

DUNGEONS & DRAGONS[®]

Rules for Fantastic Medieval Wargames

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BOOK VII

GODS, DEMI-GODS & HEROES

ROB KUNTZ & JAMES WARD

DUNGEONS & DRAGONS®

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BY

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Foreword

Well, here it is: the last D&D supplement. It is with a strange mixture of sadness and relief that I tell you this. My first assignment, fresh out of college, was BLACKMOOR. I came to regard it with a mixture of love and loathing, that has gradually seen the love win out. The loathing grew out of the educational trip that it was for me. They don't teach you in college what to do when the press breaks down, or your manuscript gets mysteriously misplaced; you just have to wing it.

Well, the same applies to D&D'ers everywhere: we've told you just about everything we can. From now on, when the circumstances aren't covered somewhere in the books, wing it as best you can. As we've said time and time again, the 'rules' were never meant to be more than guidelines; not even true 'rules.'

What the authors have done in this volume is to attempt to set down guidelines that will enable you to incorporate a number of various mythologies into your game/campaign. They make no claims that any of this material presented is exhaustive, or even infallible. Mythology is defined as 'a body of myths, especially: the myths dealing with the gods, demi-gods and heroes of a particular people, usually involving the supernatural.' Myth is defined as a legend. Obviously, when dealing with material of this sort, there is a lot of latitude in interpretation. This is what the authors have presented: their interpretations. These interpretations are the result of months of painstaking, arduous research. As earlier defined, mythology is legend, and hundreds of volumes have been printed, each with its own interpretation. Further research and reading is recommended into all of the mythos presented herein. This is the merest of outlines, presented in D&D terms.

This volume is something else, also: our last attempt to reach the "Monty Hall" DM's. Perhaps now some of the 'giveaway' campaigns will look as foolish as they truly are. This is our last attempt to delineate the absurdity of 40+ level characters. When Odin, the All-Father has only(?) 300 hit points, who can take a 44th-level Lord seriously?

This volume does not herald the end of new D&D material. There will always be new material; 'tis the nature of the beastie. There were many myths that couldn't be squeezed into this. Keep looking for new stuff in the future in the pages of our periodicals, those that didn't fit, as well as those aborning at this very moment. Just don't wait with bated breath for another supplement after this one. May you always make your saving throw.

Timothy J. Kask
TSR Publications Editor
Lake Geneva, Wisconsin
4 July 1976

Gods' Psionic Abilities: (per class)

Class	Psionic Attack Strength	Attack Modes	Defense Modes
1	350	All	All
2	300	All	All
3	250	All	All
4	200	All	All
5	100	A, B, C, E	F, G, H
6*	—	—	—

*Gods or demi-gods listed as class 6 cannot use psionics and are invulnerable to any type of psionic attack.

NOTE:

Unless specifically noted otherwise all gods' and demi-gods' pre-rolled abilities (strength, intelligence, etc.) are considered to be **20**. Heroes or otherwise non-god types are either listed or will have to be pre-determined by the respective judge.

EGYPTIAN MYTHOLOGY

The ancient Egyptians had a culture lasting over 3,000 years. It is only natural that their faith would undergo a change. Their gods aged with Ra starting as the ruler and growing senile and Osiris taking over after being killed by Set. The pantheon presented is one with Ra in prominence only because there are more gods in this early group.

RA (SUN GOD, KING OF THE GODS)

Armor Class: -3

Magic Ability: (See Below)

Move: 24"

Fighter Ability: 16th Level

Hit Points: 300

Psionic Ability: Class 6

Ra appears with a giant hawk's head and the body of a muscular man. He has the power to shoot twin rays of searing heat from his hands for 4-40 points per ray. He can also shapechange, has a permanent antimagic shell around him, can cast an area of full daylight anywhere, flies, his eyes cast death rays, and he can raise the dead.

He rides through the air in a huge war galley, made of part of the sun. It travels 24" per turn and is immolated for 40 points and never affected by magic.

SHU (GOD OF THE DESERT AND LIGHT)

Armor Class: -2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 12th Level

Hit Points: 225

Psionic Ability: Class 6

Brother twin to Tefnut, this god appears as a man. His main power is the ability to wither to death anything he touches (magic saving throw applicable). He can also levitate, is not affected by any form of heat, can shapechange, create the light of day as Ra, and call forth 1-4 air elementals per day. He wears plus 5 armor made of phoenix feathers enabling him to immolate for 25 points of heat. He uses a double strength Staff of Wizardry in battle.

GEB (GOD OF THE EARTH)

Armor Class: -3

Magic Ability: (See Below)

Move: 10"

Fighter Ability: 17th Level

Hit Points: 275

Psionic Ability: Class 6

Geb appears as a heavily muscled man and he is unaffected by any weapon as long as he stands on the ground. He can also shapechange, nullify any spell involving earth, can find anything touching the earth, and can call upon 1-10 earth elementals to fight for him.

He uses 2 magical devices that he is never without. The first is a crown that can summon random monsters to fight for him once per day. The second is a staff that regenerates lost hit points for the holder at the rate of 25 per melee round and drains 5 energy levels from any enemy it hits.

THOTH (GOD OF KNOWLEDGE)

Armor Class: -2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 15th Level

Hit Points: 225

Psionic Ability: Class 6

Thoth appears as a man with the head of an ibis. His main power is to be able to negate any magical or physical force after being exposed to it once. He can also shapechange, use the reverse gravity spell, and use any magical device or weapon even if that device is supposed to be used only by the owner.

He has 2 magical devices: a scepter which works as a death spell at a touch, and a "Life Scepter" explained later.

SET (GOD OF EVIL AND THE NIGHT)

Armor Class: -4

Magic Ability: (See Below)

Move: 18"

Fighter Ability: 17th Level

Hit Points: 275

Psionic Ability: Class 6

Set is a scaled humanoid with the head of a fierce jackal. He is totally dedicated to the spreading of evil and has attributes to match. He can change any being's alignment from neutral and lawful to evil (saving throw applicable), these changed beings becoming Minions of Set. He can shapechange, make all light turn to darkness, and call on 2-200 Minions of Set. He enters battle with a Javelin of Darkness. This night black shaft has a plus 4 hitting ability and does 9-90 points of damage.

There is a 5% chance that Set is watching when a being does a highly evil act (judge's option) and if he is he will give the being 2-20 Minions of Set with no strings attached being confident that the being will only do evil with them.

MINIONS OF SET

Armor Class: -2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 10th Level

Hit Points: 25

Psionic Ability: Class 6

Minions are able to transform themselves into giant snakes. They also fight as 10th-level lords. They appear in plate armor and use a broadsword. They are fully intelligent and often act as go-betweens for Set and man. These beings never check morale.

OSIRIS (GOD OF NATURE AND THE DEAD)

Armor Class: -2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 16th Level

Hit Points: 275

Psionic Ability: Class 5

Osiris appears as a muscular man and his main attribute is the power to raise the dead. Anyone touching his body with anything dies, magic saving throw applicable. He can shapechange, teleport, control all forms of vegetation, make it grow or shrink, and use any weapon even if it is tied to its master.

He has a crown with the power to see all illusions for what they are, negate all fourth or lower spells, and make invisible objects appear before his gaze. He uses a Scepter in battle that acts as a Rod of Cancellation with unlimited charges.

This god is very aware of his priestly worshippers and if one does a great deed for the religion (judge's option) the priest is given a wish.

ANHUR (GOD OF WAR)

Armor Class: -2

Move: 15/24

Hit Points: 290

Magic Ability: (See Below)

Fighter Ability: 20th Level

Psionic Ability: Class 6

Anhur is unusually tall and always appears as a human. He negates his enemies' strongest ability (no saving throw applicable). He can also shapechange, fly, and teleport. He commonly fights in plus 4 armor, with a plus 5 mace whose head is a piece of the sun. This mace kills all undead within 50 yards of it and hits for 6-60 points of damage.

PTAH (GOD OF OUTER SPACE, "OPENER OF THE WAY")

Armor Class: -5

Move: ?

Hit Points: 200

Magic Ability: (See Below)

Fighter Ability: 18th Level

Psionic Ability: Class 6

Ptah is said to have existed before the gods. He stands 10 feet tall, with a humanoid shape, jet black skin, and eyes that seemingly appear invisible but upon closer inspection are really pools of outer space. He can force beings into a nameless void with the look of his eyes (magic saving throw applicable). Sending one being per melee round into this void, only he can bring them out again. He is not affected by magical weaponry, and there is no known limit to the speed he can travel on land or in the air. In combat he never uses armor and fights with the Scepter of the Gods. This weapon tells its user of the strong points of any enemy faced, is able to nullify one of any type spell used against it per melee round, can also do this with the powers of other magic items used against it, and hits for 1-100 points of damage.

Ptah enjoys new ideas and devices. When a being creates a device that is highly useful (judge's option) there is a 10% chance that the god will reward that being with a **Thet**. This device 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, the second allows the wearer to go ethereal once a week.

SEKER (GOD OF LIGHT)

Armor Class: -2

Move: 24"

Hit points: 200

Magic Ability: (See Below)

Fighter Ability: 15th Level

Psionic Ability: Class 6

Cousin to Shu, Seker appears as a rather ordinary man. This god is relentless in his efforts to destroy all evil on the earth. He always hits with at least one of the two weapons he uses every melee turn, he also shapechanges, casts shafts of light from his hands that kill 1-25 undead within 50 yards of his body, and can use all his powers when shapechanged as opposed to all the other gods who cannot. He uses a halberd weapon hitting for 3-30 points of damage and a plus 3 mace with a disrupter power able to work on anything not making its magic saving throw and doing 2-24 points of damage otherwise.

HORUS (SON OF OSIRIS, "THE AVENGER")

Armor Class: -2

Move: 12"

Hit Points: 250

Magic Ability: (See Below)

Fighter Ability: 19th

Psionic Ability: Class 6

Horus appears as a muscular man with the head of a falcon. His main attribute is the ability to triple the power of any weapon or magic item he uses. A fireball wand in his hands shoots an 18 die fireball. He can also summon as the 9th-level spell, shapechange, project illusions, and he is never affected by the first blow of any weapon used against him.

He fights with a 30 foot lance with the power to slay at a touch anything fighting Horus while shapechanged, otherwise doing 2-24 points of damage. He also has a plus 3 sword able to nullify all spells of the 1st through 5th level used against him, that kills undead at a touch, and can summon as the 8th-level spell.

Horus is very aware of any avenging person. If a lawful person seeks revenge there is a 15% chance that the god will aid by increasing the being's categories to 18's until revenged.

BES (GOD OF LUCK)

Armor Class: -3

Move: 6"

Hit Points: 190

Magic Ability: (See Below)

Fighter Ability: 10th Level

Psionic Ability: Class 6

Bes appears as a mountain dwarf straight out of D&D. He has luck as only a god can have it. He always makes his saving throw, he always hits with his weapon, and weapons striking him must have a roll of 17 or more no matter what the plus. He can shapechange, fight invisible, and teleport. He commonly fights with a broadsword striking for 4-24 points of damage.

Bes looks favorably upon all gambles, and the greater the risk, the better he likes it (judge's option). There is a 5% chance that the god will, if really pleased, give the being a luck stone, no strings attached.

ISIS (GODDESS OF MAGIC)

Armor Class: -2

Move: 12"

Hit Points: 150

Magic Ability: (See Below)

Fighter Ability: 10th Level

Psionic Ability: Class 6

Isis usually appears as a well-proportioned woman. She can use any spell any time she wishes and is unaffected by any weapon. She wears a magical headdress that puts her in contact with any god any time she wills.

She understands the fashioning of magical charms as no other being and is able to form these so that they resist the effects of one spell only. She gives these to any being she favors of the lawful or neutral alignment. The giving of this charm does not depend on any action, just her whimsical nature.

TEFNUT (GODDESS OF STORMS AND FLOWING WATERS)

Armor Class: -2

Move: 20"

Hit Points: 125

Magic Ability: (See Below)

Fighter Ability: 8th Level

Psionic Ability: Class 6

Tefnut is the twin to Shu and woe be unto the being that tries to hurt a hair on her head, as Shu will seek immediate revenge and Horus might come to help too! She appears as a well proportioned woman with the head of a lioness. Hers is the power to call up wind storms twice the power of a Staff of Wizardry, or cast lightning bolts two at a time for 24 points apiece. Tefnut can also shapechange, speak with the dead, and summon 3-24 water monsters to aid her.

NEPHTLYS (GODDESS OF WEALTH)

Armor Class: -2

Move: 12"

Hit Points: 100

Magic Ability: (See Below)

Fighter Ability: 10th Level

Psionic Ability: Class 6

Nephtlys appears as a woman and has the powers of death, decay, and weakness. She casts 2 death rays from her eyes, anyone coming within 30 feet of her body is made so weak that they cannot lift a weapon or cast a spell (magic saving throw applicable). Finally, she can affect all ferrous material as a rust monster. She can find any amount of gold in any given 1 mile area, can shapechange, become invisible, and cast a double area darkness spell.

