gawd.

In addition to their normal spells, clerics of Erythnul of 4th level or higher can prepare and cast a Scare spell once per day.

Clerics of Erythnul dress in rust colored garments. For elaborate ceremonies, they often wear white robes spattered with blood. Masks include stylized visages for each of Erythnul's five aspects. Most places of worship of Erythnul are hidden. Many towns and cities have small cults of his followers amongst the denizens, especially in the local thieves quarter. Many Gnolls, Bugbears, Ogres, and Trolls also worship this deity. Services include shrill reed instruments played in discord with (or against) gongs and drums. Major rites include fire and human sacrifice.

FHARLANGH (INTERMEDIATE GAWD)

AKA: Dweller on the Horizon
TURF: Concordant Opposition, Prime Material Plane, Elemental Plane of Earth
ARMOR CLASS: -7
MOVE: Any
HIT POINTS: 3,480 (1,740 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-20 (+6) each
SPECIAL ATTACKS: Curse of doubled travel time, rays from Disc of Fharlanghn
SPECIAL DEFENSES: +3 or better to hit, Movement, travel to inner planes at will, immune to earth-based spells, regenerate 1 hp/round, never surprised on the Prime Material Plane
MAGIC RESISTANCE: 80%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Horizons, distances, roads, travel
SYMBOL: Disc with a curved line across it (the horizon)
CLERIC: 9th level cleric, 9th level druid
FIGHTER: Nil
MAGIC-USER: 9th level magic-user, 9th level transporter
THIEF: 20th level thief
S: 18/88 (+3, +6) D: 22/83 C: 20/66 I: 18/23 W: 20/74 CH: 19/78 COM: 18/36

Fharlanghn appears to be a man of middling size, with brown, leathery skin, creased by many wrinkles. His bright green eyes belie great age and wisdom. Fharlanghn's movements seem slow and measured, but he actually moves quickly – as if he wears Boots of Striding and Springing. Fharlanghn, although not loquacious converses readily. He favors clothing of plain stuff such as leather and unbleached linen.

As Celestian wanders among the stars, his elder brother, Fharlanghn, roams the four corners of the world. He is, in fact, regarded as the gawd of travel and distance. Fharlanghn sometimes enters the Elemental Plane of Earth, but he seldom enters that of Air and shuns those of Fire and Water. He can travel to any inner plane at will, however.

He can read languages and magic at will. He speaks all the tongues of Garweeze Wurld and communicates with other creatures by telepathic means. Fharlanghn is most attentive to those on roads, paths, and in long tunnels. He can strike with his iron-shod staff, hitting unfailingly any creature he chooses. He can curse an enemy so that any travel which is greater than one league distance takes twice as long as normal. Fharlanghn's curse lasts a month, unless removed by a cleric of Fharlanghn of 12th or higher level, or by a gawdly being.

His symbol is a wooden disc, with a gently curving line representing the horizon across its upper part. It is said that the deity himself wears such a symbol, made of many sorts of wood, inlaid with jade and turquoise, with a bright golden sun set into it. This symbol is known as the Disc of Fharlanghn.

This Disc can depict any area of the surface of Aldrazar. Flarlanghn simply looks upon the Disc, concentrates, and the miniature image of the land desired appears in a 1/12,000 reproduction. He can Teleport Without Error to any locale so pictured. On command (with a 1 segment speed factor), the Disc can also shoot forth a burning, golden ray of varying intensity:

- A pale yellow light beam equivalent to a Continual Light spell. The beam has a diameter of six feet, and can be projected up to 660 feet.
- A ray of brilliant golden color, capable of permanently blinding any creature struck in the eyes (save versus spells negates). The ray has a diameter just under 8 inches and can be projected out to 66 feet. Even those who succeed at a saving throw when struck full in the eyes, as well as creatures within three feet of its shaft, are dazzled by its brilliance and unable to see for 1-10 segments.
- A coruscating rod of burning, fiery golden light which can slice through virtually any material known up to 20 feet away. It cuts through 1/2 inch of stone or 1/24 inch of steel in one blast, and ignites any combustible objects (no save). Creatures struck by this pencil-thin ray suffer 10-60 points of damage (save versus spell negates all damage).

In addition to the spells appropriate to his effective classes and levels, Fharlanghn can use the following spells available on an unlimited basis: Detect Charm, Detect Evil, Detect Good, Detect Illusion, Detect Magic, Detect Snares and Pits, Dig, Dimension Door, Dispel Magic, Earthquake, Find the Path, Fly, Improved Invisibility, Move Earth, Pass Plant, Polymorph Self, Pass Without Trace, Plant Door, Stone Tell, Stone to Flesh, Transmute Rock to Mud, Transport via Plants, Wall of Thorns, Wall Passage, and Windwalk. He can also use Duo-Dimension once per day and Phase Door twice per day (these do not count against his class spells or those for his gawdly status).

If desired, Fharlanghn can summon any one of the following special types of earth elementals. Summoning one of these elementals takes one round. The elemental comes willingly and serves without duress for up to one turn.

Dust Elemental: A 16 Hit Die Earth Elemental that can only be summoned in dry, dusty areas such as deserts, prairies, etc. Each of its attacks does a mere 2-12 points of damage, but it can take the form a choking, blinding cloud of dust which covers an area of 9,000 cubic feet. In the latter form, the elemental does not strike, but it obscures the vision of all within it to a 20-foot range and causes 1-4 points of suffocating damage each round. In the latter state, the elemental can be harmed only by magic, but it can remain in cloud form for only three rounds.

Earth Elemental: Standard 16 Hit Die Earth Elemental.

Magma Elemental: A 20 Hit Die Earth Elemental doing 6-36 points of damage per attack (summoned only in underground areas).

Mud Elemental: A 12 Hit Die Earth Elemental doing only 3-18 points of damage per attack, but also able to spread itself over an area of up to 400 square feet and slow creatures to one-half their normal movement, in addition to its normal attack (summoned only in wet areas where mud already exists).

Fharlanghn uses all spells and powers at 18th level proficiency, even though he only casts as 9th level.

The clerical followers of Fharlanghn come in two sorts, the urban and the pastoral. The former wear brown robes and generally live in small chapels in their communities. Those of the pastoral order wear green robes and minister by traveling the highways and byways, occasionally stopping at (and maintaining or repairing) wayside shrines to Fharlanghn. Both orders conduct services outdoors under the sunny sky. Adventurers, merchants, itinerants, and the like make up the bulk of Fharlanghn's worshipers.

HEIRONEOUS (INTERMEDIATE GAWD)

AKA: The Invincible
TURF: Seven Heavens, Prime Material Plane
ARMOR CLASS: -7 (plus armor bonus, typically 5 for a -12 AC)
MOVE: 21"
HIT POINTS: 2,212 (1,106 as lesser gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-8 (+14) each
SPECIAL ATTACKS: Positive energy bolt
SPECIAL DEFENSES: +4 or better weapon to hit, damage reduction, Change Self
MAGIC RESISTANCE: 80%
SIZE: M (6 1/2' tall)
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Chivalry, honor, justice, valor, daring
SYMBOL: Silver lightning bolt
CLERIC: Nil
FIGHTER: 19th level paladin, 15th level ranger, 9th level monk
MAGIC-USER: Nil
THIEF: Nil
S: 22/32 (+4, +10) D: 23/22 C: 24/37 I: 18/98 W: 19/33 CH: 19/10 COM: 19/95

Heironeous appears as a tall man with coppery skin, auburn hair, and amber eyes. He can also cast an illusion that makes him appear as a young boy, a mercenary soldier, or an old man. In the latter guises he will be garbed appropriately, but he always wears a suit of fine, magical Chain Mail +5.

Heironeous is the champion of rightful combat and chivalrous deeds. Likewise he is the deity of those who fight for honor and strive for order and justice. Heironeous often leaves the Seven Heavens in order to move around the Prime Material Plane to aid heroic causes and champion law and good deeds. He has great enmity with his

brother, Hextor, who chose a different course. Each seeks to destroy or thwart the other, and their followings also constantly oppose each other's efforts.

At his birth, Heironeous had his skin imbued with a secret solution, which protects him from many weapons, magical and non-magical alike and makes a great sun screen. Weapons under +4 value cause him no harm, instead shattering upon contact (scoring a hit). Magical weapons with a +5 enhancement do only 25% of their normal damage to him, while +6 weapons score half normal damage. Only weapons of +7 or greater enhancement do full damage. Weapons with magical power to sever body parts do not do so to Heironeous, but they do inflict full damage.

His personal weapon is a great magical Battle Axe +7 which shrinks to one-twentieth of its normal five feet of length, or back to full size, upon Heironeous' whim. Thus, he can easily conceal the axe when he wishes.

In addition to his normal attacks, Heironeous can loose a bolt of energy drawn from the Positive Material Plane that is not technically magical in nature. He can draw and loose such lightning-like strokes as frequently as once every seven rounds, but he can cast no more than seven such bolts in any given week. Creatures of the Prime Material Plane suffer 5-30 points of damage from when struck, those of the elemental planes suffer only 5-20 points of damage, as do those of the lateral neutral planes (lawful neutral-chaotic neutral). The energy bolt does no harm to inhabitants of the Positive Material Plane or those of the upper planes. It inflicts 10-60 points of damage upon those native to the lower planes lawful evil-chaotic evil), and to all undead creatures as well. Denizens of the Negative Material Plane or undead suffer 15-90 (15d6) points of damage from a stroke. (A Wand of Negation or a Sphere of Annihilation can effectively ground the stroke without harm.) Each bolt unerringly strikes a single target up to 70 feet away. It takes Heironeous but one segment to unleash a bolt.

At 11th level, clerics of Heironeous can, in addition to their normal spells, use a bolt of energy once per week. This bolt is equivalent to a magic-user's Lightning Bolt, but like Heironeous' special energy bolt it is not magical. It inflicts double damage on undead or creatures of the Negative Material Plane.

Worshipers of Heironeous are found everywhere, but particularly in areas where those who follow military professions or do heroic deeds dwell. Clerics of Heironeous are particularly warlike, always wearing chain mail and carrying at least one weapon. Their robes are dark blue with silver trim indicating their station. Followers adorn their places of worship with blue trappings, silver, and occasionally windows of colored glass depicting scenes of Heironeous triumphant. A copper statue of the deity, armed with a silver battle axe and covered in silver mail, with seven silver bolts radiating from behind his head, typically stands behind the altar.

HEXTOR (INTERMEDIATE GAWD)

AKA: Champion of Evil, Herald of Hell, Scourge of Battle
TURF: Nine Hells, Acheron, Nirvana, Prime Material Plane
ARMOR CLASS: -10 (plus armor bonus, typically 3 for a -13 AC)
MOVE: 24"
HIT POINTS: 2,072 (1,036 as lesser gawd)
NO. OF ATTACKS: 2, 4, or 6 (with spiked bucklers)
DAMAGE/ATTACK: By weapon type +7
SPECIAL ATTACKS: Discord, summon Skeletons and Zombies
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 90%
SIZE: M (6' 6")
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: War, discord, conflict, fitness
SYMBOL: Six red arrows fanned to point outward
CLERIC: Nil
FIGHTER: 16th level fighter, 18th level dark knight
MAGIC-USER: Nil
THIEF: 12th level assassin
S: 19/100 (+3, +7) D: 19/99 C: 20/34 I: 18/86 W: 16/45 CH: 18/15 COM: 24/06 or -4/06

Hextor appears as a normal, handsome man when in disguise, for he can cause four of his six arms to meld with his torso whenever he so desires. His has a fair complexion and jet black hair. His eyes are black as a moonless midnight. He is well-spoken and charming, a hale fellow and a man's man, yet irresistible to women. He can converse with sages, reason with philosophers, debate with clergy, discuss arcane secrets with spell casters. When in his true form, however, Hextor is gray of skin, lank-haired, and red-rimmed eyes bulge from his horrible visage. When in that form, he cares only to fight and slay.

Those who deem the strongest and most lawful evil as the most fit to rule frequently honor Hextor. He counts many soldiers and fighters who love war and discord among his faithful. Hextor dwells on the plane of Acheron, but can wander to the planes of Hell or even Nirvana. Most frequently, though, Hextor treads the Prime Material Plane in search of warfare, aiding lawful evil and opposing good wherever he finds it. Hextor especially seeks to overthrow those serving Heironeous. His brother is his chief enemy. When Heironeous chose lawful good, Hextor opted to serve lawful evil. Always inferior to his half-brother, the Lords of Evil granted Hextor six arms instead of the more usual two, so he would have a better chance to defeat Heironeous and all other opponents.

In battle, Hextor draws two great bows (24" range) which fire iron-barbed shafts equivalent to +3 weapons that inflict 11-16 points of damage (1d6+10) per hit. At close range he employs two spiked bucklers and four weapons. He can employ the spiked bucklers as weapons if his opponents each have 13 or fewer levels or Hit Dice. Otherwise, Hextor attacks four times per round. His typical weapons include:

- 2 Bucklers: 8-11 (1d4 +7) points of damage each
- 1 Military Fork +3
- 1 Scimitar +4
- 1 Footman's Flail +3
- 1 Morning Star +4

His armor consists of iron scales with strips of metal at shoulder and cuff, and functions as Plate Mail +3. A corslet of like metal guards his waist and groin. Greaves cover his legs, and he decorates all of his armor with skulls. From his neck hangs the Symbol of Hate and Discord, the six red arrows of Hextor, hanging from a chain of crudely wrought iron links.

Hextor has the ability to arouse discord in a 60-foot radius. For six rounds, friends argue with friends, irks turn to hate, and petty jealousy grows to seething rage. The ramifications of words and deeds can last long after the magic wears off, of course. Characters with 7 or more levels or Hit Dice may attempt a saving throw versus spells to avoid the effect. Without his symbol of Hate and Discord, Hextor does not have such power, although he could use a Symbol of Discord spell as if he were an 18th level magic-user (once per day). He lays the dweomer by merely tracing the symbol with his finger.

Hextor also often carries the Trumpet of Acheron with him. He can sound this instrument once every six days. When sounded, it calls forth a squad of 6-60 Skeletons that obey Hextor's command. Once in every six years, the Trumpet of Acheron can summon a horde of 60-600 Skeletons and 30-300 Zombies.

Clerics of Hextor receive extensive training in nefarious fighting tactics such as assassination. Before attaining sixth level, the cleric undergoes a special test of his faith, usually involving assassination. If he succeeds and trains successfully to 6th level, he also gains the abilities of a 1st level assassin. Thereafter, he gains one effective level of assassin for every two levels of clerical ability. (See Table 22B: Hextor Cleric Assassin Ability.)

Table 22B: Hextor Cleric Assassin Ability

Cleric Level	Assassin Level
6	1
8	2
10	3
12	4
14	5
16	6 (maximum)

Followers worship Hextor in grim, dark and bloody places. They usually construct major shrines and temples on some field of slaughter. His clerics wear black robes adorned with white skulls or gray visages embroidered thereon. Those of the higher levels add arrows of hate and discord in red, lower clerics are only permitted gray ones. Much chanting accompanies ceremonies honoring Hextor. Wind instruments sound discordant tones, shouts and screams are voiced (voluntarily and otherwise), and the faithful strike iron weapons against each other.

INCABULOS (INTERMEDIATE GAWD)

AKA: n/a
TURF: Hades, Astral, Ethereal, Prime Material Plane
ARMOR CLASS: -9
MOVE: 15", Fly 45" (A)
HIT POINTS: 1,948 (974 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type +6
SPECIAL ATTACKS: Staff of Wounding and Withering, Bastard Sword +4 of Venom, permanent Sleep spell, summon Night Hags or Hordlings
SPECIAL DEFENSES: +4 or better weapon to hit, regenerate 2 hp/round
MAGIC RESISTANCE: 95%
SIZE: M
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Meanness, plague, sickness, famine, drought, disasters, nightmares
SYMBOL: Eye of possession
CLERIC: 18th level cleric
FIGHTER: Nil
MAGIC-USER: 18th level illusionist
THIEF: 13th level thief
S: 18/29 D: 25/35 C: 21/55 I: 20/88 W: 20/40 CH: 2/41 (24/41 on Hades)
COM: -3/71 (19/71 on Hades)

Incabulos' nightmarish visage can make anyone shudder, with his twisted face, deformed body, and skeletal hands. Clad in robes of dead black lined with cloth of sickly orange hue and nauseating moss green, he roams the Astral, Ethereal, and Prime Material Planes (the latter only during darkness). Often he rides a huge Nightmare, accompanied by six of the strongest Night Hags likewise mounted.

Incabulos is the deity of woe and evil sendings – plague, sickness, drought, nightmares, and the like. He delights in wickedness and in causing suffering. Thus, even the princes of Hades and dukes of Hell fear him.

In addition to his many other abilities and powers, Incabulos can cast a permanent Sleep spell that can be removed only by Exorcism. This takes but one segment. He can also employ a double-strength Sleep spell (area of effect, Hit Dice affected, range, duration) that takes two segments to cast.

In melee combat, he normally uses a Staff of Wounding (as a Staff of Curing, but in reverse) and Withering. These functions affect any living thing, even demons, devils, vegetation and so on. The device has no fewer than 60 charges. At times, Incabulos may also wield a Bastard Sword of Venom +4 (as a Dagger of Venom). Incabulos can be hit only by +4 or better weapons. He regenerates 2 hit points per round.

Incabulos can Gate in four Night Hags or eight Hordlings, but not both. These arrive at the rate of one per round, beginning the round the Gate opens. He can summon each type of creature once per day. They willingly serve him for up to four hours or until dismissed.

Faithful clerics of 5th and higher level gain the ability to cast Hypnotism as if they were 3rd level illusionists. At 8th level they can cast a Sleep-like spell by touching the single intended victim. They can use each spell once per day in addition to their normal retinue, but must prepare it before doing so.

Those who worship and serve Incabulos do so most secretively, fearing the wrath of those (even other evil ilk) who detest Incabulos and his followers. Yet many do call upon this deity, and hidden temples exist in subterranean places and forsaken lands. His clerics dress in black, of course, with the eye of possession symbol in verdigris bronze, repeated in dull orange on the robes of higher clerics.

Services to honor Incabulos involve peculiar humming and droning chants as background. The faithful celebrate multiple evils while flickering black candles dimly light the altar areas. All vessels used in these ceremonies are made of old bronze, carnelian, or bloodstone.

ISTUS (LESSER GAWDDESS)

AKA: The Colorless and All-colored, Lady of Our Fate
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -8
MOVE: 12"
HITPOINTS: 1,238 (619 as demi-gawddess)
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 3-12 (+3)
SPECIAL ATTACKS: Webs and strands of fate, Shape change
SPECIAL DEFENSES: +4 or better weapon to hit, never surprised
MAGIC RESISTANCE: 100%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Fate, destiny, predestination, future
SYMBOL: Golden spindle with three strands
CLERIC: 14th level cleric, 14th level druid
FIGHTER: Nil
MAGIC-USER: 24th level magic-user, 14th level seer
THIEF: Nil
S: 15/94 (+1, +3) D: 21/57 C: 17/88 I: 23/84 W: 25/30 CH: 19/54 COM: 23/21

Istus is honored and feared as the controller of predestination and the fore-ordained. While she has relatively few faithful devotees, many persons call upon Istus in time of want or need. She may or may not heed. Because fate often seems cruel or unkind to ignorant mortals, only very cynical or unfeeling persons tend to serve Istus.

No one knows where (or when) Istus makes her abode. Some savants postulate that she dwells in a nexial pocket universe which only she, and her webs of fate, can enter or exit. Istus does certainly make appearances on other planes, including the Prime Material. Sometimes she appears as an old crone, at other times she appears as a noble dame, then again as a lovely lady or even as a shepherd girl. In whatever form, Istus never bears an obvious weapon, for she can employ any object offensively. As she controls fate, she always hits her target. She cannot control the amount of damage inflicted, however, due to the immediacy of such things.

Istus employs a spindle-like instrument to control fate, with strands representing all things that happen in the TeraVerse. She also uses it to cast her strands and webs (see below). This device responds to Istus, and Istus alone. All times, places, and planes are known to Istus, and she may move freely from one to another so long as she has her spindle. If Istus loses her spindle, she must return immediately to her own plane. The lost spindle crumbles into powder, and Istus cannot control fate or destiny for 30-300 days, while she remakes her magical spindle.

Istus can create and cast strands and webs of many different kinds. Each strand or web has its own powers and effects. She can cast a strand out to 60 feet, and a web to 30 feet. The Web of Stars, however, has a range of only 15 feet. These strands and webs function as spell-like powers used by a 24th level caster. These strands and webs are:

Strand of Binding: This strand confines any creature failing to save versus spell as if wrapped in iron chains. This effect lasts for 100 rounds, minus the level or Hit Dice of the creature affected, Strength notwithstanding. Istus can use this power three times per day.

Strand of Cancellation: This strand causes the object struck to not exist and its surroundings behave as if it never existed. It can only affect non-living things. Magical items can attempt a save versus spells with a +1 for every magical plus or unique power. Artifacts and relics gain an additional +5 to this save. She can cast this web twice per day.

Strand of Death: The creature (even a deity) struck by this strand turns to dust and is forever gone unless it succeeds at a saving throw versus spell. (Magic resistance also applies, of course.) This power can be used once per day.

Strand of Hostility: This strand affects any creature failing its saving throw versus spell. The victim becomes extremely hostile to anyone and anything that opposes Istus. The creature uses any means at its disposal to protect Istus or end threats to her, even fighting former friends and allies. She can cast this web twice per day.

Strand of Passage: This glowing strand connects the plane from which Istus casts it to any other she wishes. It lasts for four rounds time. Any creature touching it instantly goes to the other plane (no saving throw). She can use this twice per day.

Strand of Sending: This strand sends any creature it touches, if it fails a save versus spells, to the time and place in the near future (the next 12 months) that poses the greatest threat to its freedom or existence. Willing creatures need not save and may be sent to a place and time of great opportunity instead of danger. This power is usable three times per day.

Web of Enmeshment: Besides confining all creatures caught inside its 30-foot-square net in a maze-like space, this 30-foot-square net fills victims with apprehension. This fear makes victims 50% likely to attack another creature, friend or foe, on sight. Those trapped can see no more than ten feet in any direction via any means of sight. Victims must make a saving throw versus spell to get free of the web on the following round. Magic resistance applies only once, when the web is first cast. Thus, all creatures will be affected for at least one full round. Istus can employ this power once per day.

Web of Entropy: This invisible web is 30-foot square and affects all magical energy within it or entering it. Each round, any magic items so exposed must save as if struck by a Strand of Cancellation or be disenchanted. Spells attempted from outside the web do not affect anything within its area, and no spell or magic can be used or cast from within it. She can cast this web once per day.

Web of Stars: This web immediately transports Istus and all within a 15-foot radius of her to a time and space of unknown type and boundless proportions. All see an infinity of starry space draped with endless nets of silken strands. Distances are distorted, and each step taken moves the individual vast distances – or so it seems. Any creature more than twelve feet away appears as a glowing star of red, orange, yellow, green, blue, violet, or white. This place is actually an ultra-dimensional pathway to virtually anywhere or any when, provided the way is known. Naturally, Istus knows all the ways. Creatures of supra-genius Intelligence can return to their point of origination. Those with greater than supra-genius Intelligence can determine the actual location of other points along the web, having a 10% chance per point of Intelligence above 20.

The web lasts for one hour of actual time or 600 "steps" of traveling time. When it fades, all creatures return instantly to an apparently random location on their respective home planes, unless they have found and entered some other plane. The "stars" are entryways into times and planes, but unless the nature of the time and plane is known, these portals are impassable. Characters have a 1% chance per point of Intelligence above 16 of figuring out the nature of a portal, but can only make one attempt per portal and each such effort uses up ten minutes or 100 "steps". Istus can cast this web once per day.

Istus can be hit only by +4 or better weapons. She can never be surprised. Once per day, she can move into the future and back, appearing a mere moment (1 segment) after she leaves. Such movement restores 30-300 hit points. All time-related spells (such as Augury, Divination, and Time Stop) are totally useless when applied to Istus in any manner. Some believe that a strange companion, a creature of time similar to an elemental prince, serves Istus. Perhaps it is a Greater Time Elemental.

Clerics of Istus wear gray robes, or black on special occasions. Leading clerics have formal vestments displaying a web pattern. In addition to the holy symbol of Istus, the cleric must allow her (or his) hair to grow to a length of at least six inches. Eighty percent of the clerics of Istus are female. Istus' services seem, rather bizarre to outsiders. They include gauze hangings, clouds of incense, woodwind music, chanting, and meditation.

Clerics of Istus of 3rd or higher level have the special ability to cast one Augury spell per day. This does not count against the cleric's normal total of spells, but must be prepared and cast normally. Clerics of 7th or higher level gain the ability to cast a Strand of Binding, once per day, with a 10-foot range, with a binding duration of one round per level of the cleric. Trapped creatures can attempt to bend bars to break free.

IUZ (INTERMEDIATE GAWD)

AKA: The Old
TURF: Tartarus, Prime Material Plane
ARMOR CLASS: -4 (-8 with Cape)
MOVE: 18"
HIT POINTS: 1,584 (792 as lesser gawd)
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapon type or 2-5/2-5 (+9)
SPECIAL ATTACKS: Strangulation, aging and withering spittle, Shape change
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 45% (65% with Cape)
SIZE: M
ALIGNMENT: Chaotic evil (neutral)
SPHERES OF CONTROL: Oppression, deceit, wickedness, pain
SYMBOL: Grinning human skull
CLERIC: 16th level cleric
FIGHTER: Nil
MAGIC-USER: Nil
THIEF: 16th level assassin
S: 21/96 (+4, +9) D: 19/93 C: 20/71 I: 18/65 W: 20/38 CH: 18/86 COM: -4/85 or 11/85

Whether Iuz is a human who has become demon-like through the centuries, or whether some sort of demon spawn, no mortal knows. He is, however, the first known gawdling of chaotic evil from this pantheon, though he has drifted more towards neutrality in his old age (some among the gawds say he is becoming senile). His wickedness and treachery remain infamous throughout Garweeze Wurld: he did it first and (he claims) he still does it best. This cruel being can appear as either a massive, seven-foot tall fat man with demonic features, reddish skin, pointed ears, and long, steely fingers, or as an old and wrinkled mannequin scarcely five feet in height. None know which is Iuz' true form.

Iuz once ruled a portion of Oerth, a horrid territory which bore its master's name, from the cursed city of Molag. Since moving into Aldrazar, he has been unable to build a similar power base, a fact that irks him to no end. He came from a simpler time when young people respected their wicked elders but now every young adventurer with a 10-foot pole thinks he can destroy an ancient divine evil. "What has the wurld come to?" mutters Iuz in is personal moments. "I'm evil damn it! With a capital E! Where I grew up that used to mean something." He waxes. One thing he has managed to maintain is his intense enmity with St. Bert in this new realm, and the followers of both powers perpetuate this.

Rumor has it that Iuz keeps his soul object secreted on an Abyssal Plane dominated by the demonness Zuggtoy, with whom he is known to consort. Thus he can roam outside his domain without fear of permanent harm, so long as he keeps Zuggtoy happy.

In his mannequin-like form, Iuz generates a disgusting spittle that he sometimes hurls at victims. This ages any creature it touches 1-6 years (no save) and withers the flesh or limb affected (as the reverse of a Regeneration spell).

In his demonic form, Iuz wields a Two-handed Sword +4, though he can use other weapons. In any guise, Iuz can use his exceptionally long and sinewy digits to claw and strike and strangle. If Iuz strikes with his hands twice in one round, he strangles his victim to death in 2-5 rounds unless the target somehow breaks free.

Iuz's cape conveys an additional 20% magic resistance and functions as a Ring of Protection +4. He can only be struck by +1 or better magic weapons.

Clerics of Iuz dress in rusty black (their master's favorite color) or white streaked with rust-red blood stains. Their ceremonies include the burning of foul-smelling substances, the beating of great drums and the clangor of bronze bells. They enjoy blood sacrifice whenever possible. Places of service to Iuz must be old, filthy, and dark. Altars are typically constructed of bone and include many skulls. At 3rd level, they gain the ability to Change Self once per day.

NERULL (INTERMEDIATE GAWD)

AKA: The Reaper, Foe of all Good, Hater of Life, Bringer of Darkness, King of All Gloom, Reaper of Flesh
TURF: Hades, Tartarus, Prime Material Plane, Astral, Ethereal, all Elemental Planes
ARMOR: -6
MOVE: 15", Fly 45" (A)
HIT POINTS: 2,004 (1,002 as lesser gawd)
NUMBER OF ATTACKS: 1 (10-foot swath)
DAMAGE/ATTACK: 5-30 (plus save versus death!)
SPECIAL ATTACKS: Scythe of Death +5, summon Demodands
SPECIAL DEFENSES: +5 or better weapon to hit, never surprised, limited Plane Shift
MAGIC RESISTANCE: 100%
SIZE: M (7')
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Death, darkness, underworld, covert activity
SYMBOL: Skull and scythe
CLERIC: 16th level cleric
FIGHTER: Nil
MAGIC-USER: 16th level magic-user
THIEF: 16th level assassin
S: 14/28 (+1, +2) D: 21/76 C: 21/03 I: 21/96 W: 21/34 CH: 1/02 COM: -13/67

The dreaded Nerull is the deity of all those who seek the greatest evil for their enjoyment and gain. Nerull appears as a skeletal figure. His body is a dull, rusty-red color. His skull-like head is adorned with thick strands of black-green "hair." Nerull's eyes also are of lambent green the color of verdigris, as are his teeth and claw-like nails. With a cloak of rusty black complete with hood and cowl, and a staff of red-veined sablewood, Nerull stalks the many planes – particularly the Prime Material when it is shrouded by night. This horror cuts down any living creature he encounters, and sends an undead monster howling off to its doom should it have a lawful bent.

Nerull bears a magical staff that only he can employ. At his whim a huge blade of red-hued force appears at the tip of the shaft – the Life Cutter, a Scythe of Death +5. Any living creature struck with this weapon must save versus death or immediately die. Even if the creature saves, the blade inflicts 5-30 points of damage that cannot be magically cured save by a Cure-All spell or similar high-powered effort (gawdly power, artifacts, etc.). It deals double damage to creatures that draw energy from or are of the Positive Material Plane (on a successful magic resistance check it does only normal damage). The scythe sweeps a path 10 feet long and two feet broad in an arc of 180

degrees before Nerull. All creatures there, including those in astral, ethereal, or even gaseous form, are subject to death or damage. Even undead creatures struck by the scythe blade have their negative energy drained. They suffer damage if they succeed at the save versus death. If the saving throw fails, the undead turns to powder and its animating force goes to Hades, Gehenna, Hell, etc., as appropriate.

Nerull also carries and uses such dark and evil magic items as a Necklace of Strangulation, Bag of Devouring, Rug of Smothering, and so on. He employs them as would an assassin – silently, from behind, and with deadly determination.

Nerull can travel any of the lower planes, the Astral and Ethereal Planes, and the Elemental and Prime Material Planes at will. However, most of the time he does not venture from Tartarus save to wreak havoc on the Prime Material Plane. He can fly at will, so he not only tends to travel alone but seldom uses any form of steed.

Nerull can summon three Demodands in only one segment, and the Demodands appear 1-8 segments thereafter. These Demodands obey Nerull completely, or attack his obvious foes, for although they hate the gawd, their fear of his power outweighs all other considerations.

Once per day, Nerull can also employ spell that creates ebony tendrils in a 10-foot diameter clump of blackness within 20 feet of his hideous form. From this shoot forth 1-4 tendrils that elongate 10 feet per round. Each covers a quadrant and grasps any creature within range. Their touch causes death unless the victim successfully makes a saving throw versus spells. A creature with magic resistance may not need to make this save if his magic resistance succeeds. The tendrils still grasp and entwine a surviving target. They inflict 3-18 points of corrosive damage each round until the tendril is destroyed (AC –4, 45 hit points, +1 or better weapon to hit, immune to attacks from evil creatures or weapons). These tendrils last one turn.

All of Nerull's senses, including infravision (240 feet) and ultravision (480 feet), function twice as effectively as standard, so Nerull cannot be surprised. He can only be struck by +5 or better magical weapons. No form of darkness, magical or otherwise, can obscure his vision in any way.

Many humans and demi-humans of evil nature, as well as some humanoids, pay homage to Nerull. Assassins and thieves often regard this deity as a patron. In wicked lands, temples and cathedrals of Nerull operate openly. In other places, devout followers conduct the rites of Nerull in subterranean shrines and unholy vaults. They worship in full darkness. The ghastly litany speaks promises of death and suffering. Human sacrifice is common. Altars are of rust-colored stone. Service pieces are usually of copper and malachite.

His clerics dress in rust red or blackish-rust garments, carry staves, and somewhere bear the unholy skull and scythe symbol. All of Nerull's clerics train in the use of the sickle. Prefects and superiors train to fight with scythe-like polearms (treat as a hook-fauchard). All of Nerull's clerics are trained to attune their evil senses so highly that they can only be surprised on a 1 or 2 on 1d12. This is at least partially because they always expect someone or something to attack them – virtually everyone hates Nerull and his followers.