ANUBIS (GUARDIAN OF THE DEAD)

Armor Class: -2

Move: 12"

Hit Points: 200

Magic Ability: (See Below)

Fighter Ability: 12th Level

Psionic Ability: Class 3

Anubis looks like a man with the head of a dog. He can animate any statue of himself, cast 2 charm person or monster spells at the same time, shapechange, and use a limited teleport (as a blink dog). The god hates all thievery of any type and when a tomb is being robbed there is a 5% chance that he will come and kill the robber. If one of his statues is in the tomb there is a 25% chance he will appear.

BAST (CAT GODDESS)

Armor Class: -2

Magic Ability: (See Below)

Move: 24"

Fighter Ability: 10th Level

Hit Points: 200

Psionic Ability: Class 2

Bast looks like a very muscular woman with the head of a black leopard. Her main attributes are: the ability to break any weapon hitting her 75% of the time upon contact with her body, she is never surprised, and her hand claws hit for 5-50 points per hand. She is the bitter enemy of Set and when fighting evil she can shapechange, teleport, and sense the presence of evil within 100 yards of her.

She is the protector of all cat kind and there is a 40% chance that she will see a being killing one of the cat race. When this happens she does one of 2 things: either she comes and kills the slayer, or, if the being is very powerful she demands that he or she raise the cat to life and devote one half the rest of their life to Bast.

RENETET (GODDESS OF GOOD FORTUNE)

Armor Class: -2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: As a Normal Woman

Hit Points: 100

Psionic Ability: Class 6

Renetet looks like an ordinary woman and when looking upon another being gives them the Luck of the Gods. The being will make their saving throw every time, will always hit their enemies, and will never be struck by their foes. She never fights in battle, but will stand in astral form above a fight using her power on any lawful being she favors.

AMSET (GOD OF THE SOUTH)

Armor Class: -2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 10th Level

Hit Points: 150

Psionic Ability: Class 6

Amset looks like an extremely short man. His main power is to be unaffected by anything sent at him from a southerly direction. This power also lets him turn any force directed at him from the South back at its sender, double force. He also shapechanges.

HAPI (GOD OF THE NORTH)

Armor Class: -2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 10th Level

Hit Points: 150

Psionic Ability: Class 6

Hapi is an extremely short dwarf right out of D&D. His main power is to be unaffected by anything sent at him from a northerly direction. This power also lets him turn any force directed at him from the North back at its sender, double the force; he too can shapechange.

TUAMAUTEF (GOD OF THE EAST)

Armor Class: -2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 10th Level

Hit Points: 150

Psionic Ability: Class 6

Tuamautef has the same powers as his 2 cousins of the North and South working in an easterly direction. He appears as a man with a crocodile head.

QEBHSENNUF (GOD OF THE WEST)

Armor Class: -2

Move: 12"

Hit Points: 150

Magic Ability: (See Below)

Fighter Ability: 10th Level

Psionic Ability: Class 6

Qebhsennuf looks like a man with a hippo's head. He has his cousins' directional powers and can shapechange.

APESH (GOD OF GREED AND EVIL)

Armor Class: 2

Move: 9"

Hit Points: 250

Magic Ability: (See Below)

Fighter Ability: 11th Level

Psionic Ability: Class 6

Apesh looks like a dragon turtle straight out of D&D. Its main attribute is the power to summon 1-4 of any evil creature per day to fight for it. In battle it relies on its shapechanging power to kill its enemies. It is very fond of allowing maps to its many treasures to be found by lawful beings and then taking a personal hand in killing them when they try to take the gold.

SPHINX

Armor Class: 3

Move: 12/24

Hit Points: 150

Magic Ability: (See Below)

Fighter Ability: 20th-level Monster

Psionic Class: Class 6

A sphinx is one of the most powerful of all Egyptian magical beasts. It has the body of a lion and the head of a woman, sometimes having wings, but not always. While it is very short tempered and likes the taste of human blood, it is also curious and will spare a person with a good story (judge's option). It fights with its 2 front paws, hitting for 4-40 points per paw. Its saving throw against anything succeeds on a roll of 2 or higher and it loves riddles.

APSHAI (GOD OF INSECTS)

Armor Class: 3

Move: 20"

Hit Points: 180

Magic Ability: (See Below)

Fighter Ability: 10th Level

Psionic Ability: Class 6

Apschai is a giant praying mantis able to always hit his enemy. His bite is worth 6-60 points of damage, he can shapechange, and call an insect plague on a person, town, or country at will.

FIRE SNAKE

Armor Class: 2

Move: 2"

Hit Points: 20

Magic Ability: (See Below)

Fighter Ability: 5th-level Monster

Psionic Ability: Class 6

Fire snakes appear as a small harmless grass snake and are very fond of sitting on piles of treasure. It is capable of breathing for 35 points of fire damage 5 times per day. It is 85% magic resistant and because of its small size is very hard to hit.

WINGED SERPENT

Armor Class: 2

Move: 3/15

Hit Points: 25

Magic Ability: None

Fighter Ability: 6th-level Monster

Psionic Ability: Class 6

These snakes are about 1 foot long with 2 foot long wings. It flies about its treasure and has only one power; it can spit a contact poison that will seep through even armor at a distance of 30 yards. This snake will try not to close with an attacker, spitting every melee round.

LIFE SCEPTER

A magical weapon found only in the hands of gods. Its main power is the ability to make the being holding it unkillable. It acts like the magic jar spell but it holds the hit points of the being. The holder can be hacked at forever with no harm because whenever he wishes he can return his hit points to his body. It is made out of a woody material and is easily affected by anything that affects wood and destroying it destroys the user. It is not used often by the gods except Thoth because he is able to negate all the forms of damage inflicting wood.

PHONEX (Phoenix)

Armor Class: 3

Move: 12/24

Hit Points: 50

Magic Ability:

Fighter Ability:

Psionic Ability: Class 6

A roc-sized bird constantly bathed in flame. This flame damages anything within 10 yards for 25 points even if the being has a resistance to heat or flame. Any plus 3 weapon or less when hitting the bird's body melts. It regenerates 5 points per melee round and no magical spell affects the bird.



INDIAN MYTHOLOGY

INDRA (RULER OF THE GODS)

Armor Class: -2

Move: 18"

Hit Points: 300

Magic Ability: (See Below)

Fighter Ability: 14th Level

Psionic Ability: Class 3

First ruler of the gods, he appears as a heavily muscled man. His main strength is the ability to control any form of weather. He also has an ESP range of 100 yards, shapechanging power, and the ability to control humans, animals, and vegetation as a staff of commanding. Indra wears plus 4 armor and shield into battle and uses a bow made out of rainbows called Vajra, which shoots lightning bolts at a rate of 1 per melee turn, doing 3-30 points of damage, with the range of a long bow.

INDRA'S ELEPHANT: a white beast standing 50 feet tall, able to move at 18" on the ground and fly 24" per melee turn. The creature takes 75 hit points and stomps its enemies for 5-50 points of damage.

AGNI (GOD OF FIRE)

Armor Class: -2

Move: 18"

Hit Points: 275

Magic Ability: (See Below)

Fighter Ability: 15th Level

Psionic Ability: Class 6

Agni is 10 feet tall, has 3 heads made of blue-white flames, and a humanoid trunk with 3 legs and 7 arms. His main attribute is the control of all forms of fire. He is able to control any number of fire creatures, use all of the fire spells as a 50th-level wizard, cure any sickness, remove any curse, make anything evil reverse its alignment, make a dense cloud of smoke as a double darkness spell, and his voice is as a human control spell. Agni has a breath weapon usable 3 times a day that shoots a flame up to 30 yards for 5-50 points of damage and he immolates for 25 points of fire. When he is immolated all weapons of plus 4 or less melt on contact with his body. He disdains the use of armor and fights with a shaft of flame that hits for 3-30 points of damage and kills minor demons at a touch.

RED CHARIOT OF AGNI: this chariot, whose wheels are made of the 7 winds, is pulled by 2 giant red horses. On the ground it travels 36" per melee turn, when in the air it travels 48" per melee turn. The vehicle casts heat in a 30 foot area about itself for 25 points of damage. The horses take 50 points of damage and only respond to telepathic direction.

SHIVA (GOD OF THE BEASTS)

Armor Class: -4

Magic Ability: (See Below)

Move: 16"

Fighter Ability: 16th Level

Hit Points: 290

Psionic Ability: Class 6

Shiva is 10 feet tall, with tiger striped skin, 5 human-like heads, 3 eyes in each head, 4 arms, and a humanoid trunk. His main attribute is the complete control of any number of nonhuman nonmonster type creatures within 50 yards of his mind. He can impart the damaging ability of a Storm Giant to any creature or being, with this power lasting a day. He is also known as master of illusions, his third eyes shoot beams of white fire a maximum distance of 15 yards for 30 hit points of damage once per day. The gods refer to him as the "destroyer" because of his skill at killing the more powerful demons. He normally has 3 large poisonous snakes wrapped around his body that are trained to strike his enemies. These snakes have the ability to regenerate 2 points of their 30 total hit points per melee turn. He uses a special bow called Ajagava which shoots a curse spell (saving throw applicable) for a distance of 200 yards. Other weapons he owns are: a plus 3 sword capable of raising a wind as a staff of wizardry, a trident called Pinaka whose purpose is to slay minor demons, a club called Khatunanga with a skull of a demon lord on the top hitting for 10-100 points and he owns a set of plus 4 armor that he wears into battle.

SURYA or SALILRI (THE SUN GOD)

Armor Class: -3

Magic Ability: (See Below)

Move: 18"

Fighter Ability: 16th Level

Hit Points: 250

Psionic Ability: Class 6

Surya appears 10 feet tall, has dark red skin, long golden hair, 3 eyes in his semihuman head, and 4 arms on his humanoid trunk. His main power is the ability to sleep any number of 20th-level or less beings (no saving throw applicable) and he can sleep higher level beings who are given a saving throw. He can see anything with light on it, teleport, shapechange, and is triple hasted. He disdains the use of armor and fights with a shaft of light that cannot be grasped by anyone. This shaft strikes with a plus 4 and does 4-40 points of damage. It also destroys any illusions within 100 yards of the god regardless of whether he is aware of the illusion or not.

SURYA'S CHARIOT: this device is made of a piece of the sun pulled by 7 magical horses, each a color of the rainbow. The vehicle is not corporeal unless Surya rides it. The chariot travels with no limit to the speed it can attain. The horses are always noncorporeal, never affected by magic, and take 25 hit points apiece.

VISHNU (GOD OF MERCY AND LIGHT)

Armor Class: -2

Magic Ability: (See Below)

Move: 18"

Fighter Ability: 17th Level

Hit Points: 250

Psionic Ability: Class 6

Vishnu is 6 feet tall, blue skinned, has a young man's face, and 4 arms on his humanoid trunk. His primary power is the ability to make any creature or being unable to commit violence of any type within 30 yards of his mind (no saving throw applicable). Vishnu can also make a double strength prismatic wall (see Book IV: **GREYHAWK**), shapechange, and teleport. When he enters battle he uses 4 devices: a sea shell capable of sending the holder into an ethereal state, a disc weapon capable of shooting fire rays for 5-50 points of damage a maximum distance of 40 yards, a lotus flower capable of restoring all lost hit points at a touch, and a mace which disintegrates anything it touches not making its magic saving throw. He also has a bow of curses called Sarngae, and a plus 3 sword of demon slaying called Mandaka.

Vishnu rides GARUDA, the king of all birds. This half man half bird hates all things evil with a mad passion. It moves 18" on the ground and 38" in the air per melee turn. It is 60 feet tall and strikes with its wings for 5–50 points of damage. It has 100 hit points and a saving throw of 03. The Garuda is said to be able to carry 5 gods in full battle armor and not be slowed in its flight. The bird can sense any evil creature or thing in a 1 mile area.

BRAHAMA

Armor Class: –3

Magic Ability: (See Below)

Move: 18"

Fighter Ability: 19th Level

Hit Points: 300

Psionic Ability: Class 6

Brahama commonly appears 10 feet tall, having blue skin, 4 arms, and 4 slightly human, more bestial heads. His power is the ability to break anything in his grasp. He can also teleport, shapechange, levitate himself, and is impervious to any type of heat damage. He has a bow of curses, a small clay jug that pours a liquid able to regenerate and restore anyone or anything to its original state by contact with this liquid. He has a set of beads in the form of a bracelet that allows him to wish 7 times a month. He never wears armor and fights as if hasted.

Brahama rides a 70 foot tall goose.

BRAHAMA'S GOOSE

Armor Class: 2

Move: 18/32

Hit Points: 75

This bird can carry 3 gods in full battle armor and not be slowed down. His wings strike for 2–20 points of damage and his beak hits for 3–30 points. The bird is fully aware and will fight alone.

RUDRA (GOD OF ROBBERS AND THIEVES)

Armor Class: –2

Magic Ability: (See Below)

Move: 18/24

Fighter Ability: 18th Level

Hit Points: 200

Psionic Ability: Class 5

Rudra appears as a normal man and his main attribute is the ability to use illusions that are touchable and endurable past his concentrating on them. He is even able to make illusions that are not affected by the Sun God's power. He has the thieving abilities of a 30th-level thief, he flies and teleports.