OBAD-HAI (DEMI-GAWD)

AKA: The Shalm
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -2
MOVE: 21"
HIT POINTS: 500
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-12 (+11) each
SPECIAL ATTACKS: Wild forms
SPECIAL DEFENSES: +3 or better weapon to hit, regenerate 2-8 hp/turn in own form, regeneration on transformation, animals do not attack, vegetation parts to allow passage
MAGIC RESISTANCE: 100%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Nature, wild lands, freedom, hunting, wild beasts
SYMBOL: Oak leaf and acorn
CLERIC: 9th level cleric, 15th level druid
FIGHTER: 7th level ranger
MAGIC-USER: Nil
THIEF: Nil
S: 18/92 (+3, +6) D: 18/89 C: 21/19 I: 17/100 W: 20/87 CH: 22/60 (28/60 to forest creatures) COM: 20/49

Obad-hai, an archaic deity of nature and wild lands, is one of the most ancient known in his home world. He has less of a following now in Garweeze Wurld because of the many nature gawds with whom he must compete. He considers most of these younger nature gawds upstarts.

The Shalm loves nature and wilderness. He is a patron of druids and a friend to those who dwell in harmony with their natural surroundings. Because of Obad-hai's strict neutrality, he and his followers have a rivalry with Ehlonna of the forests and her following. The majority of the Shalm's followers are male, those of Ehlonna are female.

Obad-hai can appear in human form as a lean, weathered man of indeterminate but considerable age. He usually wears brown or russet and carries a hornwood staff, looking much like a pilgrim, hermit, or simple rustic. At other times he appears as a dwarf, gnome or halfling. The Shalm can also instantly (and at will) assume the form and characteristics of any of the following creatures: badger, Centaur, boar, brown bear, Giant Eagle, Giant Goat, giant lynx, Giant Owl, Giant Pike, Giant Porcupine, Giant River Otter, Giant Stag, Leprechaun, Pixie, Satyr, Sprite, Treant or wolf. The Shalm often roams about natural areas in the guise of one of these woodland creatures.

When he leaves a creature form, he regenerates the maximum number of hit points of the normal form of that creature, if he has fewer than 180 hit points at the time. The Shalm regenerates 2-8 hit points per turn when in his own form. In any form Obad-hai can be harmed only by +3 or better magical weapons.

Obad-hai wields the Shalmstaff, which functions as a Quarterstaff +5 in battle. When discarded by Obad-hai, it instantaneously flies to the nearest hornwood tree, where it remains until Obad-hai summons it again (instantly and at will). This staff also allows its bearer to walk tirelessly without food or water for as long as desired. Animals never harm the bearer of the Shalmstaff. Vegetation parts to allow easy passage.

Clerics who follow Obad-hai are usually druids. Some clerics of the normal sort worship him as well, although they generally wander as pilgrims. Such clerics wear russet garments and carry staves. They may learn and use druid's weapons in addition to standard clerical weapons. At 3rd level clerics of Obad-hai may substitute one 1st level druid spell for one cleric spell when preparing their spells; at 6th level one 2nd level druid spell for a cleric spell of 2nd level or higher; and at 9th level, they may substitute one 3rd level druid spell for a cleric spell of 3rd level or higher. Thus, at 9th level, a cleric of The Shalm can have one 1st, one 2nd, and one 3rd level druid spell. At 12th level, clerics of The Shalm gain the ability to take the form of any Small-sized woodland animal or bird. Druids who worship Obad-hai may gain clerical spells in a similar manner, and can learn and use cleric's weapons.

Worshipers always set churches or chapels of Obad-hai in rustic settings and make them of tough timber. They keep services brief and particularly ritualized. Typically they adorn these areas with living flowers, earth, water, and fire.

OLIDAMMARA (LESSER GAWD)

AKA: The Laughing Rogue
TURF: Limbo, Prime Material Plane
ARMOR CLASS: -9
MOVE: 15"
HIT POINTS: 916 (458 as demi-gawd)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: By weapon type +4
SPECIAL ATTACKS: Transmute Stone to Mud, Telekinesis
SPECIAL DEFENSES: +2 or better weapon to hit, the Kanteel of the Oldest, Ring of Protection +6, Mask of Infinite Appearances
MAGIC RESISTANCE: 65%
SIZE: M (5' 6")
ALIGNMENT: Neutral (chaotic)
SPHERES OF CONTROL: Music, revelry, roguery, tricks/jokes, wine/spirits
SYMBOL: A laughing mask
CLERIC: Nil
FIGHTER: 8th level fighter
MAGIC-USER: Nil
THIFF: 12th level thief, 24th level bard
S: 18/76 (+3, +6) D: 23/81 C: 20/24 I: 18/48 W: 17/61 CH: 19/64 COM: 21/23

Many thieves honor and worship Olidammara, minstrel and miscreant. Other worshipers include bards, jesters, vagabonds, beggars, and rascally common folk. He wanders the Prime Material Plane in many guises, stealing from the rich, haughty, evil, or convenient marks. Olidammara gives wealth to those without means – often distributing his pilfered gains through high revels. His favorite haunts include city slums and their exact opposite – rural glens and woodlands.

Although he always appears young, Olidammara sometimes disguises himself as a tinker or peddler, a foppish wastrel, or a fledgling sell-sword. Though, he can alter his appearance to suit the situation at hand, in his true form he appears as a man of middling height, slender build, with chestnut hair, a rakish beard, a complexion with an

olive tint, and merry eyes of sparkling emerald. In any form, he is much given to laughter and petty tricks. Olidammara wears green and gold as his favorite colors. Although he rarely wears more than a leather vest and high leather buskins, Olidammara never travels without his Ring of Protection +6.

Olidammara also possesses the Mask of Infinite Appearances which allows him to completely change his physical appearance when in human or demi-human form for as long and as often as he wishes. The mask is not discernible when worn.

Olidammara possesses the Kanteel of the Oldest a musical stringed instrument of great power. This device can be used only by bards of great experience (12th level or higher) or by certain other deities (with the skills of a 9th level bard or higher). The Kanteel enables its possessor to use the following powers, each one per day. Each takes 4 segments.

- -4 to targets' saving throws against the bardic ability to influence reactions
- Charm Monster (as a 20th level caster)
- Fog Cloud (as a 25th level caster)
- Dispel Illusion (as a 24th level caster)
- Emotion (as a 21st level caster)
- Major Creation (as a 22nd level caster)
- Programmed Illusion (as a 21st level caster)
- Vision (as a 24th level caster, only Olidammara can use this power)

In addition to the spells appropriate to his bard level, Olidammara can cast the following spells as if he were a 14th level magic-user:

- Wall Passage - thrice per day
- Transmute Stone to Mud - twice per day
- Telekinesis - once per day

The Mad Arch-Mage Zagyg once trapped Olidammara and forced him into a carapace covered animal shape as punishment for attempting to steal Zagyg's trove. Even though Olidammara escaped this fate, he retains the ability to create a horny shell on his back (in 1 segment). Beneath this cover, the Laughing Rogue can use his spells to escape, leaving the shell to cover his getaway. The discarded carapace remains as a hemispherical shell, about 2 feet wide and 3 feet long, and has Armor Class -3. It melds itself to stone and can take 50 points of damage before being destroyed. Some say that he returned to loot Zagyg's treasury, employing the magical carapace to frustrate the Mad Arch-Mage's capture.

Those few chapels dedicated to Olidammara are always located in large towns or cities. Shrines are not uncommon in urban centers and rural areas. Services include much singing, chanting, feasting, and libations of fermented berry beverage.

Olidammara's clerics dress in garments of brown, green, green and brown, and green and black, can hide in shadows as thieves (5% base chance per level). They also learn musical skills equal to those of the 1st level bard when at 3rd level, a 2nd level bard at 4th level, and a 3rd level bard (their maximum bard ability) as a 6th level cleric. Finally, clerics of Olidammara gain the ability to Change Self at 8th and higher levels, .

PHOLTUS (DEMI-GAWD)

AKA: Pholtus of the Blinding Light
TURF: Arcadia, Ethereal, Positive Material, Prime Material Plane
ARMOR CLASS: -5
MOVE: 21"
HIT POINTS: 348
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 7-12 (+6)
SPECIAL ATTACKS: Staff of the Silvery Sun (blindness, control), illumination
SPECIAL DEFENSES: +3 or better weapon to hit, dispel darkness, glow, reflection
MAGIC RESISTANCE: 85%
SIZE: M
ALIGNMENT: Lawful good (neutral)
SPHERES OF CONTROL: Light, resolution, law, order, inflexibility, sun, moon
SYMBOL: Silvery Sun
CLERIC: 20th level cleric
FIGHTER: Nil
MAGIC-USER: 12th level illusionist
THIEF: Nil
S: 18/58 (+3, +6) D: 19/62 C: 23/20 I: 17/04 W: 23/38 CH: 20/85 COM: 23/39

The regularity of sunrise and sunset and the cycles of the moon exist to show all creatures the One True Way, a strict path that allows no deviation but gives absolute assurance of rightness. Some followers of the Blinding Light actually claim their deity Pholtus ordered the rigid progression of the sun and moon and maintains them in his regimen. Such claims are not regarded as doctrine.

Pholtus appears as a tall and slender man with a pale complexion, flowing white hair and bright blue eyes from which the fire of devotion shines forth. He always wears a gown of white, silky material and a cassock trimmed with gold and silver embroidered suns and moons. In his right hand he carries an ivory staff shod in silver and topped by a disc of electrum, the Silvery Sun. The Staff of the Silvery Sun strikes as a +6 weapon, and causes 7-12 (1d6+6) points of damage (plus wielder's Strength bonus, if any).

The Staff of the Silvery Sun also has several magic powers. From the top, four times per day, it can shoot a spectrum beam 8 feet wide and 80 feet long. Any creature struck by this ray must successfully save versus spell or be unable to remove its gaze from the Staff of the Silvery Sun. It will also be subject to each and every command uttered by the holder of the device.

It can also release a globe of great brilliance, an expanding sphere of light which begins from the staff and spreads to a 40-yard diameter, once per day. Anyone within the brilliant globe produced by the staff (except Pholtus himself) must save versus spells or go permanently blind. This blindness can only be cured by a Wish spell, a deity using Cure Blindness, or the wielder of the staff may Cure Blindness by touching the target with the tip of the staff.

The staff can also shoot forth various forms of light as if it were a Wand of Illumination.

Pholtus also has the following magical powers, each usable four times per day:

Dispel Darkness: By merely touching any area of magical darkness Pholtus can cause it to instantly dissipate for eight full turns.

Clerics of Pholtus have access to a similar spell. He must have Pholtus' holy symbol and speak his name when using the power. The casting time is two segments and the duration for the cleric's spell is four rounds plus one round per level of the cleric.

Glow: By pointing, any creature within 80 feet of the gawd will glow brightly, shedding radiance equal to a Light spell in a 100-foot radius for eight rounds (no saving throw).

Clerics of Pholtus can use a similar spell, with Pholtus' holy symbol and a one segment prayer to the Blinding Light. Casting time is two segments, and the effect lasts one round per level of the caster.

Reflect: By means of a mystic pass and reference to the Blinding Light, Pholtus can cause his body to reflect all forms of radiation. This reflection strikes creatures using infravision or ultravision sightless for 1-8 rounds after looking upon Pholtus, unless they successfully save versus spell. In very bright conditions, such as full sunlight, sightlessness will last 2-16 rounds. This power also reflects gaze effects back their users and protects Pholtus completely from all heat effects

Clerics of Pholtus can use a similar spell, using Pholtus' holy symbol, crystal prayer beads, and a three segment prayer. This version lasts for one round and requires three segments to cast.

Pholtus can travel at will between the Ethereal Plane, the Positive Material Plane, and the Prime Material Plane, although the deity typically remains on his own (Arcadia). He can Gate from 1-4 Monadic Devas to do his bidding. He cannot be struck by weapons of less than +3 enchantment.

Following the inflexible example of their deity, the clerics of Pholtus continually seek to reveal the light to unbelievers. They brook no argument, of course, and those who resist will be shown the way of the Blinding Light.

There are three ranks of the priesthood of Pholtus. These ranks are achieved in steps of four levels. Upon attaining rank, clerics gain special spells according to Table 22C: Pholtus Cleric Ranks.

Table 22C: Pholtus Cleric Ranks

Rank	Vestment Colors	Special Spell
Glimmering	White	Dispel Darkness
Gleam	White & Silver	Glow
Shining	White & Gold	Reflect

Clerics retain the special spells of lower ranks upon reaching a new rank, thus a Shining cleric can use each of the special spells once per day.

The priesthood of Pholtus is most active in urban districts. Consecrated buildings are white. Services include many burning candles and long sermons. The anthem of the worshipers is, "O, Blinding Light."

PYREMIUS (GREATER GAWD)

AKA: n/a
TURF: Hades
ARMOR CLASS: -17
MOVE: 18"
HIT POINTS: 3,960 (1,980 as intermediate gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type +3
SPECIAL ATTACKS: Poison, flames
SPECIAL DEFENSES: Immune to disease and poison
MAGIC RESISTANCE: 60%
SIZE: M
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Poison, fire, affliction
SYMBOL: Dagger crossing flame
CLERIC: 7th level cleric
FIGHTER: Nil
MAGIC-USER: 14th level blood mage
THIEF: 20th level assassin
S: 15/44 (+1, +3) D: 23/91 C: 18/06 I: 19/73 W: 20/66 CH: 16/93 COM: 17/31

Pyremius reigns over fire, poison, disease and a special type of killing more akin to indiscriminate murder than carefully planned assassination. Whatever his other current goals, he seeks to cause as much destruction and death as possible. He particularly enjoys seeing innocents die as his plans go forward. There is some evidence that Pyremius is a very old gawd who fell out of fashion for many centuries before staging a comeback. Through the chaos of the War of the Tablet of the Ages, he managed to improve his station significantly.

Pyremius considers himself a great leader and manipulator of wurld events, despite much evidence to the contrary. He concerns himself with easy ways to kill and harm innocent people, because going after those who can defend themselves is too hard. He does not promote any interests so much threaten to attack those he thinks might do something he doesn't like (such as help someone). Pyremius uses alliances, pawns and intermediaries quite frequently. His best pawns are his worshipers, who often carry out his orders and their interpretations of his wishes as if they have no will of their own.

Pyremius believes that he dominates his pantheon through threats and "unusual" tactics, such as creating new plagues to afflict worshipers who follow his enemy gawds. He has met with uneven success, but most of the other gawds fear to upset him too much, because he has the ability to wreak so much havoc upon their followers.

Worshipers seek to gain power and respect through acts of evil and large-scale destruction. The more death, the better. Assassins who follow Pyremius love to use fire and exotic phages from far-away lands, and they don't mind taking down a few (dozen) by-standers in the course of their missions. Worshipers end especially unholy celebrations with human (or demi-human) sacrifice and cap it off by burning down the building used for the ceremony. Since they prefer to hold such ceremonies in places owned by others, they don't worry about ruining property. They like to have these events in or under the temples of other deities (though they will use old warehouses, barns, people's homes, or whatever they can find).

Pyremius himself is a stooped, fidgety character capable of taking on a commanding demeanor for a few minutes at a time. When he forgets himself, he speaks with a high-pitched rasp, but in most cases when he does speak directly to someone, he carefully alters his voice to sound normal.

He prefers to avoid direct confrontation, especially combat, whenever possible. His typical tactic is to flee such things, stew for a time, and wreak revenge by killing friends, family and people with names similar to that of his enemy. Seemingly immune to being accused of cowardice, Pyremius has managed to manipulate many powerful entities, even gawds, with this sort of implied threat. When forced to fight, he uses as many Daggers of Venom (usually with Class E or Class Q poison) as he can. He can cause flammable items to burst into flame at will and thrice per day he can produce (at will) one dose of any type of poison he desires.

If possible, he tries to save his opponent for capture, torture and (ideally) use in a further mission. After such missions, he generally tortures the victim to death, or at least throws him in a dungeon cell to burn just before starvation kills the prisoner.

Several assassin's guilds claim Pyremius as their inspiration and liege. The reputation and fear inspired by this gawd and his followers gives them disproportionate influence in certain economic and political areas. Even those nobles and governments who tolerate tamer, "normal" assassin's guilds might draw the line at followers of Pyremius who try to bribe them into looking the other way. He cannot himself be afflicted with any disease or poison, magical or otherwise.

RALISHAZ (LESSER GAWD)

AKA: The Unsought
TURF: PanDemonium,Limbo
ARMOR CLASS: 0 to -6 (check each appearance)
MOVE: 15"-30" (check each appearance)
HIT POINTS: 616 (308 as demi-gawd) (+5-50, check on each appearance)
NO. OF ATTACKS: 1-4 (varies each round)
DAMAGE/ATTACK: 1-20 (+9)
SPECIAL ATTACKS: Sleep gaze, Bestow Curse, aging touch
SPECIAL DEFENSES: +1 to +4 weapon to hit, attack reflection, Change Self
MAGIC RESISTANCE: 71-90% (check each appearance)
SIZE: M (5' tall)
ALIGNMENT: Chaotic neutral (evil)
SPHERES OF CONTROL: Chance, randomness, bad, luck, misfortune, madness
SYMBOL: Three bone sticks
CLERIC: 18th level cleric
FIGHTER: Nil
MAGIC-USER: 9th level illusionist
THIEF: Nil
S: 18/40 (+3, +6) D: 19/10 C: 20/19 I: 20/53 W: 20/98 CH: 8/10 COM: -2/56

Ralishaz is the deity of chance, ill-luck, and misfortune. He causes unforeseen events that bring woe more often than weal. He is also the deity of chance and randomness and as such regarded as the patron of gamblers and those who take unusual risks (although they rarely seek his intercession).

Ralishaz most often appears on the Prime Material Plane as an ancient and oddly dressed mendicant – sometimes male, sometimes female. Ralishaz often begs or gambles in this guise. At other times he appears as a jester or idiot. In his true form, Ralishaz is quite awful to behold, for at one moment the face and body of the deity are

handsome, the next wrinkled and ugly, then that of a scabby beggar, next that of a beautiful maid. Through all of this, he exudes a pervasive aura of unease, for the randomness of Ralishaz is most disturbing to all.

The only weapon Ralishaz ever uses is a device made purely of wood – sometimes a club, other times a staff, but both are actually the same item. It functions as a +3 weapon, but it causes 1-20 points of damage when it hits.

In addition to the powers normal to an 18th level cleric and 9th level illusionist, Ralishaz has the following powers (no saving throw applicable, but magic resistance does apply):

Gaze: sleep for 1-20 rounds (one creature/round, 10-foot range)

Touch: ages subject 1-100 months (once per day)

Bestow Curse: variable (affects one creature, once per day)

- Always lose games of chance
- Miss next luck (saving throw or similar roll) chance
- Two Ability Scores of unequal rating change places with each other
- Always surprised during the next 1-20 encounters

Ralishaz can be hit only by magical weapons. The strength of the necessary enchantment varies from day to day. Roll 1d4, the result indicates the minimum enchantment necessary to strike the gawd.

In addition, Ralishaz can sometimes reverse the effects of attacks. Roll a d20 for every attack made on Ralishaz. On a 1 on 1d20, an attack affecting the deity actually affects the attacker instead. On a 2 on 1d20, the attack affects both Ralishaz and the attacker equally.

At 3rd-6th level (roll d4+2), clerics of this deity gain the ability to inflict Sleep by gaze, one use/day, saving throw applicable.

Few worship Ralishaz formally, although there are a handful of small shrines and temples to him in large cities and out-of-the-way places. Clerics of Ralishaz wear varicolored robes of differing materials. These clerics never seem to suffer misfortune or ill-luck – unless it is very, very bad indeed. The ceremonies of worship of Ralishaz involve random notes on musical instruments, babbling paeans, the frequent casting of augury devices (both magical and fake), and wildly varying conditions of light and darkness, noise and quiet, heat and chill.

TRITHEREON (DEMI-GAWD)

AKA: The Summoner
TURF: Olympus, Gladsheim, Prime Material Plane
ARMOR CLASS: -4
MOVE: 24"
HIT POINTS: 418
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type +7
SPECIAL ATTACKS: Fear, Summon hound, falcon, or sea lizard, Gate Deva
SPECIAL DEFENSES: +3 or better weapon to hit, summon foreign place, planar travel
MAGIC RESISTANCE: 80%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Individuality, self-protection, liberty, retribution
SYMBOL: Rune of pursuit
CLERIC: 9th level cleric
FIGHTER: 11th level fighter
MAGIC-USER: 10th level illusionist
THIEF: Nil
S: 19/06 (+3, +7) D: 20/21 C: 19/65 I: 19/27 W: 19/40 CH: 19/20 COM: 21/29

Trithereon is the deity of individuality and the right of self-protection. His symbol, the rune of pursuit, indicates many things, including the need to strive for liberty and to bring an end to those bent on abridging life or freedom.

When upon the Prime Material Plane, Trithereon appears as a tall, well-built young man with red-gold hair and gray eyes. He typically wears pale blue or violet garb, often with a shirt of golden chain mail. He carries a broad-bladed spear, a broadsword, and a scepter in his broad girdle of gold-studded leather.

Trithereon's spear, Krelestro ("the Harbinger of Doom"), functions as a Spear +7. It can be hurled up to 200 feet and return to the thrower in the same round. His sword, called Freedom's Tongue, is a Broad Sword +6 which causes fear (as per the Fear spell) in a 30-foot radius to all who oppose the wielder unless they succeed at a saving throw versus spell. The scepter is the Baton of Retribution. It can locate any enemy, anywhere, unless protected by divine magic to obscure location. Merely possessing the Baton of Retribution allows the possessor to travel to any place on any plane of existence not protected against interplanar travel.

Upon the desire of the wielder, the Baton causes the surrounding area to become a strange place, unfamiliar to those opposing the wielder of the device. Thus it could be a barren desert of purple rock and green skies, a swamp of milk-colored water with red plants, a featureless plain of gray and black whose ground glows as if it were translucent fire and whose heavens are black and opaque. At each such place, opponents must answer one question of Trithereon's truthfully, or else the creature in question will be consigned to the strange world for 100 years.

Tithereon can summon one of three creatures in one round, each once per day. He summons one at a time to pursue and combat those guilty of enslavement, abridgment of liberty, and similar crimes. Summoned creatures serve to the best of their ability. If slain in the course of its duties, it takes one week to reform on its own plane. During that time, Trithereon cannot summon the creature.

Nemoud the Hound: (AC 0, move 21", HD 8, hp 80, #AT 1, D 4-16, SA fastens bite until destroyed, SD never surprised, struck only by magical weapons, immune to fatigue and trauma damage, MR 30%, Crit BSL: Def AC +6). Nemoud is an iron-jawed creature that tracks prey as if it were a 20th level ranger (100% base chance to Track). When it attacks successfully, the hound locks its jaws, automatically causing 16 points of damage to its opponent each round thereafter. This creature is 80% likely to be undetected. It is never surprised.

Harrus the Falcon: (AC 2, move 3", Fly 30" (A); HD 9; hp 91; #AT 2 or 1; D 5-8/5-8 or 3-12; SD struck only by magical weapons, immune to fatigue and trauma damage, MR 40%, Crit BSL: Def AC +7). Harrus is a huge bird-like creature with vision twice as sensitive as that of an eagle. It can plummet at twice flying speed, and such attacks add +4 to its chance to-hit and talon damage. After its initial talon attack, the creature uses its beak (each attack causes 3-12 points damage).

Ca'rolk the Sea Lizard: (AC –1, move 3", Swim 27", HD 10, hp 100, #AT 1 or 1, D 3-30 or 2-16, SA overturns small craft, SD struck only by magical weapons, MR 20%, Crit BSL: Def AC +8). Ca'rolk is a crocodilian reptile some 40 feet long. Its normal attack is by tail smash, although it can also bite for 2-16 points of damage. The creature has a 25% chance to upset vessels up to its own length, a 50% chance to upset 30-foot vessels, a 75% chance to upset 20-foot vessels, and upsets 10-foot or smaller vessels 100% of the time.

Once per day, Trithereon can Gate in one of each type of Deva, one per round. This summoning also requires one round. Of course, he only does so to combat great evil.

The followers of this deity are common in large towns and cities. Services include ceremonial flames, bells, and iron vessels and symbols of various types.

Clerics of Trithereon wear dark blue or purple robes, trimmed in silver or gold. During special ceremonies they wear cassocks of golden red, emblazoned with the rune of pursuit. Curates and superiors may use of spears. Patriarchs and superiors can employ broad swords. They gain the Tracking skill at 2nd level at no cost, and can improve this by 1d8 points per level through 9th level. They can also train to improve the skill normally.

ULAA (LESSER GAWDDESS)

AKA: n/a
TURF: Seven Heavens, Elemental Plane of Earth, Prime Material Plane
ARMOR CLASS: -7
MOVE: 9", Burrow 18"
HIT POINTS: 922 (461 as demi-gawddess)
NO. OF ATTACKS: 2 (or 1 using hammer)
DAMAGE/ATTACK: By weapon type +12
SPECIAL ATTACKS: Hammer of Thunderbolts and death, Military Pick +5
SPECIAL DEFENSES: Regenerate 1 hp/round when touching earth, +5 or better weapon to hit, immune to earth-based spells
MAGIC RESISTANCE: 90% (immune to earth-based spells and effects)
SIZE: S (4' 6")
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Hills, mountains, gemstones
SYMBOL: Mountain with ruby heart
CLERIC: 12th level cleric
FIGHTER: 14th level fighter
MAGIC-USER: 10th level illusionist
THIEF: Nil
S: 24/86 (+6, +12) D: 18/67 C: 20/27 I: 19/53 W: 20/81 CH: 20/56 (25/50 to dwarves and gnomes) COM: 19/67 (28/67 to dwarves and gnomes)

Scholars debate whether Ulaa is most akin to humans, gnomes, or dwarves. She stands as tall and broad as a dwarf, has features similar to those of gnomes, but her one-time husband Bleredd was most certainly human in aspect. Of course, being divine, Ulaa can appear as male or female, dwarf, gnome, human, or just about any sort of creature she chooses. Ulaa dwells most frequently on the Prime Material Plane and the Elemental Plane of Earth.

She loves both rolling hills and craggy peaks, earthen burrows and stony vaults. Ulaa typically accouters herself in adamantite Chain Mail +6, with many gems decorating her harness and weapons. She always arms herself with a Military Pick +5 and a Hammer of Thunderbolts called "Skull Ringing", that she can hurl every other round to 140 feet. The Hammer inflicts 2-8 +17 points of damage on creatures of Large size or greater. It kills as many Hit Dice of smaller human, demi-human or humanoid creatures as points of damage it would inflict on a larger creature.

Once per round, Ulaa can use one of the following spell-like powers at will: (1/day) Earthquake, Glassteel, Move Earth, Statue, Summon (24 HD) Earth Elemental, (2/day) Stone to Flesh, Transmute Stone to Mud, (3/day) Dig, Glassee, Stone Shape, Wall of Stone, Wall Passage

When able to touch earth or stone, Ulaa regenerates one hit point per round. At any time, only +5 or better magical weapons can strike her. Her hearing is double normal, she has infravision to 240 feet. She also has ultravision to 480 feet.

Because of her affinity for the earth and minerals, all but evil-natured earth elemental creatures respect Ulaa. Those of good nature serve her upon request. Those of evil disposition flee in terror at the sight of her. Ulaa possesses many gems and jewels, some of which are magical. Those who find favor with her may (5% chance) receive one or more magical jewels intermixed with a reward of gemstones.

In addition to being able to pass through earth and rock at a very fast rate, Ulaa has many magical powers connected to earth. No earth-based spells can harm or hamper her.

As would be expected, shrines, chapels, and temples are exclusively found in hills or mountains, whether subterranean or not. Followers always hold services in honor of Ulaa in such a stony area, with earth and gemstones on display. Hammering on stone, rhythmically, and chanting in deep notes, serve as hymns.

Clerics of Ulaa wear green and brown initially, then brown, brown and gray, and all gray at the highest levels. Many demi-humans (dwarves, gnomes, and halflings) serve Ulaa, as do fair numbers of humans (mostly hill men, mountaineers, miners, and quarrymen).

At all levels, clerics of Ulaa have extraordinary powers in addition to normal clerical spells. These require only Ulaa's holy symbol and a two segment prayer to invoke. The cleric uses his actual level as the caster level. Each can be used once per day.

Level	Ability
1st-3rd	Infravision
4th-6th	Dig
7th-9th	Wall Passage
10th+	Stone to Flesh

WASTRI (LESSER GAWD)

AKA: The Hopping Prophet, Hammer of Demi-humans
TURF: Acheron, Prime Material Plane
ARMOR CLASS: -3
MOVE: 19", Hop 3"
HIT POINTS: 764 (382 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type +6 or 2-12/2-12 (+6) (open hand)
SPECIAL ATTACKS: Command amphibians, summonings, Confusion, inflict warts
SPECIAL DEFENSES: +1 or better magical weapon to hit
MAGIC RESISTANCE: 50%
SIZE: M
ALIGNMENT: Lawful neutral (evil)
SPHERES OF CONTROL: Bigotry, self-deception, amphibians
SYMBOL: Gray toad
CLERIC: 15th level cleric
FIGHTER: 8th level monk
MAGIC-USER: Nil
THIEF: 7th level assassin
S: 18/23 (+3, +6) D: 26/63 C: 19/15 I: 10/13 W: 20/59 CH: 2/08 (20/08 to amphibians) COM: 1/52 (25/52 to amphibians)

Wastri dwells on the Prime Material Plane. He preaches the ultimate superiority of humankind. While humanoids can serve human masters, demi-humans are fit only to be slain – especially dwarves, gnomes and halflings. These he hunts whenever possible, along with his gray-clad "servants" and packs of ferocious toads.

Wastri has mutated to become both less and more than human. His batrachian features and odd gait are unmistakable, yet he can move quickly enough and hop for considerable distance with ease and accuracy. He wears no armor, relying on his speed and evasive agility. Wastri dresses in parti-colored clothing of gray and dull yellow.

Wastri wields his famous Glaive-Guisarme +4. It causes 2-8 +10 points of damage against small or Man-sized or smaller targets, and 2-12 +10 against Large or larger targets. He especially loves to catch small demi-humans on its long end spike.

In addition to his normal attacks and spells, Wastri can utter a croak that functions as a Confusion spell (20th level caster) once per day. This affects all within 40 feet who hear the sound. He can also, once per day, cast an enchantment that causes huge, knobby warts to cover a victim unless the target succeeds at a saving throw versus spells. The warts make it difficult to grasp any weapon (50% chance per round to drop a weapon, 35% for weapons held in two hands) and the victim's Comeliness drops to 3. The affected individual must also save versus poison or fall into a dejected, demoralized state of inaction for 2-12 rounds. In this state, victims do not attack, move, use skills, or cast spells. They may speak in a slow, defeated tone or cry.

Once per day, Wastri can create severe dampness over an area of one square mile. This power reduces the effective range of missile weapons by 50%, limits visibility to 60 yards, extinguishes normal fires, and reduces the effects of magical fires by 50%. It lasts 5-60 rounds.

Wastri can speak with any amphibian, commanding them as he wishes. He can summon any or all of the following creatures: Bullywugs (10-40), Giant Toads (5-20), Poisonous Toads (up to 2-8), or Ice Toads (up to 1-4). He can summon any or all of these groups one per turn, once per week. These creatures, always the largest of their kind and fearsome in combat, appear one round after being summoned. Each is at +2 to-hit and causes an additional 2 points of damage with each successful attack.

Under usual circumstances, Wastri's "Immaculate Image" (a High Priest of 18th level), three "Greater Servants" (High Priests of 13th-17th levels) and a pair of Doom Toads accompany him.

At the Sacred Polystery, the Hopping Prophet has scores of "Hopefuls" – those attempting to become his clerics. There are also dozens of "Lesser Servants" – Acolytes, Adepts, Priests and Curates. Hopefuls wear dun colors. Lesser Servants are robed in gray. All help to breed and maintain superior toads. Some of these monsters appear remarkably human, just as some of Wastri's followers appear toad-like. All of these clerics can speak with amphibians as well. Clerics of Wastri above 4th level are able to use a Jump spell (as the 1st level magic-user spell) once per day. They use this as a magic-user of the same level.

Worship of Wastri is not common and largely confined to damp and swampy areas. Ceremonies honoring Wastri involve sacrifices, strange musical instruments, and croaking chants. All places of worship are dim, dark, and chilly. Services stress the credo of human superiority and exaction of rights and duties.

XAN YAE (LESSER GAWDDESS)

AKA: The Perfect Mistress, The Lady of Perfection
TURF: Concordant Opposition, Astral
ARMOR CLASS: -7
MOVE: 34"
HIT POINTS: 952 (476 as demi-gawddess)
NUMBER OF ATTACKS: 4
DAMAGE/ATTACK: 8-32 (+6)
SPECIAL ATTACKS: Twin magical falchions, monk open hand attacks
SPECIAL DEFENSES: Immune to mundane environmental conditions
MAGIC RESISTANCE: 50% + monk's special resistances
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Mental and physical mastery of mind over matter, twilight, shadows, stealth
SYMBOL: Lotus bloom (black)
CLERIC: Nil
FIGHTER: 21st level monk
MAGIC USER: Nil
THIEF: 18th level thief
S: 18/100 (+3, +6) D: 22/15 C: 18/29 I: 19/04 W: 19/83 CH: 20/52 COM: 22/17

This gawddess is sometimes known as "The Perfect Mistress" by those who serve her through the pursuit of martial arts. She is the epitome of grace, speed, and perfection with respect to such discipline. Her following has spread all across Garweeze Wurld, though not especially large due to the harsh tenets of worship.

Table 22D: Xan Yae Cleric Abilities.

Cleric Level	Effective AC*	Move**	Open Hand Damage***	Special Abilities
1st-3rd	10	13"	1d4-1	-
4th-6th	9	14"	1d4	Speak with Animals (as druid) 1/day
7th-9th	8	15"	1d6-1	Mind Mask (as monk) (75% effective)
10th-12th	7	16"	1-6	Resist Disease (as monk), unaffected by Haste or Slow effects
13th-16th	6	17"	2-7	Feign Death (as cleric spell) 1/day
17th +	5	18"	2-8	50% resistance to mind-affecting spells and effects (Beguiling, Charm, Suggestion, etc.)

* Assuming the cleric is otherwise unarmored; Dexterity bonus does not apply.
** Assuming only normal garments and light or no encumbrance.
*** Damage only, no stunning or other special effects.

Xan Yae always appears in human form, but of either sex and of any age. In any guise, she is slender and graceful, but only in her true form can she truly be called Lady of Perfection. Xan Yae usually dresses in cloth of dove gray, dusty rose, or golden orange, regardless of her guise.

While the deity has been known to use all weapons associated with monks, she prefers to wield her pair of magical falchions. These matched blades are no larger than table knives until Xan Yae wills them to grow. They then spring to full sized falchions, each about three feet long. Xan Yae employs one in each hand. On the initial round the right falchion is a +6 weapon, the left but +1. The next round, the right is +5 and the left +2, the third round the right is +4, the left +3, and so on until the right is +1 and the left +6. Xan Yae also can attack as the Superior Grand Dragon Mistress of the Four Seasonal Winds with her open hands, with four open hand attacks per round, each causing 8-32 points of damage.

Non-magical hostile environments do not harm Xan Yae. This includes airlessness, cold, heat, etc. She can travel to any of the inner planes at will, and on the Astral Plane as well, but has more difficulty getting to the outer planes.

Those individuals who seek mastery of their mind and body, as well as those who favor twilight, are prone to serve Xan Yae. Thus, her followers include monks, thieves, and less savory sorts, as well as secret young lovers and those of cautious nature.

Clerics of the gawddess wear cloaks of gray over yellow robes. Places of worship of Xan Yae are typically in secluded settings. Those found in urban centers are large, but constructed so as to be unrecognizable as a monastery, temple, or religious building of any kind. Services include dance-like exercises, meditation, reading, chanting, and prayer. The light is always shadowy and dim, and breezes tinkle chimes and bells so as to provide background "music."

Clerics of the gawddess gain certain monk abilities according to Table 22D: Xan Yae Cleric Abilities.

Zagyg (Intermediate Gawd)

AKA: Master of the Game
TURF: Gladsheim, Concordant Opposition, Prime Material Plane
ARMOR CLASS: -2
MOVE: 18"
HIT POINTS: 1,172 (586 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type +6
SPECIAL ATTACKS: Vorpal Long Sword +3, Wand of Wonder
SPECIAL DEFENSES: +2 or better weapon to hit, harmful effects of magic items affect opponents
MAGIC-RESISTANCE: 70%
SIZE: M
ALIGNMENT: Chaotic neutral (good)
SPHERES OF CONTROL: Humor, occult studies, unpredictability, eccentricity
SYMBOL: Rune of madness (insanity)
CLERIC: Nil
FIGHTER: 8th level fighter
MAGIC-USER: 18th level magic-user
THIEF: Nil
S: 18/91 (+3, +6) D: 22/14 C: 19/34 I: 23/89 W: 17/95 CH: 18/98 COM: 19/29

Zagyg, Mad Arch-Mage and inveterate punster, is the sole known servant of Boccob, who recognizes no others except on special occasions. Those who consider Zagyg mad simply cannot fathom his reasoning and sense of humor. In fact, only Boccob can follow his reasoning at all. Some of those who have spoken with him claim he suffers a multiple personality disorder, as stories of behavior vary widely. Few, if any, hold him as their deity. It is said that anyone mad enough to seek to serve Zagyg must confront the gawd personally, and periodically thereafter be subject to his judgment.

Zagyg appears in nearly any guise when upon the Prime Material Plane. His actual appearance is said to be that of a rather unremarkable middle-aged male human with a beard. He varies his garb to suit the situation, but most often wears clothes of dark blue and silver. He can be hit only by +2 or better weapons.

As he can employ weapons available to fighters or magic-users, Zagyg often wields a Vorpal Long Sword +3 in one hand and a Wand of Wonder in the other. Harmful effects of magic items actually turn away from this gawd to affect his enemies. Thus, if Zagyg donned a Ring of Weakness, all those around him might well be affected while Zagyg remains untouched. He has also been known to strike with a padded club, or cast a Haste spell upon an opponent, however.

Zagyg travels all planes and is the bane of many and confuser of all. He serves Boccob most carefully, but apparently of his own free will and a desire to retain enlightened neutrality and uncertain humor everywhere. Somehow, despite his seeming madness, Zagyg survives, carries out his assignments, and moves on.

Sumerian

The Pantheon

This culture was among man's first attempts at civilization, and it is one of man's first recorded religions. Thus, because the gawds like to stick with what has worked for them in the past, they often court primitive civilizations for their pool of worshipers. This also has the effect of making the gawds unusually close to their worshipers and every worshiper is considered a direct servant of his gawd. We constantly see a willingness to help that is, for the most part, lost on all other mythoi.

Among those who follow this pantheon, every settlement has its patron deity; all the people dwelling in that area belong to that temple and none other. Much like the Babylonian mythos, all officials of the city are clerics of the temple and the high priest(ess) reigns king or queen of that city-state, town or village. The temples have a stepped pyramid shape. Gawds and worshipers of both the Sumerian and Babylonian mythos often get along well due to cultural similarities, provided their alignments are not dramatically different.

Sacrifices and gifts to the deities consist of items that will dress up altars and the temple surroundings; the richer and more valuable the better. However, due to the primitive nature of many of the tribes who follow these gawds, the decorative sacrifices often come off as little better than a kindergartner's first art project. In spite of the common nature of the arts and crafts that are sacrificed to them, the gawds do value their worshipers – they tend to treat them like children. The clerics themselves often make higher quality items for direct sacrifice to the gawds. They burn these offerings at the same time that they sacrifice human lives (primarily condemned criminals) to the gawds.

Each temple has an image of its gawd on a raised platform in an inner shrine closed to the public. Before the image is a table used as an altar, holding all the gifts of the year upon it. The public worships in a central courtyard beyond the main entrance. Temple buildings have side chapels and storerooms of several types. The main entrance to the temple is set at right angles to the inner temple. The more important temples are raised up on artificial hills (or ziggurats) of red brick.

Cloud Chariot

All of the gawds and gawddesses of the Sumerian mythos have cloud chariots at their personal command. These devices appear to be clouds that give off a dazzling radiance. When a gawd steps on them, they become platforms of transportation for the gawds and also a means to impress worshipers and non-believers alike.

A cloud chariot flies at a rate of 24", and can teleport itself to any place where there are clouds in the sky. It is unaffected by any material force and is never destroyed. The gawds will always appear to their clerics on such devices to prove that they are gawds. These devices are capable of carrying anything the controlling deity wishes.

Clerics

Clerics serve the best meat and drink to the gawds on special tables beside altars. They burn this food every night for the gawds' use. The seventh, fifteenth, and twenty-fifth days of each month are holy days. A sacrifice is always held on the night of the new moon (Arlora).

There are three degrees of punishment for clerical sins. Committing the first major transgression results in an acute severe gastro-intestinal disease (as per the GMG) for the offending cleric. The second transgression results in a punishment of 15 troubles, each worse than the last (though none are automatically fatal). Thus, a cleric might be stung by a bee, then sprain an ankle, then suffer food poisoning, etc. If these warnings fail to alert the offending cleric, the third transgression results in his immediate death. Any transgression can be erased in the sight of the deity by a sacrifice of sufficient proportion to the nature of the offense. These sacrifices must be important and/or expensive and certainly more than a cute little trinket typical of most PC-types trying to weasel their way out of the gawds' bad graces on a technicality.

Clerics of this pantheon must shave all hair from their bodies and wear kilts and robes of white with colorful borders. The shape and color of the border indicates the cleric's patron deity. Female clerics wear rounded conical hats to cover their baldness.

The Gawds

Enki (Lesser gawd)

AKA: Lord of the Drowned
TURF: Nirvana, Elemental Plane of Water
ARMOR CLASS: -5
MOVE: 12", Fly 24" (A)
HIT POINTS: 1,512 (756 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 35 points
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Shape Change, summon drowned, blink, immune to heat, immune to spells below 6th level, armor absorbs first two hits.
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Rivers & oceans, jewelers, goldsmiths, and stonecutters
SYMBOL: Ibex (mountain goat)
CLERIC: 20th level cleric
FIGHTER: 13th level cavalier
MAGIC-USER: 13th level abjurer
THIEF: 10th level bard
S: 23/13 (+5, +11) D: 23/80 C: 25/90 I: 25/14 W: 24/20 CH:23/10 COM: 21/59

This gawd is always green in color in any of his human manifestations. At will, he Shape Changes. Enki is aware of and can summon any being that has died in the water to do his bidding. (One being of any species can be summoned per day. The summoned being instantly appears and does the bidding of the gawd. That particular being cannot be summoned ever again.) Enki moves like a Blink Dawg, and is immune to all forms of heat. He can only Teleport to areas where there is water in quantities greater than 50 gallons.

The gawd is known for his great hatred of demons, and he will slay any person in his presence that has ever dealt with these monsters in a friendly manner. In battle, he fights the strongest enemy facing his group first. He uses a small jade green footman's mace that has several powers: it strikes for 35 points of damage on a successful hit; it is ethereal when not held by the gawd; it negates any spell below the 6th level cast at the gawd; and it will never cause harm to a lawful neutral being it strikes. His armor, helm and shield are made out of water, and automatically absorb the first two hits made against the gawd in any given melee round.

Enki is also the patron of jewelers, goldsmiths, and stonecutters. Naturally, because of Enki's interest in this area, only the finest jewels, gold items and carvings can be given to the gawd's temples in homage. Of all gawds in the Sumerian pantheon, Enki has the most demanding standards in this area.

Enlil (Greater gawd)

AKA: Ruler of the Sumerian Pantheon
TURF: Elysium
ARMOR CLASS: -15
MOVE: 12", Fly 36" (A)
HIT POINTS: 7,416 (3,708 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 50 points
SPECIAL ATTACKS: Lightning bolts
SPECIAL DEFENSES: Shape Change, ESP, immune to electricity, impervious war

helm, ax negates spells 25% of the time
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Air and war
SYMBOL: Pickaxe
CLERIC: 20th level cleric
FIGHTER: 19th level ranger
MAGIC-USER: 15th level magic-user
THIEF: 12th level bard
S: 29/18 (+10, +16) D: 28/90 C: 30 I: 30 W: 30 CH: 29/01 COM: 22/90

Enlil always appears as a tall man with a heavy dark beard and curly hair. At will, the gawd can Shape Change, and he can use ESP at any distance. Enlil can raise electrical storms, and from them direct Lightning Bolts at targets up to a mile distant, doing 40 points of damage per strike (save versus spells for half damage). Enlil takes no damage from lightning or electrical attacks.

In battle, the gawd wears a war helm that is not affected by anything. When Enlil wears it, he feels no shock or harm from objects hitting the helm. In any given melee, when attacked by only one weapon, that weapon is forced to hit the helm (no saving throw). In other words, if Enlil were fighting Thor, who uses Mjollnir, the hammer would be forced to hit the helm every time, no matter what Thor wanted, and Enlil would feel nothing. If attacked by two or more weapons, Enlil chooses which shall strike his helm. The gawd wields a stone axe in battle that does 50 points of damage per strike, but no damage if it hits metal. (Enlil's percentage chance of not hitting metal (if in combat with a metal-armored opponent) is equal to the base Armor Class of the opponent times ten. For example, Enlil would have only a 30% chance of striking an unarmored portion of a person in plate mail, if he "hits".)

Enlil's axe disenchants any magic item that it comes in contact with (no save). It cannot be broken, it Teleports to the gawd's hand if taken more than 100 feet from the body of the gawd, and has a 25% chance of negating any spell tossed at the gawd before the spell reaches him. In addition, Enlil has 50% magic resistance, and a saving throw, if applicable.

FRAIM

INANNA (LESSER GAWDESS)

AKA: Beeaach
TURF: Nine Hells
ARMOR CLASS: -5
MOVE: 12", Fly 24" (A)
HIT POINTS: 1,786 (893 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 25 points
SPECIAL ATTACKS: Reduce armor to dust
SPECIAL DEFENSES: Shape Change, animate statues, summon slain ally, never surprised, immune to heat, cold, fangs and claws, commands team of flying lions
MAGIC RESISTANCE: 66%
SIZE: M (6')
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Warriors and dysfunctional lovers
SYMBOL: A shepherd's staff
CLERIC: 11th level cleric
FIGHTER: 20th level knight errant
MAGIC-USER: 12th level magic-user and illusionist
THIEF: 15th level thief, 10th level bard
S: 20/19 (+3, +8) D: 25/26 C: 24/62 I: 21/98 W: 19/89 CH: 25/32 COM: 29/29

This gawddess usually appears in the form of a beautiful woman, and on rare occasions picks out exceptionally brave warriors in battle to aid them. This aid takes the form of that warrior never being hit, always making his saving throw, and never missing with an attack. These benefits last for the duration of the melee. However, the gawddess is a fickle being who requires followers to sacrifice the best in magical or high quality weapons on her altars. Though those who follow her may initially be successful in both love and war, their relationships are always doomed because of the passionately jealous nature of this gawd. She steps in to break up any worshipping lovers who appear to love each other more than they love her.

At will, the gawddess can Shape Change, animate statutes of herself in her temples, and can summon from the dead any being she has killed in a past battle to aid any given side (only once for any given being, however).

She uses a small double-bladed brass axe in battle that has the following abilities: it strikes for 25 points of damage per hit, causes any armor it strikes to turn to dust (no saving throw), and the user is never surprised. Her breast plates negate any damage caused by heat, cold, fang, or claw to her body. In battle, she drives a chariot pulled by seven lions to which she has given the gift of flight (movement rate 30", maneuverability class A). They are otherwise normal beasts that are under her complete control.

KI (LESSER GAWDESS)

AKA: n/a
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -5
MOVE: 20", Fly 36" (A), Swim 36"
HIT POINTS: 2,032 (,1016 as demi-gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-13 (+14)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Immune to missile weapons, Shape Change, summon animals, instant tracking, always saves, half damage from all attacks
MAGIC RESISTANCE: 90%
SIZE: M (5')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Nature
SYMBOL: Iris
CLERIC: 30th level cleric, 14th level druid
FIGHTER: 10th level monk
MAGIC-USER: 20th level magic-user, 20th level conjurer
THIEF: 20th level bard
S:25/19 (+7, +14) D:23/71 C:25/26 I:23/83 W:25/41 CH:25/90 COM: 29/50

Ki appears as an elfin woman of great beauty. The gawddess cannot be touched by anything material cast through the air at her. At will, she can Shape Change (but only into non-monster forms). When forced to do combat she fights unarmed using her monk ability, she takes only half damage from any attack and always succeeds at her saving throws.

Ki's clergy are usually druids; her Great Druid may receive communications directly from the gawddess. She can give the "luck of the gawds" to those she favors. This luck takes the form of the recipient always making his saving throw and only suffering half damage from any attack; such luck lasts for a 24-hour period.

Any non-monster animal of any species is hers to summon instantly, in any number up to 100. However, she cannot summon creatures of one particular species more than once per week. Thus, she can summon 100 tigers, 100 lions, 100 condors, etc., in any given week and they will instantly come to her call. She can only summon one type of creature at a time. She also has the power to instantly know where any given thing is on the surface of a planet.

NANNA-SIN (DEMI-GAWD)

AKA: n/a
TURF: Olympus, Elysium
ARMOR CLASS: -5
MOVE: 72 ", Fly 24" (A)
HIT POINTS: 682
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 30 points
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Beguiling aura, negate heat, cold, electricity, light and darkness
MAGIC RESISTANCE: 75%
SIZE: M (6')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Moon
SYMBOL: Jet black axe over the moon
CLERIC: 13th level
FIGHTER: 16th level fighter
MAGIC-USER: 15th level
THIEF: 15th level bard
S: 25/15 (+7, +14) D: 19/29 C: 23/71 I: 24/89 W: 25/19 CH: 25/55 COM: 20/29

This human-appearing gawd is always bathed in a blue glow that acts as a Rod of Beguiling to all who come within 10 feet of it. At will, Nanna-Sin can negate any of the following: heat, cold, electricity, light and darkness. He wields a jet black axe Battle Axe +3 that strikes for 30 points of damage per hit; it also acts as a Sword of Sharpness (+12 crit BSL).

NIN-HURSAG (DEMI-GAWDDESS)

AKA: n/a
TURF: Concordant Opposition, Elysium
ARMOR CLASS: -5
MOVE: 9", Fly 12" (A)
HIT POINTS: 648
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+11)
SPECIAL ATTACKS: Gravity control, withering
SPECIAL DEFENSES: Magnetism control
MAGIC RESISTANCE: 50%
SIZE: M (6')
ALIGNMENT: Neutral
SPHERES OF CONTROL: Gravity, magnetism
SYMBOL: Blue-white diamond
CLERIC: 13th level druid
FIGHTER: 11th level fighter
MAGIC-USER: 30th level magic-user
THIEF: Nil
S: 23/13 (+5, +11) D: 23/45 C: 23/44 I: 23/91 W: 23/13 CH: 23/19 COM: 20/59

This deity always appears as a dark-skinned woman. She is mistress of gravity and magnetism and has complete control over these forces. She can give the gift of flight to those she especially favors. She also has the power to wither those she hates. This withering takes the form of a special 9th level spell that works in the same way as three charges from a Staff of Withering. However, using this power leaves the demi-gawdess at –3 Strength for 2d4 rounds.

UTU (LESSER GAWD)

AKA: n/a
TURF: Olympus, Nirvana
ARMOR CLASS: -5
MOVE: Infinite
HIT POINTS: 1,488 (744 as demi-gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 50 points
SPECIAL ATTACKS: Light rays, polymorphing
SPECIAL DEFENSES: Heat aura, regeneration
MAGIC RESISTANCE: 90%
SIZE: M (6')
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Sun
SYMBOL: Radiant sun disc
CLERIC: 15th level cleric
FIGHTER: 13th level ranger
MAGIC-USER: 15th level magic-user, 15th level pyrotechnician
THIEF: 5th level bard
S: 24/39 (+6, +12) D: 22/89 C: 24/60 I: 20/29 W: 22/31 CH: 25/18 COM: 21/99

This deity, who always takes human form, is constantly bathed in a dazzling yellow glow with a 10-foot radius. The glow causes all enemies to suffer a -2 to-hit on all strikes at the gawd, and all undead wither to dust at a touch of his glow. His aura also causes anything striking his body to melt unless the thing is indestructible.

He can cast two light rays per round at anything in sight, each of which does 20 points of damage when they hit (save versus spells for half damage). When touched by heat above 100∞ F, he regenerates all lost hit points, and he is can polymorph living matter into dirt. Beings suffer a -3 penalty on their saving throw versus polymorph to avoid this effect.

In battle, the gawd throws bits of the sun he has pulled away. He can throw these sun-bits up to two miles (with no range penalties), and each strikes for 50 points of heat damage when it hits.

Chapter 24

Tellene

The Pantheon

In the mythos of the world of Tellene, stories tell of a being of enormous power and intellect, developing the universe for her own amusement. However, finding the newly created cosmos wondrous yet unsatisfying, she brought forth from her fingertips life forms to inhabit the various planes of existence.

She brought into existence a total of fifty-four gawds, each portraying a specific characteristic or related characteristics of the Creator, from life and truth to death and deceit, to govern the cosmos under her watchful eye. In order to serve the needs of her children, she also fabricated various species of creatures: dragons, dwarves, elves, primitive races, insects and all creatures in-between. The gawds gathered periodically to discuss the state of events on their different planes and the Creator assigned further responsibilities. This system worked effectively for many eons.

However, intelligent individuals, especially gawds, are prone to feel indignant toward authority and the limitations that come with being inferior; and the chaotic gawds began to resent the control the Creator had over them. It was with this in mind that several deities, led by the Confuser of Ways, formed a plan to bring about the demise of the Supreme One.

The Creator, of course, learned of their scheme, but she was intrigued. She allowed their plan to continue, and created the illusion of her demise by allowing her essence to be "trapped" in a crystal shard. Fearing that the destruction of the shard would mean an end to all existence, the culprits secreted the shard in a well-guarded fortress on a distant plane. Shortly thereafter, the Corruptor and the Confuser of Ways conjured false evidence linking the Overlord to the apparent death of the Creator. This situation infuriated all the good deities, and they immediately formed a coalition to bring the flabbergasted Overlord to justice.

With the Creator apparently absent, opposing gawds immediately tried to destroy one another; law fought chaos, good fought evil and the neutral gawds tried to hold the cosmos together (in between bouts of fighting each other and everyone else on all sides). The ensuing mayhem shook the planes and resulted in the death of eleven deities. However, just as the Overlord was about to be the next gawd slain, the Lord of Silver Linings called upon the Riftmaster to magically whisk the Overlord away into captivity on Tellene. All other deities believed him to be dead.

The conflict continued until a wondrous evolution took place. To the delight of the gawds, various races, including humans, began to evolve on Tellene. The attention of the deities was quickly diverted to Tellene. They watched in wonder and amusement as the rapidly advancing races spread their influence across the planet.

Soon the gawds found that their power grew in proportion to the number of worshipers they attracted, and each gawd competed for the right to make these new races into worshipers. Old disputes quickly rekindled and the gawds were once again at odds with each other. This time, however, the gawds decided to fight one another through their worshipers because they feared personal destruction as witnessed in prior battles. The Creator now sits silently amused, watching the events on Tellene unfold under the manipulation of the deities she created.

Unlike the Creator, the remaining gawds are not omnipotent. Within their spheres of control they are dominant, but they can be bested in other areas. Those gawds who can alter their form will choose a form similar to that of their audience when dealing with mortals. Gawds can even impersonate one another, although this tends to inspire harsh retaliation from the deity imitated.

It is unknown whether this "Creator" spoken of on Tellene is really Zelaur or if the two worked in concert during the creation of the universe. In any case, most beings, mortal and divine, consider the Creator of Tellene essentially dead or at least neutralized, as those who follow her are unable to gain higher level clerical abilities and therefore considered to follow a marginal dead religion.

In the War of the Tablet of the Ages, the gawds of Tellene fared quite well, gaining greater gawd status for three amongst their number and the pantheon managed to stick together enough to avoid losing any members. Perhaps the elder war of the Tellene gawds taught them some important lessons. Unfortunately for the commoners of Tellene and the HackMaster TeraVerse, several of the gawds who came out on top are evil. Bwa-ha-ha-ha, as they might say.

Clerics

In most religions of Tellene, there is a distinct difference between levels within the clergy and experience level. Typically, a cleric gains adventuring experience by using skills and overcoming foes. This does not necessarily mean that the cleric has advanced within the hierarchy of the church organization. Responsibilities such as performing rituals, sacrifices, converting followers and serving the needs of the church are generally looked upon more favorably by the deity and church leaders. A cleric who effectively serves the needs of the church will be more respected within the clergy than a cleric who adventures for personal gain.

Throughout Tellene, the various deities and their followers have a profound effect on all life. The deities, their followers and their beliefs shape many activities from the practice of slavery to farming. While the gawds of Tellene are known by many names in different cultures, only the most popular common names and those associated with the Kalamaran language are listed here for brevity.

The Gawds

Alu (Greater gawd)

AKA: Locust Lord
TURF: Hades
ARMOR CLASS: -15
MOVE: 20"
HIT POINTS: 4,696 (2,348 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+16)
SPECIAL ATTACKS: Mace of Bashing +5, Starvation Touch
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 80%
SIZE: G
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Famine, hunger, starvation
SYMBOL: Goblet with a hole in the bottom and death oozing out
CLERIC: 15th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: Nil
THIEF: 20th level thief
S: 28/19 (+9, +16) D: 26/13 C: 27/26 I: 25/41 W: 25/14 CH: 26/02 COM: 14/94

Alu appears as a large, grotesque and inconceivably obese being with tiny arms and legs. The gluttonous Locust Lord is always munching on some morsel of rich food. In spite of his bulk, his divine power allows him to move in a surprisingly agile way for one of his build. In combat he uses either his huge Mace of Bashing or his Starvation Touch. The Starvation Touch forces a victim to make a Constitution check as if he had gone for a number of days equal to 1/3 of his Constitution without food. See page 138 of the GMG for more info on starvation. Subsequent Starvation Touch attacks affect the victim as if another day without food has passed.

Alu and all his minions work to surreptitiously starve anyone they can. It is said that the more mortals go hungry, the more the Locust Lord grows. And he has grown quite large over the years.

BELANAR (INTERMEDIATE GAWD)

AKA: The Bear, The Old Oak
TURF: Concordant Opposition
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 1,880 (940 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+10) and 1-6 (+8)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: H
ALIGNMENT: Neutral
SPHERES OF CONTROL: Nature
SYMBOL: A huge oak tree
CLERIC: 14th level cleric, 23rd level druid
FIGHTER: Nil
MAGIC-USER: Nil
THIEF: Nil
S: 22/49 (+4, +10) D: 20/10 C: 26/51 I: 19/71 W: 29/19 CH: 20/84 COM: 20/57

The Old Oak appears on Tellene in one of three forms. The first and most common is that of an ancient, slightly senile druid dressed in ragged green and brown clothing and old sandals carrying a worn, oaken staff and a sickle. The second form is that of a giant grizzly bear. Finally, he sometimes appears as a huge Treant.

Belanar is the guardian of all plant and animal species from the threats of "civilized" creatures. Advancement within the Conventicle of the Great Tree comes by protecting nature from the harm of civilization and keeping forests free of dangerous influences. He sometimes intervenes, or at least monitors closely, situations in which something threatens his charges.

BILAPI (INTERMEDIATE GAWD)

AKA: The Storm Lord, Lord of Thunder and Lightning
TURF: Limbo, Elemental Plane of Vapor
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 2,316 (1,158 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+14)/2-12 (+14)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: H
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Storms, thunder, lightning
SYMBOL: Crossed lightning bolts behind a warhammer
CLERIC: 14th level cleric
FIGHTER: 10th level berserker
MAGIC-USER: 20th level air elementalist, 10th level wild mage
THIEF: Nil
S: 25/34 (+7, +14) D: 19/93 C: 18/72 I: 26/11 W: 20/35 CH: 20/54 COM: 19/62

The Storm Lord appears as a tall, massively built being. His eye color changes constantly from green to blue through many shades. The Thunderer is clad in soaking wet green robes. He wields a huge Warhammer +5 (Stormauger), a Spear +5 (Lightningstrike), or a Footman's Mace +5 (Thunderclap).

Those who follow the Storm Lord are attracted to the raw brute force and indomitable nature of the storms he creates. This can be an effective weapon against one's enemies, or at least make their lives miserable.

It is said that the Lord of Thunder and Lightning can turn the greatest mountain or the strongest castle into rubble. The Thunderer can strike down the largest and best-trained army in an instant. The Storm Lord can easily blow away the largest tree or the biggest ship. When Bilapi is angered, the wise seek shelter.

B'NELI (INTERMEDIATE GAWDDESS)

AKA: The Coddler
TURF: Olympus, Astral Plane
ARMOR CLASS: -12
MOVE: 18"
HIT POINTS: 2,368 (1,184 as lesser gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-10 (+10)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Sleep Mist
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Restful sleep, dreams, aspirations
SYMBOL: Crossed hands resting on one's chest as if sleeping
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 15th level seer and 12th level hypnotist
THIEF: 8th level bard
S: 22/89 (+4, +10) D: 21/36 C: 20/27 I: 27/61 W: 26/46 CH: 24/01 COM: 28/90

The Coddler appears to worshipers as a beautiful woman clad in comfortable, midnight blue and light gray robes. She is often surrounded by a silver mist and carries a halberd in battle. The mist that surrounds her acts as a Potion of Sleep in a 30-foot radius and a Sleep spell in a 60-foot radius. She is, of course, immune to this effect.

A minor quirk of B'Neli is that adequate sleep is very important to her and it takes priority over all other activities. This often causes a conflict with her important work as she is sometimes unavailable to her worshipers. In these cases, she delegates her authority and duties to her most trusted powerful allies and minions. A further frustration of her worshipers is that she often loses interest in projects shortly after their beginning, leaving her servants to fend for themselves. On the plus side, devout worshipers can almost always be assured of a good night's rest.

THE CONFUSER OF WAYS (INTERMEDIATE GAWD)

AKA: The Great Impostor, Lord of Illusions
TURF: The Abyss
ARMOR CLASS: -12
MOVE: 18"
HIT POINTS: 2,236 (1,118 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8 (+14)
SPECIAL ATTACKS: Rod of Lordly Might
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Lies, deceit, mischief
SYMBOL: Snake head with extended tongue
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level illusionist
THIEF: 20th level thief
S: 25/02 (+7, +14) D: 25/19 C: 24/73 I: 25/51 W: 25/32 CH: 24/66 COM: 24/48

The Great Impostor usually appears in the likeness of some other deity. It is said that the Lord of Illusions prefers the image of the Creator above all others. His true appearance is known only to the Creator and, perhaps, a handful of other gawds. Though several female clerics of his sect claim to have seen his "true" form.

The Confuser of Ways and his minions are the bane of all other religions, as they constantly try to infiltrate their ranks and corrupt those churches from inside. He also frequently steals items of value to other gawds and religions for his own foul purposes. The Confuser of Ways is a scam artist and ultimately seeks to destroy or ruin all that is good and orderly. His favorite strategy is to appear cooperative and helpful at first and then bring the downfall of his mark through lies and deception.

DEB'FO (INTERMEDIATE GAWD)

AKA: Knight of the Gawds
TURF: Seven Heavens

ARMOR CLASS: -15
MOVE: 18"
HIT POINTS: 3,088 (1,544 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-16 (+15)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Chivalry, valor
SYMBOL: Golden eye on a blue/white diamond pattern
CLERIC: 14th level cleric
FIGHTER: 20th level cavalier, 20th level paladin and 20th level holy knight
MAGIC-USER: Nil
THIEF: Nil
S: 27/18 (+9, +15) D: 26/19 C: 25/30 I: 23/89 W: 24/46 CH: 25/99 COM: 25/13

The Knight of the Gawds appears as a muscular, golden-eyed being with long, wavy, white hair streaked with gold. Clad in blue clothing with golden full plate armor he wields either a Greatsword +5 (Valiant) or a Heavy Lance +5 (Evil Slayer). In battle he rides a huge white stallion (heavy war horse: 5+4 HD, hp 64, 3 Atk/Rd, DMG 1-3+2/1-8+2/1-8+2, Move 24").

Advancement within the church is gained by confronting, combating and destroying evil. Deb'fo demands from followers the symbols or weapons of defeated foes, immediately after battle. He promotes personal bravery and good deeds while in the service of combating evil everywhere. Glory in combat, gained by defeating powerful monsters, is of utmost importance.

DIRASIP (INTERMEDIATE GAWDDESS)

AKA: The Eternal Lantern, The Shining One
TURF: Seven Heavens, Positive Material Plane, Elemental Plane of Radiation
ARMOR CLASS: -14
MOVE: 18"
HIT POINTS: 2,136 (1,068 as lesser gawddess)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-12 (+15)
SPECIAL ATTACKS: Mace of Disruption +5
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: H
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Day, light, dawn
SYMBOL: Half of a shining sun
CLERIC: 14th level cleric
FIGHTER: 18th level holy knight
MAGIC-USER: 12th level illusionist
THIEF: Nil
S: 26/86 (+8, +15) D: 24/19 C: 25/18 I: 22/33 W: 21/49 CH: 25/15 COM: 28/83

The Eternal Lantern appears as a beautiful young lady. She has porcelain white skin and gleaming golden hair. Her garb is shining plate mail with a white cloak that radiates bright sunlight. The Shining One wields a golden mace (Daybringer – a huge Mace of Disruption +5) and is the sworn enemy of undead and other minions of darkness.

Advancement within the church is based upon service in the form of missions to battle the forces of evil, conversion of followers, and participation in the Dark Watch – a ritual patrol of urban areas at nighttime to root out evil-doers. Dirasip demands monthly tithes of small white, yellow or gold gems from her worshipers.