All of his treasure is stored in a dimension only he can reach. Aside from having an almost unlimited supply of gold, silver, and other trade metal, he has a portable hole device that opens into an area much the same size as the Grand Canyon, the skull of a sage that talks and can answer any question 75% of the time, and a large box that will automatically clone any piece of flesh or bone. This device only works 50 times.

KALI (THE BLACK EARTH MONSTER)

Armor Class: –3

Magic Ability: (See Below)

Move: 18"

Fighter Ability: 20th Level

Hit Points: 250

Psionic Ability: Class 4

Kali commonly stands 20 feet tall, with night black skin, tusks coming from her mouth, 3 eyes in her one head, and 4 arms ending in claws. She demands human sacrifices of her human worshipers on earth. She can shapechange, anyone facing her must make their fear saving throw every 5 melee turns, and her claws penetrate anything they touch hitting for 4–40 points of damage.

DEVI (GODDESS OF ENERGY)

Armor Class: -3

Move: ?

Hit Points: 200

Magic Ability: (See Below)

Fighter Ability: 12th Level

Psionic Ability: Class 6

Devi appears as a 10 foot tall woman with 10 arms. She is able to make any part of her body ethereal, shapechange, regenerate 10 points per melee round, and she shoots 30 points of energy from her hands every melee round. She moves as a beam of light at any speed she wishes.

LAKSHMI (GODDESS OF GOOD AND BAD FORTUNE)

Armor Class: -3

Move: 18/75

Hit Points: 200

Magic Ability: (See Below)

Fighter Ability: As a normal woman

Psionic Ability: Class 6

She appears as a golden skinned woman standing 6 feet tall. She always sits on a giant floating lotus. When she looks at a being with her right eye, they always make their saving throw or always hit their target, with her left eye the exact opposite happens. Her lotus travels at any speed she wishes and can teleport. She always makes her magic saving throw and no material object can hit her.

SARASUATI (GODDESS OF WATER AND KNOWLEDGE)

Armor Class: -2

Move: 12"

Hit Points: 200

Magic Ability: (See Below)

Fighter Ability: As A Normal Woman

Psionic Ability: Class 6

She appears as a woman with white skin about 6 feet tall. She can, with a touch of her hand, heal all bodily damage and any question asked of her with a lawful purpose in mind will be answered.

RATRI (GODDESS OF THE NIGHT)

Armor Class: -2

Move: 18"

Hit Points: 200

Magic Ability: (See Below)

Fighter Ability: 10th Level

Psionic Ability: Class 6

Ratri is a well proportioned woman standing 5 feet tall, always wearing black robes. She has the power to place anything in an area of darkness, as the spell, with the difference being this area moves with the enemy. She also will permanently blind anyone that crosses the path of her shadow.

VASHA (GODDESS OF THE DAWN)

Armor Class: -2

Move: 18/24

Hit Points: 200

Magic Ability: (See Below)

Fighter Ability: 10th Level

Psionic Ability: Class 6

Vasha, a woman wearing red and gold robes, stands about 6 feet tall. She is capable of regenerating 30 points per melee round, can reincarnate anything into anything else, and can send a brilliant light from her body that will blind any being for 1-4 turns (no saving throw).

YAMA (DEMIGOD OF DEATH)

Armor Class: -2

Move: 16"

Hit Points: 150

Magic Ability: None

Fighter Ability: 12th Level

Psionic Ability: Class 6

Yama started life as a normal man but so impressed the gods that they made him into a demigod. He appears to the world with green skin, copper eyes, standing 7 feet tall, and he always wears red robes. He enters battle with armor of etherealness, and uses a plus 5 noose and a plus 3 mace that hits for 5-50 points of damage. He rides a giant buffalo.

YAMA'S BUFFALO

Armor Class: -3

Move: 18"

Hit Points: 100

This beast is 10 feet tall and can carry 2 gods dressed in full armor without strain. It travels in the air, land, or water and goes for 4-40 points of damage.

VARUNA (DEMIGOD OF COSMIC LAW AND JUSTICE)

Armor Class: -2

Magic Ability: (See Below)

Move: 16/24

Fighter Ability: 14th Level

Hit Points: 150

Psionic Ability: Class 6

Varuna appears as a very ordinary man able to become ethereal at will, raise gusts of wind as a Staff of wizardry, and no missile or spell thrown in the air can affect him. He commonly wears plus 4 armor into battle.

TVASHRI or VISVAKARMA (DEMIGOD OF WEAPONS AND SCIENCE)

Armor Class: -3

Magic Ability: 20th Level

Move: 16"

Fighter Ability: 11th Level

Hit Points: 250

Psionic Ability: Class 6

He, unlike the other demigods, changed his armor class. He appears as a normal man and designs weapons for the gods. Tvashri understands all forms of magic and can toss a spell as a 20th-level wizard. He regenerates lost hit points by taking pieces of the air and applying them to his body.

KARTEKEZA (DEMIGOD OF WAR)

Armor Class: -2

Magic Ability: None

Move: 18"

Fighter Ability: 18th Level

Hit Points: 180

Psionic Ability: Class 6

Karttekeza is 20 feet tall, with 6 heads, 12 arms, and black skin. He strikes with a lance for 5-50 points of damage and wears plus 5 armor into battle.

PEACOCK OF KARTEKEZA

Armor Class: -2

Move: 24/36

Hit Points: 100

This bird stands 10 feet tall and its beak hits for 3-36 points of damage. It is fully aware and often fights alone.

KRISHNA

Armor Class: As a normal man

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 17th Level

Hit Points: 150

Psionic Ability: Class 4

He was a man with 18's in all things except strength, which was 20, a gift of the gods. He was able to cast illusions that could fool the gods, and he could be in 2 places at once. He fought in plus 3 armor and shield and used a disc weapon. This weapon hits for 3-36 points of damage and was plus 3 in striking ability. It could also shoot fire a distance of 15 yards for 2-20 points of damage once per melee turn.

MARUTS (WIND SPIRITS)

Armor Class: -2

Move: 9/12

Hit Points: 100

Magic Ability: None

Fighter Ability: 10th Level

Psionic Ability: Class 6

Maruts are humanoids wearing plus 2 armor and fighting with broadswords. They are able to ride the wind and were commonly used as shock troops by the gods.

RAKSHASAS (DEMONS OF INDIA)

Armor Class: -5

Move: 18/36

Hit Points: 200

Magic Ability: (See Below)

Fighter Ability: 15th Level

Psionic Ability: Class 6

These demons constantly fought man and gods alike. Many of their leaders were so powerful that the gods were forced to call a truce at times and give them concessions. All Rakshasas have these powers in common: shapechange, fight invisible except against gods, all regenerate as a troll, crave the taste of human flesh, and cannot refuse a gambling bet. Some of the more powerful ones have complete control over forces of nature.

YAKSHAS (LESSER DEMONS OF INDIA)

Armor Class: -2

Move: 9/24

Hit Points: 50

Magic Ability: (See Below)

Fighter Ability: As Stone Giant

Psionic Ability: Class 6

Similar to the Rakshasas but much weaker in power having the abilities of efreet and djinns as per Book II: **MONSTERS & TREASURE**.

NAGA

Armor Class: -5

Move: 15"

Hit Points: 36

Magic Ability: (See Below)

Fighter Ability: 6th Level

Psionic Ability: Class 6

Naga are of 3 different types: the guardian Naga is a creature found in temples about 20" long and spits poison, bites, or constricts; Water Naga live deep below the surface of lakes and streams and use spells as a Thaumaturgist; the master Naga has 7 cowed heads and can use cleric and wizard spells as a 10th-level magic user or cleric. This last snake can regenerate 5 points per melee round and wears all of its treasure in its cowl in the form of giant gems with the older the snake the more valuable the gems.

RIBHUS

As elves per D&D working only for the gods.

OGRES

As D&D but the ogre of India can polymorph itself.



GREEK MYTHOLOGY

The Greek assembly of gods is much more familiar to us than all the rest of the groups in this work, because they were woven into a literature that has lasted down through the ages.

ZEUS (GOD OF THE AIR, RULER OF THE GODS)

Armor Class: 4

Magic Ability: (See Below)

Move: 18

Fighter Ability: 17th Level

Hit Points: 300

Psionic Ability: Class 2

This god appears as a human male of powerful physique. He is able to shapechange at will, has double the strength of a storm giant; his open wounds, when they spill blood, form 6th-level monsters, one every melee turn, that fight for him. Finally, he has the power of divine awe. This power is unique among the mythos and only applies to a select number of gods. When confronting a mortal of less than the 20th level in this state, that mortal will be paralyzed (no saving throw) for as long as the god wills. It is necessary for the gods with this power to use a limited shapechange to tone down their splendor. This god disdains the use of armor but will use a plus 5 shield in battle. A white eagle, a giant of this species, always appears at Zeus' side.

WHITE EAGLE

Armor Class: 2

Move: 9/21

Hit Points: 50

If Zeus takes a liking to a being (judge's option) he will give that being a small marble image of an eagle which when thrown will turn into this eagle and strike for 2–20 hit points per melee round. It will disappear after the battle.

POSEIDON (GOD OF THE SEAS, OCEANS, AND STREAMS)

Armor Class: 4

Magic Ability: (See Below)

Move: 18"

Fighter Ability: 13th Level

Hit Points: 275

Psionic Ability: Class 2

This god appears as a humanoid, 30 feet tall. He is the controller of the water areas and therefore when he gives a command to any number of water dwellers they obey unto death. He can also shapechange, summon 2–20 of any water creature, and has the divine awe of the greater gods. In battle he forms a watery haze about his body that has the effect of plus 5 armor. He uses a trident able to absorb any spell and return a like one. It has a plus 5 hitting ability and strikes for 4–40 points.

If this god takes a liking to a human (judge's option) he will give you a Paladin-quality horse. This beast may not be used in an act of cowardice.

HADES (GOD OF THE UNDERWORLD AND DEATH)

Armor Class: 3

Magic Ability: (See Below)

Move: 10"

Fighter Ability: 15th Level

Hit Points: 275

Psionic Ability: Class 6

Hades looks like a heavily muscled dark skinned man. He can shapechange, fight invisibly, has the divine awe power, and his touch or stare acts as a death spell. He has complete control over all things made of earth and can re-form it.

APOLLO (GOD OF MUSIC AND LIGHT)

Armor Class: 3

Magic Ability: (See Below)

Move: 16"

Fighter Ability: 17th Level

Hit Points: 250

Psionic Ability: Class 5

Apollo enjoys appearing as a 20 foot tall, incredibly handsome man. He can shapechange, teleport, has the divine awe power, and can create a purple haze around anyone which acts like plus 5 armor. He commonly enters battle using a bow that shoots arrows with a plus 3 hitting ability; its range is whatever he can see. The arrows, made of adamant, hit for 5–20 damage points. He also has a harp having several magical properties. The harp can raise the listener's strength to that of a Storm Giant for as long as Apollo wishes, it can throw curses (magic saving throw applicable), and it can disintegrate as the spell.

If Apollo is especially fond of a human (judge's option) he will aid them once in battle or give them a bit of information proving very useful to them.

ATHENE (GODDESS OF WISDOM AND WAR)

Armor Class: 2

Magic Ability: (See Below)

Move: 15/24

Fighter Ability: 20th Level

Hit Points: 200

Psionic Ability: Class 6

Athene usually appears as a well proportioned woman wearing a war helm and using a spear and shield. She can shapechange, use limited teleportation (as a blink dog), fly, and never misses her target. Her helm creates an antimagic shell around her. Her shield is plus 5 with a Medusa head emblazoned on it; looking at it is just like looking at a Medusa. The spear does 5–50 points of damage.

If this goddess likes a human (judge's option) she will fight at his or her side for one battle.

ARES (GOD OF BATTLE)

Armor Class: 2

Magic Ability: (See Below)

Move: 18/24

Fighter Ability: 20th Level

Hit Points: 250

Psionic Ability: Class 6

Ares appears as a normal muscular man. He is able to fly, use a limited teleport, never misses his target, can shapechange, and has the divine awe power of the gods.

He wears plus 5 armor and shield into battle and his favorite weapon is a spear having 3 powers. The spear strikes for 5–50 points, any enemy within 10 yards of it must make their fear saving throw every 5 melee turns, and no one but Ares can pick the spear up. He also has a plus 5 sword that creates an antimagic shell around its master and makes him invulnerable to poison or being turned to stone.

HERMES (GOD OF THIEVES, LIARS AND GAMBLERS)

Armor Class: 3

Magic Ability: (See Below)

Move: 18/36

Fighter Ability: 15th Level

Hit Points: 225

Psionic Ability: Class 4

Appearing as a handsome teenager, this god has all the thieving abilities of a 25th-level master thief, as per Book IV: **Greyhawk**. He teleports (as a blink dog), has the strength of a Fire Giant, and is always hasted. He uses a pair of winged sandals to fly, has a helm of invisibility, and a white staff that is able to absorb any magical or clerical spell of the first through seventh level and cast it back whenever Hermes wills.

He will reward an unusually daring theft or an outrageous lie on a 5% chance after the action (judge's option). This reward is in the form of raising that being's lowest category (intelligence, strength, etc.) by 3 points.

HERA (GODDESS OF INTRIGUES)

Armor Class: 2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 10th Level

Hit Points: 200

Psionic Ability: Class 6

Hera looks like a very tall woman. She can shapechange, teleport, throw curses as a spell, and her voice can become so rasping that it causes 20 points of damage to all those who hear.

*While the Titans of **Greyhawk** are powerful, they are only weak cousins to the original Titans who were strong before the gods came to rule over man.*

CRONOS (FORMER RULER OF THE WORLD AND THE TITAN OF TIME)

Armor Class: 4

Magic Spell Ability: (See Below)

Move: 18"

Fighter Ability: 17th Level

Hit Points: 300

Psionic Ability: Class 6

Cronos is very fond of appearing to all as a 100 foot tall extremely handsome giant. His eyes can place any being or creature in a time stasis (magic saving throw applicable) from which they cannot move or be touched. He can also shapechange, create lava balls that he hurls for 4-40 points of damage, and he can use all 8th-level spells as a 20th-level wizard.

In battle Cronos uses a plus 5 sickle made of adamant that strikes for 5-50 points of damage and when it hits it always cuts off a body part.

COEUS (TITAN OF FEAR)

Armor Class: 2

Magic Spell Ability: (See Below)

Move: 17"

Fighter Ability: 16th Level

Hit Points: 200

Psionic Ability: Class 6

Coeus appears as a Storm Giant with the power to kill by fear. When first coming within 20 yards of him, a magic saving throw must be made or the being dies of fright. Following that, this saving throw must be made every 5 melee turns or the being runs away in fear for 10 full turns. He can also shapechange and use all 4th-level spells as a 15th-level magic user. Coeus has a plus 4 sword that does 5-30 points of damage per hit.

PROMETHEUS (THE LIGHTBRINGER, also known as "FORETHOUGHT")

Armor Class: 3

Magic Spell Ability: (See Below)

Move: 16/24

Fighter Ability: 16th Level

Hit Points: 275

Psionic Ability: Class 6

Prometheus is as the titan (see Book IV: **GREYHAWK**) in appearance. His main attribute is the power to create any living mortal thing out of clay in only 2 melee turns. He can also use all the 1st through 5th-level spells as a 15th-level wizard.

He is very fond of mankind and if a being does a difficult act unusual for a human (judge's option) there is a 15% chance that Prometheus will reward the being with a clay ball which can be made into any creature the person desires. This creature will serve the being until it or the being dies.

EPIMETHEUS (known as "AFTERTHOUGHT")

Armor Class: 3

Magic Spell Ability: (See Below)

Move: 15/19

Fighter Ability: 12th Level

Hit Points: 225

Psionic Ability: Class 6

The bumbling brother of Prometheus, this titan means well but is not very careful with his creations. He can create as does Prometheus, but there is a 45% chance that all the creatures he makes will fight him! He can also use the 1st through 3rd-level spells as a 12th-level wizard.

He also likes mankind and if a being does a difficult act (judge's option) there is a 10% chance that the god will reward the being as does his brother. There is a 60% chance that the creature will try to kill the person making it.

ATLAS

Armor Class: -3

Move: 12"

Hit Points: 250

Magic Ability: (See Below)

Fighter Ability: 19th Level

Psionic Ability: Class 6

This titan is 100 feet tall and very massively built. His main attribute is his great strength. He strikes for 9-90 points of damage, he can lift anything in the universe except Ares' spear, and once grasped he can break anything. Magical spells have no effect on him and once he has given his word he will never break it.

OCEANUS (TITAN OF THE SEA AND WATER)

Armor Class: -3

Move: 18"

Hit Points: 290

Magic Ability: (See Below)

Fighter Ability: 15th Level

Psionic Ability: Class 6

A titan standing 100 feet tall; always has a green shimmering haze around him that acts like plus 5 armor. He is able to raise hurricane wind with the motion of his hand, create waves of great force where there is no water, his hand strikes for 7-70 points of damage, and he can use all 7th-level spells as a 30th-level wizard. All things of the water must obey his commands even over the orders of any other god.

CRUIUS (TITAN OF DENSITY AND GRAVITY)

Armor Class: -3

Move: 24"

Hit Points: 290

Magic Ability: (See Below)

Fighter Ability: 16th Level

Psionic Ability: Class 6

He appears as a 100 foot tall giant. His powers include the complete mastery of gravity and mass. He can make any one thing so heavy that it cannot be moved, or weightless (no saving throw given). He can make this effect permanent if allowed to work on the object for 10 melee turns, undisturbed, otherwise the effect wears off in 1-4 melee turns. When in battle he can work on any object once per melee turn. Atlas is the only one able to lift an object Crius has affected.

NIKE (GODDESS OF TOTAL VICTORY)

Armor Class: -4

Move: 24/36

Hit Points: 250

Magic Ability: (See Below)

Fighter Ability: 20th Level

Psionic Ability: Class 6

This unusually stubborn goddess appears as a woman of very tall stature. She always uses her divine awe power and cares nothing for the lesser beings that might be affected. This goddess' main power is the ability to destroy any device used against her (magic saving throw applicable). She can also shapechange and use any 6th-level spell of a clerical or magic nature.

HECATE (GODDESS OF MAGIC)

Armor Class: -2

Move: 12"

Hit Points: 175

Magic Ability: (See Below)

Fighter Ability: As Wizardress

Psionic Ability: Class 2

Hecate appears as a beautiful woman and is able to use any spell anytime she wishes as if she was a 20th-level wizardress. She has twin spheres of annihilation (as per Book IV: **GREYHAWK**) with her at all times. In the darkness she can cast 2 spells at once.

HEPHAESTUS (BLACKSMITH OF THE GODS)

Armor Class: -5

Move: 8"

Hit Points: 200

Magic Ability: (See Below)

Fighter Ability: 12th Level

Psionic Ability: Class 4

Hephaestus looks like a 20 foot tall humanoid with a humped back and a club foot. He is the only being able to work the extremely hard metal adamant into weapons and armor and he has double the strength of a Storm Giant.

The god has so few worshipers that any being doing a great service (judge's option) for Hephaestus' religion on a 10% chance is given a plus 3 shield especially made to be usable by any class and not hamper them in the slightest.

ERINNYES FURIES (ALECTO, TISIPHONE, MEGAREIA)

Armor Class: -1

Magic Ability: (See Below)

Move: 18/24

Fighter Ability: 15th Level

Hit Points: 100

Psionic Ability: Class 6

These 3 ladies are the punishment force of the gods. They appear as old crones carrying metal barbed whips. They have the strength of a Fire Giant, are not affected by magical spells, and they have the power to find anything or anyone not hidden by magical means. Their whips, when striking, subtract 1 from every category a being has (intelligence, strength, etc.).

PAN (GOD OF NATURE)

Armor Class: -2

Magic Ability: (See Below)

Move: 18"

Fighter Ability: 13th Level

Hit Points: 250

Psionic Ability: Class 6

This fun-loving deity has the trunk of a human with small horns on his head, and his legs and hooves are like those of a large goat. His main power comes from the sound of his voice. It can act as a rod of beguiling as per Book IV: **GREYHAWK**, and it can cause a being to be feared as the spell (magic saving throw applicable). In times of great danger the god can shout and cause anyone facing him to be stunned for 1-4 melee turns (no saving throw given). His first strikes cause 3-30 points of damage and he can call on 1-20 Satyrs to aid him.

CYCLOPES (ONE-EYED GIANTS)

Armor Class: -3

Magic Ability: (See Below)

Move: 18"

Fighter Ability: As Storm Giant

Hit Points: 72

Psionic Ability: Class 6

These giants have all the powers of a Storm Giant, but they are much more intelligent. They usually build their forges underwater near the shore. They are able to make plus 3 armor and shields and lightning bolt javelins with a varying damage power of 10 to 40 points.

If a mortal brings them gifts they can use, there is a 10% chance that they will give him a gift.

SATYRS

Armor Class: -1

Magic Ability: None

Move: 12"

Fighter Ability: 10th Level

Hit Points: 75

Psionic Ability: Class 6

These are creatures of the wood and appear much the same way Pan does. They will attack any being harming creatures of the wood. They strike for 2-20 points of damage once per melee turn.

CERBERUS

Armor Class: -4

Magic Ability: None

Move: 10"

Fighter Ability: 17th Level

Hit Points: 100

Psionic Ability: Class 6

This 30 foot tall, 3 headed dog has the intelligence of a human. It is not affected by any type of magic, each head is able to bite for 3-30 hit points, and it regenerates 5 points per melee turn.

THE HUNDRED HANDED ONE

Armor Class: -3

Move: 24"

Hit Points: 150

Magic Ability: None

Fighter Ability: 20th Level

Psionic Ability: Class 6

This being stands 100 feet tall and has 100 arms. Its intelligence is on the moronic level, but it displays an unusually high manual dexterity. Its favorite battle tactic is to throw 100 rocks at its enemy which acts as a meteor swarm as per spell. If the creature decides to grab a person, an 18 strength will give that captured person a 10% chance of escaping the creature's hold. If for some reason the creature serves a being, it will remain faithful to this one person until it dies.



CELTIC MYTHOLOGY

The Celtic mythology is by no means confined to the English Isles. The gods are all in human form as opposed to some of the other pantheons mentioned. They all have spheres of influence given for each god. These spheres are areas of control for the gods and any manipulation of them by humans or other life forms causes the gods to take an interest.

DAGHDA (THE "DOZEN KING")

Armor Class: -2

Move: 12"

Hit Points: 300

Magic Ability: (see below)

Fighter Ability: 18th Level

Psionic Ability: Class 2

Daghda is the ruler of a very loose pantheon of gods. His 2 primary attributes are the ability to separate himself into 12 distinct entities with all 12 fully aware and mobile; 11 are ethereal in nature and roam the earth with unlimited range, constantly supplying information to Daghdha. He has a strength that enables him to break anything in his 2 hands. He is very fond of walking the earth in the form of a shabbily dressed man with a large club (noted below). His other abilities include unlimited shapechanging, ESP, and teleportation.

Daghda's club has 2 powers: the large end, when touched, acts as a death spell to the thing touched, the small end is able to raise the dead no matter how long the being has been dead. When it is used as a wielded weapon the club does 5-50 points of damage.

He has a cauldron able to brew any nonmagical liquid and a sentient harp that talks in the common tongue, and can control weather as the spell once a day.

MANANNAN MAC LIR (THE SEA GOD)

Armor Class: -2

Move: 12"

Hit Points: 250

Magic Ability: (see below)

Fighter Ability: 16th Level

Psionic Ability: Class 6

Manannan Mac Lir appears as a large bearded man. He commonly goes into battle wearing plus 5 armor made out of what seems to be sea shells. He uses a trident which has the power to draw out all the moisture in a being's body when it hits. This will cause the being to lose one third of his hit points every time he is hit; a magic saving throw is applicable. His main attribute is the power to call on any creature of the sea to fight by his side.

He has 2 magical spears called Yellow Shaft and Red Shaft that he rarely uses and likes to lend out. These spears act as dancing swords in battle, as per **Greyhawk**. He has a helm with 2 magical gems embedded at the top. A red gem heals any wound if not fatal, and a yellow gem makes him invisible even in battle. He has a large war galley called "Wave Sweeper" able to sail itself 24" per turn even in the absence of wind.

DONN (GOD OF THE DEAD, "THE DARK ONE")

Armor Class: -2

Magic Spell Ability: (see below)

Move: 15"

Fighter Ability: 17th Level

Hit Points: 200

Psionic Ability: Class 6

Donn appears as a normal man and lives upon an island in the sea that only the dead can find. His main attribute is the ability to flash 2 death spells from his eyes anytime he wills. Anyone striking him with a material weapon dies and he is able to use any spell of the third level as a 15th-level magic user. Donn will appear if someone restores to life a being he wants to stay in his domain and either fight for the dead man or offer a substitute from the vast ranks of the dead.

OGHMA (GOD OF KNOWLEDGE, "THE BINDER")

Armor Class: -2

Magic Ability: (see below)

Move: 12"

Fighter Ability: 14th Level

Hit Points: 200

Psionic Ability: Class 4

Oghma looks like an aged, white-haired man. He has 2 main powers: the ability to answer any question after a period of study, with the more difficult the question the longer it takes (judge's option on time) and he knows the secret name of any creature. In Celtic mythology everything has a name it gives the world and another secret name that links it to its soul. If any being knows this secret name he can control the creature or being or simply make them die (magic saving throw applicable). He commonly uses plus 4 armor in battle and fights weaponless, relying on his naming power to defeat his foes.

GOIBHNE (BLACKSMITH OF THE GODS)

Armor Class: -5

Magic Ability: (See below)

Move: 9"

Fighter Ability: 12th level

Hit Points: 250

Psionic Ability: Class 6

Goibhnie appears as a hugely proportioned man. His main attribute is the ability to make weapons and amulets of great power. The weapons never fail to hit and the amulets have the power of nullify one spell of any type.