E'PATALI (INTERMEDIATE GAWD)

AKA: The Overlord
TURF: Nine Hells, Prime Material Plane
ARMOR CLASS: -14
MOVE: 20"
HIT POINTS: 2,512 (1,256 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+11)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Major Domination at will
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Oppression, slavery
SYMBOL: Mailed fist
CLERIC: 14th level cleric
FIGHTER: 10th level bounty hunter, 10th level monk
MAGIC-USER: 20th level puppeteer
THIEF: Nil
S: 22/39 (+4, +10) D: 19/40 C: 21/62 I: 26/17 W: 25/93 CH: 24/29 COM: 19/47

The Overlord appears either as a disfigured old man or an immense thirty-foot tall being bearing horrendously spiked chains. Either way, those who have seen him pretty much know that they're screwed. The Overlord can use Major Domination (SSG p 108) at will, as often as he likes. And he likes to use it often. When he gets bored with dominating the denizens of Hell, he travels to the Prime Material Plane to dominate mortals.

After being accepted into the House of Shackles, clerics are branded with the symbol of the Oppressor upon their chests, marking them as servants to the Overlord. E'Patali encourages his followers to hold contests in taking slaves and his minions use these contests to help define their rank within the church hierarchy. Both E'Patali and his minions take sport in releasing and then hunting slaves as well. If no slave has escaped their clutches within a month, they arrange for one to be freed only to hunt him down and sacrifice his heart to E'Patali.

The Overlord is bent on domination of all mortals, the gawds and ultimately the TeraVerse. It is his nature and he will never stop, he just doesn't have sufficient power to establish complete dominion yet. But that never stops him from trying. He prefers to use subtle psychological brainwashing, possibly blackmail and as a last resort brute force to accomplish his ends.

FAPEKI (LESSER GAWDDESS)

AKA: The True, The Magnificent Magistrate
TURF: Seven Heavens
ARMOR CLASS: -5
MOVE: 20"
HIT POINTS: 1,026 (513 as demi-gawddess)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 2-16 (+14) each
SPECIAL ATTACKS: Reduce Honor, per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: H
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Justice, truth
SYMBOL: A scale balanced on the tip of a golden sword against a white background
CLERIC: 11th level cleric
FIGHTER: 18th level fighter
MAGIC-USER: 15th level magic-user
THIEF: Nil
S: 25/19 (+7, +14) D: 22/10 C: 23/93 I: 21/41 W: 26/78 CH: 22/18 COM: 26/84

The Magnificent Magistrate appears as a young, beautiful, athletic being. She has long blonde hair and piercing blue eyes. Fapeki is clad in gold chain mail and a flowing white cloak; she wields two huge Long Swords +5 (Truth Seeker and Justice Bringer), known as the Swords of Justice. Being hit by either of these weapons reduces one's Honor to the dishonorable category. She is responsible for implementing divine alignment audits and rendering punishment for those found lacking.

Advancement within the Courts of Justice is by seniority, effectiveness in resolution of disputes or by the apprehension of outlaws. In addition to conducting one's life in an orderly and just manner, Fapeki requires monthly sacrifices of gold from her followers.

FETOR (INTERMEDIATE GAWD)

AKA: The Rotlord
TURF: The Abyss
ARMOR CLASS: -11
MOVE: 18"
HIT POINTS: 2,524 (1,262 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+7) each
SPECIAL ATTACKS: Disease Touch
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Disease, plague, vermin
SYMBOL: A rotting, worm-eaten head
CLERIC: 14th level cleric
FIGHTER: 10th level dark knight
MAGIC-USER: Nil
THIEF: 20th level thief
S: 19/39 (+3, +7) D: 26/71 C: 30 I: 20/18 W: 26/85 CH: 12/10 COM: -16/14

The Rotlord takes many forms, but his body is always covered with festering sores, oozing boils and the like. He carries a filthy, rusty flail. The Rotlord is a warped champion of those who have been cast out of society because of a malady. They seek him and his minions in hopes of being cured (though he often dangles the cure just beyond their reach), to find companionship among others with similar disorders or, most often, to exact some measure of revenge on those who have rejected them.

Fetor demands sacrifices of sentient beings who are typically tortured, then horribly disfigured and finally inflicted with a rotting disease and left to decompose in a cell. The Rotlord prefers to let disease take its course and death to be slow and painful, and thus usually avoids direct combat (at least until he has inflicted his diseased touch on as many opponents as possible). Anyone the Rotlord touches is inflicted with a ransom disease (see GMG p 23).

FORINORI (DEMI-GAWD)

AKA: The Speaker of the Word
TURF: Seven Heavens, Elemental Plane of Honor
ARMOR CLASS: -4
MOVE: 18"
HIT POINTS: 529
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+10) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 25%
SIZE: L
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Honor, oath, ethics
SYMBOL: An open book
CLERIC: 12th level cleric
FIGHTER: 14th level cavalier, 14th level paladin
MAGIC-USER: Nil
THIEF: Nil
S: 22/91 (+4, +10) D: 23/39 C: 24/67 I: 20/02 W: 25/52 CH: 26/67 COM: 24/83

The Speaker of the Word appears as either a knight in shimmering plate mail with a huge mace or a tall, thin being dressed in red and silver robes with a book in one hand. He is trustworthy and honorable and never makes covenants lightly. However, he naively expects this behavior from others, as well.

Advancement within the Hall of Oaths is based on seniority, but may also be gained by performing a particularly honorable deed or by fulfilling an important oath. Forinori demands a sacrifice of silver coins from his faithful on each full moon. Being the gawd of Honor in the HackMaster TeraVerse is an incredibly important duty and Forinori and his minions are responsible for monitoring the Honor of all beings and imposing penalties and bonuses accordingly.

GALAPITI (INTERMEDIATE GAWD)

AKA: The Ruler of the Dead, Harvester of Souls
TURF: Hades
ARMOR CLASS: -12
MOVE: 18"
HIT POINTS: 2,296 (1,148 as lesser gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16 (+7)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Command undead
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Death, underworld
SYMBOL: Skull and scythe
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level necromancer
THIEF: 20th level assassin
S: 19/01 (+3, +7) D: 26/67 C: 21/69 I: 27/24 W: 22/41 CH: 20/83 COM: 4/99

The Ruler of the Dead appears as an extremely tall and thin man with wisps of white hair and two red glowing pinpoints of light in his empty eye sockets. The Harvester of Souls wears a black robe depicting a skeletal dragon and wields a large scythe. He can command all undead at will with automatic success and often summons them to his aid if faced with combat.

While many look upon Galapiti as the gawd of death, one might more accurately argue that he is the gawd of undeath. For it is said that he commands massive armies of the creatures in his abode on Hades. Furthermore, his favored clerics nearly always return from the dead on the Prime Material Plane in one undead form or another.

The Harvester of Souls and his minions fulfill an important function in the ecology of all living things. They are ultimately responsible for seeing to it that those who die make their way to the outer planes, though the Harvester seems in no particular hurry to move them along. These wayward souls are often diverted to feed the needs of certain unscrupulous entities (including the Galapiti himself) most of them eventually find their way to their alignment plane where they belong.

GOLI (INTERMEDIATE GAWD)

AKA: The Prince of Terror
TURF: The Abyss
ARMOR CLASS: -14
MOVE: 18"
HIT POINTS: 2,488 (1,244 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-10 (+14)
SPECIAL ATTACKS: Flaming Sword of Soul Devouring, Insanity Touch
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Fear and nightmares
SYMBOL: Face filled with terror
CLERIC: 14th level cleric
FIGHTER: 10th level barbarian
MAGIC-USER: 20th level illusionist and 15th level shadow weaver
THIEF: Nil
S: 25/10 (+7, +14) D: 20/17 C: 20/64 I: 25/11 W: 24/51 CH: 18/31 COM: -10/12

The Prince of Terror always assumes the form of his viewer's worst nightmare. This can be anything from sadistic clowns, fierce skeletal warriors, sassy torchbearers or even a person with a spectacular body but a horrendous face. Goli often wears several masks, with one visage being worse than the next. His body is often covered with images of twisted, tormented faces of the souls he has tortured in the past.

If faced with melee, Goli attempts to isolate an individual as his intimidation tactics work best one on one. He will retreat to do this if necessary. He keeps those he captures in his abode for eternal torment, eventually driving his victims insane with fear. He does this both with physical harm such as starvation and sleep deprivation, and constant psychological torture, beginning with threats and ending with celebrity "reality" TV show marathons.

Goli believes that fear results in insanity and insanity in turn breeds more fear. For this reason he often encourages magic-users to wear armor as the resulting spell mishaps can push them over the brink. In melee, Goli can also cause insanity by touch (randomly determined per rules on p 85-86 of the GMG).

GOLIDIRIN (INTERMEDIATE GAWDDESS)

ALA: The Landlord, The Profitmaker
TURF: Concordant Opposition
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 1,784 (892 as lesser gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (+5)
SPECIAL ATTACKS: Destroy valuables
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Neutral
SPHERES OF CONTROL: Money, business, greed
SYMBOL: A golden weight scale
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 10th level itemist
THIEF: 15th level thief
S: 17/89 (+2, +5) D: 28/91 C: 19/10 I: 26/41 W: 20/44 CH: 23/88 COM: 26/19

The Profitmaker appears as a small, thin being adorned in golden silk pants and a blouse with diamond buttons. She wears a silver cloak and carries a platinum walking stick encrusted with diamonds. Anytime Golidirin touches another being with the staff, it disintegrates any coins, gems or precious metals that person is carrying.

Golidirin is one of the biggest "wheeler-dealers" when it comes to bartering with other gawds for souls, worshipers and turf. She drives an incredibly hard bargain and many who negotiate with her often feel they've gotten the short end of the stick, even after they've agreed to something. Still, her willingness to deal with anyone if there is profit in it for herself makes her an active player in the politics and economics of the Gawds of Twilight Last.

Advancement within the church is solely a function of obtaining wealth. One might think this would make the church rich beyond belief, but Golidirin exacts a heavy toll from his faithful. The meager portion the clergy is allowed to retain often still places it well beyond the means of many other organizations within a local economy.

HOKALAS (GREATER GAWD)

AKA: The Riftmaster
TURF: Concordant Opposition, Positive Material Plane, Negative Material Plane
ARMOR CLASS: -20
MOVE: 18"
HIT POINTS: 7,440 (3,720 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+10) each
SPECIAL ATTACKS: Daggers of Hindsight +8
SPECIAL DEFENSES: Control flow of magic
MAGIC RESISTANCE: 99%
SIZE: L
ALIGNMENT: Neutral
SPHERES OF CONTROL: Magic
SYMBOL: A platinum key
CLERIC: 14th level cleric, 12th level druid
FIGHTER: Nil
MAGIC-USER: 20th level magic-user, 9th level HackMage, 20th level wild mage, 20th level blood mage
THIEF: Nil
S: 15/99 (+1, +3) D: 18/71 C: 19/62 I: 30 W: 25/33 CH: 20/17 COM: 3/03

The Riftmaster appears as a cloaked skeletal figure. The Sorcerer Supreme is a fearsome sight for non-worshipers. He often prefers black and white checkered patterns. At least one religious scholar has theorized that the frightening skeletal incarnation is merely a ruse to cover for his true form of a feeble-looking little old man. That scholar was mysteriously unavailable for follow up questions to his theory.

Many scholarly theories hold that there is a finite amount of magic in the TeraVerse and the Riftmaster oversees and regulates its flow. When an additional amount of magic flows to the Prime Material Plane, magic must be lost from another plane, such as the Positive or Negative Material Plane. In a game of magic such as HackMaster such a powerful being is incredibly influential among mortals and gawds alike. In fact,

other gawds support him just because they fear losing their own magical powers should something happen to him.

When Hokalas senses that there is too much magic in any particular plane, he may require sacrifices from his followers in the form of magic items or refraining from casting of spells. On rare occasions, Hokalas has been know to stop the flow of magic to certain areas entirely.

KALENADIL (INTERMEDIATE GAWDDESS)

AKA: The Great Huntress
TURF: Olympus, Happy Hunting Grounds
ARMOR CLASS: -12
MOVE: 24"
HIT POINTS: 2,132 (1,066 as lesser gawddess)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-6 (+10) (melee) or 1-8 (+10) (missile)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: +5 to all saving throws
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Hunting, archery, patience
SYMBOL: Hawk with spread wings against a green background
CLERIC: 14th level cleric
FIGHTER: 20th level archer swashbuckler
MAGIC-USER: 15th level sniper
THIEF: Nil
S: 22/37 (+4, +10) D: 30 C: 23/71 I: 24/12 W: 25/14 CH: 22/68 COM: 26/56

The Great Huntress may appear as a giant hawk or a young, athletic woman with shoulder length brown hair. She wears furs and a cloak of feathers. Kalenadil possesses a Long Bow +5 (Heartseeker – effective up to 23 Strength) and Short Sword +5 Luckblade (Swiftkill). Her constant companion is a large hawk named Rotakk.

Advancement within the Temple of the Patient Arrow comes by defeating superiors in an archery or hunting competition. Kalenadil often seeks others who are willing to compete with her in hunting or archery competitions. The other gawds have mostly grown bored with her "silly" games (also they hate losing as often as they do). Thus, The Great Huntress sometimes disguises herself as a mortal in an effort to find a competitor for her sport. Those who compete well and lose graciously may be granted a favor by the gawd (such as a golden Arrow of Direction or similar item).

KASATORI (INTERMEDIATE GAWD)

AKA: The Laugher
TURF: Limbo
ARMOR CLASS: -11
MOVE: 20"
HIT POINTS: 2,700 (1,350 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+10) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Passion, wine
SYMBOL: Fresh grapes, wine berries or a gaping mouth as if screaming or anticipating a large quantity of wine
CLERIC: 14th level cleric
FIGHTER: 10th level berserker
MAGIC-USER: 20th level wild mage
THIEF: 20th level thief
S: 22/39 (+4, +10) D: 22/01 C: 22/17 I: 25/45 W: 24/38 CH: 16/71 COM: 19/30

The Laugher never takes the exact same form twice so there is no accurate representation of his form on Tellene. However, many believe he is prone to wearing outlandish hats. Clerics on drunken binges often destroy things using a large wooden club because they believe this is what their gawd would do. They happen to be right, as Kasatori loves to smash things, the more valuable the better, preferably while drunk.

Kasatori believes in the passion of all emotions. He is equally content when blissfully happy, lusty or in a mad rage, as long as the feeling is intense. Thus he enjoy a good brawl or an orgy, because both events evoke intense emotions. Because of his emotional swings, most gawds have difficulty getting along with the Laugher.

KAR'SOLOTI (INTERMEDIATE GAWDDESS)

AKA: The Corrupter, The Jealous Eye, Mistress of Spite
TURF: Nine Hells
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 1,748 (874 as lesser gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 (+7)
SPECIAL ATTACKS: Sword of Infinite Sharpness +7
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Injustice, envy, jealousy
SYMBOL: Tipped scales resting on a goat's skull
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level puppeteer
THIEF: 20th level thief
S: 19/34 (+3, +7) D: 20/12 C: 17/09 I: 27/36 W: 25/10 CH: 24/22 COM: 28/85

The Mistress of Spite appears as a stunningly beautiful queen, lavishly dressed in the finest, most expensive garments. She always wears priceless jewelry and a gorgeous diamond-encrusted tiara. Her abode is a massive sprawling mansion located in Hell with thousands of opulently decorated ballrooms, torture chambers and dungeons. While her mansion houses numerous (apparently) valuable art objects, very destructive traps guard these items. Most denizens of Hell agree that Kar'Soloti throws wicked parties, but there's always hell to pay afterwards.

The Corruptor revels in the misery of good people who are unjustly treated. Thus, she strives to cause the faultless to be blamed for acts they did not commit while the guilty roam free. She is as much of a gossip-monger as a deity can be, and is always trying to hatch plots to discredit her enemies.

LAMAKO (INTERMEDIATE GAWD)

AKA: The Vicelord, Violator of the Pure, Sodomizer of All
TURF: The Abyss
ARMOR CLASS: -12
MOVE: 18"
HIT POINTS: 2,928 (1,464 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+15) each
SPECIAL ATTACKS: Sword of Dar-Kang
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Vice, sloth
SYMBOL: Varies regionally. Two of the more popular symbols are an image of a male boar wearing a crown and a pure white pearl impaled on a brown spike.
CLERIC: 14th level cleric
FIGHTER: 15th level dark knight
MAGIC-USER: 10th level wild mage
THIEF: 10th level thief
S: 26/49 (+8, +15) D: 25/89 C: 26/30 I: 21/67 W: 24/72 CH: 27/58 COM: 8/62

The Vicelord often takes the form of a large animal, although the Slayer of Morals rarely takes the same form twice. In any guise, the Violator of the Pure always appears as an incredibly obese, sexually aroused male. He continually seeks to corrupt the morals of the pure through temptation and forcing depraved acts upon them. He particularly enjoys corrupting members of other faiths.

Lamako encourages lavish excess in all pleasures of the flesh, from having extra helpings of sinfully delicious deserts to excessive drinking. He believes that convincing others to take these little steps toward selfish indulgence will open the doorway to more excessive vices. He continuously seeks new converts and hunts for young virgins, male or female, to bring into the fold. Those who resist are murdered in sickening and violent sexual ways.

On the surface, Lamako is the most popular of all the evil gawds. Those who do not see the practices of the religion taken to their extreme conclusions often think, "what's the harm in a little fun?" He takes hold of a population through his followers by taking over social establishments such as brothels and taverns, and then slowly pushes his victims to ever more obscene and immoral behavior.

LAMAS (INTERMEDIATE GAWD)

AKA: Blacksoul, Lurker in the Void
TURF: Nine Hells, Negative Material Plane
ARMOR CLASS: -14
MOVE: 18"
HIT POINTS: 2,752 (1,376 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-16 (+8)
SPECIAL ATTACKS: Axe of Doom, called shot to eyes
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Dusk, darkness, moonless nights
SYMBOL: An eyeless raven gripping a bloody eye
CLERIC: 14th level cleric
FIGHTER: 10th level knight errant
MAGIC-USER: 20th level shadow weaver
THIEF: 15th level assassin
S: 20/41 (+3, +8) D: 26/27 C: 20/78 I: 25/40 W: 23/07 CH: 23/62 COM: 10/30

The Lurker in the Void always appears as a shapeless, amorphous cloud of complete blackness. When faced with combat, the blob can extend psuedopods to wield weapons such as its huge Battleaxe of Doom. When fighting in melee he always makes called shots to his opponent's visual organs. Lamas encourages followers to dress entirely in black and insists that his minions have been doing this way before it was cool. He gets very angry when someone suggests otherwise. He resides in the deepest pits of Hell.

Blacksoul demands sacrifices in the form of visual organs from sentient beings. Those who do not follow him find this repulsive. Many of those who do follow him

are a little bit weirded out by the practice, but they do it anyway in their lust for divine power.

Lamas preaches that sometime soon, the TeraVerse will be cast into the Time of the Void, an age when Blacksoul will devour the sun and Tellene and all life-bearing planets will be cloaked in eternal blackness. The other gawds don't believe him and they say he is just a dreamer. But he claims he's not the only one. He hopes someday you'll join him. And the world will be without a sun.

LELANI (LESSER GAWDDESS)

AKA: The Pure One
TURF: Elysium
ARMOR CLASS: -4
MOVE: 18"
HIT POINTS: 948 (474 as demi-gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Net of Entrapment, Net of Ensnarement
SPECIAL DEFENSES: Robe of Love
MAGIC RESISTANCE: 50%
SIZE: L
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Love, harmony
SYMBOL: Dove over a white rose
CLERIC: 11th level cleric
FIGHTER: Nil
MAGIC-USER: 15th level puppeteer
THIEF: 20th level bard
S: 18/89 (+3, +6) D: 25/30 C: 20/19 I: 25/22 W: 24/59 CH: 26/17 COM: 29/34

The Pure One appears either as a dove or a young, beautiful human or elf with long blonde hair in a robe made of flowers. It is said that those who gaze upon her magical robe will fall in love with the next person they see. She rarely inflicts lasting damage in confrontations, instead preferring to use delaying or entrapment tactics.

Advancement within the church is based on experience, dedication and success in bringing love and harmony into the world. Lelani demands her devout followers to perform selfless good deeds as often as possible.

LIGANALI (INTERMEDIATE GAWDDESS)

AKA: The Shimmering One
TURF: Olympus
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 2,028 (1,014 as lesser gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+7) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Moons, beauty
SYMBOL: Full moon breaking through clouds
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 13th level hypnotist
THIEF: 20th level bard
S: 19/47 (+3, +7) D: 24/38 C: 22/71 I: 25/10 W: 24/16 CH: 29/13 COM: 30

The Shimmering One appears as a silvery humanoid-shaped light or a Will-o-Wisp. Its beauty instantly enamors any being gazing upon the Liganali. When in human form, she wields a Rapier +5 that is anything but petite. The value Liganali places on individualism and the freedom to express oneself through art and ideas makes her popular among elves. That and the fact that she's a hottie.

Advancement within the church comes through acquisition of beautiful items for the church. Thus, Liganali has an incredible collection of art objects from all ages throughout the TeraVerse. One of her favorite is a set of three charms that her worshipers sacrifice to her every 280 years. After the sacrifice, the charms magically disperse to the ends of Tellene, awaiting another 280-year search. Liganali takes great pleasure in watching her worshipers hunt for the charms over and over again.

LISAR (DEMI-GAWDDESS)

AKA: Mother of the Elements, Earth Mother, Wave Crusher, Madame of the Wind, the Grand Incinerator
TURF: Concordant Opposition, Elemental Planes
ARMOR CLASS: -6
MOVE: 18"
HIT POINTS: 838
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+8)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 25%
SIZE: H
ALIGNMENT: Neutral
SPHERES OF CONTROL: Elements (earth, air, fire, water)
SYMBOL: A circle divided into four equal parts with one cult represented in each corner. Worship of this deity is divided into four cults: earth, air, fire and water.
CLERIC: 9th level, 23rd level druid
FIGHTER: Nil
MAGIC-USER: 10th level elementalist in each of the four classical elements
THIEF: Nil
S: 20/77 (+3, +8) D: 20/04 C: 21/32 I: 26/68 W: 27/93 CH: 19/14 COM: 18/40

The Mother of the Elements appears differently to each cult, with her appearance and demeanor based on her different spheres of control. The earth cult views the Earth Mother as a beautiful young maiden with wild, wind-blown hair, blue eyes and dark brown skin. To the water cult, Wave Crusher appears as a towering giant with rippling muscles, clad in seaweed and wielding a huge harpoon. The air cult views the Madame of the Wind as a short, slender woman of pale complexion, dressed in a flowing silver gown with a white belt. Finally, to the fire cult worshipers, the Grand Incinerator appears in the form of a huge (24 HD) Fire Elemental.

Advancement within the Assembly of the Four Corners is based on helping to maintain the balance of nature. The Assembly is organized such that all clerics must declare an allegiance to a specific cult based on the classical elements of earth, air, fire and water. Until this declaration is made, clerics are all members of one cult. Outsiders often misunderstand Lisar as having evil intentions but she simply represents the important, yet sometimes deadly, forces of nature.

LOKALAS (INTERMEDIATE GAWD)

AKA: The Eye Opener
TURF: Nirvana
ARMOR CLASS: -11
MOVE: 18"
HIT POINTS: 1,384 (674 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+6)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Wisdom
SYMBOL: An owl in flight grasping a staff in its talons
CLERIC: 20th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level detective
THIEF: Nil
S: 18/92 (+3, +6) D: 19/44 C: 20/13 I: 25/48 W: 30 CH: 20/71 COM: 18/99

The Eye Opener appears as an older being with white hair. He is garbed in light brown robes and carries a beech staff (the Staff of Wisdom). He continuously seeks arcane knowledge and may grant favors to those who pass on important information to him or his clergy. His role among the Gawds of Twilight last is often that of a trusted advisor.

Advancement within the Order of Thought is by seniority. However, in addition to learning basic skills during training, clerics must solve a riddle. They may not advance until they answer it correctly.

NATIREL (INTERMEDIATE GAWD)

AKA: The Old Man, The Strategist
TURF: Nirvana
ARMOR CLASS: -15
MOVE: 18"
HIT POINTS: 2,044 (1,022 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-10 (+12) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: War, tactics, strategy
SYMBOL: Crossed polearms
CLERIC: 14th level cleric
FIGHTER: 20th level soldier
MAGIC-USER: 10th level battle mage
THIEF: Nil
S: 24/56 (+6, +12) D: 24/43 C: 23/90 I: 20/36 W: 21/71 CH: 27/69 COM: 17/14

The Strategist appears as an old soldier. He has white hair and a stern, wrinkled face. He always wields a polearm, usually a halberd.

Advancement within the Order comes by success in the field and the improvement of strategic and tactical methods. The Old Man takes great interest in those who can prove their prowess in battle by using superior tactics and strategy. He feels that relying on individual strengths is a failure of command. The entire fighting unit must be made strong through training and working together to execute a plan. Worshipers often sacrifice weapons and battle standards or honor tokens of defeated foes. The Strategist especially favors combat with those espousing chaotic notions of individual strength in melee. Nothing makes the Old Man prouder than to see his followers logically dissect a horde of the Battle Rager's followers.

PAGARI (INTERMEDIATE GAWDDESS)

AKA: The Fate Scribe
TURF: Concordant Opposition, Elemental Plane of Time
ARMOR CLASS: -11
MOVE: 18"
HIT POINTS: 1,920 (960 as lesser gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+4) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Command Time Elementals
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Neutral
SPHERES OF CONTROL: Prophesy, time, fate
SYMBOL: Silver crescent moon and three stars on a light green background
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level seer, 15th level transporter
THIEF: Nil
S: 16/39 (+2, +4) D: 20/88 C: 20/14 I: 28/31 W: 26/10 CH: 21/09 COM: 24/71

The Fate Scribe appears as a middle-aged woman with shoulder length red hair. She is clad in light green robes trimmed in silver. Pagari carries the Staff of the Prophets, a walking staff crowned by a Crystal Ball called the Eye of Knowledge. If confronted with combat, she typically summons 1-2 Time Elementals to defend her.

Advancement within this religion is based on both finding gifted recruits and skill in foreseeing, telling and fulfilling prophesies. The other gawds continuously ask her for advice in areas where there own omniscience is limited. They are constantly frustrated, though, as she, like many of her clerics, foretells the future in vague riddles and metaphors that even the gawds have a hard time understanding. If anyone questions whether or not the advice she gives is really just a load of crap, Pagari gets very angry.

PAGAROG (INTERMEDIATE GAWD)

AKA: The Battle Rager
TURF: Limbo
ARMOR CLASS: -12
MOVE: 18"
HIT POINTS: 1,604 (802 as lesser gawd)
NO. OF ATTACKS: 8
DAMAGE/ATTACK: 4-16 (+16) x4 / 2-20 (+16) x2 / 1-8 (+16) x2
SPECIAL ATTACKS: Sword of Sharpness (Tremble), Death Rune, etc.
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: H
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Battle, berserking, chaos, courage
SYMBOL: Crossed swords behind a double-bladed hand axe
CLERIC: 14th level cleric
FIGHTER: 20th level berserker
MAGIC-USER: Nil
THIEF: Nil
S: 29/79 (+10, +16) D: 26/45 C: 27/13 I: 15/10 W: 14/34 CH: 20/38 COM: 13/04

Battle Rager appears as a stocky, middle-aged being with long, wavy, red hair and four arms. Clad in dark blue and red plate mail, Pagarog wields two huge, doubled-bladed Battleaxes +5 (Bloodletter and Headtaker). He also wields a Greatsword +5 (Foeslayer) and a HackMaster Long Sword +12 (Tremble). Pagarog lives for battle and is continuously seeking confrontations. He never backs down from a fight and never retreats once engaged.

Pagarog requires his faithful to sacrifice weapons, armor and banners of defeated foes both before and after battle (and he won't reject a sacrifice made during battle, either!). It is said that he watches all physical conflict that takes place between mortals and feeds off the excitement it creates. When asked why he likes fighting so much, Pagarog describes it as a natural high. All the gawds of death are great supporters of Pagarog and his followers because he keeps their business booming.

PININI (INTERMEDIATE GAWD)

AKA: Raconteur
TURF: Olympus
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 2,016 (1,008 as lesser gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 1-8 (+8)
SPECIAL ATTACKS: Rod of Smiting
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: The Arts (includes paintings, poetry, music, humor, etc.)
SYMBOL: A theatrical mask or a jester hat
CLERIC: 14th level cleric
FIGHTER: 10th level swashbuckler
MAGIC-USER: Nil
THIEF: 20th level bard
S: 21/17 (+3, +8) D: 27/46 C: 22/72 I: 20/81 W: 26/74 CH: 27/20 COM: 28/12

Raconteur appears in many different forms, but always as some form of performer or artist. His apparel is always appropriate to his performance medium, usually in colors of red and gold and he carries a Rod of Smiting. Pinini is a jolly soul who loves to perform and bring joy to others as well as to witness others who entertain. In fact, those who call upon him had best be prepared with an artistic endeavor to present to him in return for the favor.

Advancement within the church comes through demonstrated excellence in a particular art form. Once the cleric advances, he receives a small charm to wear on a necklace, that signifies the mastered art form. Pinini demands a song, poem or joke told in his honor as a weekly sacrifice. More substantial works of art must be sacrificed yearly.

PIRABI (INTERMEDIATE GAWDDESS)

AKA: The Flaymaster
TURF: Nine Hells
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 2,920 (1,460 as lesser gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-10 (+12) each
SPECIAL ATTACKS: Whip +5 (Nervelicker), Painful Strike, Inflict Trauma Damage
SPECIAL DEFENSES: Cold Aura
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful evil
SPHERES OF CONTROL: Pain, torture and cold
SYMBOL: Dagger with blood dripping off the blade
CLERIC: 14th level cleric
FIGHTER: 10th level knight errant
MAGIC-USER: 10th level icer
THIEF: 13th level assassin
S: 24/38 (+6, +12) D: 23/17 C: 25/77 I: 18/81 W: 24/93 CH: 22/15 COM: 3/04

The Flaymaster appears as a thin being dressed in black leather with a black studded leather hood. She speaks in a low raspy voice and has penetrating gray eyes. She is surrounded by an aura of magical cold that does 1d6 points of damage to those within 10 feet (no save).

In combat, Pirabi attacks with her special Barbed Whip +5. All attacks she makes count as painful strikes (as per the monk ability) except that she can use that attack on anyone as often as she likes. Additionally, anytime she inflicts damage on an individual, it forces a Threshold of Pain check (GMG p 105), regardless of the amount of damage taken.

Pirabi rarely kills those she captures, as she likes to keep her victims around for a long time to torment them. She particularly prefers healthy and strong individuals who take a very long time to die. Those she especially favors suffer the "death of a thousand screams", a special torture she has devised in which the victim's body is essentially dismantled one slow and painful hit point at a time.

P'RAKEKE (GREATER GAWD)

AKA: Emperor of Scorn
TURF: Hades
ARMOR CLASS: -18
MOVE: 24"
HIT POINTS: 5,472 (2,736 as intermediate gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16 (+15) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 85%
SIZE: L
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Hate, bigotry
SYMBOL: Golden scepter on a blue background
CLERIC: 15th level cleric
FIGHTER: 10th level berserker
MAGIC-USER: 15th level hypnotist
THIEF: 20th level bard
S: 27/17 (+9, +15) D: 28/03 C: 24/92 I: 26/33 W: 25/56 CH: 27/51 COM: 30

The Despiser appears as a perfect physical specimen of the same race as the observer. When angry, the Emperor of Scorn changes his facial features to those of a jackal and walks tall with a large wooden club. He uses this to bash people he doesn't like. And he doesn't like pretty much everyone. In fact, he despises them.

P'Rakeke places much importance on the recruitment of young followers. In fact, he rewards his followers for bringing such converts into the fold. He believes that if he can get someone to give into his hatred at a young age, the misguided youth will be his for eternity.

In spite of the ease with which he is able to blame others for the problems of the TeraVerse, the ranks of his minions are often fluid as they so frequently conflict with one another. Thus, hatred between two sects of P'Rakeke often festers until they decide it is mutually beneficial to put aside their differences, such as when a more hated third party is present. The Emperor of Scorn often teaches his minions hatred of others along racial lines.

P'ROFALI (LESSER GAWD)

AKA: The Peacemaker
TURF: Elysium
ARMOR CLASS: -3
MOVE: 18"
HIT POINTS: 1,106 (553 as demi-gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (+6)
SPECIAL ATTACKS: Staff of Indignation
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: L
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Peace and comfort
SYMBOL: Two hands clasped in friendship
CLERIC: 12th level cleric
FIGHTER: Nil
MAGIC-USER: 15th level abjurer
THIEF: 10th level bard
S: 18/55 (+3, +6) D: 25/40 C: 26/39 I: 27/03 W: 21/12 CH: 23/09 COM: 26/83

The Peacemaker appears as a short, thin being with blonde hair, smooth white skin and gentle blue eyes holding a walking staff. He is often perceived as a shepherd clad in sky blue robes, guiding his flock of followers in the ways of non-violent morality. Unfortunately, his followers don't fare very well in the tumultuous TeraVerse of HackMaster.