SILVANUS (GOD OF THE FORESTS AND NATURE)

Armor Class: -2

Magic Ability: (see below)

Move: 18"

Fighter Ability: 13th Level

Hit Points: 200

Psionic Ability: Class 6

Silvanus looks like a man with very long legs, standing 7 feet tall. He can control any number of animals and creatures of the forest. He has the power to make plants grow and/or shrink.

He wears armor made of leaves that acts like plus 5 armor and uses a wooden plus 5 mallet. This mallet strikes for 5-50 points.

A giant wolfhound fights at his side, taking 50 hit points and regenerating 5 points per melee turn. It is so fast that no matter how many beings strike at his master the dog will take the hits. It is necessary to kill the animal before the master can be hit. The hound fights as a dire wolf.

Silvanus has a drinking jug from which any liquid desired flows endlessly.

DUNATIS (GOD OF THE MOUNTAINS AND PEAKS)

Armor Class: -2

Magic Ability: (see below)

Move: 24"

Fighter Ability: 18th Level

Hit Points: 175

Psionic Ability: Class 6

Dunatis appears as a normal man. His main attribute is the power to raise a giant mountain from any flat plain or make a giant mountain turn into a flat plain. He goes into battle using plus 4 armor and shield and his weapons are boulders he forms out of thin air hitting for 8–80 points per melee round.

NUADA (GOD OF WAR, "GOD OF THE SILVER HAND")

Armor Class: -2

Magic Ability: (see below)

Move: 15"

Fighter Ability: 20th Level

Hit Points: 250

Psionic Ability: Class 6

Nuada appears as a man with an artificial silver hand. He has the ability to make any weapon he holds plus 3 in hitting power and double in damaging power. When in battle and hard pressed he detaches his hand of silver and it will enter battle as a dancing sword, hitting for 6–36 points. He commonly uses plus 4 armor and a plus 5 sword that has the power to fend off any 3 weapons used against its master no matter how powerful the weapons.

DIONCECHT (PHYSICIAN OF THE GODS)

Armor Class: 2

Magic Ability: (See Below)

Move: 10"

Fighter Ability: 14th Level

Hit Points: 200

Psionic Ability: Class 6

Sphere: "Healing"

Dioncecht appears as a young man. He can heal any wound or restore any dead being, no matter how long dead, even if the head has been removed. He never fights in battle, but has fought with Donn over some of his dead men. In these battles Dioncecht has always won because his other power is to be unaffected by any type of magic.

BRIGIT (GODDESS OF FIRE AND POETRY)

Armor Class: 2

Magic Ability: (See Below)

Move: 12"

Fighter Ability: 12th Level

Hit Points: 200

Psionic Ability: Class 6

Sphere: "Fire and Poetry"

Brigit appears as a tall woman with fire colored hair. She can use any fire spell once per melee round and her fireball is of 35 dice. She immolates for 30 points and all plus 3 weapons or less melt when striking her. She has plus 5 armor in the form of tongues of flame. She loves to hear poetry sung in battle and there is a 5% chance that she will favor a singer by raising him 1 level during the battle.

MEDHBH (WAR GODDESS)

Armor Class: 5

Magic Ability: (see below)

Move: 15"

Fighter Ability: 20th Level

Hit Points: 250

Psionic Ability: Class 6

Sphere: "War"

This goddess appears as a well built woman with a hideous face. She has the power to deprive all who face her of their courage (magic saving throw applicable). She uses 2 spears in battle that never miss and strike for 3–36 points each. Medhbh can fight invisible, see clearly over 15 miles, and travel on land at any speed she wishes to catch her foe. It is said that she will strike dead anyone who runs away from a battle she watches.

LIEGH (“LONG HANDED”)

Armor Class: 5
Move: 12”
Hit Points: 225

Magic Ability: (See Below)
Fighter Ability: 19th Level
Psionic Ability: Class 6
Sphere: “None Known”

Liegh is unique among the gods in that he can use any one attribute of any of the other gods. He appears as a tall man with very large hands. He never uses armor and in battle he depends on his one power to defeat his foe.

CU CHULAIN (DEMIGOD OF WAR)

Armor Class: 4
Move: 12”
Hit Points: 150

Magic Ability: (See Below)
Fighter Ability: 15th Level
Psionic Ability: Class 6

Cu Chulain in battle shines with a brilliance that makes it impossible for his mortal enemies to look directly at him. He can control weather as the spell, and he has the strength of a Storm Giant. He uses plus 3 armor and shield and a spear called Gae Bolg made out of the bones of a sea dragon. This spear is plus 4 in hitting and strikes for 4–40 points of damage. When holding this weapon he can never be surprised.

MATH (NEUTRAL WIZARD)

Armor Class: 5
Move: 9”
Hit Points: 100

Magic Ability: (See Below)
Fighter Ability: as 30th-level Magic-User
Psionic Ability: Class 6

Math is the greatest of all the legendary wizards in Celtic myth. He has 18’s in all his categories and has given himself the power to hear anything said in a breeze anywhere in the world. He is a 30th-level wizard and has done so much for the gods that he has been given a “Torc of the Gods” (explained later). Math also has a rod of power that turns any being touched by it into a pool of water permanently (saving throw applicable)

BALOR

Armor Class: 2
Move: 0
Hit Points: 100

Magic Ability: (See Below)
Fighter Ability: None
Psionic Ability: Class 6

Once a huge monster, this creature is now nothing but a 30 foot tall head. When the eyes of this head are forced open, all beings looking at it will die (no saving throw applicable).

TORC OF THE GODS:

A magical device made by Goibhnie that allows the holder to shapechange at will. It appears as a short rod with a large gem of any type at the top.

TATHLUM:

A weapon of war with magical properties easily made by anyone. Cut off the head of an enemy and coat it with lime allowing several coats to dry to a rock hard ball. When thrown at friends of the former owner of the head, it will have a chance of damaging up to one fourth of the hit points of the person hit. If the person hit is a relative one half of the hit points are taken away. This weapon is usable only once.

DRUIDS:

For an excellent description of these beings, see Book VI: **ELDRITCH WIZARDRY**.

NORSE MYTHOLOGY

An asterisk — * — after the movement distance indicates other forms of locomotion possible.

ODIN (THE ALL-FATHER)

Armor Class: 2

Move: 12*

Hit Points: 300

Magic Spell Ability: (See below)

Fighter Ability: 18th Level

Psionic Ability: Class 1

Odin is supreme among this class of gods and has many special abilities or innate powers because of his standing. Among them are:

1. The ability to shape change into any animal (normal sized) or to become dragon or humanoid in appearance.
2. Being also the god of full understanding and knowledge, Odin knows of all intentions for or against him and can weed out truths by use of natural ESP and telepathy powers. Range of both powers is 240".
3. He may use any or all spells of magical and clerical nature. Clerical spells, though, conform **mainly** to Law, and Odin may not use any Raise Dead spells.
4. Odin inspires berserker rage in all of those whom he desires near him. Persons within a 20' radius gain 4 levels fighting capability for as many full turns as their level (i.e., a 2nd-level fighter would become a 6th-level for **two** turns).

The Odin Eye:

Those persons of the 9th level or below that view an enraged Odin squarely in his one remaining eye are automatically paralyzed. Those of the 12th level or below are confused for 18 **full** turns and those from 13th level to 25th level, including 1st- to 6th-level **Demons**, are merely transfixed physically for 9 full turns. Count 1–4 possibilities of someone viewing Odin when confronted by him. Odin needs not hold his gaze to affect a person.

Odin's Weaponry:

Gungnir is Odin's spear (+5). This spear, when used in battle, always points to the strongest member of the opposition. Furthermore, all adversaries within a 20' radius of it when Odin holds it aloft are stricken with fear (as a fear symbol). Those that Odin allows to touch Gungnir (usually before a battle) will be blessed with a double effect bless spell for the duration of the battle or adventure. All enemies that dare touch Gungnir fare much for the worst since this spear is treated as an artifact as outlined in Book II: **MONSTERS & TREASURE**.

Odin's Bow: Treat as a +3 composite recurve as far as range and additional accuracy is considered. This weapon fires a total of **10!** +3 arrows each turn that never miss their mark!

Odin's Rune Wand:

This wand is golden with etched Nordic Runes of Power upon and around its surface. Every time this wand is used the particular Rune that represents the power being used will shine. The wand's many powers are:

1. Acts as a **Rod of Rulership** (see Book IV: **GREYHAWK**)
2. Summons the Elements. (1–4 Elementals of the All-Father's choice)
3. Conjure or Dispel Demon. (See "Eldritch Wizardry" for listed Demons.) He may summon or dispel a demon once a month.
4. Emanates a continual Anti-Magic Spell. Odin's magic **can** work through this 'shell.'
5. Stores **12** spells of Odin's choice.
6. Drains 6 energy levels or 100 points for every melee round it is held by any other god than Odin.
7. Causes instantaneous death to any mortal or non-god that handles it.
8. It is an artifact and as such it can not be detected by **detect magic spells** etc.

Corselet of Mail: +5

Helm: +5

Ring, Draupnir: Although not a weapon, this artifact produces a similar ring (golden) of 10,000–60,000 gold piece value every night. Odin often gives these away to his faithful servants, the Einheriar, or those others that please him.

Odin also keeps in his possession two ravens (names — Hugin & Munin), two wolves (Freke & Gere) and a horse (Sleipner). **Hugin and Munin** (thought and memory) are constantly bringing the All-Father news of the outside world. Treat these Ravens as normal birds for attack though they are **very intelligent** and are rarely forced to do any fighting due to their cleverness.

Treat **Freke and Gere** as Werebears for attack/defensive abilities adding the capability of the Hell Hounds' sensing.

Sleipner is Odin's personal eight-legged steed. This horse is truly the most marvelous "item" in that it flies (24" a turn), may cross water at a full gallop and perform in all other respects as a **Paladin's** horse. Also, it may teleport itself and its "burden" once per day at the rider's command. Only Odin may mount Sleipner though there is a very good chance that the horse (which is very intelligent) would save some Lawful or deserving person or creature in need of help by transporting them.

Those actually gaining the favor of the All-Father may be advanced a level, gain monetary or magical rewards, strength, wisdom points etc., or get the ultimate reward and pleasure of battling at Odin's side at Ragnarok! A treasure unparalleled!

Lastly, Odin's halls and lodgings are numerous, among them **Valhalla**; Odin's council hall — (as it is all of the other gods' hall) is **Gladshheim** and finally Odin's palace **Valaskjalf** where is located **Hlidskjalf**, his magical "All Seeing" throne. (Treat as an unlimited duration crystal ball with clairvoyance.)

THOR (GOD OF THUNDER)

Armor Class: 2

Move: 15"*

Hit Points: 275

Magic Spell Ability: none

Fighter Ability: 20th Level

Psionic Ability: Class 6

The Thunder God is second in importance only to his father Odin. His capabilities are as follows:

1. To change shape at will into a Falcon or Dragon.
2. Those unfortunate enough to battle Thor that are within 4" of him automatically lose 1–6 levels of experience for 2–8 **full** turns. Lower levels to begin with merely fight at a minus 1 or 2 etc.
3. Those servants of Thor within the same 4" range of him gain +2 on all attack dice and they will never tire due to the strains of combat.
4. Those using any type of lightning or weather spell on the same battlefield or area in which the Thunder God is present have a 50% chance of that spell reversing upon them. Any person that is foolhardy enough to direct a spell of the same type at Thor himself may have it rebound upon him for double damage/effects if he doesn't make the proper saving throws.
5. When not using his magical Belt or Gloves, Thor's strength matches that of a Hill Giant.

Thor's Weaponry:

Mjolnir: The magical Hammer of Thor. This hammer, when wielded by the Thunder God, will slay **any** giant it hits, and it never misses! Commonly the hammer is thrown and returns to Thor. Its range is not restricted as is the dwarves' +3 hammer and as long as there is a target in sight the hammer will hit. When used in any other capacity besides the slaying of giants, the hammer will cause 10–100 points of damage. Another property of Mjolnir is that of throwing, up to sighting distance, a bolt of lightning with a varying strength from 2–24 **eight**-sided dice of damage. The intensity of the bolt is controlled by Thor himself. Lastly, the hammer shines a light blue color, thus warning Thor of imminent danger within 10–60 yards of himself.

Only beings with a strength equal to a Frost giant may pick up and carry this item of power, (And that at –50% speed) and only Thor himself may use Mjolnir.

Megingjardr: The magical belt of power. Combined with his magical gloves these items give Thor the comparable strength of a Storm Giant. When used by itself the belt merely raises the Thunder god's strength to that of a Fire Giant.

Thor's Magical Gloves of Power: These unnamed items, when worn separately from **Megingjard**, give Thor the proportionate power of a Stone Giant. As mentioned above, when the gloves are worn in concert with **Megingjard**, Thor's strength is increased to that of Storm Giant!

Tanngjost & Tanngrisner: The two magical goats of Thor. These beasts obediently serve the Thunder God by pulling his "Air Chariot" 24" a turn across land or through the sky! They also serve as formidable opposition in battle (4 6-sided dice each, Armor class: 3, attacks = 2 hooves for 1–10 each and two horns for 1–4 each). These goats also make a good meal for Thor whenever he likes, for the next day (if no bones were broken), these goats are as good as new and ready once more to serve their master.

Thor's sons are **Magni** and **Modi**. Thor's realm is **Thrudheim** where he dwells in his palace **Bilskinir**. He occupies a seat amongst the "twelve" in Asgard.

TYR (GOD OF WAR)

Armor Class: 2

Magic Spell Ability: None

Move: 12"

Fighter Ability: 19th Level

Hit Points: 250

Psionic Ability: Class 6

This one-armed god of war was overshadowed by Thor muchly and had very little to do with Norse Mythology. Tyr though is the **only** god capable of approaching the Fenris wolf with any success. He inspires a berserker type fighting (similar to Odin, but with only 50% effectiveness) in his followers' rage. His dwelling place is not mentioned nor are his sons. He does occupy a seat amongst the twelve at Asgard and it is assumed that he dwells there most of the time.

BRAGI (GOD OF POETRY, ELOQUENCE, AND SONG)

Armor Class: 2

Magic Spell Ability: None

Move: 12"

Fighter Ability: 7th Level

Hit Points: 100

Psionic Ability: Class 6

Being the God of Poetry, Eloquence and Song, he inspires such. All those persons not content or having bad intentions on their mind will be overcome by this god's song or verse if they approach within hearing distance. Persons so affected will lose all of their former intentions and join this god for song and revelry until Bragi is satisfied that they have learned their lesson, whereupon he will set them free. Bragi rewards those that actually seek out his fine arts with genuine interest and he may bestow upon them a great legend (from a poem or song of course). Also, all those hearing Bragi play upon his Harp of Calm will cease fighting, quarrelling etc.

Bragi's house is not mentioned and he has no sons. He sits amongst the twelve gods at Asgard.

BALDER (GOD OF BEAUTY)

Armor Class: 2

Magic Spell Ability: 1st–4th level clerical

Move: 12"

Fighter Ability: 10th Level

Hit Points: 100

Psionic Ability: Class 6

Balder is the God of Beauty. His main attribute is that of granting people more beauty, which he does by raising their charisma. (Since beauty is not necessarily considered all that there is to high charisma, Balder may raise any person's charisma by **two** points only.)

Those mortal females that look upon this god become immediately "enchanted" with his beauty and must roll on the table in Book I: **MEN & MAGIC** for their own reaction if the god asks that person to serve him. He will only ask those females of a 15 charisma or higher to do so and there is a +2 chance that the desired person will comply.

Balder cannot be harmed in any form or way except by the use of mistletoe fashioned as a weapon.

His son is Forseti.

Balder abides in **Breidablik** and has a seat amongst the "twelve" in Asgard.

HEIMDALL (THE BRIGHT GOD)

Armor Class: 2

Magic Spell Ability: Shape Change Spell

Move: 15"

Fighter Ability: 16th Level

Hit Points: 200

Psionic Ability: Class 3

Guardian of the Bifrost Bridge is the god's main function, keeping it secure from all those that would have evil thoughts in mind for Asgard or from those that did not have any business in that city. (The Frost Giants are a classic example)

Heimdall can never be surprised and likewise always surprises his opponent (excluding other gods). He is also gifted with exceptional eyesight, which gives him the attributes of an unlimited range and duration clairvoyance spell. Since it is also quoted that "Heimdall could here the wool growing upon sheep [sic]" he may clairaudience with no duration or range penalties.

Heimdall's Weaponry:

Sword: (Hofud or translated 'head')

This sword combines two abilities when wielded by The Bright God.

1. It slays Frost Giants with but a single hit.
2. It has the Vorpal blade ability as described in "Greyhawk" but with the absence of the anti-magic circle.

Armor:

Heimdall's armor is pure white in color and adds the following abilities when worn.

1. +3
2. Works as a Gem of Brightness as outlined in Book IV: **GREYHAWK**.

Horn:

Heimdall's horn **Gjaller** is the alert system for Asgard as much as Heimdall is the alerter. Heimdall will blow a blast upon it to announce the coming of the Frost Giants and the gods and their hosts will issue out to fight the last battle at Ragnarok. This horn also is blown to proclaim a visitor.

Heimdall's horse is named **Gulltop** and is treated as a Paladin's horse in all respects.

Heimdall had no sons residing in Asaheim but had many on earth proper that became great kings (mostly in Denmark).

Heimdall's house is **Himinbiorg** located at the highest point of the Bifrost Bridge. He has a seat with the twelve gods at Asgard.

HODER

Armor Class: 2

Move: 9"

Hit Points: 100

Magic Spell Ability: None

Fighter Ability: 7th Level

Psionic Ability: Class 6

This blind god had very little to do with Norse mythology except that he accidentally slew his brother Balder. He talks very little and does not involve himself too much, although he has a seat amongst the twelve.

VIDAR

Armor Class: 2

Move: 12"

Hit Points: 150

Magic Spell Ability: None

Fighter Ability: 14th Level

Psionic Ability: Class 6

Vidar is strength personified and he shows his strength continually throughout the Mythos.

The Iron Shoe of Vidar:

Vidar cannot be toppled when wearing this shoe for it holds him firm to the earth in those types of emergencies. Likewise any object, or person for that matter, that Vidar steps upon will be trapped beneath the shoe. In the mythology, for instance, Vidar slew the Fenris wolf by placing his iron-bound foot upon the jaw of Fenris and at the same time lifting upwards with all of his strength upon the upper extremities of the wolf thus ripping Fenris asunder!

Vidar also dons +3 armor and wields a +3 two-handed sword. Vidar is one of Odin's sons and he sits with his father and the other gods in Gladsheim.

VALI (GOD OF ETERNAL LIGHT)

Armor Class: 2

Move: 12"

Hit Points: 150

Magic Spell Ability: None

Fighter Ability: 12th Level

Psionic Ability: Class 6

Vali is the God of Eternal Light besides being the best archer in all of the nine worlds.

Vali is impregnable to any type of shot or hurled missile, magical or otherwise.

Vali's Bow:

His +4 Shortbow fires a number of different arrows, as listed:

1. Arrow of lightning (as Javelin of Lightning except 15" range)
2. Slay Monsters.

3. Slay Giants.
4. Arrow of Flight. (+3 with 30" range)

Vali will always have a quiver containing one or more arrows of each type. This god ranks amongst the twelve and shares his father's dwellings in Valaskjalf.

ULLER (GOD OF THE HUNT)

Armor Class: 2

Magic Spell Ability: None

Move: 24"*

Fighter Ability: 15th Level

Hit Points: 200

Psionic Ability: Class 6

This is the God of Hunting and Archery; Uller is also considered one of the strongest gods and second only to Odin himself. [This author does not agree with this contention.] Uller did very little except to usurp Odin's throne and cause disharmony amongst the gods until Odin returned and deposed him, Uller then fleeing into the wilderness. For this reason, if these two gods cross paths, they will automatically fight. Since he is the God of the Hunt and Chase he has an increased movement rate of 24" and all followers that worship Uller receive a permanent 2" bonus to all movement. Uller may control any weather that is cold or wintry. He tracks as a 13th-level Ranger-Lord and Uller ignores the effects of cold, including blasts from cold wands, etc.

For hunting purposes Uller is armed with a +3 bow of yew wood and a quiver full of arrows to slay animals.

Uller's wife is Skadi and their abode Ydalir will be found somewhere upon Asaheim amongst a vale of yew trees.

FORSETI (GOD OF PEACE AND JUSTICE)

Armor Class: 2

Magic Spell Ability: None

Move: 12"

Fighter Ability: 7th Level

Hit Points: 100

Psionic Ability: Class 6

Forseti's title is 'Peacemaker'. He is also God of Justice. Forseti has little ability in the magical or fighting fields, but is one of the twelve main gods seated at Gladsheim. His dwelling place is Glitner made of silver & gold. He is the son of Balder.

LOKI (GOD OF MISCHIEF AND STRIFE)

Armor Class: 2

Magic Spell Ability: 1st–6th Level

Move: 12"

Fighter Ability: 10th Level

Hit Points: 200

Psionic Ability: Class 3

Loki is the god of supreme mischief and strife. He is the bringer of many pangs to Asgard and at the end will fight against the other gods on the side of the Giants and their minions. He is the adopted son of Odin, though, and will remain immune to punishment until Ragnarok.

Loki's varied powers are:

1. Treat Loki as a 15th-level Master Thief.
2. He may shapechange into any object or creature.
3. Those that are not gods that converse with Loki for more than three melee rounds will come under Loki's control until he revokes the situation.
4. Spells thrown by this god will be treated as 20th level for effect.

Loki's Magical Boots:

These boots combine the powers of:

- Waterwalking
- Flying
- Travelling
- Speed

Loki's first offspring were from his wife, Glut. They were named Eisa and Einmyria.

Loki's second wife (a giantess named Angur-boda) bore him Hel, Jormungandr and the wolf Fenris, all three of which will be dealt with in detail later.

Loki's last wife, Sigyn, bore him two sons, Narve and Vali. Loki is seated as one of the twelve gods at Asgard but no other dwelling place is mentioned.

FREY (GOD OF SUNSHINE)

Armor Class: 2

Move: 12"

Hit Points: 200

Magical Spell Ability: See below

Fighter Ability: 12th Level

Psionic Ability: Class 6

Frey is not an Aesir, being the son of Njord and Nerthus, but he is a Vanir, the other interrelated class of gods in the Norse mythology. He is the God of Fairyland and has at his command all of the Fairies (elves) of that land. He is also the God of Sunshine and Summer Showers, and thus is able to control weather to that degree.

Frey's Magic:

Sword: This sword slays fire giants as Heimdall's sword slays Frost Giants. Against other giants, it merely adds +5 to damage done. It has no basic plus chance to hit.

Frey's Ship: This was a gift from the dwarves (as was most of the gods' magic weaponry, etc., was) and when in use can hold all of the gods and their horses. It can travel 60" a turn on water or through the air and when not in use it may be folded up into a one by one inch cube and placed in Frey's pocket!

Golden Bristles: Another gift from the dwarves to Frey was a gigantic golden boar. This 'monster' is very attentive to Frey's needs and wants. Golden Bristles attacks as a 10th-level monster (2 tusks for 2-12 per), its armor class is 3 and it may take 8-12 sided dice of damage. This boar runs 20" a turn and charges 24". It may fly 32" a day and it never tires.

Frey's other steed is Blodug-hofi which corresponds to a paladin's horse in all respects and with one addition in that itself and anyone mounted upon it can never be harmed by fire in any amount or form.

Frey's most trusted servant is Skirmir (9th-level fighter) who wields a Vorpall Blade.

Frey lives and rules in Alfheim (Fairyland) with his wife Gerda. Their son is Fiolnir.

NJORD

Armor Class: 2

Move: 12"

Hit Points: 200

Magical Spell Ability: See Below

Fighter Ability: 14th Level

Psionic Ability: Class 6

Frey's father is represented as a mild god. Those peoples that are normally found at sea (Vikings, pirates, buccaneers, etc.) are very likely to worship this god or call upon him to calm the seas in time of storms. Njord has full control of all types of sea creatures within a 100" × 100" area around him. He controls weather and is the Ruler of the Water Elementals. He may **windwalk** at any time. He is immune to the effects of storms (except those conjured up by the Thunder God).

Njord's wife is Nerthus, and his children, Frey and Freya. He dwells at the palace Noatun in Asaheim.



FRIGGA (QUEEN OF THE GODS)

Armor Class: 2

Move: 12"*

Hit Points: 200

Magical Spell Ability: None

Fighter Ability: 7th Level

Psionic Ability: Class 2

Queen of the Gods and Wife of Odin are Frigga's major titles. She is also the goddess of the atmosphere. Frigga is said to hold all secrets but not reveal them. She shares Hlidskialf with the All-Father and she is always (or almost always) outwitting her husband. Frigga's necklace will charm anyone she wishes within sight of her. Frigga can fly and teleport at will. Frigga also delivers people from peril. She has many servants, in fact, too many to discuss at length here but some of their names are: Fulla, Gna, Lofu, Gefjon, Eira, Holda. Gna has a horse that traverses air and water at 24" a turn.

Frigga dwells equally in Asgard or Vingolf where the goddess' palaces are located. Frigga's palace is Fensal.

FREYA (GODDESS OF LOVE)

Armor Class: 2

Move: 12"*

Hit Points: 150

Magical Spell Ability: None

Fighter Ability: 7th Level

Psionic Ability: Class 6

Goddess of Love and Fertility. Freya is Frey's sister, daughter of Njord and Nerthus. Freya commands fire and is adept at removing curses. She often travels in falcon guise but she can shape change into any bird (large or small). When travelling in 'person' she goes by chariot pulled by two gigantic cats (Armor class 5, move 18" a turn, hit points 30 each, and three attacks per turn for 1-8 per claw and 2-12 for the bite). Freya possesses the necklace Brisingamen, a piece of jewelry of fantastic value. She also has a cloak of falcon feathers that allows her to fly at 24" a turn.

Freya's husband is Odur. Freya dwells at Folkvang in Vingolf.