The House of Comfort generally awards advancement to those that resolve significant crises or actively prevent conflict. He stresses calm, rational thought over emotional impulsiveness. P'Rofali demands a monthly sacrifice of swords or other weapons beaten into plowshares, with magical bladed especially favored.

P'LIPU (INTERMEDIATE GAWD)

AKA: The Unseen One, The Seller of Souls
TURF: Hades
ARMOR CLASS: -12
MOVE: 18"
HIT POINTS: 2,648 (1,324 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+8) each
SPECIAL ATTACKS: Dagger of Vital Organ Seeking, Poison
SPECIAL DEFENSES: Immune to poison, per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Murder, revenge, favors
SYMBOL: Skull-headed scorpion with blood dripping from its stinger
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level sniper
THIEF: 20th level assassin
S: 20/93 (+3, +8) D: 24/47 C: 26/12 I: 27/06 W: 21/87 CH: 26/91 COM: 20/16

The Seller of Souls appears as a short, thin being with jet black hair and eyes. He wears a black leather from head to toe, with a black leather cloak. Much like the Blacksoul, P'Lipu claims to have been into black long before it was cool. Any hit from P'Lipu in melee (regardless of the weapon he uses) forces the victim to save versus poison (Class N) or die. Of course, he is immune to all poisons.

On the surface, the Seller of Souls prefers to downplay his interest in murder and instead focuses on offering his "services" to those in need of revenge. Once he acts on someone's behalf, of course, that person owes him a favor that will likely be unpleasant to pay back. It will most certainly consist of a grisly deed. P'Lipu hates it when someone asks him about his business. Don't ever ask him about his business. In fact, you've probably read too much about him already.

RANADORI (INTERMEDIATE GAWD)

AKA: The Watcher
TURF: Limbo, Prime Material Plane
ARMOR CLASS: -13
MOVE: 24"
HIT POINTS: 2,676 (1,338 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+6) each
SPECIAL ATTACKS: Staff of Devastation
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M-L
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Wanderers, loneliness
SYMBOL: A winding road disappearing over a hill or a winged staff
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 15th level seer, 20th level transporter
THIEF: 10th level bard
S: 18/01 (+3, +6) D: 19/29 C: 22/67 I: 27/82 W: 28/93 CH: 15/04 COM: 16/75

The Watcher has never been known to assume the same form twice. However, some followers believe he observes mortals from time to time through the eyes of a lone coyote. .In whatever form he chooses, he always has an ice cold piercing stare. Those who are aware of this often take great insult at others who stare at them, suspecting it might be the Watcher in disguise.

Ranadori believes that one gains wisdom by observing others. For this reason he tries to watch everyone all the time. Since this gets really tiring after a while he often has minions do the watching and provide him with periodic updates. Among the gawds, Ranadori is known as a big gossip because he is always sticking his nose into other people's business. No one is quite sure why, though. He rarely uses his knowledge for weal or woe. He just keeps watching, noting and contemplating. This makes both mortals and gawds alike extremely uncomfortable; he just thinks too much. The other gawds think Ranadori is just plain weird.

RANAKA (INTERMEDIATE GAWD)

AKA: The Creator of Strife
TURF: The Abyss
ARMOR CLASS: -14
MOVE: 30"
HIT POINTS: 3,016 (1,508 as lesser gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-6 (+11) each
SPECIAL ATTACKS: Rod of Flailing
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic evil
SPHERES OF CONTROL: Discord, foul weather, misfortune
SYMBOL: Varies regionally; common examples are: storm clouds, a twister or a tidal wave. Also uses a spatially impossible geometric shape atop a crooked stick. The existence of this shape is a miracle granted by the Creator of Strife.
CLERIC: 14th level cleric
FIGHTER: 10th level dark knight
MAGIC-USER: 20th level wild mage
THIEF: 20th level bard
S: 23/39 (+5, +11) D: 21/18 C: 26/98 I: 27/79 W: 24/66 CH: 17/20 COM: 18/41

The Creator of Strife takes many forms but always appears disheveled and his clothing is always bright, colorful and clashing. Ranaka seeks out those he believes have been extremely lucky, be it mortal or gawd, and attempts to cause their downfall. He is particularly interested in smacking down those who have too much Honor.

Ranaka is popular among humanoids because they often feel that the humans, dwarves and elves have come to dominate their realms doe to sheer luck and they believe the humans and demi-humans don't deserve their good fortune. It is easy for the Creator of strife and his minions to fan the flames of dissention in such an environment.

Fear of Ranaka has given rise to many common superstitions. The ill effects associated with black cats, walking under a ladder and breaking a mirror all have their roots in stories about the wrath of the Creator of Strife. In fact, some gamblers have been known to purposely lose their last three hands in order to appease this vengeful gawd.

REGORIKE (LESSER GAWDDESS)

AKA: The Raiser
TURF: Elysium
ARMOR CLASS: -5
MOVE: 16"
HIT POINTS: 1,144 (572 as demi-gawddess)
NO. OF ATTACKS: 1-6 (+8)
DAMAGE/ATTACK: 3/2
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: L
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Harvest, life, fertility, agriculture
SYMBOL: A blazing hearth
CLERIC: 11th level cleric
FIGHTER: 10th level ranger
MAGIC-USER: 18th level constructor
THIEF: Nil
S: 20/94 (+3, +8) D: 22/18 C: 26/72 I: 25/10 W: 19/01 CH: 25/40 COM: 19/30

The Raiser appears as a plump, gray-haired woman with a smile as wide as her hips. She dresses in a common housedress with a white apron and her trusty sickle at her side. Regorike is a kind and jolly being who encourages her clerics to make strangers feel as welcome as a long lost friend. She loves to see good things grow and prosper. This accommodating attitude sometimes gets her into trouble as the other gawds often take advantage of her good nature and excessive willingness to help.

She is kind and generous, but does require that her faithful periodically sacrifice bushels of milled grain, which they then distribute to the needy. Additionally, followers must sacrifice their time each fall helping local farmers with the harvest.

Relivik (Intermediate gawd)

AKA: The Guardian, The Liberator
TURF: Olympus, Happy Hunting Grounds
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 1,552 (776 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-16 (+11) or 3-24 (+11) (missile)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Free Action
MAGIC RESISTANCE: 75%
SIZE: H
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Freedom, liberty, happiness
SYMBOL: An eagle's claw on a black background
CLERIC: 14th level cleric
FIGHTER: 20th level swashbuckler
MAGIC-USER: Nil
THIEF: Nil
S: 23/09 (+5, +11) D: 29/37 C: 25/06 I: 20/19 W: 23/47 CH: 24/42 COM: 23/85

The Liberator appears either as a giant eagle or a young, strong, rugged being with long dark hair and yellow eyes. The Guardian wears chain mail adorned with a black, gray or white tunic and wields a huge Long Sword +5 (Talon) and a gigantic Long Bow +5 (True Flight – can accommodate up to a 24 Strength). Relivik values freedom and liberty above all else. He is ever vigilant in seeking out those who enslave or oppress others. The Guardian possesses an inherent power of Free Action (as the ring of the same name)

Advancement within the church comes by freeing slaves, indentured servants and other sentient beings held under the shackles of others; converting or killing followers of the Overlord; or aiding in the overthrow of oppressive governments.

Rigel (Intermediate gawd)

AKA: Risk
TURF: Limbo
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 2,036 (1,018 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+7) each
SPECIAL ATTACKS: Dagger of Interrogation
SPECIAL DEFENSES: Dare, Double dog dare
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Thievery, gambling, luck
SYMBOL: Two six-sided dice
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level wild mage
THIEF: 20th level thief
S: 19/09 (+3, +7) D: 30 C: 20/73 I: 21/28 W: 19/14 CH: 17/05 COM: 18/69

Risk appears as a dark-cloaked figure of indistinguishable height, with a hood concealing his hood. If one were to actually look upon his face he would see a human-like visage with constantly changing features. One of his special powers is to invoke a dare on others. Not even the gawds are immune to this type of egging-on. An individual may voluntarily refuse a dare but then loses 50% of his Honor. If that happens, Rigel has the option to invoke a double dog dare. An individual presented with a double dawg dare may only refuse if he makes a saving throw versus spells with a -10 penalty. If not, he must act on the challenge presented by the dare. Rigel may only invoke a double dawg dare three times per day.

Rigel works with all the gawds to take bets on various events. As nearly all gawds enjoy gaming of this nature, his business is very good. However, with the incredibly powerful nature of many of the gawds, the temptation to manipulate events is just too great, and Rigel often has to try to collect souls from angry deities who feel they have been cheated in one of his schemes.

Old Lucky never grants favors to his clergy or followers without a dare or bet being involved. He rewards worshipers for taking chances, regardless of the outcome. The Church of Chance runs legal and illegal gambling houses and controls many thieves' guilds.

Rostak (Lesser gawd)

AKA: The Traveler
TURF: Elysium, Astral Plane, Ethereal Plane
ARMOR CLASS: -5
MOVE: Infinite
HIT POINTS: 1,168 (584 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+8) each
SPECIAL ATTACKS: Staff of the Magi
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: L
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Travel, stars
SYMBOL: A shooting star on a black background
CLERIC: 11th level cleric
FIGHTER: 15th level trailblazer ranger
MAGIC-USER: 20th level transporter
THIEF: Nil
S: 20/03 (+3, +8) D: 29/17 C: 26/25 I: 24/59 W: 21/30 CH: 23/12 COM: 24/23

The Traveler appears as an old, bald man with tan skin, faded yellow, black or silver robes and worn sandals. He carries a weathered oaken staff (a Staff of the Magi). Rostak does not seek out evil, but will not ignore it if he finds it in his travels. He has been known to destroy entire armies on a whim. Rostak hates highwaymen and others who make it difficult for his faithful to travel and sometimes sends his minions to deal with such situations.

Due to the church's interest in traveling and adventuring, advancement within the church comes with gaining experience or conversion of followers during one's travels. Each cleric must travel at least 10,000 miles before advancing within the church. Furthermore, Rostak requires that his faithful sacrifice four pieces of gold, four small gems or four pieces of coral at least once per season. These are thrown in the four directions of the compass.

Rotovi (Intermediate gawd)

AKA: The Mule
TURF: Nirvana, Prime Material Plane
ARMOR CLASS: -14
MOVE: 18"
HIT POINTS: 2,904 (1,452 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-12 (+3) (crossbow)
SPECIAL ATTACKS: Crossbow of Doom
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Mathematics, science, invention, reasoning, knowledge
SYMBOL: Triangle within a circle, within a square
CLERIC: 14th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 15th level constructor, 15th level itemist, 15th level transporter
THIEF: Nil
S: 20/03 (+3, +8) D: 26/75 C: 19/84 I: 30 W: 20/13 CH: 17/89 COM: 16/34

Rotovi appears as a bald man or woman with a solemn expression. When on the Prime Material Plane, he often takes the form of a mule to observe worshipers first hand. When necessary, he wields a huge Heavy Crossbow of Doom with assorted magical bolts, though he enters combat only as a last resort, since he is not prone to rash decisions.

Advancement within the Fraternal Order of Aptitude is based on seniority. The seniority standard is often waived for the discovery of a particularly important bit of knowledge or invention. Aptitude in advanced math is of particular importance to Rotovi.

Many followers believe that the Mathmaster influences the mules owned by worshipers to help them avoid danger. They often own mules for this reason. They believe that when a stubborn mule refuses to go somewhere, it is usually for a good reason.

SELANADI (INTERMEDIATE GAWD)

AKA: Lord of Silver Linings, Lord of Blue Skies
TURF: Elysium, Positive Material Plane
ARMOR CLASS: -13
MOVE: 18"
HIT POINTS: 1,536 (768 as lesser gawd)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (+7)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Wand of Repel Attack
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Healing, hope, mercy
SYMBOL: A capital psi with a circle above the center vertical arm set atop a rainbow
CLERIC: 20th level cleric
FIGHTER: Nil
MAGIC-USER: Nil
THIEF: 10th level bard
S: 19/45 (+3, +7) D: 20/18 C: 26/14 I: 20/10 W: 26/89 CH: 26/93 COM: 27/48

The Caregiver appears as a comely person in sky blue or rainbow colored robes. He wields a powerful artifact, the Staff of the Merciful, an oak staff topped by the golden symbol of the Lord of Blue Skies. This staff functions as doubly effective Staff of Curing and a rechargeable Wand of Repel Attack. Though preferring to avoid combat, he has been known to intervene in conflicts to provide balance and entreat mercy on behalf of the losers.

Clerics advance within the church by healing and caring for local followers and others in need. In fact, Selanadi demands that his followers aid those in need of healing regardless of their alignment or affiliation.

SITIRI (INTERMEDIATE GAWD)

AKA: Powermaster
TURF: Nirvana
ARMOR CLASS: -15
MOVE: 31"
HIT POINTS: 2,608 (1,304 as lesser gawd)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 8-32 (+16) each
SPECIAL ATTACKS: Maul of the Titans
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: G
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Strength, medicine
SYMBOL: Mountain rising up through a cloud
CLERIC: 15th level cleric
FIGHTER: 21st level monk
MAGIC-USER: Nil
THIEF: Nil
S: 30 (+11, +16) D: 20/89 C: 29/13 I: 19/24 W: 23/61 CH: 18/37 COM: 19/71

The Powermaster appears as an enormous, strapping young being. He is bald except for a braided shoulder-length tail of black hair. He is often clad in sleeveless blue robes with a large silver girdle that bears the likeness of an ox. Sitiri wields a silver Maul of the Titans (Foecrusher).

Advancement within the Temple of the Three Strengths comes at a yearly competition. Clerics compete in contests of physical strength, intellect, and renditions of spiritual songs, poems and stories. Those that do well advance.

SOBATI (INTERMEDIATE GAWD)

AKA: The Founder, The Great Builder
TURF: Nirvana, Prime Material Plane
ARMOR CLASS: -11
MOVE: 18"
HIT POINTS: 1,880 (940 as lesser gawd)
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 4-40 (+15)
SPECIAL ATTACKS: +2 to hit
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Law, order, cities
SYMBOL: Red bricks and sword on a blue background
CLERIC: 14th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 15th level constructor
THIEF: Nil
S: 26/72 (+8, +15) D: 21/93 C: 20/81 I: 26/47 W: 23/26 CH: 19/91 COM: 18/83

The Great Builder appears as a commonly dressed mason, often in hues of blue or red, carrying a chisel and large hammer (a Maul of the Titans). The Founder seeks out fledgling civilizations that he believes have potential for greatness and assists them in learning how to work together in an orderly way to build their society. He teaches them building techniques so they may build cities and temples dedicated to him. Those seeking to destroy civilizations have had more success since the War of the Tablet of the Ages.

Clerics gain advancement through architectural achievement and/or experience in maintaining law and order. Sobati demands periodic sacrifices of silver bricks from worshipers. It is said that he takes these bricks to expand his great city in Nirvana.

TALADARI (DEMI-GAWDDESS)

AKA: The Holy Mother
TURF: Seven Heavens
ARMOR CLASS: -3
MOVE: 18"
HIT POINTS: 645
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-24 (+8) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 25%
SIZE: L
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Home, industriousness, marriage
SYMBOL: A house encircled by a ring
CLERIC: 12th level cleric
FIGHTER: 12th level holy knight
MAGIC-USER: 12th level transmuter
THIEF: 10th level bard
S: 20/16 (+3, +8) D: 22/10 C: 23/45 I: 24/17 W: 25/72 CH: 26/18 COM: 27/20

Taladari appears as a commoner dressed in work clothes, often favoring blue, white and gray with a short gray cylindrical cap. While she focuses on the joys of family life, marriage and honest hard work, she is not afraid to raise a hammer in arms against forces that threaten her flock.

Advancement within the church is based on seniority and service to the community. For those who stray or for enemies of the congregation, The Holy Mother sentences the offender to a year of hard labor, sometimes breaking rocks on the Elemental Plane of Earth. She believes such activity can cleanse the mind of impure thoughts and put one on the right path again. After all, Gorgan'Mar will find work for idle hands.

Chapter 24

Zakhara

The Pantheon

Zakhara, Land of Fate, is a realm of extremes. Travelers there may cross a seemingly endless sea of dunes, cresting wave after wave and then suddenly find an oasis as lush as any imagined paradise. They may climb snow capped mountains that soar above 15,000 feet or discover the deadly Pit of the Ghuls, whose murky depths plunge well below the level of the distant sea. The deserts of Zakhara are vast and foreboding. Temperatures frequently climb above 130 degrees during summer days and plummet below freezing during winter nights. Most of the Zakharan desert is not dunes, however, but an expanse of dry rocky plains.

Zakhara's people are divided into two broad groups: the nomads, or Al-Badia, and the city-dwellers, or Al-Hadhar. The gawds are divided into three groups, the major gawds (not the same as greater gawds in the HackMaster TeraVerse), local or common gawds, and savage gawds. These distinctions really only matter to the people of Zakhara as the gawds presented herein have designations consistent with the other Gawds of Twilight Last. Worship and faith are largely a matter of personal choice in Zakhara. Lay people often worship a number of gawds at the same time, or switch from one gawd to another.

Zakhara has eight major deities: Hajama, Hakiyah, Haku, Jisan, Kor, Najm, Selan, and Zann. Also, members of the Pantheist League revere the gawddess Jauhar as a major deity. The Pantheist League restricts worship to Hajama, Jauhar, Kor, Najm, Selan. Clerics of the Pantheon recognize only these gawds, considering them the "true" major gawds. Members of the Pantheist League do not tolerate the worship of any other deities. All but Jauhar are known and worshipped throughout the Land of Fate. Still, the bond between Pantheists and non-Pantheists of a given faith is tenuous at best. Though they worship the same gawds, specific beliefs and practices differ. Pantheists of a given faith have more in common with fellow Pantheists who worship other gawds than they do with outsiders who belong to the same faith. The Pantheist League uses the pentagon as a symbol. They promote strength in their beliefs through unity. They feel that only by gathering together and combining the best talents of the group, can they succeed. Trust your foes to be jealous of your accomplishments. The gawds of the Pantheon are the only true gawds. All other so-called deities are common creations, and their followers must be "enlightened." Excessive actions may be excused by excessive circumstances.

Unlike worshipers elsewhere, Pantheists do not attend ceremonies tailored only to one gawd. Instead, Pantheist mosques are similar to open mosques found elsewhere; religious services reflect the variety among the worshipers who are welcomed. There is one key difference, however. Only the five deities of the Pantheon may be venerated in a Pantheist mosque. No other mosques are permitted within the cities of the League of the Pantheon; those that manage to endure are small as well as secret.

The Pantheist church is a united body, devoted to the well-being of all its worshipers. The church works closely with the local rulers of the Pantheist cities to maintain popular support by ensuring that the needy are cared for, the hungry are fed and the sick are healed. Pantheist followers are loyal and enthusiastic about their combined faith.

Non-Pantheist clerics who worship one of the deities of the Pantheon are regarded with tolerance and sometimes curiosity. They are "cousins" hailing from outside the Pantheon, welcomed as members of related churches. Even a Pantheist believes that a cleric of Kor is still a cleric of Kor – even that somewhat misguided Korite from Afyal. Nonetheless, Pantheists would prefer to sway that cousin to a more like mind.

Ironically, a Pantheist may not receive the same welcome when traveling to a sister church outside the Pantheist cities. As a group, Pantheists are regarded with suspicion, particularly in the Pearl Cities. If the gawds themselves have any precise opinion as to whose views are correct, they have kept it to themselves.

There are more local, or common, gawds than cities in the Land of Fate. Some are tied to a particular holy site or idol, some are venerated by a particular tribe or community, and some have but a handful of followers. Many of these individual faiths are served by kahins, or free clerics, who may venerate different gawds in the forms of icons. Two such gawds are covered herein, Bala of the Tidings and Vataqatal the Warrior-Slave.

Forgotten Gawds

The great river empires of Nog and Kadar worshipped their own deities, allegedly through foul and inhuman rites. Crumbling edifices and statues erected in honor of those gawds still litter the Ruined Kingdoms. While even dedicated sages know little about these deities, tidbits of legend crop up from time to time. It is thought that these gawds, must have died in the War of the Tablet of the Ages as no one has heard from them since that time.

Kiga, the Predator, who commanded a pride of female were-leopards.

Lotha, a human-headed spider venerated by evil elves who were burned alive for their sins.

Migal, also called the Mentor of the Gawds in some writings. He had a horde of winged assassins to enforce his orders.

Shajar, an obese, hippo-headed gawd of the river.

His mate, **Raggara,** who appears as a crocodile-headed woman with bat wings.

Savage Gawds

Major and local gawds share a common origin in the legends of Zakhara, but there are also beings strange to these civilized lands, whose worshipers have never heard of the Pantheon or even the common gawds. These strange deities come from a number of areas, mostly from the border of the civilized world. They have no organized mosques, and their clerics (mortals foolish enough to follow them) are usually considered outland clerics. Only a few of the many savage (or heathen) gawds are described herein.

Gawds of the Crowded Sea

Many islands in the Crowded Sea have been isolated for decades or centuries. In these exotic climes, strange and mysterious gawds have arisen. Some are monsters. Others are heroes raised to mythic proportions. And some are truly gawds of a type that has not been encountered since the first genie pledged service to the first sha'ir. Tales of gawds from these distant and savage lands include: The Drummer, Kar'r'rga, The Lost One, and Pag.

Wild Gawds

The gawds who are deemed "wild" by civilized Zakharans watch over the hill tribes and others who live at Zakhara's highest altitudes, far above the hot desert floor. These deities are brutal, beast-like creatures not native to the Land of Fate. Once, it is said, they ruled the heavens above far-away lands. As a punishment for misdeeds, they were cast out, seeking refuge in the outlands of Zakhara. There are as many wild gawds as there are tribes and savage peoples, but two of them typify their breed: The Beast and The Faceless Gawd.

Cold Gawds of the Elements

Akadi of Air, Grumbar of Earth, Istishia of Water, Kossuth of Fire — these are the cold gawds of the elements. Their power was once great. Mortals who have seen the phenomenal strength of an elemental monolith know that such a creation is but a slight shadow of the deity born of the same plane.

Despite their power, few creatures ever took to the cold gawds for magic or guidance. These deities are dubbed "cold" because of their attitudes toward men and other "inferior" beings: indifference or outright hostility. The genies, who are themselves creatures of the elements, recognize the existence of the cold gawds. As a rule, however, not even the genies would worship them. Occasionally a mad cleric or mystic came under a cold gawd's spell, but few would set out to do so. And more than one evil mage belonging to the Brotherhood of the True Flame has sought to tame one of these dark

gawds. Such mages have only courted their own destruction. In spite of these tales of great power, since no one has heard from these gawds since the War of the Tablet of the Ages, they too are thought to have been destroyed in the conflagration.

Ajami Gawds

Some faiths are brought to Zakhara through traders and explorers from far-off lands. To Zakharans, such foreign gawds – the ajami gawds – are invariably vain and selfish. Their temples are restrictive, for each demands worship in a shrine erected solely in his name. Nearly all grant power through their symbols, and allow themselves to be flattered with graphic portrayals at every turn. Often the travelers who worship them carry their faith like a burden. While these gawds are many (too many, say Zakharans), only a few deserve mention here: Gond, The Golden Gawd Helam, and Clang.

CLERICS

All enlightened Zakharans share a pattern of prayer, despite the differences in the gawds they worship. For example, the enlightened faithful wash before every formal prayer. It is also customary to prostate oneself upon the ground to pray, perhaps rising and kneeling several times in the process. Most Zakharans pray three times a day and attend religious instruction once per week. At least once in their lives, Zakharans are expected to make a pilgrimage to a holy site of their choosing.

Worshipers and clerics use the symbols common of a gawd with great care. While they may adorn official texts and the faithful can wear these symbols, they do not use them to adorn architecture or as an embodiment of the gawd. Such actions lead to the worship of the item as opposed to the ideal, and that is idolatry, which is frowned upon. (However, it is not improper to describe a gawd's physical form in the context of a tale or legend.)

THE GAWDS

BALA (LESSER GAWD)

AKA: Bala of the Tidings, Bala of Ill Tidings
TURF: Olympus
ARMOR CLASS: -10
MOVE: 18"
HIT POINTS: 972 (486 as demi-gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+6) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Music
SYMBOL: A zither
CLERIC: 11th level cleric
FIGHTER: 10th level ranger
MAGIC-USER: Nil
THIEF: 20th level bard
S: 18/03 (+3, +6) D: 20/78 C: 21/13 I: 19/33 W: 23/56 CH: 29/18 COM: 29/42

Long ago, this common gawd of music was openly beloved in Mahabba. When Pantheists took control of the city, her worshipers were forced to continue their faith in secret. Bala has been depicted as a middle-aged woman, dressed modestly but colorfully, playing a zither. So wonderful is her music that the genies come to dance for her, and the other gawds pause from their work at the hint of a song. Thus say the legends.

Bala teaches her followers that song lifts the spirit to goodness. The voice was made to sing, and the mind to create praise for all things. Bring news to the unenlightened and joy to the suffering. Speak freely and openly among friends. Strike against those who seek to silence our tongues (moralists).

The Pantheists have attempted to stamp out the Balanite faction in Mahabba for years. As a result, the faith has spread to several other cities. At least one fellowship of Balanite holy slayers has formed as a result of Pantheist persecution. The holy slayers are dedicated to removing the oppressive yoke of Pantheist rule. In this regard Bala of the Tidings has become Bala of III Tidings – playing a dirge for those who attempt to crush her followers.

Outside the Pantheist League, a cleric of Bala may worship at any open mosque, just like any other cleric. Within the cities of the Pantheon, Balanites do not profess their faith unless they are sure of the company they keep. Meetings and worship are quiet, hidden affairs. "Speak freely among friends" is a greeting by which Balanites can recognize one another, but they also have other, more secret codes.

THE BEAST (DEMI-GAWD)

AKA: n/a
TURF: Hades
ARMOR CLASS: -3
MOVE: 16"
HIT POINTS: 390
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6(+6)/1-6(+6)/1-8(+6)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 20%
SIZE: M
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Mercy killing
SYMBOL: A cat's eye
CLERIC: 9th level cleric
FIGHTER: Nil
MAGIC-USER: Nil
THIEF: 20th level assassin
S: 18/79 (+3, +6) D: 21/64 C: 20/18 I: 18/02 W: 19/45 CH: 12/30 COM: 2/77

The Beast is worshipped by some hill tribes south of the Free Cities. He is said to be a drooling, snarling half-man with the eyes and fangs of a cat. According to legend, he stalks the hills looking for lost and stolen children, so that he may grant them the freedom of death. Shamans of the Beast can whip their people into a fever-pitch to assault the coastlands, resulting in a bloodbath on both sides.

CLANG (DEMI-GAWD)

AKA: The Dish Gawd
TURF: Elysium
ARMOR CLASS: -1
MOVE: 16"
HIT POINTS: 448
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-8 (+8)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 20%
SIZE: M
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Dwarven crafting and manual labor
SYMBOL: A gong
CLERIC: 9th level cleric
FIGHTER: 10th level fighter
MAGIC-USER: 15th level itemist
THIEF: Nil
S: 20/14 (+3, +8) D: 18/89 C: 21/17 I: 20/07 W: 18/43 CH: 15/10 COM: 12/75

Clang exemplifies the strange nature of distant northerners. Like Gond, he makes things, meaning that northerners have two gawds doing the same thing. But Clang is a dwarf gawd and Gond is a human gawd, which to a northerner makes all the sense in the world. Tales of Clang have been handed down in the families of dwarves for generations, usually being diminished and distorted in the process.

Clang can often be summoned by anyone speaking his name. In fact, every time someone in the back room of a tavern noisily drops a set of pots and pans, he appears thinking that they were calling him. This is why patrons often cheer upon hearing such an event because they want to make the gawd feel welcome and receive his blessing. Clang is often disappointed by such needless interruptions and he longs to be summoned to the Prime Material Plane for a noble purpose.

THE DRUMMER (DEMI-GAWD)

AKA: n/a
TURF: Hades, Ethereal Plane
ARMOR CLASS: -15
MOVE: 20"
HIT POINTS: 215
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40 (+8)
SPECIAL ATTACKS: Ignores armor
SPECIAL DEFENSES: Ethereal
MAGIC RESISTANCE: 20%

SIZE: M
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Rhythmn
SYMBOL: Drum
CLERIC: 9th level cleric
FIGHTER: 10th level berserker
MAGIC-USER: Nil
THIEF: Nil
S: 20/25 (+3, +8) D: 19/09 C: 13/47 I: 18/01 W: 19/12 CH: 16/79 COM: -5/33

The Drummer is said to have no form but travel invisibly through the air when his shamans beat great drums made from hollow logs. When summoned by his worshipers, the Drummer can pass through the bodies of his enemies, gnawing the flesh off an unbeliever's body.

The Faceless Gawd (Demi-gawd)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: 0
MOVE: 16"
HIT POINTS: 472
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-30 (+14) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 20%
SIZE: G
ALIGNMENT: Neutral
SPHERES OF CONTROL: Yaks and yak-like creatures
SYMBOL: Yak horns
CLERIC: 9th level cleric
FIGHTER: 5th level fighter
MAGIC-USER: 8th level magic-user
THIEF: 12th level thief
S: 24 (+7, +14) D: 20/12 C: 19/37 I: 20/91 W: 21/23 CH: 14/12 COM: 1/02 (11/02 to yaks and related creatures)

The Faceless Gawd watches over the manipulative Yak-men (Shadow Yaks) and evil Yakitani, who dwell in the northeastern corner of Zakhara. These yak-headed humanoids are more deadly than any other savage tribe, for they wield the power of psionics and some even delve into the magics of civilization, but they wield them without joy, wisdom, or tolerance. They have but one deity – a great giant. Like the yak-men, the gawd wears heavy, sweeping robes. It, too, has the head of a yak, with great, curved horns. Unlike its followers, however, the gawd has no face.

Gond (Demi-gawd)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: 3
MOVE: 16"
HIT POINTS: 267
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 (+3) or 2-8 (+1)
SPECIAL ATTACKS: Crossbow of Accuracy (+3 to hit) with assorted magical bolts
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 20%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Crafters, contraptions
SYMBOL: A knobby wheel
CLERIC: 9th level cleric
FIGHTER: Nil
MAGIC-USER: 10th level itemist
THIEF: Nil
S: 15/01 (+1, +3) D: 18/99 C: 17/31 I: 19/79 W: 19/70 CH: 14/23 COM: 12/31

Gond is revered by traders from the distant land of Lantan, who evoke his name when conducting business. Such traders occasionally make stops in the Free Cities. Gond makes devices, a poor occupation for a deity, but perhaps there were no other spheres of control left by the time he reached the table of the gawds. His symbol is a knobby wheel. It is used to mark devices that are potentially dangerous.

Hajama (Intermediate gawd)

AKA: The Courageous, Brave Hajama
TURF: Concordant Opposition
ARMOR CLASS: -8
MOVE: 24"
HIT POINTS: 2,328 (1,164 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-6 (+14)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Bravery
SYMBOL: A featureless disk
CLERIC: 14th level cleric
FIGHTER: 20th level cavalier
MAGIC-USER: 10th level guardian
THIEF: Nil
S: 25/29 (+7, +14) D: 20/41 C: 26/38 I: 18/79 W: 20/18 CH: 23/10 COM: 19/84

Brave Hajama represents the ideal of courage in the face of opposition. In legend, he is described as a stocky man with a long beard as black as ink. When telling tales of Hajama's adventure in the desert, Al-Badian clerics describe a figure who wraps himself in a jellaba as dark as midnight. Al-Hadhar describe a gawd who comes to the cities bearing a Short Sword +5 and wearing lamellar armor carved from the night sky itself

Hajama teaches his followers to trust their feelings and follow their heart. Always dare to try; cowards fail because their great deeds go un-attempted. Bravery takes many forms, the easiest of which is in battle (ethoists' principle). Living through a defeat strengthens the spirit more than dying for an ideal (pragmatists' principle).

The faith of Brave Hajama is popular in rural areas, particularly those which border deserts, mountains, or other potentially hostile regions. If a man is said to have "Hajama in his heart and Fate at his back," then he is both courageous and fortunate. The faiths of Hajama and Najm are on friendly terms, and clerics of one faith sometimes attend each other's mosques. In the pantheon, Hajama and Najm are portrayed as twin sons of Kor.

Hakiyah (Intermediate gawddess)

AKA: Hakiyah of the Sea Breezes, Hakiyah the Honest
TURF: Seaven Heavens
ARMOR CLASS: -10
MOVE: 24"
HIT POINTS: 1,868 (934 as lesser gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8 (+5)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Honesty, truth, reason
SYMBOL: A cresting wave
CLERIC: 14th level cleric
FIGHTER: 12th level paladin
MAGIC-USER: 18th level seer
THIEF: Nil
S: 17/79 (+2, +5) D: 19/34 C: 20/89 I: 26/11 W: 26/13 CH: 22/12 COM: 27/88

This major gawddess symbolizes truth. In human form, she wears the trousers, blouse, and vest of a city-dweller. She is portrayed as the calm voice of reason, often correcting and guiding Haku (who is alternately considered her nephew, brother or uncle) in his adventures.

She teaches her followers that truth always wins out and instructs them to question and check, then check again. People see what they desire to see, not always what truly exists. All men and women may cast "illusions" even those who are not magic-users, and even those who are ignorant of their actions. Danger lies in unquestioning belief.

The nature of Hakiyah's worship is calm, meditative, and methodical. Better to take no action than to take one impulsively, it is said. As a result, Hakiyah is popular in the Pearl Cities, particularly among members of the merchant class. Both Hakiyah and Haku have large mosques and universities in the Pearl Cities.

HAKU (INTERMEDIATE GAWD)

AKA: Master of the Desert Wind, Free Haku
TURF: Olympus
ARMOR CLASS: -12
MOVE: 24"
HIT POINTS: 2,472 (1,236 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-8 (+8)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Freedom, independence
SYMBOL: A stylized gust of wind
CLERIC: 14th level cleric
FIGHTER: 20th level swashbuckler
MAGIC-USER: 10th level magic-user
THIEF: Nil
S: 20/99 (+3, +8) D: 29/10 C: 27/15 I: 19/82 W: 23/45 CH: 28/71 COM: 24/68

Free Haku represents personal independence. In the old legends, he is always described as a desert nomad, wearing a flowing aba and keffiyeh, with a gleaming scimitar at his side. His words, when recorded by those who receive them, are always proud, self-assured, and even haughty. He implores his followers to apply themselves and to do nothing half-heartedly.

Haku teaches his followers not to burden others. Rely on your own talents. Trust the wisdom of your own experiences. Protect those you love and respect, but do not assume that they will be there to protect you. Haku is popular in regions lying in and near the open desert. In the Pearl Cities he is connected with Hakiyah, who is alternately described as a niece, sister, or aunt.

HELAM (DEMI-GAWD)

AKA: The Golden Gawd, Helam the Watcher
TURF: Olympus
ARMOR CLASS: -1
MOVE: 16"
HIT POINTS: 441
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+8) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Summon and control genie-kind
MAGIC RESISTANCE: 20%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Protection
SYMBOL: A raindrop holding an eye
CLERIC: 9th level cleric
FIGHTER: 12th level barbarian
MAGIC-USER: 10th level guardian
THIEF: Nil
S: 20/45 (+3, +8) D: 20/29 C: 20/71 I: 18/46 W: 18/79 CH: 17/21 COM: 16/60

Helam serves as a guardian of the northern barbarians. Helam is the barbarian's shield, much as the great city of Qudra shields the civilized world against a barbarian invasion. In fact, it was at Qudra's door that Zakharans first gained their understanding of Helam. Not long ago, a group of ajami adventurers landed near the City of Power and attempted to claim all ground they spied in the name of their homeland. A few marids and djinn quickly discouraged such attitudes, and the survivors are said to now serve as slaves to the mamluks.

JAUHAR (INTERMEDIATE GAWDDESS)

AKA: Jauhar the Gemmed, Jauhar the Gem-Studded
TURF: Concordant Opposition
ARMOR CLASS: -11
MOVE: 24"
HIT POINTS: 2,076 (1,038 as lesser gawddess)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+6) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Wealth
SYMBOL: A gold dinar
CLERIC: 14th level cleric
FIGHTER: Nil
MAGIC-USER: 15th level itemist
THIEF: 20th level thief
S: 18/99 (+3, +6) D: 26/17 C: 23/26 I: 24/14 W: 23/85 CH: 26/39 COM: 29/50

Jauhar is technically a common deity, because her worship is confined to a small pool of worshipers in Zakhara. The heavily moralist League of the Pantheon considers her a major gawddess, however, taking the place of Bountiful Jisan (whom Pantheists view as common). In the Pantheon, Jauhar is regarded as the beautiful daughter of Kor. This explains a popular Pantheist saying: "Wisdom comes from strength, but wealth comes from wisdom."

Jauhar takes on a physical form only in rare portraits of old – which Pantheists seek to eliminate. In such legends, Jauhar always appears as a comely maiden with straight black hair and luminous, kohl-rimmed eyes, She wears a dancer's brassiere and pantaloons. The brassiere is covered with coins allegedly given to her by admirers. The seams of her silken pantaloons are similarly adorned. Old temples scattered throughout Zakhara once contained drawings of Jauhar in this garb. Nearly all of the drawings have been destroyed by Pantheists, leaving only a verbal portrait. Even that has been declared blasphemous by the Pantheists, who describe her as a more modest woman, fully cloaked in a chador, with only the gold dinar on her forehead serving to distinguish her from other moralist women.

Jauhar teaches her followers that money changes everything. Work hard and you will be rewarded as you are due. A holy person is a wealthy person. Those who have no food cannot meditate; they think more about their empty stomachs than their empty souls. Wealth is the oil that greases the wheels of the civilized world. Fate gives to those who take.

Jauhar represents the industriousness of the Pantheist cities, and merchants and craftsmen of that region venerated her. Her worship is tolerated in other areas, though not where Jisan prevails. Jauharites and Jisanites compete for followers, funds, and attention. At times, the competition gets bloody.

JISAN (INTERMEDIATE GAWDDESS)

AKA: Jisan of the Floods, Jisan the Bountiful
TURF: Nirvana
ARMOR CLASS: -15
MOVE: 28"
HIT POINTS: 2,560 (1,280 as lesser gawddess)
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 6-24 (+8) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Fertilit, productivity
SYMBOL: A rain cloud
CLERIC: 14th level cleric
FIGHTER: 18th level monk
MAGIC-USER: 12th level transmuter
THIEF: Nil
S: 20/13 (+3, +8) D: 20/10 C: 22/76 I: 21/91 W: 24/96 CH: 27/89 COM: 28/14

Jisan may have been a storm gawddess long ago, for she was linked to the monsoon rains and the yearly flooding of the great rivers. From that origin, she became identified with people who prepared for the rains and floods – people who therefore gained the most from the water's passing. In all the tales and legends, no physical description is provided for Jisan; she takes no human or demi-human form.

Jisan teaches her followers that hard work brings abundance. Rewards of the spirit and the flesh may he harvested from the act of applying oneself to a noble task. The gold brought from honest labor is repaid a thousandfold in the good it brings to the spirit. A person who does not work, wastes. Fate brings all things to men and women, but only those who are prepared may take advantage of it. If the sky were raining catfish, would you rather have a net or a parasol? Followers of Jisan are energetic, industrious, and diligent. They plan for the future and try to play all the angles, such that if one plan fails, an alternative may yet succeed.

Jisan encourages a strong work ethic. She is venerated by merchants, and her word is carried throughout the Land of Fate to every port. Jisan's worship is nearly universal, though it is most popular in cities that boast thriving bazaars.

Members of the League of the Pantheon consider Jisan a common gawd, unworthy of their worship. Instead, Pantheists worship their own local deity, Jauhar, who is similar (and, they allege, superior) in nature.

KAR'R'RGA (DEMI-GAWD)

AKA: n/a
TURF: Elysium, Prime Material Plane
ARMOR CLASS: -6
MOVE: 16"
HIT POINTS: 412
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30 (+12)
SPECIAL ATTACKS: Call Lightning three times per day
SPECIAL DEFENSES: Weather Summoning at will
MAGIC RESISTANCE: 20%
SIZE: M
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Crabs
SYMBOL: A crab claw
CLERIC: 9th level cleric
FIGHTER: Fights as 19 Hit Die monster
MAGIC-USER: Nil
THIEF: Nil
S: 24/89 (+6, +12) D: 17/79 C: 18/22 I: 15/99 W: 18/44 CH: 8/29 COM: 1/30

Kar'r'rga is a giant with the head of a horseshoe crab, who is said to live in the deep inlet of an uncharted island. The natives, it is said, give offerings to this immortal creature. In turn, the giant protects their villages from all who attempt to sail into the bay and enslave his worshipers. Some speculate that he was once a Storm Giant or that he is at least related to them.

KOR (INTERMEDIATE GAWD)

AKA: Kor the Venerable, Old Kor
TURF: Nirvana
ARMOR CLASS: -9
MOVE: 24"
HIT POINTS: 2,576 (1,288 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12 (+12) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: L
ALIGNMENT: Lawful neutral
SPHERES OF CONTROL: Wisdom
SYMBOL: A sunburst
CLERIC: 20th level cleric
FIGHTER: 8th level fighter
MAGIC-USER: 15th level detective
THIEF: 15th level bard
S: 28/32 (+9, +16) D: 19/79 C: 23/47 I: 23/30 W: 26/45 CH: 20/41 COM: 19/12

Old Kor may err, it is said, but he learns from his mistakes and becomes greater still. In parables describing Kor, the other gawds ask his advice, as befits his age and wisdom. Old Kor has been described as a strong, gray-haired man carrying a great hatchet, which he uses to attack the root of a problem.

Kor teaches his followers that with age comes wisdom and with wisdom comes strength. Always seek out the wisdom of the elders, and heed their words even if you disagree with them. Learn from your mistakes.

The church of Kor represents stability, order, and tradition. In making decisions, seek precedents and consult elders. Among the ordered clerics of Kor, moralists tend to be stiff-necked and unbending, while pragmatists tend to emphasize the principle of "learning from one's mistakes." Pantheist clerics view Kor as a father figure.

THE LOST ONE (DEMI-GAWD)

AKA: The Elephant Gawd
TURF: Concordant Opposition, Prime Material Plane
ARMOR CLASS: -1
MOVE: 16"
HIT POINTS: 356
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 2-12 (+12) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 20%
SIZE: H
ALIGNMENT: Neutral
SPHERES OF CONTROL: Elephants
SYMBOL: An elephant trunk
CLERIC: 9th level cleric
FIGHTER: Fights as 15 Hit Die monster
MAGIC-USER: Nil
THIEF: Nil
S: 25/91 (+7, +14) D: 18/56 C: 19/35 I: 17/03 W: 18/49 CH: 11/79 COM: 3/02

The Lost One is said to be an outcast from the land of Afyal itself. Statuettes of this being portraying the entity as a great elephant-headed humanoid with a long, flowing mane are still found upon that island kingdom. When discovered, they are destroyed by the church of Selan (Afyal's prevailing enlightened faith). The Lost One has no name, having abandoned it when he fled Afyal under the assault of clerics of the enlightened gawds, who were supported by genies. Since then, the Lost One has allegedly confined himself to some island or underwater shoal, where he lurks, brooding and awaiting his return to prominence in his homeland. Thereafter, it is said that he will free all the elephants from the yoke of human servitude and lead his people to the Elephantal Plane. Sages continue to debate whether this plane actually exists or it is something the Lost One just made up to garner support among elephants and elephant aficionados.

NAJM (INTERMEDIATE GAWD)

AKA: Najm the Adventurous
TURF: Olympus
ARMOR CLASS: -14
MOVE: 24"
HIT POINTS: 2,672 (1,336 as lesser gawd)
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 1-10 (+10) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Chaotic good
SPHERES OF CONTROL: Adventure, curiosity
SYMBOL: A single arrow, pointed upward
CLERIC: 14th level cleric
FIGHTER: 20th level swashbuckler
MAGIC-USER: 10th level wild mage
THIEF: 20th level thief
S: 23/29 (+5, +11) D: 26/17 C: 20/19 I: 21/81 W: 26/48 Ch: 24/10 COM: 19/03

In some tales, Najm is female. In others, he is male. In any case, Najm is described as dashing, hot-tempered, fervent, and very much alive (as a mortal might be). Al-Badian tales of this gawd have common themes: Najrn doing the impossible, Najm finding the unfindable, or Najm attaining the unattainable. Pantheist clerics of Najm unwaveringly portray their gawd as male. They acknowledge the gawddess Hajama as Najm's sister. Rude jokes to the contrary, implying less platonic ties, are not tolerated by moralist Najmites.

Najm instructs his followers to make the unknown known. Achieve, do, and experience. The journey is more important than the destination. Do not be afraid of new things until you learn more about them (after which, fear may be appropriate...). Curiosity leavened with caution never hurt anyone.

As one might guess, Najm's church includes dynamic missionaries who seek to bring enlightenment to the heathen. It also includes explorers who journey into the hinterlands in Najm's name, returning to civilization with tales for the young as well as riches for the church coffers. A Zakharan Cleric of Order who found in a far, foreign land is usually a follower of Najm.

PAG (DEMI-GAWD)

AKA: n/a
TURF: Concordant Opposition
ARMOR CLASS: -3
MOVE: 16"
HIT POINTS: 356
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 (+6)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 20%
SIZE: M
ALIGNMENT: Neutral
SPHERES OF CONTROL: Trees, flowers, fruit
SYMBOL: A bunch of berries
CLERIC: 9th level cleric, 15th level druid
FIGHTER: Nil
MAGIC-USER: Nil
THIEF: Nil
S: 18/04 (+3, +6) D: 19/79 C: 19/32 I: 18/56 W: 20/71 CH: 19/40 COM: 19/38

Pag is a nature gawd who provides rich bounty. Pag is said to inhabit every tree and flower on the chain of islands over which he reigns. For this reason, his worshipers eat only fish and seaweed, and let berries rot on the vine. Thus, the bounty he provides doesn't really mean much because his followers are too stupid to eat it. Foraging animals and shipwrecked sailors seem to appreciate it, though.

SELAN (INTERMEDIATE GAWDDESS)

AKA: Selan the Beautiful Moon, Selan the Gracious, Selan of the Garden
TURF: Elysium
ARMOR CLASS: -12
MOVE: 24"
HIT POINTS: 2,288 (1,144 as lesser gawddess)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 (+4)
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Neutral good
SPHERES OF CONTROL: Beauty, grace
SYMBOL: The ringed moon
CLERIC: 18th level cleric
FIGHTER: Nil
MAGIC-USER: 12th level enchanter
THIEF: 20th level bard
S: 16/84 (+2, +4) D: 20/39 C: 26/62 I: 18/45 W: 27/39 CH: 30 COM: 30

Selan is described as a flawless maiden cloaked in shimmering white, and the oldest tales link her to the moon. Such tales claim that the moon is her chariot. She rides it across the sky while pursued by ardent suitors, who appear as a cluster of smaller stars, following in her wake.

Selan teaches her followers that there is beauty in everything. Reveal that which is pleasing. Accentuate the positive. Kind words can override angry curses. Beauty grows over time. Treat others with the sweetness and goodness they deserve.

Selan's followers, like Kor's, tend to be traditional in their outlook, finding joy in what they know to be true rather than seeking out new ideas and new thinking. Deep philosophical thought has never been a strong point of Selanite philosophy. These clerics place great stock in appearances, and they usually let initial reactions, which they call "the sensation in the liver", guide them in their lives. Selan is much beloved by gardeners and artisans. Her greatest mosque is not in Huzuz, but on the island of Afyal, where her followers make up most of the population.

VATAQATAL (DEMI-GAWD)

AKA: The Warrior-Slave, Master of the Battlefield
TURF: Concordant Opposition
ARMOR CLASS: -11
MOVE: 18"
HIT POINTS: 323
NO. OF ATTACKS: 5/2
DAMAGE/ATTACK: 2-16 (+14) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 25%
SIZE: L
ALIGNMENT: Neutral
SPHERES OF CONTROL: War, duty
SYMBOL: A red-bladed sword
CLERIC: 9th level cleric
FIGHTER: 20th level soldier
MAGIC-USER: Nil
THIEF: Nil
S: 25/17 (+7, +14) D: 19/03 C: 20/91 I: 18/02 W: 18/79 CH: 17/04 COM: 16/89

Vataqatal is worshipped in the far north of Zakhara, in regions that border upon "barbarian" lands, Vataqatal's description matches that of barbarian war-gawds. He is portrayed as a strong-hewn figure in flowing robes. Beneath them he wears blood-stained lamellar armor. He carries a great scimitar in one hand. His face is veiled, revealing only his red, glowing eyes. Vataqatal is said to stride onto the battlefield, looking for opponents so that he can test their abilities and spirit.

Vataqatal teaches his followers that there is personal growth in conflict. Attain true spiritual peace through testing one's abilities against another. Thinkers may debate, but warriors speak with the strength of their swords and their hearts. Duty stands above all.

Vataqatal's followers acknowledge that their gawd has a lesser standing than Zakhara's other enlightened gawds. This is in keeping with his dual nature – he is slave and servant, inferior in status, yet stronger in his sense of purpose and will. Those qualities enable him to effectively serve and protect the weak. Vataqatal is most popular among mamluks, farisan, and warriors who understand the value of duty, and who live to aid others (to one degree or another),

The greatest temple to Vataqatal is located in Qudra, the City of Power. It is the Mosque of Blood, erected by mamluks who used hewn red sandstone and then coated the walls with henna. Smaller shrines are found among the Free Cities, where the mamluk orders are powerful, but none of these shrines compares in size and grandeur to the Mosque of Blood.

ZANN (INTERMEDIATE GAWD)

AKA: Zann the Learned, Zann the Marvelous
TURF: Seven Heavens
ARMOR CLASS: -9
MOVE: 24"
HIT POINTS: 2,044 (1,022 as lesser gawd)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+6) each
SPECIAL ATTACKS: Per character class
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 75%
SIZE: M
ALIGNMENT: Lawful good
SPHERES OF CONTROL: Intelligence, learning
SYMBOL: A fountain's jet
CLERIC: 20th level cleric
FIGHTER: Nil
MAGIC-USER: 20th level magic-user
THIEF: 20th level bard
S: 18/36 (+3, +6) D: 19/79 C: 20/81 I: 26/98 W: 29/13 CH: 20/31 COM: 19/85

Zann has an amazing memory for details. Legends usually describe him as a man in city dress, carrying a writing tablet and a case of pens, recording all he sees. Study and research are necessary, but a true scholar knows it is just as important to record one's experiences so that others may also learn.

Zann instructs his followers that understanding is the key to all doors. Do not destroy what you do not understand. We stand on a mountain built by our fathers, and only a fool would step off that mountain. Learn from the mistakes of others. The written word is our gift to our grandchildren.

The universities and libraries built by Zann's followers are the largest and most complete in all of Zakhara. Zannites classify the contents of these libraries using three labels: great texts, common texts, and heathen texts. Great texts are considered "official" documents and histories, regarded by members of the faith as true and wise. They cover all manner of subjects relating to Zakhara's enlightenment (not just the major gawds). A scholar seeking answers always consults these official texts first.

Common texts are documents from an unofficial source or of questionable authenticity, including personal letters and diaries, and documents that challenge or disagree with the great texts. Zannites do not believe in denying information just because its veracity is uncertain. As learning progresses, common texts may become great, and vice versa. Heathen texts come from the world beyond the Land of Fate. Zannites treat such heathen documents with general suspicion. At best, they are considered to be legends or fairy tales.

Appendix 1

The Known Planes of Existence

There exists an infinite number of parallel universes and planes of existence in the fantastic "TeraVerse" of HackMaster. All of these "worlds" co-exist, but the "reality" depends entirely upon the development of each campaign's GameMaster. The charts and explanations that follow show only the various planes tied to that of normal existence. The parallel universes are not shown, as their existence cannot be officially confirmed.

The Inner Planes

The Prime Material Plane

The Prime Material Plane (or Physical Plane) lies at the "center" of the inner planes. It houses the universe and all of its parallels. It is the plane of Garweeze Wurld Prime, and your campaign, in all likelihood. The Prime Material is bounded or permeated by all of the inner planes and the Astral Plane. Traditional planar theory holds that the four classical elements plus positive and negative energy make up the Prime Material Plane. Other more recent theories claim the Prime Material Plane is a nexus of all Planes and thus made up of elements of each, including the six mentioned above, plus others such as the Elemental Planes of Honor, Time, Mojo, Para-elemental Planes, Mirror Plane, Realm of Faerie, etc. See Figure 1: The Inner Planes for a partial representation of the inner planes in relation to the Prime Material Plane.

The Positive Material Plane

This is a place of energy and light, the source of much that is vital and active, the power supply for good. Any creature from the Prime Material that tried to enter the Positive Material Plane (e.g. from the Ethereal Plane) would probably be instantly consumed by the powerful energies there.

The Negative Material Plane

This is a place of anti-matter and negative forces, the source of power for undead, the energy area from which evil grows. No one knows for certain what types of creature may exist on the Negative Material Plane (or Positive, for that matter). Any creature from the Prime Material Plane would probably be completely drained of all life and energy.

The Elemental Planes

The planes of Air, Earth, Fire and Water "surround" the Prime Material Plane. Figure 2 shows one way of visualizing their relationship to each other and the intervening Para-Elemental Planes with a flat cross sectional slice. Figure 3 shows a more detailed three dimensional rendition of the Para-Elemental Planes and how they relate to the classical Elemental Planes. The band that surrounds the Prime Material Plane(s) represents the Elemental Planes. Do not be fooled by the apparent sizes of the planes represented in the figures. There are an infinite number of parallel Prime Material Planes, and each and every one of these are bounded by the Elemental Planes, so the Elemental Planes are themselves infinite. However, it is possible to actually move physically from one Elemental Plane to another by moving through the Para-Elemental Planes.

The Elemental Planes are the homes of many different kinds of elemental creatures, and some of them have the ability to travel to the Prime Material Plane. There is probably more traffic between the Prime Material and the Elemental Planes than between any others. This is usually either direct travel (through gates or summoning) or by way of the Ethereal Plane. Distant, out-of-the-way places on the Prime Material Plane hold nexus points that lead directly to the Elemental Planes. These nexus points would most likely be found in the deepest ocean (leading to the Elemental Plane of Water), high in the atmosphere (leading to the Elemental Plane of Air), far underground (leading to the Elemental Plane of Earth), or in an active volcano (leading to the Elemental Plane of Fire). Temporary nexus points may also be established occasionally, such as an opening to the Elemental Plane of Fire in the middle of a raging forest fire. Rumors persist that nexus points also exist within each Elemental Plane. These oases of elemental forces come together to allow creatures who not used to the rigors of the elemental environments a sanctuary, at least temporarily.

Some sages and certain bards swear that they have visited an Elemental (or Para-Elemental) Plane of Surprise. A few elderly scholars have mysteriously developed sudden heart conditions and/or various psychological disorders, but opponents point out that this kind of thing barely qualifies as hearsay, yet it is exactly what most people mistake for evidence of dubious theories. Details of this realm remain sketchy even in the least reliable tales, as no creature can seem to settle his thoughts or avoid neck pain on the plane.

Fig. 1: The Inner Planes

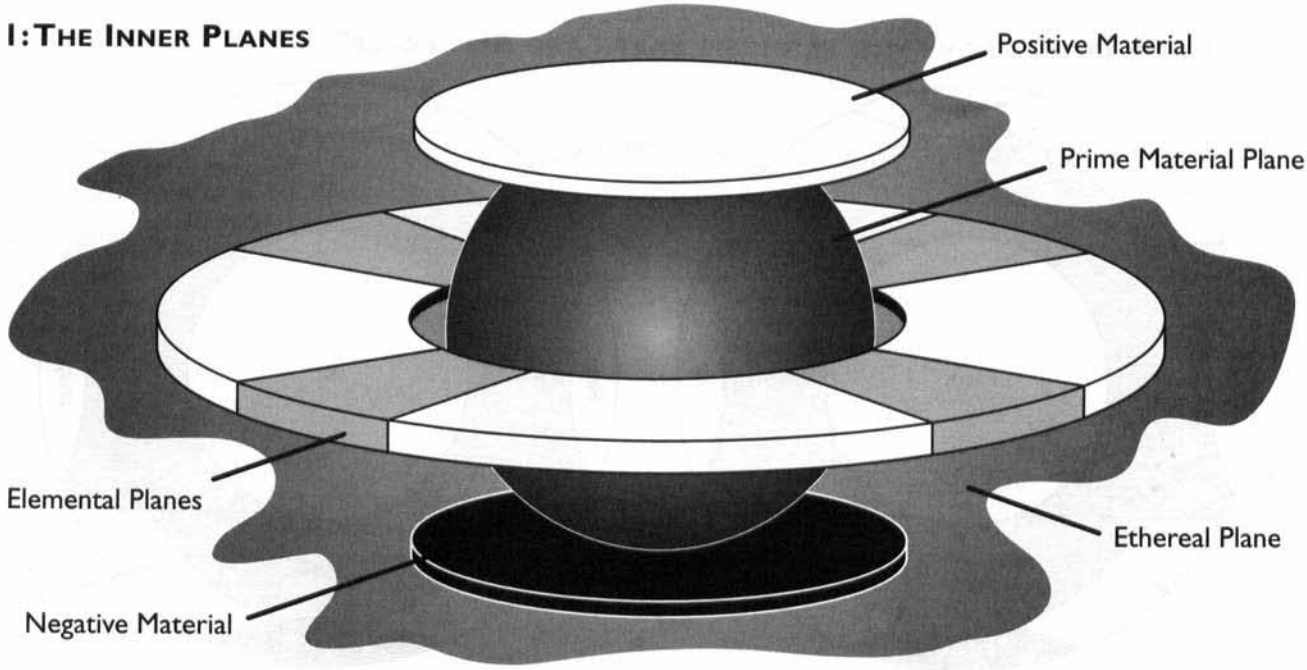
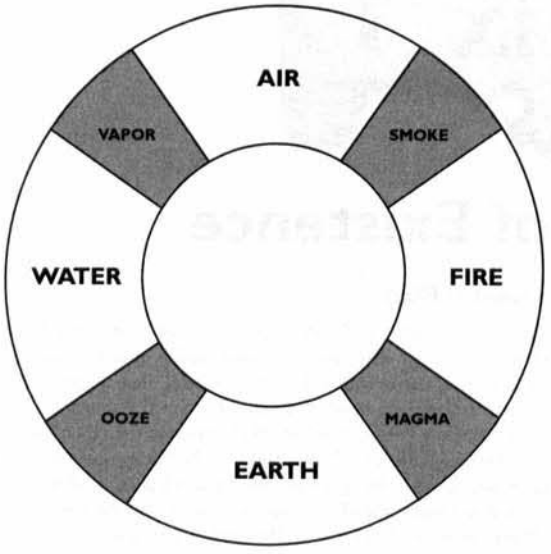


FIG. 2: THE ELEMENTAL PLANES



The Para-Elemental Planes

Where the Elemental Planes touch each other lie the Para-Elemental Planes. These are: the Plane of Vapor, where Air and Water meet; the Plane of Smoke, at the conjunction of Air and Fire; the Plane of Magma, where Fire and Earth converge; and the Plane of Ooze, at the meeting of Earth and Water. These planes are home to many para-elementals, and they can be reached in the same manners the Elemental Planes can be reached. In the pockets surrounding these planes, there are a number of lesser Para-Elemental Planes. These are depicted graphically in Figure 3.

Note that, like the outer planes, sages theorize that some of the Elemental Planes may have layers associated with them. At least one sage on Garweeze Wurld has presented evidence supporting the existence of the Para-Elemental Plane of Second Hand Smoke, believed to be a layer associated with the Para-Elemental Plane of Smoke.

The Ethereal Plane

The Ethereal Plane surrounds, touches and permeates all of the inner planes and the endless parallel worlds of the universe without being a part of them. The Ethereal Plane is basically insubstantial, and few "real" creatures actually live there (though there are rumors of floating islands of solid ether, populated by exiles, which drift about the Ethereal Plane). To creatures on the Ethereal Plane, objects on the Prime Material Plane (or any of the inner planes) appear as incorporeal phantoms. Ethereal creatures may pass through these phantoms with no difficulty, although a person might experience a chill down the spine as an ethereal creature "passed through" him. Ethereal beings or things are "real" to each other, however. Note that the Ethereal Plane does not extend to the outer planes, so creatures on those planes cannot "go ethereal".

The Plane of Shadow

The Plane of Shadow co-exists with the Prime Material Plane, and is a result of the interaction of that plane and the Positive and Negative Material Planes. The Negative plane provides the darkness, and the Positive plane the light; these meet at the Prime Material Plane, which casts the shadow. Thus the Plane of Shadow is a place of distorted and mutable shadow-creatures, of white, black and all shades of gray.

THE OUTER PLANES

The Astral Plane

This plane radiates from the Prime Material to a non-space where endless vortices spiral to the parallel Prime Material Planes, and also to the outer planes. This plane can be used to travel to distant worlds, to parallel planes, or to the outer planes themselves. Note that the Astral Plane touches only the upper layer of each of the outer planes, and of the inner planes it touches only the Prime Material (see Figure 4).

The Outer Planes of Alignment

These planes are the homes of the gawds and the source of religious, philosophical and ethical ideals that constitute alignment. Most outer planes correspond exactly to one particular alignment. Use Figure 4 to visualize this more clearly. Note that the alignment positions on the Character Alignment Chart (GMG p 53) match up precisely with the outer planes of identical alignment. There are nine basic alignments, and nine planes which correspond to those alignments. There are also other planes between the nine that represent "borderline" alignments.

As Figure 4 shows, alignment is a matter of degree rather than absolute definition. Thus, a lawful evil character who tended towards neutral evil would probably end up in Gehennah rather than Hades or the Nine Hells. The Outer Planes are as follows:

The Seven Heavens of absolute lawful good.
The Twin Paradises of lawful/neutral good.
The layers of Elysium of neutral good.
The Happy Hunting Grounds of chaotic/neutral good.
The layers of Olympus of absolute chaotic good.
Alfheim the chaotic good home of the elven deities.
The layers of Vigrid (Asgard, Vanaheim, etc.) of neutral/good chaotics.
Jotunheim the chaotic neutral home of giantkind.
The layers of Limbo of neutral (absolute) chaos.
The layers of Pan-Demonium of neutral/evil chaotics.
The 666 layers of the Abyss of absolute chaotic evil.
The layers of Tartarus of neutral/chaotic evil.
Hades' "Three Glooms" of neutral (absolute) evil.
The furnaces of Gehennah of neutral/lawful evil.
The Nine Hells of absolute lawful evil.
The nether layers of Acheron of neutral/evil law.
Nirvana of neutral (absolute) law.