IDUN (GODDESS OF YOUTH)

The goddess of Spring and Eternal Youth. Idun keeps the Apples of Youth that the gods partake of every day to keep their longevity. Her dwelling place is the Groves of Brunnaker in Vingolf.

AEGER (THE STORM GOD)

Armor Class: 2

Move: 45"

Hit Points: 280

Magical Spell Ability: All water connected spells

Fighter Ability: 15th Level

Psionic Ability: Class 6

God of storms and the sea. This god takes delight in overturning ships and dragging them down to his realm under the sea. Since this god is not of the Aesir or Vanir but of an older (unmentioned) line he cares not for either of the aforementioned and if his realm is invaded by either of the above he will attack. His wife is Ran who is described next. His brothers are Kari and Loki. Aeger dwells under the sea near the island Lessoe in the Cattegat.

RAN

Armor Class: 2

Move: 40"

Hit Points: 200

Magical Spell Ability: As Aeger

Fighter Ability: 12th Level

Psionic Ability: As Aeger

A cruel goddess, Ran's favorite pastime is lurking near dangerous reefs where she lures mariners to their doom. She is equipped with a large net which she also uses to drag the ships under with. Ran is sometimes called the Goddess of Death. She has a great affection for gold and if sea-travellers take the proper precautions by dumping some gold into the deeper regions of the sea as tribute to Ran she might not attack. Then again . . . as a final note, these two "gods" despise anyone using fire or worshipping a fire-using god.

HEL (GODDESS OF DEATH)

Armor Class: 2

Move: 24"

Hit Points: 250

Magical Spell Ability: 17th-level Anti-Cleric

Fighter Ability: 12th Level

Psionic Ability: Class 6

Although Ran has some small claim towards the title, Hel is undoubtedly the Goddess of Death. Hel controls diseases, plagues and pestilences. Hel's abode is Niflheim where Odin hurled her and gave her power over the nine worlds. To get to her dwelling is a task indeed! First one must travel to the crystal and golden gate that is guarded by a 30th-level Lich whose name is Modgud. This Lich requires a toll of blood before the adventurer may pass. Next is the Gialler bridge which is enveloped in flames. Should the person(s) pass this successfully, they venture through Ironwood (trees with iron leaves) where nothing dwells and will find themselves at Hel-gate guarded by Garm, a gigantic dog with bloodstained fur. (This monster will be dealt with separately). The only way to pass is to appease the dog with Hel-cake. Within, the adventurers will pass many streams among which are Leipter, where solemn oaths are sworn, and Slid, where swords continually roll down its flowing waters. Finally the hall of Hel, **Elvinder**. [And you best have a good reason for coming!]

Hel will often travel about on her three-legged white horse spreading famine and plagues. Hel is the daughter of Loki.

THE NORNS

The goddesses of fate. The Norns (of which there were principally three being Urd, Verdandi, and Skuld) represent the past, present and future, respectively. These goddesses are ever diligently questioned by the gods (particularly Odin) about the future as it pertains to themselves. The Norns will not let it be known what fate awaits the gods, although they are willing to answer most any other question. They often travel as swans. Besides the three principal Norns, there are many less powerful and less important ones that attach themselves as guardian spirits and frequently give tokens (magic, monies, etc.) to the one they have chosen. These Norns are adept in the art of polymorph and invisibility and may appear in varying forms.

Their abode is near the Urdar fountain where they keep watch over the tree of life allowing only Idun to pick the apples from its branches.

THE VALKYRS

These are the Warrior Maidens of Odin; Paladineses belong to this group. These maidens are, of course, very beautiful (17+ charisma) and are required to be virgins. They are equally well skilled in the arts of battle also, and nine of them will be of the 7th level in regard to fighting ability. Three others are of the 8th, 9th and 10th levels. These maidens sport +2 armor, shields and swords, all with Paladin-type horses. They own swan plumage in which they can float down to earth, but if the plumage is taken from them, the new owner may do with the Valkyrs as he so wishes for nine years, after which the Valkyrs may leave. These maidens go about the battlefields choosing the dead that will enter Valhalla.

THE EINHERIAR

These are the special guests that have been chosen from among the dead to stay in Valhalla and fight on the gods' side at Ragnarok. They are usually of the 7th level or above, although there may be exceptions. It is the Valkyrs' job to choose those that fought and died the most valiantly of all and then transport them to Asgard. They fight and eat and if killed they are magically resurrected to fight once again.

MESSANGER OF THE GODS

Hermod is Odin's son and was employed mainly as the messenger for all of the gods. Besides Odin, he was the only one which could ride Sleipner, Odin's steed. Treat Hermod as a 9th level for combat. Hermod is armed with a sword of Cold and a wand of Dispel Magic which functions as the spell **Dispel Magic** with the effect of a 18th-level magic-user. It does not need to be recharged.

Below is a list and brief description of some of the minor gods and goddesses:

Hoener: Brother of Odin.

Saga: Goddess of History.

Vor: Goddess of Marriages.

Eir: Goddess of Healing.

Magni: Thor's son. Personification of strength.

Modi: Thor's son. Personification of Courage.

Sif: Thor's wife.

Meile: Son of Odin.

Sjofn: A minor goddess of Love.

Snotra: Goddess of Virtue.

Syn: Goddess of Truth.

Thrud: Daughter of Thor and Sif.

Ve: Brother of Odin.

THE MONSTERS OF NORSE MYTHOLOGY:

Note: The monsters have no psionic abilities.

The Giants:

As a general rule, giants are among the most magically gifted beings in all Norse mythology. Fire and Frost giants have the ability to change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use fire and cold respectively. Another interesting characteristic is that these giants are not stupid as legend often informs us that they are. Also, some of them equal the gods for beauty. Listed among the other giants that reside in Jotunheim (Giantland) are Storm giants, Rock giants and Stone giants, though these groups are not as banded together as the Fire or Frost giants are. Giants have class H treasures. If not detailed, giants take 100 Points of Damage and their armor class is 3.

Hyrm:

Armor Class: 2

Move: 15"

Hit Points: 250

Magical Spell Ability: 1st–6th Level

Fighter Ability: 20th Level Monster

Hyrm is the King of the Frost giants. He is magically protected so that only weapons with a +3 to hit or better can score damage upon him. Cold has no effect and fire (as from a wizard's fireball or such), if it is above 12th level in origin, will destroy Hyrm if he doesn't make the proper saving throw. Hyrm will have from 2–24 White Dragons at his beck and call. Hyrm is also served by his 10 brothers who can take 150 points of damage, use 1st- to 3rd-level spells and attack as 15th-level monsters.

Surtur:

Armor Class: 2

Move: 12"

Hit Points: 250

Magical Spell Ability: 1st–4th Level

Fighter Ability: 18th Level

Surtur is King of the Fire Giants. As is Hyrm, he is gifted with protection from weapons up to +4 in hitting ability. Holy Swords are the only exception to the rule and they will score double damage upon Surtur while Swords of Cold will inflict triple the damage done. Cold has the same effect on Surtur as fire has upon Hyrm. Surtur is armed with a normal iron sword of flame (a Flaming Sword) which burns continuously. Anyone struck by this blade will take 2–20 points of normal damage and 2–8 dice of fire damage. Frost giants are automatically slain if this blade hits them, and other creatures of Coldness, of the snows, etc., will flee in terror before this blade. Surtur is served by 3–18 Red Dragons and he may call upon six Class 6 fire demons a year to do his will.

Other Giants:

Mimir: A very wise giant that was befriended by the Aesir. Mimir guards the Well of Wisdom from which he has let only Odin drink.

Sterkodder: This giant has six arms thus allowing three attacks (clubs) per turn since he is intelligent and uses three shields. Treat hits as those of a storm giant's for damage.

Hymer: This is a Frost Giant of 200 points damage with armor class 3 in the body and –6 in the head. He has at his command 20 other Frost Giants. His wife has 900 heads!, and her daughter is the beautiful mother of Tyr.

Vafthrunder: This giant proclaimed he was the wisest living being on all of the nine worlds. With the exception of Odin, and possibly the Norns, this is true.

Skyrmir: This giant was actually an illusion created by Utgard-Loki (one of the principal Fire Giants) to deceive Thor and his companions.

Mokkalkalfe: A clay Giant. Treat this being as a clay golem with increased speed and all other abilities of giants.

Other Giants' Names:

Hrothjof, Hrungner, Orvandel, Gymer and Thjasse.

Garm:

Armor Class: 0

Move: 18"

Hit Points: 200

Magical Spell Ability: None

Fighter Ability: 11+ Monster

Garm serves Hel by guarding Hel-gate, the entrance to Hel's domain. This dog attacks only once a turn. (Bite = 6–60 points) When loose and wandering, all below the 6th level will flee before this hound. He brings with him 3–24 wolves of six dice value or better.

The Fenris Wolf:

Armor Class: -2

Move: 24"

Hit Points: 300

Magical Spell Ability: None

Fighter Ability: 11+ Monster

Fenris was the offspring from Loki's second marriage with a giantess wife. This wolf is held in Asgard by the magical "chain rope" that the dwarves supplied the gods with which to bind Fenris. The only god that Fenris ever trusted and allowed to feed him was Tyr. When loose (this monster will break its bond at Ragnarok) it attacks once much like a purple worm for if it scores a hit which is four points higher than what it requires it has swallowed its prey. Otherwise it deals 10-80 points of damage. Its resistance to magic is 100%.

The Midgard Serpent:

Armor Class: 0/-4

Move: 40"

Hit Points: Body-infinite*

Magical Spell Ability: None

Fighter Ability: 11+ Monster

Its Norse given name is Jormungandr and its body encircles the earth where it dwells beneath the waves. This serpent is the last mentioned offspring of Loki in this booklet and it is the fiercest of all Norse encountered monsters. As noted above, its body can sustain any amount of damage but its head will sustain only one mighty blow from Thor's hammer. It remains otherwise impervious to any other form of attack. The Midgard Serpent rarely rises from the depths to attack but if it does it may breathe its poison gas for which there is no saving throw or antidote. The gas spews forth from both nostrils forming a cloud of 100" x 100" area. It may also choose to bite treating its bite as that of a purple worm.

Dragons:

Most of the Dragons' abilities in this Mythos will conform to those of D&D. There are only three types present, White, Red and Green. Some dragons of note are:

Fafnir: This dragon was slain by Sigurd. When its blood is consumed it bestows the person with the ability to understand all types of bird languages. It guards a hoard of a double H treasure.

Nidhug: This dragon dwells below the tree Yggdrasil where it gnaws relentlessly at its roots.

Ofnir: This dragon helps Nidhug in his duties.

The Dwarves:

The dwarves were thought of as trolls in Norse mythology and are referred to as such (along with their proper name) throughout the Mythos. Dwarves will be found living underground in their traditional caves trying to keep as far away from mankind as is possible. Dwarves hate noise and are acute listeners. They are the friends of the gods but are sometimes at odds with them. (Thor, out of spite, kicked a meddlesome dwarf onto Balder's funeral pyre). Dwarves are fond of making magic and there is much self esteem and competition amongst their ranks as to who can make the best magic. The two principal races of the dwarves are Modsogner and Durin. The dwarf kingdoms are divided into four parts. Those of the North are ruled by **Nordre**, the South by **Sudri**, the East by **Austre**, and the West by **Vestri**. Use the tables out of D&D for numbers appearing and, if they are found in their lair, they will always have magic. Their king at some points in the mythology was Sindri although the four "kingdoms" stayed divided. A noteworthy dwarf mentioned in the Mythology was:

Fjaldr: This dwarf slew a giant. Treat him as a Superhero for combat purposes.

The Light Elves:

These elves will be straight out of D&D. Their ruler is Frey whom they fanatically serve. Their home is Alfheim upon Ljosalfheim.

Dark Elves:

These elves dwell beneath the earth and cause trouble for anyone wandering through their territories. They live and cause evil upon Svartalfheim.

Nissies: (brownies)

These beings look like dwarves and dress in gray with a pointed red cap. They avoid all outside contact. Use the dwarves tables in D&D for determination of numbers, etc.

Neck:

These creatures are a mixture of the Nixie, for they dwell in water, and of the Harpy, since they lure people to their imprisonment through singing. Use all appropriate D&D Nixie statistics for determination of numbers, etc.

Merman: See Book II: **MONSTERS & TREASURE.**

Fossergrims:

Another water dwelling people that live in waterfalls.

The Sigurd Saga:

This saga contains much of interest to D&D players. However, only some of the highlights are listed here. Further reading is recommended.

Sigurd:

Sigurd was the hero of the Saga. To make a long story short (for there is not enough room in this booklet to add extraneous material) treat Sigurd as a 12th-level lord for purposes of combat and as a 7th-level ranger for tracking capabilities. Reign made Sigurd a sword that actually cut the anvil it was made on in half! Treat this sword as a mithril (+4) Vorpal Blade.

Hauberk of Gold:

+4 armor.

Helm of Dread:

Treat as drums of panic (with no sound) if anyone approaches within a 50' radius of Sigurd. This helm will affect anyone under 6th level.