FIG. 3: THE INNER PLANES AS VIEWED FROM THE EARTH AND AIR "POLES"

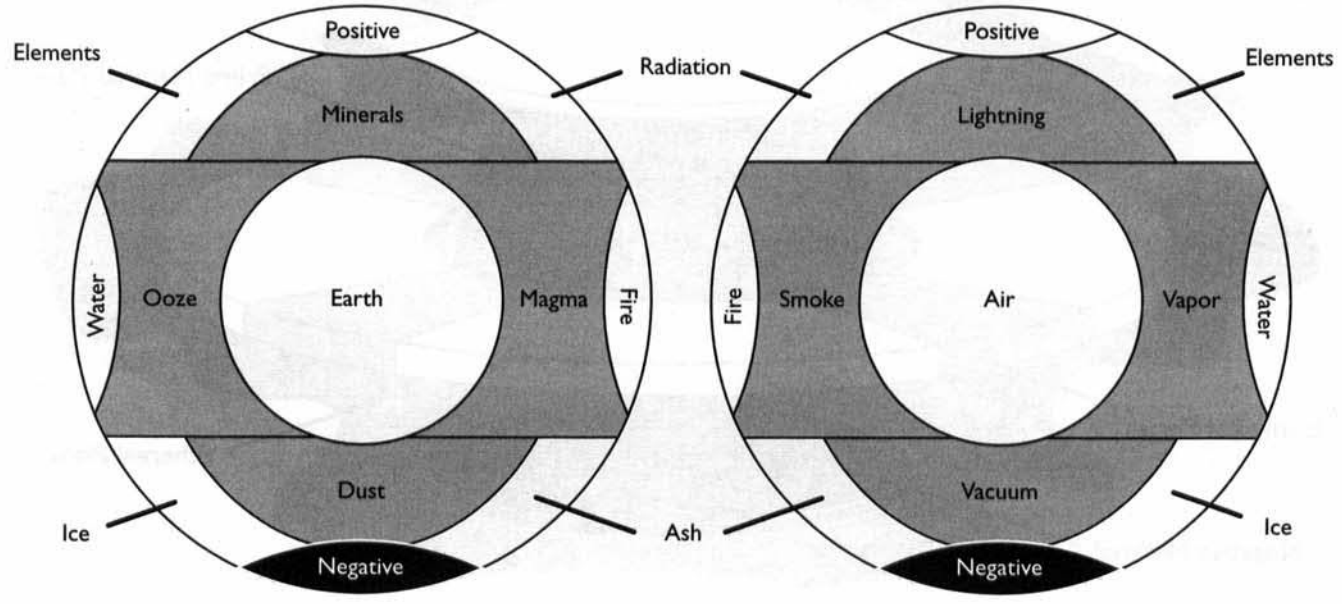
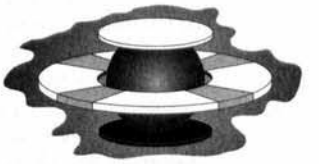
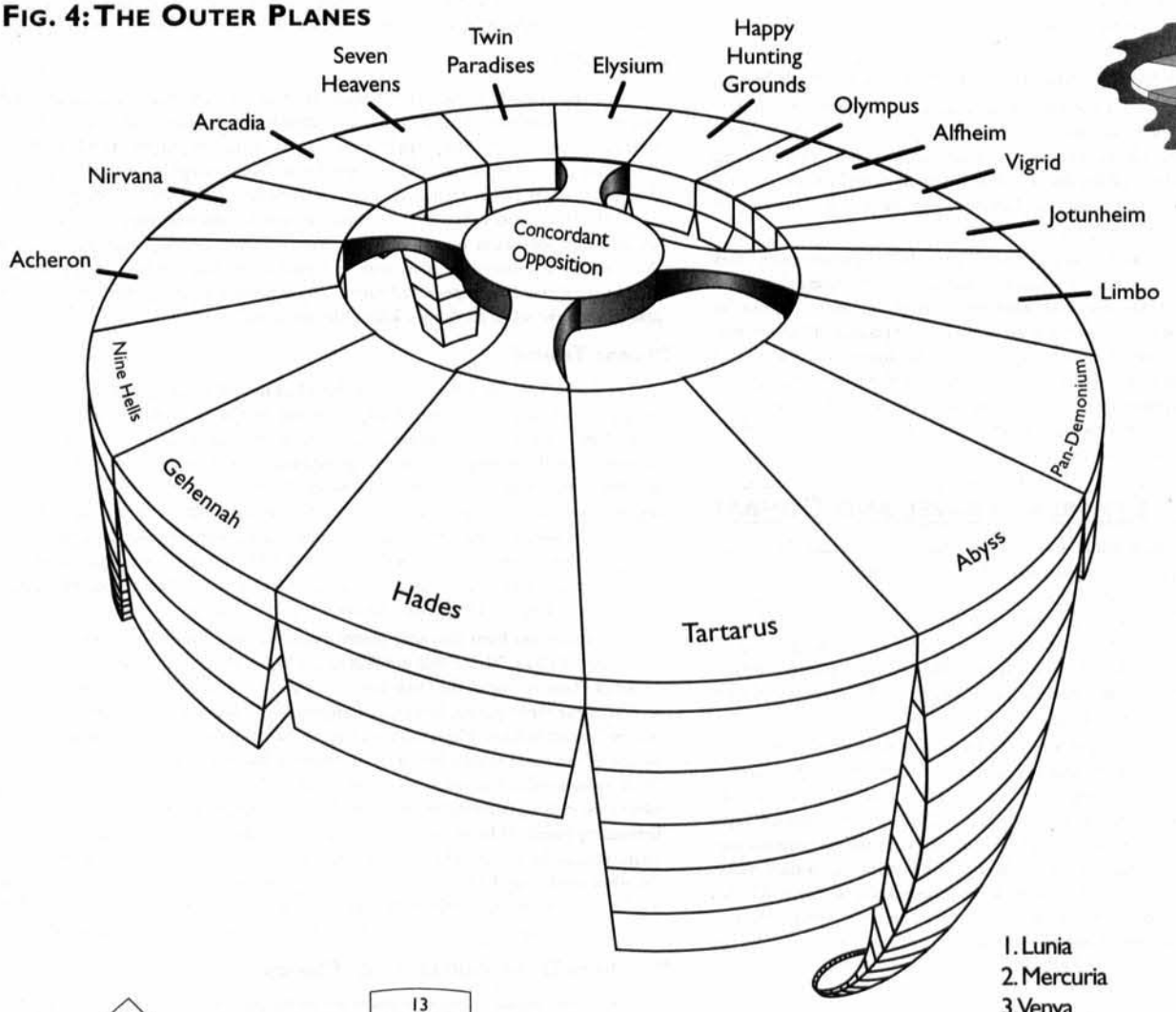
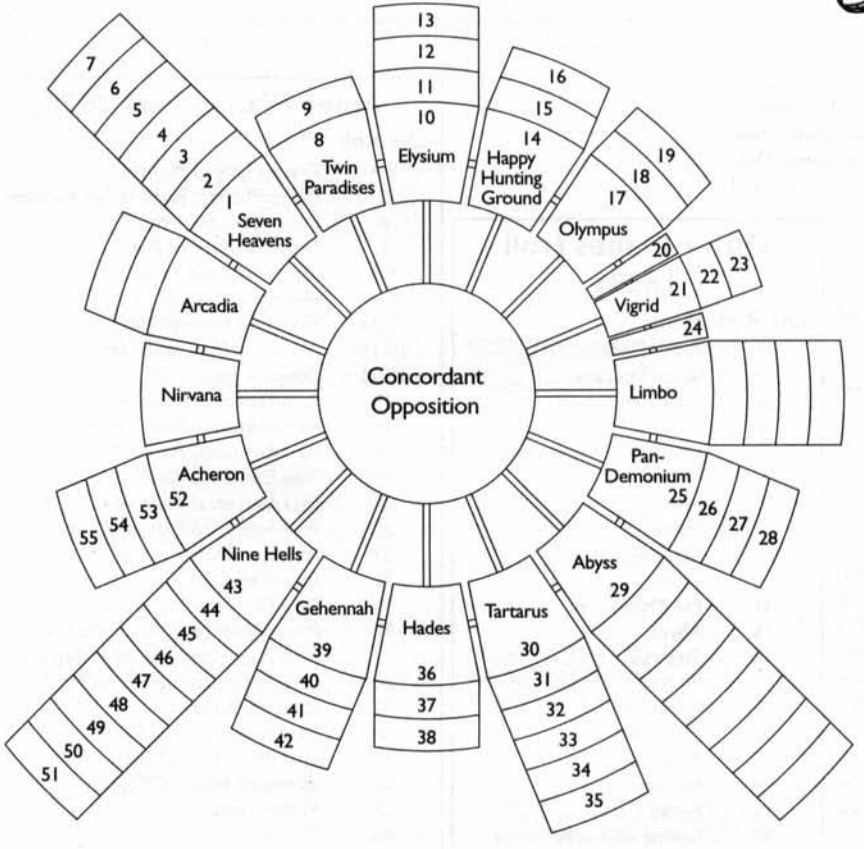


FIG. 4: THE OUTER PLANES







1. Lunia
2. Mercuria
3. Venya
4. Solania
5. Mertion
6. Jovar
7. Chronias
8. Dothion
9. Shurrock
10. Amoria
11. Eronia
12. Belierin
13. Thalasia
14. Krigala
15. Brux
16. Karasuthra
17. Olympus
18. Ossa/Aquallor
19. Pelion/Mithardir
20. Alfheim
21. Vigrid
22. Asgard
23. Vanaheim
24. Jotunheim
25. Pan-Demonium
26. Cocytus
27. Phlegethon
28. Agathion
29. The Abyss
30. Othrys
31. Cathrys
32. Minethys
33. Colothys
34. Porphaty
35. Agathys
36. Oinos
37. Helheim
38. Pluton
39. Khalas
40. Chamada
41. Mungoth
42. Krangath
43. Avernus
44. Dis
45. Minauros
46. Phlegethe
47. Stygia
48. Malbolge
49. Maladom
50. Caina
51. Nessus
52. Avalas
53. Thuldanin
54. Tintibulus
55. Ocanthus

The layers of Arcadia of neutral/good law.
The plane of Concordant Opposition of true neutrals.

Also note on Figure 4 the fact that many of the outer planes have multiple levels.

As can be seen from Figure 4, the seventeen outer planes contact each other at their topmost layers. Planar travelers can move directly from the upper layer of one outer plane to an adjacent one (though it is not necessarily advisable or safe). Thus, a being could go from the topmost layer of the Abyss to Pan-Demonium or Tartarus, and it is likewise possible to move from Hades to Tartarus, Gehennah, or the plane of Concordant Opposition.

When individuals die and head for the promised land of their alignment plane, they sometimes get stuck in one of the planes adjacent to that of their professed alignment. This occurs if the individual has sufficient alignment infraction points to place his alignment outside of the "safe zone" on his alignment chart. This fact of life can really piss off a gawd expecting one of his worshippers to come "home" and add to that gawd's power on the alignment plane. As these lost souls are fair game for collection by agents of any adjoining plane, there is often fierce competition as the gawds send their agents to roam the in between planes and return followers to their rightful alignment plane or steal them away from others.

ETHEREAL TRAVEL AND COMBAT

A character can achieve the ethereal state (move to the Ethereal Plane) by various means involving magic spells, magic items, magical ointment (Oil of Etherealness) or psionic discipline. It is possible to move to or about any of the inner planes which the Ethereal Plane permeates, and it is possible to move from plane to plane ethereally. To move on the Ethereal Plane, an entity simply wills movement for it to happen. If his concentration upon movement lapses, he immediately halts progress. Ethereal travel is tireless and rapid (at twice a creature's normal movement rate). Creatures in ethereal state need neither food, drink, rest nor sleep.

Ethereal creatures may move from plane to plane by moving from the shadow of one plane to the shadow of another. They accomplish this by concentrating upon moving to the desired destination. This gets easier with practice, as the being marks out a mental "trail" through the ether. However, all movement and travel in the Ethereal Plane is subject to certain hazards and encounters. Some monsters are able to function partially in this plane, while some roam the plane freely. The first time a creature makes journey between two points, the GM should check for encounters three times. On the second journey, he should check twice, and on all subsequent journeys between the two known points, travelers need only make one check. See page 321 of the GMG for information on ethereal encounters and hazards such as the Ether Cyclone.

Ethereal Combat

Though those dwelling on the inner planes are mere phantoms to creatures on the Ethereal Plane, ethereal creatures will certainly be "real" to each other. Normal melee or spell casting is possible between ethereal beings. They can also combat creatures who exist or function partially on the Ethereal Plane. Thus, those creatures whose attack forms extend to the Ethereal Plane can be attacked by ethereal creatures. Only in these instances can spells be cast from the Ethereal to the Prime Material Plane, and then only to affect the creature with ethereal connections. Ethereal combat damage is actual damage.

Astral Travel and Combat

Astral travel is possible by various means including magic spells and psionic discipline. The Astral Plane touches only the endless Prime Material Plane and the 17 "first layers" of the outer planes. The Astral Plane does not touch any of the Inner Planes other than the Prime Material Plane. It is possible to move about, in, or to any of the Prime Material universes or to the first layers of the outer planes by means of astral travel (see the clerical Astral Spell for pertinent details). As with ethereal travel, movement through the Astral Plane is speedy (twice normal movement rate), and while there the individual needs no food, drink, rest or even sleep.

Beings in an astral state move from place to place simply by concentrating upon moving to the desired destination. As with ethereal travel, this gets easier with practice, as the astral traveler "learns the way". The GM should check for encounters three times on the first journey between two points, twice on the second journey, and only once on any subsequent journeys. See page 321 of the GMG for information on astral encounters.

Perhaps the most dangerous thing that can happen to an astral traveler is getting caught in the Psychic Wind. No one knows how or why the wind blows, but all fear its effects. The chance of a delayed or disrupted journey is a non-cumulative 5% per plane crossed (including alternate worlds of the Prime Material) or solar system traveled to (if journeying across the Prime Material). The effects of the Psychic Wind are described on page 321 of the GMG.

Astral Combat

As on the Ethereal Plane, astral beings are "real" to each other, and can cast spells and engage in melee normally. The major impediment to these activities is that astral travelers employing an Astral Spell or the psionic astral projection discipline do not carry their possessions with them into the Astral Plane (except for certain magic items that have a multi-planar existence, such as an Amulet of the Planes). Beings travelling astrally by these modes therefore must rely on their natural weaponry or spells without material components in any astral melee. Most creatures can do no more than destroy the astral body, causing the silver cord to return to the material body and preventing further astral travel for a period of time. Very powerful beings (gawds, etc.) might be able to snap the silver cord, thus killing the astral and material bodies simultaneously.

Planar Travel

The purpose of this section is to sum up all of the information that has been stated or implied about planar travel. First, travel among the inner planes: usually accomplished by means of the Ethereal Plane, as it permeates all of the inner planes. (Creatures on the outer planes cannot "go ethereal".) As with all planar travel, it is also possible to pass directly from one plane to another by means of "gates", thereby avoiding ethereal travel. A gate may be formed by a magic spell (such as a Gate spell, or Conjure Elemental, which forms a direct opening between the planes) a magic item (e.g. an Amulet of the Planes, a Well of Many Worlds, a Cubic Gate, or any of the various elemental-summoning devices), or divine intervention. There are also direct nexus points connecting the Prime Material and Elemental Planes.

Travelers to and from the outer planes usually accomplish this by means of gates or via the Astral Plane. (Note that travelers can enter the Astral Plane only from the Prime Material Plane or one of the "first layers" of the 17 Outer Planes.) If a being is gated to one of the outer planes, he comes complete with body and possessions, leaving no part of himself behind. However, if a being astrally projects and travels the Astral Plane to one of the outer planes, he leaves his material body behind on the Prime Material Plane, connected to his essence by a silver cord. If his material body is destroyed or the silver cord is snapped while he cavorts in the Astral Plane, the being is permanently and irrevocably killed. If he moves to one of the outer planes from the Astral Plane, a body forms around him, but still devoid of possessions. Both bodies are now connected by the silver cord, and if either body is destroyed, the being continues on in the remaining body (returning instantly to the Prime Material if the outer plane body is killed). If something snaps the silver cord on the Astral Plane, the unoccupied body dies.

Random Determination of Planes

If for some reason it becomes necessary to choose a plane of existence at random, use the following tables:

Outer Planes (roll 1d20)

Die Roll	Plane
1	Astral Plane
2	Seven Heavens
3	Twin Paradises
4	Elysium
5	Happy Hunting Grounds
6	Olympus
7	Alfheim
8	Vigrid
9	Jotunheim
10	Limbo
11	Pan-Demonium
12	Abyss
13	Tartarus
14	Hades
15	Gehennah
16	Nine Hells
17	Acheron
18	Nirvana
19	Arcadia
20	Concordant Opposition

Inner Planes (roll 2d20)

Die Roll	Plane
2-4	Prime Material Plane
5	Prime Material Plane (alternate world)
6	Positive Material Plane
7	Negative Material Plane
8-9	Elemental Plane of Air
10-11	Elemental Plane of Earth
12-13	Elemental Plane of Fire
14-15	Elemental Plane of Water
16-22	Ethereal Plane
23	Para-Elemental Plane of Ooze
24	Para-Elemental Plane of Magma
25	Para-Elemental Plane of Smoke
26	Para-Elemental Plane of Vapor
27	Para-Elemental Plane of Ice
28	Para-Elemental Plane of Dust
29	Para-Elemental Plane of Ash
30	Para-Elemental Plane of Vacuum
31	Para-Elemental Plane of Elements
32	Para-Elemental Plane of Minerals
33	Para-Elemental Plane of Radiation
34	Para-Elemental Plane of Lightning
35	Plane of Shadow
36	Elemental Plane of Honor
37	Elemental Plane of Time
38	Elemental Plane of Mojo
39	Mirror Plane
40	Other

Appendix 2

Divine Minions

Air Maiden

An Air Maiden of the Finnish pantheon appears as a winged human woman with a long sword, garbed in flowing robes and glowing with a brilliant light. Only one Air Maiden appears at any given time. Each maiden wields a Frost Brand +3, with which she is a high master (+3, +3). When sent by Ukko to aid loyal worshipers and clerics in difficult situations, an Air Maiden first advises the worshiper as to the best course of action using telepathy. If necessary, she may enter combat thereafter. Although she has few magical abilities, each maiden is 50% magic resistant, and may fly (at up to 48") without tiring. Should an Air Maiden be slain before her mission is completed, another appears immediately. All of a slain maiden's possessions (weapons, armor, et. al.) disappear upon her death.

AIR MAIDEN

AKA: Ukko's warrior
HACKFACTOR: 74
EP VALUE: 22,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Supra-Genius (19)
ALIGNMENT: Lawful good
NO. APPEARING: 1
SIZE: M (6')
MOVEMENT: 48", Fly 48" (A)
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: -5
NO. ATTACKS: 2
DMG./ATTACK: 1-8 (+13)
SPECIAL ATTACKS: Frost Brand Sword
SPECIAL DEFENSES: Per character class
MAGIC RESISTANCE: 50%
HIT POINTS: 227
CLERIC: 7th level cleric
FIGHTER: 16th level fighter
MAGIC-USER: 7th level magic-user
THIEF: Nil
S:19/99 (+3,+7) D:19/99 C: 19/99
I:19/99 W:19/99 CH: 19/99

MINIONS OF SET

DESCRIPTION: Minions of Set are tall, bipedal creatures clad in armor reminiscent of snakes. Even when walking, they seem to slither. They all appear as muscular, male humans with helmets that cover most of their heads, and thus no one can be sure if their faces all look the same. They exist to do the work of their gawd when he is too busy or unwilling to become directly involved. They are fully intelligent, self-aware beings who act as go-betweens for Set and mankind. They also see to the drains.

COMBAT/TACTICS: Minions of Set often, though not always, fight for their gawd. They save as 10th level fighters (or better, if originally created from a creature or character with fighting abilities greater than a 10th level fighter). They appear in scaly, black plate mail and wield broad swords. Even though their attitude and alignment may have changed, they fight fiercely and to the death, and they hold nothing back. The statistics provided are the minimum possible. If a more powerful creature (a spell caster for example) is converted into a Minion, he retains those additional powers unless they are restricted by his new alignment (as in the case of a Paladin).

When more than one Minion goes on a mission, ranks and command structure are explicitly set beforehand. When fighting together, they act in concert, using group tactics without verbal (or even telepathic) communication. These beings never tire (they do not suffer fatigue), nor are they subject to threshold of pain checks. They need never check morale (which isn't to say they cannot leave a battle, just that they never flee or cease fighting out of fear, as they have no concern for their own survival).

All Minions can Polymorh Self into Giant Venomous Snakes (see Hacklopedia of Beasts Volume 7 p 85 that bite for 1-12 points of damage (poison, no modifier on save, 1d4-1 points of damage for 1-6 rounds, half damage on a successful saving throw versus poison). While all Minions can transform into snake form, some can also Polymorph Self into Cave Bears (5%, see Hacklopedia of Beasts 1 p 56), Giant Crocodiles (15%, see Hacklopedia of Beasts 2 p 41), or Giant Scorpions (10%, see Hacklopedia of Beasts 7 p 31).

HABITAT/SOCIETY: Minions of Set are created beings focused solely on serving their liege, and not part of any natural order. They are considered magical creatures from the Nine Hells who need not eat, sleep, or recreate, and are no fun at parties, except maybe really evil parties.

ECOLOGY: Most Minions of Set come into being when the gawd himself deliberately punishes his foes or rewards his special followers by transforming them. He must have some other source of them, however, given the sheer numbers that have been reported. Most Minions of Set were originally human, demi-human or humanoid, but they need not be. However, for reasons that remain unclear to living non-followers of Set, he greatly prefers not to use dawgs and rats. Such Minions do have a tendency to scurry about and chase or be chased by cats, which is a problem for a gawd whose opponents see felines as sacred.

MINIONS OF SET

AKA: n/a
HACKFACTOR: 19
EP VALUE: 4,100
CLIMATE/TERRAIN: Any
FREQUENCY: Uncommon
ORGANIZATION: Military
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: High (14) (or better)
ALIGNMENT: Lawful evil
NO. APPEARING: 1-20
SIZE: M (6 1/2')
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: -2
NO. ATTACKS: 3/2
DMG./ATTACK: 1-12 (bite), by weapon type (+Strength bonus), or by form
SPECIAL ATTACKS: Attack as 10th level fighter
SPECIAL DEFENSES: Save as 10th level fighter, immune to fatigue, never check threshold of pain
MAGIC RESISTANCE: 10%
HIT DICE: 56 hit points
TOP: No

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Black plate mail and broad sword
OTHER: It is theoretically possible to restore a character or creature converted into a Minion of Set back to its initial state. While no scholar currently has reliable information on how this is accomplished, legends, speculative sages, and masters of the obvious agree that recov ering the body of the Minion is one necessary part of the process.

WATER DWARF

WATER DWARF

AKA: Ahto's shield man
HACKFACTOR: 32
EP VALUE: 4,000
CLIMATE/TERRAIN: Water, coastal (any)
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Exc (16)
ALIGNMENT: Lawful good
NO. APPEARING: 1
SIZE: S (4')
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: -2
NO. ATTACKS: 2
DMG./ATTACK: 1d6+13 (mace) or By weapon type +6
SPECIAL ATTACKS: Magical crossbow
SPECIAL DEFENSES: Regenerate 5 hp/round
MAGIC RESISTANCE: Standard
HIT DICE: 12 (129 hit points)
CLERIC: Nil
FIGHTER: 16th level fighter
MAGIC-USER: Nil
THIEF: Nil
S: 18/37 (+3,+6) D: 18/51 C: 18/50 I: 16/89 W: 15/24 CH: 7/66 COM: 6/89

Ahto of the Finnish pantheon often sends this dwarf out on missions, during which the gawd carefully observes his servant. There is a 25% chance that Ahto will aid him in any difficulties he encounters and a 100% chance that the gawd will appear if the dwarf is slain.

The water dwarf uses a (light) Crossbow of Accuracy that fires two quarrels per round. For hand-to-hand combat he uses a Footman's Mace +3, with which he has high weapon mastery (+3, +3). Ahto has also granted him the ability to regenerate 5 points per melee round when within 50 feet of a body of water.

THE WILD HUNT

The Wild Hunt exists in all the lands where druids and their deities dwell, particularly those of the Celtic pantheon. This physical manifestation of "life force" always takes on the same form. A huge black-skinned man with antlers growing from his head leads the Hunt with a pack of fierce hounds. The Hunt appears whenever evil comes to the land (as in the case of an evil temple or an evil cleric of the 12th level or higher comes into the area, or whatever the GM determines a grossly evil act).

When the Hunt is on, the noise of the howling dawgs or the Hunt Master's horn can be heard for miles in the night. Any being who actively pursues this noise will become a part of the Hunt when it sights the pack and its master! If the Hunt passes by any given creature who looks at it, that being must succeed at a saving throw versus spells or join the Hunt. There is a 25% chance that a creature looks at the pack (unless it has some believable reason for not doing so...or it specifically does look at the Hunt, in which case the chance is 100%!). When any given being becomes part of the Hunt he may take on one of two roles: he becomes one of the hunters or the hunted.

The Hunt always begins ten miles from the source of evil that "summons" it, and for each mile nearer the source of evil, there is a 10% chance that an observing being will become the object of the Hunt instead of the hunter. The Hunt always passes close by the source of evil that has created it (never going into a building, but going within inches of the building's walls and passing by). After passing by, it travels on in a random direction for ten more miles.

There will only be one Hunt on the Prime Material Plane on any given night, and it will always be drawn to the greatest evil in the Celtic area (as determined by the GameMaster). If the Hunt finds a being to hunt before finding the source of evil, it attacks that being to kill it, and then disappears as it reaches its summoning source. If the Hunt does not find a victim before it reaches the source, it travels on for another ten miles. In this case, every being that sees it and fails the saving throw versus spells has a 90% chance of becoming the hunted!

If, after ten miles, no being becomes the hunted, the entire pack turns on the nearest big game creature around (deer, stag, bear or anything partially dangerous and no greater than animal intelligence). All during this hunt, the beings that have come along with the Hunt must travel with the Master, and they must attack whatever becomes the hunted, even if it goes against their alignment. Thus, paladins might be compelled to attack helpless women or the like. All hunters, whether only recently taken in or not, attack the quarry (whatever it may be). If they do not succeed in killing the being, the Master and his hounds take over (but only when all other hunters have been incapacitated) and they will kill or be killed. When the Hunt runs down its object, melee begins instantly. All participants must fight on to the death and to the best of their abilities (no holding back).

The magic of the Hunt catches up and sweeps along any who become part of it, so that, whether mounted or on foot, they can keep up with the fast pace that the hounds set. The Hunt generally pursues prey on the ground, but it also has the ability to run right into the air, thus flying over obstacles or especially difficult terrain.

Beings who become the target of the Hunt have only three ways to avoid death: run out of the ten-mile radius of the source of evil, elude the pack until morning, or slay the Master and his pack. All beings that have been in any part of the Hunt have a 50% chance of becoming ensnared again each time they see the Master and his pack.

Legends tell of epic battles between the Master and his hounds and some of the greater heroes of the past. In these legends, the Master and his pack have been slain, only to disappear into the darkness and appear somewhere else the next night, proving that the force that creates the Hunt is eternal.

The Master of the Hunt

DESCRIPTION: The Master has jet-black skin and glowing green eyes. A set of magnificent stag antlers crowns his head. He wears a suit of black leather. The Master never speaks.

COMBAT/TACTICS: He runs a few feet behind his pack of hounds and sounds his horn at every one-mile increment in his chase. He fights as a 15th level ranger and wields a Great Spear +3 in battle.

HABITAT/SOCIETY: The Master of the Hunt exists as a direct expression of the "life force" of nature, though outside traditional food chains and ecology. Even the gawds fear his attention for, while legendary heroes have in the past defeated him, he cannot be permanently destroyed. Some believe that an individual Master might be defeated and even killed, but another creature would acquire the exact same characteristics to fill his role.

ECOLOGY: The Master does not eat, sleep, dream or tire. He exists solely to lead the Hunt.

The Master of the Hunt

AKA: None
HACKFACTOR: 65
EP VALUE: 13,000
CLIMATE/TERRAIN: Any (Celtic areas)
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: None
INTELLIGENCE: Genius (17-18)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M (7')
MOVEMENT: 18"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: -2
NO. ATTACKS: 2
DMG./ATTACK: 1-8 (+9)
SPECIAL ATTACKS: 15th level ranger
SPECIAL DEFENSES: Magic-user and druid spells (as ranger)
MAGIC RESISTANCE: 25%
HIT POINTS: 164 hit points
ToP: n/a
FF: n/a
S: 18/00 (+3, +6) D: 18/59 C: 18/66 I: 18/25 W: 18/73 CH: 15/33 COM: 11/35

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

The Pack of the Wild Hunt

DESCRIPTION: These huge black hounds have licks of green fire for tongues and green fire for eyes. These flames do no damage but they make the whole Hunt cast an eerie green glow.

COMBAT/TACTICS: The beasts never attack the hunted until all other beings drawn into the Hunt have had their chance to kill. If the pack is killed, the Master then battles the hunted being. The death of any member of the pack goes unnoticed by the rest and any "slain" body disappears after the battle is over, returned to the place at which it first saw the hunt.

HABITAT/SOCIETY: The Pack sounds and acts like normal dawgs, if angry ones.

ECOLOGY: The same energy that powers the Master gives the Pack its form. Thus, it cannot be permanently destroyed. No one can say if an individual hound returns, as they all appear the same at all times. Some suggest that different souls can take hound-form, however.

The Pack of the Wild Hunt

AKA: None
HACKFACTOR: 10
EP VALUE: 2,000
CLIMATE/TERRAIN: Any (Celtic areas)
FREQUENCY: Uncommon
ORGANIZATION: Pack
ACTIVITY CYCLE: Night
DIET: None
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral
NO. APPEARING: 20
SIZE: L (4' at the shoulder)
MOVEMENT: 18"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 3
NO. ATTACKS: 1
DMG./ATTACK: 2-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 15%
HIT DICE: 8+8
ToP: n/a
FF: n/a

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

The Big List O' Gawds

NAME	SPHERE	PANTHEON	ALIGNMENT	STATURE
Aknar	Stealth, Wolves	Aldrazar	Neutral	Greater Gawd
Arnuya	Vengeance, Grel	Aldrazar	Chaotic Evil	Greater Gawd
Benyar	Empire	Aldrazar	Lawful Good	Greater Gawd
Draper	Stealth, Cunning	Aldrazar	Chaotic Neutral	Greater Gawd
Feeble Gawd	Mysteries	Aldrazar	Lawful Neutral	Lesser Gawd
Francor Dieus	Earth	Aldrazar	Lawful Evil	Greater Gawd
Grawdyng	Death	Aldrazar	Neutral Evil	Greater Gawd
Gronfyr	War, Grevan	Aldrazar	Chaotic Evil	Greater Gawd
Ikka Paatang	Nature	Aldrazar	Neutral	Greater Gawd
Kazaar-Freem	Peace, Tranquility	Aldrazar	Lawful Good	Greater Gawd
Luvia	Justice	Aldrazar	Lawful Good	Greater Gawd
Mangrus	Diease	Aldrazar	Chaotic Neutral	Greater Gawd
Markovia	Oceans	Aldrazar	Chaotic Good	Greater Gawd
Marlog	Sailors, Sailing	Aldrazar	Lawful Neutral	Greater Gawd
Navinger	Love, Eunuchs	Aldrazar	Chaotic Good	Greater Gawd
Nudor	Healing	Aldrazar	Neutral Good	Greater Gawd
Par'Kryus	Wind	Aldrazar	Chaotic Neutral	Greater Gawd
Shona	Games, Ritual Combat	Aldrazar	Lawful Neutral	Greater Gawd
Skraad	Blacksmiths, Fates	Aldrazar	Lawful Neutral	Greater Gawd
Sumar'Fareen	Birth, Love	Aldrazar	Lawful Good	Greater Gawd
Thrain	Wisdom, Mountaineering, Avalanches	Aldrazar	Lawful Neutral	Greater Gawd
Yi'Gor	Treachery	Aldrazar	Chaotic Evil	Lesser Gawd
Yiders	Strength	Aldrazar	Chaotic Evil	Greater Gawd
Zelaur	Honor	Aldrazar	Chaotic Good	Greater Gawd
Anshar	Darkness, Night	Babylonian	Chaotic Evil	Intermediate
Anu	Sky	Babylonian	Lawful Good	Intermediate
Druaga	Devil World	Babylonian	Lawful Evil	Greater Gawd
Girru	Fire	Babylonian	Lawful Good	Demi-Gawd
Ishtar	War, Love	Babylonian	Neutral	Lesser Gawd
Marduk	City, Wind, Thunder, Storms, Rain	Babylonian	Lawful Neutral	Lesser Gawd
Nergal	Underworld	Babylonian	Neutral Evil	Lesser Gawd
Ramman	Storms, Thunder	Babylonian	Neutral	Demi-Gawd
Arawn	Dead	Celtic	Lawful Evil	Intermediate
Brigit	Fire, Poetry	Celtic	Neutral	Demi-Gawd
Dagda	Rulership, Justice	Celtic	Neutral	Lesser Gawd
Dianecht	healing, Healers	Celtic	Lawful Good	Demi-Gawd
Dunatis	Mountains, Rocky Terrain	Celtic	Neutral	Demi-Gawd
Goibhnie	Blacksmiths, Metal Work	Celtic	Neutral	Demi-Gawd
Lugh	Generalities, Druids	Celtic	Neutral	Lesser Gawd
Manannan Mac Lir	Sea, Oceans, Ocean-Goers, Waters	Celtic	Chaotic neutral	Lesser Gawd
Morrigan	War, Warriors	Celtic	Neutral	Demi-Gawd
Nuada	Warriors	Celtic	Neutral	Lesser Gawd
Oghma	Knowledge	Celtic	Neutral	Greater Gawd
Silvanus	Nature, Forests	Celtic	Neutral	Intermediate
Camaxtli	Fate	Central American	Neutral	Greater Gawd
Camazotz	Bats	Central American	Chaotic Evil	Demi-Gawd
Chalchiuhtlicue	Love, Running Water	Central American	Chaotic Good	Lesser Gawd
Huhueteotl	Fire	Central American	Chaotic Evil	Demi-Gawd
Huitzilopochtli	War	Central American	Neutral	Demi-Gawd
Itzamna	Medcine	Central American	Neutral Good	Intermediate
Mictlantecuhtli	Death	Central American	Lawful Evil	Lesser Gawd
Quetzalcoatl	Air	Central American	Lawful Neutral	Intermediate
Tezcatlipoca	Sun	Central American	Chaotic Evil	Lesser Gawd
Tlaloc	Rain	Central American	Lawful Evil	Intermediate
Tlazolteotl	Vice	Central American	Chaotic Evil	Lesser Gawd
Xochipilli	Gambling, Chance	Central American	Neutral	Lesser Gawd
Avani	Sun, Reason, Magic	Cerilia	Lawful Neutral	Intermediate
Belinik	Battle, Feuds, Fear, Strife, Hatred	Cerilia	Chaotic Evil	Intermediate
Cuiraecen	Storms, Conflict	Cerilia	Chaotic Good	Lesser Gawd
Eloele	Night, Darkness, Thieves	Cerilia	Chaotic Neutral	Lesser Gawd
Erik	Forests, Hunting	Cerilia	Neutral	Intermediate
Haelyn	Courage, Justice, Chivalry, Rulership	Cerilia	Lawful Good	Intermediate
Kriesha	Winter, Monsters	Cerilia	Lawful Evil	Lesser Gawd
Laerme	Fire, Love, Art	Cerilia	Chaotic Good	Lesser Gawd
Nesirie	Mariners, Explorers, Grief	Cerilia	Neutral Good	Lesser Gawd
Ruornil	Night, Moon, Magic	Cerilia	Neutral	Lesser Gawd

The Big List O' Gawds

NAME	SPHERE	PANTHEON	ALIGNMENT	STATURE
Sera	Wealth, Luck	Cerilia	Chaotic Neutral	Intermediate
Chao Kung Ming	DemiWar	Chinese	Neutral Good	Demi-Gawd
Chih Sung-Tzu	Rain	Chinese	Neutral	Intermediate
Chih-Chiang Fyu-Ya	Archers	Chinese	Lawful Evil	Demi-Gawd
Chung Kuel	Truth, Testing	Chinese	Lawful Good	Intermediate
Fei Lien & Feng Po	Wind, War	Chinese	Neutral Good	Demi-Gawds
Huan-Ti	War	Chinese	Chaotic Good	Demi-Gawd
Kuan Yin	Mercy, Child Bearing	Chinese	Lawful Good	Lesser Gawd
Lei Kung	Thunder	Chinese	Lawful Evil	Lesser Gawd
Lu Yueh	Epidemics	Chinese	Chaotic Evil	Lesser Gawd
No Cha	DemiThieves	Chinese	Neutral Evil	Lesser Gawd
Shan Hai Ching	Wind, Sea	Chinese	Lawful Neutral	Lesser Gawd
Shang-Ti	Heavens, Sky, Agriculture	Chinese	Lawful Neutral	Greater Gawd
Tou Mu	North Star	Chinese	Chaotic Evil	Lesser Gawd
Wen Chung	Minister of Thunder	Chinese	Chaotic Neutral	Demi-Gawd
Yen-Wang-Yeh	Dead	Chinese	Neutral	Lesser Gawd
Elilistraee	Song, Beauty, Dance, Swordwork, Hunting, Moonlight	Drow	Chaotic Good	Demi-Gawd
Ghaunadaur	Oozes, Slimes, Jellies, Outcasts, Ropers, Rebels, All Things Subterranean	Drow	Chaotic Evil	Demi-Gawd
Kiaransalee	Undead, Vengeance	Drow	Chaotic Evil	Demi-Gawd
Krowlzeldin	Torture	Drow	Chaotic Evil	Demi-Gawd
Selvetarm	Drow Warriors	Drow	Chaotic Evil	Demi-Gawd
Vhaeraun	Thievery, Drow Males, Territory, Evil Activity on the Surface World	Drow	Chaotic Evil	Demi-Gawd
Zyandal	Drow Elves	Drow	Chaotic Evil	Lesser Gawd
Abbathor	Greed	Dwarven	Neutral Evil	Lesser Gawd
Berronar Truesilver	Safety, Truth, Healing, Home, Records, Marriage, Loyalty, Honesty, Children	Dwarven	Lawful Good	Lesser Gawd
Clangeddin Silverbeard	Battle, Valor, Bravery, Honor in Battle	Dwarven	Lawful Good	Lesser Gawd
Duerra	Conquest and Expansion, Duergar	Dwarven	Lawful Evil	Lesser Gawd
Dugmaren Brightmantle	Scholarship, Invention, Discovery	Dwarven	Chaotic Good	Lesser Gawd
Dumothoin	Keeper of Metals and OtherBuried Wealth	Dwarven	Neutral	Lesser Gawd
Gorm Gulthyn	Guardian and Protector of All Dwarves, Defense, Watchfulness, Vigilance, Duty	Dwarven	Lawful Good	Lesser Gawd
Haela Brightaxe	Luck in battle, Fighting Monsters	Dwarven	Chaotic Good	Demi-Gawd
Laduguer	Magic Weapon Creation, Skilled Artisans, Grey Dwarves	Dwarven	Lawful Evil	Lesser Gawd
Marthammor Duin	Guide and Protector to Dwarven Adventurers, Explorers and Travelers, Lightning	Dwarven	Neutral Good	Demi-Gawd
Moradin	Dwarves	Dwarven	Lawful Good	Intermediate
Sharindlar	Healing, Mercy, Romantic Love, Fertility, Dancing, Courtship, Moon	Dwarven	Chaotic Good	Lesser Gawd
Thard Harr	Wild Dwarves, Jungle Survival, Hunting	Dwarven	Chaotic Good	Lesser Gawd
Vergadain	Wealth, Luck, Chance, Entrepreneurial Skills, Negotiation	Dwarven	Neutral	Lesser Gawd
Yurgain	Honor, Magic	Dwarven	Lawful Neutral	Demi-Gawd
Anhur	War	Egyptian	Chaotic Good	Lesser Gawd
Anubis	Dead	Egyptian	Lawful Good	Lesser Gawd
Apshai	Insects	Egyptian	Neutral	Demi-Gawd
Bast	Cats	Egyptian	Chaotic Good	Greater Gawd
Bes	Luck	Egyptian	Neutral	Demi-Gawd
Geb	Earth	Egyptian	Neutral	Demi-Gawd
Horus	Son of Osiris	Egyptian	Lawful Neutral	Lesser Gawd
Isis	Magic, Fertility	Egyptian	Neutral Good	Intermediate
Nephthys	Wealth, Protector of the Dead	Egyptian	Chaotic Good	Greater Gawd
Osiris	Nature, Dead	Egyptian	Lawful Good	Lesser Gawd
Ptah	Universe	Egyptian	Lawful Neutral	Lesser Gawd
Ra	Sun	Egyptian	Neutral Good	Lesser Gawd
Seker	Light	Egyptian	Neutral Good	Lesser Gawd
Set	Evil, Night	Egyptian	Lawful Evil	Greater Gawd
Shu	Sky	Egyptian	Lawful Good	Demi-Gawd
Tefnut	Storms, Flowing Water	Egyptian	Lawful Good	Demi-Gawd
Thoth	Knowledge	Egyptian	Neutral	Lesser Gawd
Solonor Thelandira	Archery, Hunting, Wilderness Survival	Eleven	Chaotic Good	Lesser Gawd
Aerdrie Faenya	Air, Weather, Avians, Rain, Fertility	Elven	Chaotic Good	Lesser Gawd
Angharradh	Spring, Fertility, Planting, Birth, Defense, Wisdom	Elven	Chaotic Good	Lesser Gawd
Corellon Larethian	Elves, Music, Poetry, Magic	Elven	Chaotic Good	Intermediate
Erevan Ilesere	Mischief, Change, Rogues	Elven	Chaotic Neutral	Lesser Gawd
Fenmarel Mestarine	Grugach, Valley Elves, Outcasts, Isolation	Elven	Chaotic Neutral	Lesser Gawd
Hanali Celanil	Love, Romance, Beauty, Fine art	Elven	Chaotic Good	Lesser Gawd
Labelas Enoreth	Longevity, Time	Elven	Chaotic Good	Lesser Gawd
Rillifane Rallathil	Wood Elves	Elven	Chaotic Good	Demi-Gawd
Sashelas	Aquatic Elves	Elven	Chaotic Good	Demi-Gawd
Sehamine Moonbow	Dreams, Death, Journeys, Moon, Stars, Planets	Elven	Chaotic Good	Lesser Gawd

The Big List O' Gawds

NAME	SPHERE	PANTHEON	ALIGNMENT	STATURE
Shevarash	Vengeance, Military Crusades, Loss	Elven	Chaotic Neutral	Demi-Gawd
Auril	Cold, Frost, Snow, Ice	Fading Realms	Neutral Evil	Lesser Gawd
Azuth	Magic-Users	Fading Realms	Lawful Neutral	Lesser Gawd
Bane	Strife, Hatred, Tyranny	Fading Realms	Lawful Evil	Intermediate
Besaba	Mischief, Misfortune, Ill-Luck, Accidents, Treachery, Betrayal	Fading Realms	Chaotic Evil	Lesser Gawd
Bhaal	Death	Fading Realms	Lawful Evil	Intermediate
Chauntea	Agriculture	Fading Realms	Neutral Good	Intermediate
Deneir	Art, Literature	Fading Realms	Neutral Good	Greater Gawd
Eldath	Waterfalls, Springs, Streams, Pools, Stillness, Peace, Quiet Places	Fading Realms	Neutral	Lesser Gawd
Ghond	Blacksmiths, Artificers, Crafts, Construction	Fading Realms	Neutral	Lesser Gawd
Helm	Guardians	Fading Realms	Lawful Neutral	Intermediate
Lathander	Spring, Dawn, Conception, Vitality, Eternal Youth, Beginnings, Self-Perfection, Renewal	Fading Realms	Neutral Good	Greater Gawd
Leira	Deception, Illusion	Fading Realms	Chaotic Neutral	Lesser Gawd
Lliira	Joy, Carefree feeling, Contentment, Release, Hospitality, Dance	Fading Realms	Chaotic Good	Lesser Gawd
Malar	Wild, Marauding Beasts, Bloodlust, Hunting	Fading Realms	Chaotic Evil	Lesser Gawd
Mask	Thieves, Intrigue	Fading Realms	Neutral Evil	Intermediate
Milil	Poetry, Eloquence, Song	Fading Realms	Neutral Good	Lesser Gawd
Myrkul	Dead, Wasting, Decay, Corruption, Parasites, Old Age, Dusk, Fall, Exhaustion	Fading Realms	Neutral Evil	Lesser Gawd
Mystra	Magic	Fading Realms	Neutral Good	Intermediate
Selune	Moons, Stars, Navigation	Fading Realms	Chaotic Good	Intermediate
Shar	Darkness, Night, Loss, Forgetfulness	Fading Realms	Neutral Evil	Intermediate
Sune	Love, Beauty, Charisma, Passion	Fading Realms	Chaotic Good	Lesser Gawd
Talona	Disease, Poisoning	Fading Realms	Chaotic Evil	Lesser Gawd
Talos	Storms, Destruction	Fading Realms	Chaotic Evil	Lesser Gawd
Tempus	War	Fading Realms	Chaotic Neutral	Intermediate
Torm	Duty, Loyalty, Obedience, Thoose Who Face Danager to Further the Cause of Good	Fading Realms	Lawful Good	Intermediate
Tymora	Good Fortune, Luck, Victory, Skill, Patron of Adventurers	Fading Realms	Chaotic Good	Lesser Gawd
Umberlee	Oceans, Waves, Winds at sea, Currents	Fading Realms	Chaotic Evil	Lesser Gawd
Waukeen	Trade, Money	Fading Realms	Neutral	Intermediate
Ahto	Seas, Waters	Finnish	Neutral Good	Lesser Gawd
Hiisi	Evil	Finnish	Chaotic Evil	Demi-Gawd
Ilmatar	Mothers, Maternity	Finnish	Lawful Good	Demi-Gawd
Kiputytto	Sickness	Finnish	Chaotic Evil	Demi-Gawd
Loviatar	Hurt	Finnish	Lawful Evil	Greater Gawd
Mielikki	Nature	Finnish	Neutral Good	Lesser Gawd
Surma	DemiDeath	Finnish	Neutral Evil	Lesser Gawd
Touni	Underworld	Finnish	Chaotic Neutral (Evil)	Lesser Gawd
Tuonetar	Underworld	Finnish	Chaotic Evil	Lesser Gawd
Ukko	Sky, Air, Avians	Finnish	Lawful Good	Lesser Gawd
Untamo	Sleep, Dreams	Finnish	Neutral	Lesser Gawd
Baervan Wildwanderer	Forests, Travel, Nature, Forest Gnomes	Gnome	Neutral Good	Lesser Gawd
Baravar Cloakshadow	Illusions, Deceptions, Traps, Wardings	Gnome	Neutral	Lesser Gawd
Callarduran Smoothhands	Stone, Netherdeep, Mining, Svirfneblin	Gnome	Neutral	Lesser Gawd
Flandal Steelskin	Mining, Physical Fitness, Smithing, Metalworking, Weaponsmithing, Armoring	Gnome	Neutral Good	Lesser Gawd
Gaerdal Ironhand	Vigilance, Combat, Martial Defense	Gnome	Lawful Good	Lesser Gawd
Garl Glittergold	Gnomes	Gnome	Lawful Good	Intermediate
Pangrus	War, Gnomes	Gnome	Chaotic Neutral	Greater Gawd
Segojan Earthcaller	Nature, The Dead, Rock Gnomes	Gnome	Neutral Good	Lesser Gawd
Urdlen	Greed, HackFrenzy, HackLust, Evil, Hatred, Uncontrolled Impulse, Spriggan	Gnome	Chaotic Evil	Lesser Gawd
Aphrodite	Love, Beauty, Passion	Greek	Chaotic Good	Intermediate
Apollo	Sun, Prophecy, Music, Archery	Greek	Chaotic Good	Intermediate
Ares	War	Greek	Chaotic Evil	Lesser Gawd
Artemis	Hunting	Greek	Neutral	Demi-Gawd
Athena	Wisdom, Combat	Greek	Lawful Good	Lesser Gawd
Demeter	Agriculture	Greek	Neutral Good	Intermediate
Dionysus	Wine	Greek	Chaotic Neutral	Lesser Gawd
Hades	Underworld, Death	Greek	Neutral Evil	Intermediate
Hecate	Magic, Witchcraft	Greek	Lawful Evil	Lesser Gawd
Hephaestus	Blacksmiths	Greek	Neutral	Demi-Gawd
Hera	Marriage, Intrigue	Greek	Neutral	Demi-Gawd
Herakles	Heroics, Self-Praise	Greek	Chaotic Neutral	Demi-Gawd
Hermes	Thieves, Liars, Gamblers, Arbitrators, Lawyers	Greek	Neutral	Demi-Gawd
Nike	Victory	Greek	Lawful Neutral	Lesser Gawd
Pan	Nature, Wild Passion	Greek	Chaotic Neutral	Intermediate
Posiedon	Seas, Oceans, Streams, Earthquakes	Greek	Chaotic Neutral	Lesser Gawd
Prometheus	Planning, Thoughtful Prediction	Greek	Neutral Good	Lesser Gawd/Greater Titan

The Big List O' Gawds

NAME	SPHERE	PANTHEON	ALIGNMENT	STATURE
Tyche	Good Fortune	Greek	Neutral	Lesser Gawd
Zeus	Air, Sky, Deposed Rulers	Greek	Lawful Good	Lesser Gawd
Cyrrollalee	Friendship, Trust, Home, Hospitality, Crafts	Halfing	Lawful Good	Lesser Gawd
Arvoreen	Martial Defense, Vigilance, Duty, Halfling Warriors	Halfling	Lawful Good	Lesser Gawd
Branddobaris	Stealth, Thievery, Adventuring	Halfling	Neutral	Lesser Gawd
Sheela Peryroyl	Nature, Weather, Agriculture, Song, Dance, Beauty, Romantic Love	Halfling	Neutral	Lesser Gawd
Urogalan	Earth, Death, Protection of the Dead	Halfling	Lawful Neutral	Demi-Gawd
Yondalla	Halflings, Fertility	Halfling	Lawful Good	Intermediate
Ama-Tsu-Mara	Blacksmiths	Japanese	Neutral	Demi-Gawd
Amaterasu Omikami	Sun, Light	Japanese	Lawful Good	Lesser Gawd
Daikoku	Wealth, Luck	Japanese	Lawful Good	Lesser Gawd
Ebisu	Luck Through Hard Work	Japanese	Lawful Good	Demi-Gawd
Hachiman	War	Japanese	Chaotic Good	Demi-Gawd
Kishijoten	Luck	Japanese	Neutral Good	Greater Gawd
Oh-Kuni-Nushi	Heroes, The Land	Japanese	Chaotic Good	Lesser Gawd
Raiden	Thunder	Japanese	Neutral	Intermediate
Susanowo	Storms, Seas	Japanese	Chaotic Neutral	Lesser Gawd
Tsukiyomi	Moon	Japanese	Neutral Good	Lesser Gawd
Branchala	Forests, Elves, Music, Beauty	Krynn	Neutral Good	Lesser Gawd
Chemosh	Ravagers, Undead, Nemeses	Krynn	Lawful Evil	Lesser Gawd
Chislev	Wilds, Nature, Beasts	Krynn	Neutral	Demi-Gawd
Gilean	Knowledge, Balance	Krynn	Neutral	Lesser Gawd
Habbakuk	Creatures of Land and Sea, Cycles of Nature, Passion, Creation	Krynn	Neutral Good	Demi-Gawd
Hiddukel	Betrayal, Evil Business Practices, Damned Spirits, Greed, Slavery	Krynn	Chaotic Evil	Demi-Gawd
High Gawd	Creation, Detached Observation	Krynn	Neutral	Intermediate
Kiri-Jolith	War, Battle, Courage, Heroism	Krynn	Lawful Good	Lesser Gawd
Lunitari	Neutral Magic, Illusions	Krynn	Lawful Neutral	Lesser Gawd
Majere	Mercy, Faith, Thought, Control, Meditation, Inspiration	Krynn	Neutral Good	Demi-Gawd
Mishakal	Healing, Knowledge, Fertility, Life, Beauty, Blessing	Krynn	Lawful Good	Lesser Gawd
Morgion	Disease, Decay, Plague, Weakness, Plotting	Krynn	Neutral Evil	Lesser Gawd
Nuitari	Black Magic	Krynn	Lawful Evil	Intermediate
Paladine	Order, Hope, Light, Rulership, Guardianship	Krynn	Lawful Good	Intermediate
Reorx	Technology, Dwarves, Weapons	Krynn	Neutral	Lesser Gawd
Sargonnas	Vengeance, rage, Deserts, Volcanoes	Krynn	Lawful Evil	Lesser Gawd
Shinare	Wealth, Industry, Freedom, Power	Krynn	Neutral	Lesser Gawd
Sirrion	Flame, Natural Power, Change, Transformation	Krynn	Neutral	Demi-Gawd
Solinari	Good Magic	Krynn	Lawful Good	Lesser Gawd
Takhisis	Night, Evil Dragons, Hatred, Intrigue, Chaos	Krynn	Lawful Evil	Intermediate
Zeboim	Storms, Sea, tempests, Weather, Undead of the Sea, Jealousy	Krynn	Chaotic Evil	Lesser Gawd
Zivilyn	Wisdom	Krynn	Neutral	Demi-Gawd
Mystaros	Magic	Mystaros	Chaotic Neutral	Demi-Gawd
Rad	Magic	Mystaros	Lawful Neutral	Demi-Gawd
Coyote	Arts, Crafts, Fire, Thieves	Native American	Chaotic Neutral	Lesser Gawd
Hastseltsi	Racing	Native American	Neutral	Demi-Gawd
Hastsezini	Fire	Native American	Lawful Evil	Lesser Gawd
Heng	Thunder	Native American	Lawful Good	Demi-Gawd
Hotoru	Wind	Native American	Chaotic Good	Lesser Gawd
Raven	Air	Native American	Chaotic Good	Lesser Gawd
Shakak	Winter	Native American	Chaotic Evil	Lesser Gawd
Snake-Man	Snakes	Native American	Chaotic Good	Lesser Gawd
Tobadzistsini	Warriors	Native American	Neutral Evil	Greater Gawd
Ape Gawd	Apes	Non-human	Neutral	Demi-Gawd
Bahamut	Good Dragons	Non-human	Lawful Good	Lesser Gawd
Blibdoolpoolp	Kuo-Toa	Non-human	Neutral Evil	Lesser Gawd
Cryonax	Cold	Non-human	Neutral Evil	Lesser Gawd
Eadro	Locathah, Merman	Non-human	Neutral	Demi-Gawd
Grolantor	Hill Giants, Ettins	Non-human	Chaotic Evil	Demi-Gawd
Gruumsh	Orcs	Non-human	Lawful Evil	Greater Gawd
Hruggek	Bugbears	Non-human	Chaotic Evil	Demi-Gawd
Imix	Fire	Non-human	Neutral Evil	Lesser Gawd
Kurtulmak	Kobolds	Non-human	Lawful Evil	Lesser Gawd
Laogzed	Troglodytes	Non-human	Chaotic Evil	Demi-Gawd
Maglubiyet	War, Goblins, Hobgoblins	Non-human	Lawful Evil	Lesser Gawd
Ogremoch	Earth	Non-human	Neutral Evil	Lesser Gawd
Olhydra	Water	Non-human	Neutral Evil	Lesser Gawd
Primus	Law, Order, Mathematics, Time	Non-human	Lawful Neutral	Demi-Gawd

The Big List O' Gawds

NAME	SPHERE	PANTHEON	ALIGNMENT	STATURE
Raxivort	Robolds, Rats, Bats	Non-human	Chaotic Evil	Intermediate
Sekolah	Sahuagin	Non-human	Lawful Evil	Lesser Gawd
Semuanya	Lizard Men	Non-human	Neutral	Demi-Gawd
Skerrit	Centaurs, Satyrs	Non-human	Neutral	Demi-Gawd
Skoraeus Stonebones	Stone Giants	Non-human	Neutral	Demi-Gawd
Tiamat	Evil Dragons	Non-human	Lawful Evil	Intermediate
Titania	Wee Folk	Non-human	Neutral Good	Demi-Gawd
Vaprak	Ogres	Non-human	Chaotic Evil	Intermediate
Yan-C-Bin	Air	Non-human	Neutral evil	Lesser Gawd
Ygoi	Undead, Slaadi, Entropy	Non-human	Chaotic Neutral	Demi-Gawd
Aegir	Storms and Sea	Norse	Chaotic Neutral	Lesser Gawd
Balder	Beauty, Light	Norse	Neutral Good	Intermediate
Bergelmir	Frost Giants	Norse	Chaotic Evil	Lesser Gawd
Bragi	Poetry, Eloquence, Song	Norse	Neutral Good	Demi-Gawd
Forseti	Truth, Justice, Norse Way	Norse	Lawful Good	Lesser Gawd
Freyja	Love, Lust, Beauty	Norse	Chaotic Good	Lesser Gawd
Freyr	Good Weather, Fertility, Horses	Norse	Chaotic Good	Intermediate
Frigg	Marriage, Motherhood, Feminine Fertility, Weather	Norse	Lawful Good	Intermediate
Heimdall	Guardianship, Guardians	Norse	Lawful Good	Lesser Gawd
Hel	Death	Norse	Neutral Evil	Lesser Gawd
Idun	Farmers, Longevity	Norse	Neutral	Lesser Gawd
Loki L. Laufeyarson	Mischief, Deceit, Fire, Lies	Norse	Chaotic Neutral	Intermediate
Magni	Strength	Norse	Chaotic Good	Lesser Gawd
Modi	Battle Wrath, Madness	Norse	Chaotic Neutral	Lesser Gawd
Odin	War, Knowledge, Wisdom, Death	Norse	Chaotic Neutral	Greater Gawd
Sif	female Warriors, Hairdressers	Norse	Chaotic Good	Intermediate
Surtr	Fire Giants, Fire	Norse	Lawful Evil	Lesser Gawd
Thor	Thunder	Norse	Chaotic Good	Greater Gawd
Tyr	Courage, Justice, Order, War, Self Sacrifice	Norse	Lawful Good	Intermediate
Uller	Oaths, Hunting, Winter, Glory, Skiing	Norse	Lawful Good	Lesser Gawd
Vidar	Peaceful Contemplation, Vengeance	Norse	Chaotic Good	Lesser Gawd
Boccob	Magic, Arcane Knowledge	Oerth	Neutral	Intermediate
Celestian	Wanderes, Stars, Space	Oerth	Neutral Good	Intermediate
Ehlonna	Forests, Flowers, Meadows	Oerth	Neutral Good	Demi-Gawd
Erythnul	Hate, Envy, Malice, Panic	Oerth	Chaotic Evil	Demi-Gawd
Fharlanghn	Horizons, Distance, Travel	Oerth	Neutral	Intermediate
Heironeous	Chivalry , Honor, Justice, Valor	Oerth	Lawful Good	Intermediate
Hextor	War, Discord, Massacre	Oerth	Lawful Evil	Intermediate
Incabulos	Evil, Plagues, Nightmares, Famine, Sickness, Disasters, Drought	Oerth	Neutral Evil	Intermediate
Istus	Fate, Destiny, Predestination, Future	Oerth	Neutral	Lesser Gawd
Iuz	Oppression, Deceit, Pain, Weakness	Oerth	Chaotic Evil	Intermediate
Nerull	Death, Darkness, Underworld	Oerth	Neutral Evil	Intermediate
Obad-Hai	Nature, Wildlands, Freedom, Hunting	Oerth	Neutral	Demi-Gawd
Olidammara	Music, Revelry, Rougery, Wine	Oerth	Chaotic Neutral	Lesser Gawd
Pholtus	Light, Resolution, Law	Oerth	Lawful Good	Demi-Gawd
Pyremius	Fire, Poison, Disease, Murder	Oerth	Neutral Evil	Greater Gawd
Ralishaz	Chance, Ill-luck, Misfortune	Oerth	Chaotic Neutral	Lesser Gawd
St. Bert	Wisdom, Common Sense, Truth, Forthrightness, Dedication, Zeal	Oerth	Lawful Good (Neutral)	Demi-Gawd
Trithereon	Individuality, Liberty, Retribution	Oerth	Chaotic Good	Demi-Gawd
Ulaa	Hills, Mountains, Gemstones	Oerth	Lawful Good	Lesser Gawd
Wastri	Demi-Bigotry, Amphibians	Oerth	Lawful Neutral	Lesser Gawd
Xan Yae	Twilight, Shadows, Stealth, Mind over Matter	Oerth	Neutral	Lesser Gawd
Zagyg	Demi-Humor, Occult Studies, Eccentricity	Oerth	Chaotic Neutral	Intermediate
Enki	Rivers, Oceans, Jewelers, Goldsmiths, Stonecutters	Sumerian	Lawful Neutral	Lesser Gawd
Enlil	War, Air	Sumerian	Neutral Good	Greater Gawd
Inanna	Warriors, Dysfunctional Lovers	Sumerian	Lawful Evil	Lesser Gawd
Ki	Nature	Sumerian	Neutral	Lesser Gawd
Nanna-Sin	Moon	Sumerian	Chaotic Good	Demi-Gawd
Nin-Hursag	Gravity, Magnetism	Sumerian	Neutral	Demi-Gawd
Utu	Sun	Sumerian	Chaotic Good	Lesser Gawd
Alu	Famine, Hunger, Starvation	Tellene	Neutral Evil	Greater Gawd
B'Neli	Restful Sleep, Dreams, Aspirations	Tellene	Chaotic Good	Intermediate
Belanar	Nature	Tellene	Neutral	Intermediate
Bilapi	Storms, Thunder, Lightning	Tellene	Chaotic Neutral	Intermediate
Deb'Fo	Chivalry, Valor	Tellene	Lawful Good	Intermediate
Dirasip	Day, Light, Dawn	Tellene	Lawful Good	Intermediate

The Big List O' Gawds

NAME	SPHERE	PANTHEON	ALIGNMENT	STATURE
E'Patali	Oppression, Slavery	Tellene	Lawful Evil	Intermediate
Fapeki	Justice, Truth	Tellene	Lawful Good	Lesser Gawd
Fetor	Disease, Plague, Vermin	Tellene	Chaotic Evil	Intermediate
Forinori	Honor, Oath, Ethics	Tellene	Lawful Good	Demi-Gawd
Galapiti	Underworld, Death	Tellene	Neutral Evil	Intermediate
Goli	Fear and Nightmares	Tellene	Chaotic Evil	Intermediate
Golidirin	Money, Business, Greed	Tellene	Neutral	Intermediate
Hokalas	Magic	Tellene	Neutral	Greater Gawd
Kalenadil	Hunting, Archery, Patience	Tellene	Chaotic Good	Intermediate
Kar'Soloti	Injustice, Envy, Jealousy	Tellene	Lawful Evil	Intermediate
Kasatori	Passion, Wine	Tellene	Chaotic Neutral	Intermediate
Lamako	Vice, Sloth	Tellene	Chaotic Evil	Intermediate
Lamas	Dusk, Darkness, Moonless Nights	Tellene	Lawful Evil	Intermediate
Lelani	Love, Harmony	Tellene	Neutral Good	Lesser Gawd
Liganali	Moons, Beauty	Tellene	Chaotic Good	Intermediate
Lisar	Earth, Air, Fire, Water	Tellene	Neutral	Demi-Gawd
Lokalas	Wisdom	Tellene	Lawful Neutral	Intermediate
Natirel	War, Tactics, Strategy	Tellene	Lawful Neutral	Intermediate
P'Lipu	Murder, Revenge	Tellene	Neutral Evil	Intermediate
P'Rakeke	Hate, Bigotry	Tellene	Neutral Evil	Greater Gawd
P'Rofali	Peace, Comfort	Tellene	Neutral Good	Lesser Gawd
Pagari	Time, Prophesy, Fate	Tellene	Neutral	Intermediate
Pagarog	Battle, Berserking, Chaos, Courage	Tellene	Chaotic Neutral	Intermediate
Pinini	The Arts	Tellene	Chaotic Good	Intermediate
Pirabi	Pain, Torture, Cold	Tellene	Lawful Evil	Intermediate
Ranadori	Wanderes, Loneliness	Tellene	Chaotic Neutral	Intermediate
Ranaka	Discord, Foul Weather, Misfortune	Tellene	Chaotic Evil	Intermediate
Regorike	Harvest, Life, Fertility, Agriculture	Tellene	Neutral Good	Lesser Gawd
Relivik	Freedom, Liberty, Happiness	Tellene	Chaotic Good	Intermediate
Rigel	Thievery, Gambling, Luck	Tellene	Chaotic Neutral	Intermediate
Rostak	Stars, Travel	Tellene	Neutral Good	Lesser Gawd
Rotovi	Mathematics, Science, Invention, Reasoning, Knowledge	Tellene	Lawful Neutral	Intermediate
Selanadi	Healing, Hope, Mercy	Tellene	Neutral Good	Intermediate
Sitiri	Strength, Medicine	Tellene	Lawful Neutral	Intermediate
Sobati	Law, Order, Cities	Tellene	Lawful Neutral	Intermediate
Taladari	Home, Industriousness, and Marriage	Tellene	Lawful Good	Demi-Gawd
The Confuser of Ways	Lies, Deceit, Mischied	Tellene	Chaotic Evil	Intermediate
Bela	Music	Zakhara	Chaotic Evil	Lesser Gawd
Clang	Dwarven Crafting and Manual Labor	Zakhara	Neutral Good	Demi-Gawd
Gond	Crafters, Contraptions	Zakhara	Neutral	Demi-Gawd
Hajama	Bravery	Zakhara	Neutral	Intermediate
Hakiyah	Honesty, Truth, Reason	Zakhara	Lawful Good	Intermediate
Haku	Freedom, Independence	Zakhara	Chaotic Evil	Intermediate
Helam	Protection	Zakhara	Chaotic Good	Demi-Gawd
Hester	Madness, Pain	Aldrazar	Chaotic Evil	Intermediate
Jauhar	Wealth	Zakhara	Neutral	Intermediate
Jisan	Fertilit, Productivity	Zakhara	Lawful Neutral	Intermediate
Kar'r'rga	Crabs	Zakhara	Neutral Good	Demi-Gawd
Kor	Wisdom	Zakhara	Lawful Neutral	Intermediate
Kuchooloo	Water, Destruction	Aldrazar	Chaotic Evil	Greater Gawd
Najm	Adventure, Curiosity	Zakhara	Chaotic Good	Intermediate
Pag	Trees, Flowers, Fruit	Zakhara	Neutral	Demi-Gawd
Selan	Beauty, Grace	Zakhara	Neutral Good	Intermediate
The Beast	Mercy Killing	Zakhara	Neutral Evil	Demi-Gawd
The Drummer	Rhythmn	Zakhara	Neutral Evil	Demi-Gawd
The Faceless Gawd	Yaks and Yak-Like Creatures	Zakhara	Neutral	Demi-Gawd
The Lost One	Elephants	Zakhara	Neutral	Demi-Gawd
Vataqatal	War, Duty	Zakhara	Neutral	Demi-Gawd
Zann	Intelligence, Learning	Zakhara	Lawful Good	Intermediate

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HackMaster

Gawds & Demi-gawds

When the wind blows on the Rlusia,
I can see them streaming to the stars.
White horsemen on Obsidian steeds,
Setting out on their quest

And there are four of them,
Each searching for a Power.
Twelve tablets of mother-stone,
scattered to the winds.

Twice it came to me, the location of Serbrel,
Chatterer, Whisperer, hiding in the mist.
"Take me, little one, take me away"
It cries throughout the night,

But I can see, and believe it well,
One touch would lay me down, forever
quiet, listening to the stars.

The Gawds of Twilight Last represent the last survivors of an epic war between all the various pantheons of deities that raged for thousands of years. When the smoke cleared and the dust settled, only a few gawds out of thousands retained a significant hold on power and exalted status among mortals. Those gawds formed a fragile peace and now manipulate events through their mortal minions and other agents, including the diminished survivors of the war of the gawds. The HackMaster: Gawds and Demi-gawds book gives you the lowdown on the current state of affairs among all the Gawds of Twilight Last and their servants.

Gawds & Demi-gawds is a book about the grand unified pantheon of the HackMaster TeraVerse. It is designed for players and GameMasters, alike as it gives the players a clue about the story behind their chosen gawds and gives GameMasters hundreds of plot ideas for adventures. With over 25 sub-pantheons and over 350 individual deity descriptions, this book provides an incredible variety for all flavors of fantasy role-playing!

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