Dwarf Andvari:

This dwarf does many special things. First, he is a 10th-level fighter and a 7th-level magic user; secondly, he may polymorph himself into a fish; and he may turn invisible at will. Andvari holds the ring Anvaranaut which has magnetic abilities plus the power to locate metal and gems.

Hreidmar:

A wizard of the 12th level is this man. He has three sons by the names of Odder, Fafner, and Reign. Besides being a wizard Hreidmar was King of all the dwarf folk.

Odder:

Treat Odder as a 7th-level fighter with the ability to change shape into any river dwelling creature.

Fafner:

Treat Fafner as an 8th-level fighter with the ability of changing shape into a dragon. (After gloating over his father's treasure Fafner killed Hreidmar and took the treasure for himself).

Reign:

Reign is not a fighter but a smith of the highest degree for he can forge magical weapons. It will be left up to respective judges, though, as to how many and what type of magical weapons Reign can forge.

A Final Note on Norse Mythology:

Unless otherwise stated gods can assume any shape or size they wish, up to Titan height, and their clothes and weapons will conform to any new height. Also, curses were often used and it is suggested that any magic-using being be allowed a dying curse or if he has been unjustly wronged. The power of the curse will be judged by how high a level magic-user the being was who cast it. It is highly suggested that if the reader wishes to incorporate these additions into his or her campaign that 'he' do some further study and research into Norse Mythology. Books on this subject may be obtained at your public or school libraries. It will add much realism to the game.



FINNISH MYTHOLOGY

Introductory Note:

The action here takes place in Lapland and its environs, including Pohjola "a dark, dismal country north of Lapland." Unlike other mythologies, the heroes are the powerful ones here. If you have read the Malevella you will know what I mean. And for those out there in D&D land that like ordering gods around this is your 'piece of cake.' The double asterisk behind a magical power indicates that it is new to D&D, and is explained at the end of the section.

THE FINNISH HEROES:

VAINAMOINEN

Armor Class: 2

Move: 12"

Hit Points: 250

Magic Spell Ability: See Below

Fighter Ability: 20th Level

Psionic Ability: Class 6

This **vigorous** old man is called the Son of the Wind, Virgin of the Air. He is a great culture hero and minstrel. His mother is Ilmatar. He dwells in Vainola.

Vainamoinen's Powers:

Speaks with Plants and Animals

Immunity to all disease

Rock to Mud

Cause Earthquakes

Shape Change

Summon**

Enchant Boats**

Heal wounds (Light and Serious)

Heal Iron Wounds**

Polymorph self

Polymorph others

Detect Evil

Protection from Evil

Dispel Magic

Control Weather

Cure Disease

Reverse Magic**

Knock

Forlorn Incisment**

Not affected by spells or items that would control or charm him.

Consider all of these powers innate to Vainamoinen and reusable over and over again.

Vainamoinen's Magic:

Kantele (Finnish Harp):

This instrument when played by Vainamoinen will summon to him all those lawful (including gods) in nature within hearing distance. Let it be noted that the music will travel throughout Lapland in a period from 2–8 days and any hearing it will have to come. Also, all evils that hear this will automatically fall asleep for 1–4 days. Only in special situations will Vainamoinen play his kantele.

Magic Crossbows:

Vainamoinen is supposed to have hundreds of magical crossbows! Among the ones he has are Speed, Distance and Accuracy. His special crossbow is almost alive for it floats through the air, fires itself and reloads and continues hunting. All crossbows are considered +3 and the bolts +2.

Boats:

Vainamoinen has many different magical boats. Of those there are ones (canoe sized) that hold as a **portable hole** does and those that are not affected by storms and high winds. All of his boats move twice as fast as normal.

Belt:

This gives him Cloud Giant strength.

Axe:

+5.

Knife of Sharpness:

Treat as a sword of sharpness but with only a +1 chance to hit.

Armor:

+4

Sword:

This sword has a 12 intelligence and 12 ego, talks, slays monsters, throws a fear spell per turn, and with all of this has sharpness (as a sword of . . .) as one of its abilities. Its basic chance to hit is +3.

Horse and Sledge:

Customarily people travel throughout Lapland with horse and sledge (sleigh). Vainamoinen's horse travels 24" a turn with sledge in tow and it may walk upon water. This horse will bear any load up to 3,000 g.p. in weight, including full mount.

Vainamoinen's Tears:

When and if Vainamoinen cries he will spill from 2–20 tears that turn into 5,000 g.p. value blue pearls. You will not find them just lying around Lapland though, for he collects these "gems."

LEMMIKAINEN

Armor Class: 2

Move: 12"

Hit Points: 225

Magic Spell Ability: See Below

Fighter Ability: 18th Level

Psionic Ability: Class 6

Lemmikainen is described as jovial and reckless, constantly getting himself into serious scrapes.

Lemmikainen's Powers:

Death (as Death Spell in Book I: **MEN & MAGIC**)

Bears and wolves do not attack him

Sleep

Finger of Death & Sleep at once (–2 on all saving throws)

Reverse Magic**

Silence

Shape Change

Polymorph self

Polymorph others

Summon Gods (as Gate spell in Book IV: **GREYHAWK**)

Speak with Animals & Plants

Protection from Evil

Polymorph any Object

Animate Statues

Forlorn Incantment**

Control Weather

Dispel Magic

–2 on saving throws against poison from snakes

Hears noises as Master Thief

Lemmikainen uses his powers as does Vainamoinen, over and over, with no necessity for 'reading up' on spells.

Lemmikainen's Magic:

Sword:

This sword is +5 with both sharpness and flaming abilities combined.

Dagger:

+3

Belt:

This is a girdle of Frost Giant strength.

A armor:

Lemmikainen usually suits himself with +4 chainmail.

Javelin of Distance:

Range of this weapon is 9" with a + 3 chance to hit.

Bow & Arrows:

Lemmikainen is armed with a +3 bow and a quiver full of Animal Slaying arrows.

Snowshoes of Speed and Traveling:

These shoes allow Lemmikainen to travel tirelessly at 24" per turn across snow-laden ground.

Magical Bush:

This bush was left at home and it bled (noticeably) if Lemmikainen were in trouble, thus warning his mother.

Horse and Sledge:

Treat this combination as that of Vainamoinen's except that the horse may bear loads totalling no more than 2,000 g p. in weight.

Lemmikainen's comrade in arms is Tiera, a 9th-level fighter. He is armed with a +3 spear.

KULLERVO

Armor Class: 5

Magical Spell Ability: See Below

Move: 15"

Fighter Ability: 19th Level with 18 (00) strength

Hit Points: 200

Kullervo is described as a hulking brute who always misuses his enormous strength.

Kullervo's Powers:

Walk on Water

Fire does not affect him

Shape Change

Polymorph others

Polymorph self

Speak with Animals

Summon Gods (as Gate spell)

Kullervo's Magic:

Axe of Cutting:

This axe is +2 with sharpness ability.

Sword:

Kullervo's sword has a basic +3 chance to hit and when it does hit it will slay any fighter. This sword communicates with Kullervo by talking.

JOUKAHAINEN

Armor Class: 4

Magical Spell Ability: See Below

Move: 12"

Fighter Ability: 16th Level

Hit Points: 175

Psionic Ability: Class 6

Joukahainen is described as a minstrel and wise in the arts of magic. His domain is Joukola.

Joukahainen's Powers:

Reverse Magic**

Detect Magic

Detect Evil

Forlorn Incantment**

Polymorph others

Polymorph self

Shape Change

Dispel Magic

Summon Gods (as Gate spell)

Joukahainen's Magic:

Crossbow:

This weapon combines a +3 chance to hit with that of a crossbow of speed. It fires non-magical poisoned bolts.

Boats:

Joukahainen has two boats. One is light and may go an additional 4" per turn. One is small and holds a lot. (Treat it as Vainamoinen's boat of "holding.")

Horses and Sledge:

Joukahainen's golden sledge (value in gold = 50,000) is pulled by an eerie horse of reddish brown color. This horse moves (pulling the sledge) 20" a turn and it attacks as does any other heavy horse does but with one addition in that it can breathe Fire (as a 7 die Hell Hound)! Joukahainen has one other steed that can pull the sledge 18" a turn.

Joukahainen's Golden Helm:

This helm's intrinsic value is 10,000 in gold plus it warns this magic-user of magic being performed upon him by throbbing against his forehead.

ILMARINEN

Armor Class: 2

Move: 12"

Hit Points: 200

Magic Spell Ability: See Below

Fighter Ability: 14th Level

Psionic Ability: Class 6

Ilmarinen is described as a great smith and craftsman. He is the brother of Vainamoinen and is said to be very handsome (18 charisma). Ilmarinen forges the Sampo and all magic items. He lives and works at his homestead Ilma.

Ilmarinen's Powers:

Reverse Magic**

Control Weather

Heal Iron Wounds**

Windwalk

Shape Change

Polymorph self

Polymorph others

Speak with Animals

Summon Gods

Horse and Sledge:

Ilmarinen's red colored sledge is pulled by his very fast steed at 22" a turn.

ILMATAR

Armor Class: 4

Move: 12" or 24" per turn flying

Hit Points: 250

Magical Spell Ability: See Below

Fighter Ability: 10th Level

Psionic Ability: Class 4

Ilmatar is Vainamoinen's mother. She is described as the Creatrix of the World, Daughter of the Air.

Ilmatar's Powers:

Protection from evil 20' radius

Control Weather

Dispel magic

Shape Change (only into flying creatures)

Fly (as noted above)

Ilmatar will also have all powers under the sub-heading "Mothers."

Ilmatar's Magic:

Ilmatar has a hand-sized ball that she carries in a copper box. This ball has written upon it all of the legends of creation and the world that were procured from the earth, skies and the waters.

Horse and Sledge:

Ilmatar's horse can pull her and her sledge through the air or upon the land at 24" a turn.

LOUHI

Armor Class: 4

Move: 12"

Hit Points: 100

Magical Spell Ability: See Below

Fighter Ability: 9th Level

Louhi is one of the minor heroines of Finnish mythology. Her castle's name is Pohjola.

Louhi's Powers:

Polymorph self

Cause Disease

Invisibility

WATER HERO (THUMB HEIGHT MAN)

Armor Class: 0
Move: 48"/1"
Hit Points: 300

Magical Spell Ability: None
Fighter Ability: Storm Giant
Psionic Ability: Class 6

This enigma appeared to Vainamoinen as a 1 inch (actual height) man. His purpose was to fell the great tree that was blotting out the sun's rays. When Vainamoinen scorned him for his height and ridiculed his possibilities of felling as great a tree as the one that this grew into, this water hero proceeded to grow to above 200 feet in height. He went about his duties as an astonished Vainamoinen looked on and with his axe felled the tree with three strokes!

Thumb Height Man's Magic:

His axe seems to be the only magic item, it being a +3 flaming axe. When it hits anything it will cause from 20–80 points of regular damage and if the person in question does not make his saving throw versus magic he will be burned to a cinder. All of his accouterments are of copper. (Helm, Belt, Axe, Gauntlets, and Boots)

SAMPSA PERLEVOINEN

Armor Class: 4
Move: 15"
Hit Points: 150

Magical Spell Ability: None
Fighter Ability: 10th Level
Psionic Ability: Class 6

Sampsä is a small person who goes about Lapland planting trees, flowers, etc. He has five maidens that help him do his work. He is the friend and servant of Vainamoinen.

Sampsä's Powers:

Speak with Plants and Animals
Control Weather
Massmorph

Commune with Nature (see Book VI: **ELDRITCH WIZARDRY**)

Summon Nature Gods (as Gate but only those gods strictly pertaining to nature)

Sampsä's Magic:

Axe:

Sampsä's axe is made of gold with a copper haft. When Sampsä carries this axe all evil animals (those with evil intent, etc.) will flee before him. Also, any trees, briars, etc. that were placed to either block or ambush living things will be dispelled on contact with this axe.

WATER HERO (OLD MAN)

Armor Class: 2
Move: 24"
Hit Points: 250

Magical Spell Ability: None
Fighter Ability: Cloud Giant

This water hero had an iron fist and was iron colored. He bore stone helm, shoes and a knife of gold with copper haft. He is usually sent by the Water Gods.

TOUNELEA

Armor Class: 9
Move: 9"
Hit Points: 30

Magical Spell Ability: As 11th-level Wizardress
Fighter Ability: As a Wizardress

This was an evil witch type that was opposed to Vainamoinen.

OLD CRONE OF POHJOLA

Armor Class: 9

Move: 6"

Hit Points: 20

Magical Spell Ability: As 15th Level

Fighter Ability: As normal women

Psionic Ability: Class 6

Pohjolai opposes Lapland and all of its heroes. Eventually it is destroyed and the Sampo regained.

Old Crone's Powers:

Summon Invisible Fighters (4–6th levels and 10–100 at a time)

Old Crone's Magic:

She has many potions of poison and sleep. Also she has wood that if placed in a fire when strangers are approaching will bleed if these are unwanted or of evil intent, or shed water if the adventurers are friendly.

SON OF POHJA

Armor Class: 4

Move: 12"

Hit Points: 100

Magical Spell Ability: See Below

Fighter Ability: 10th Level

This person battled and lost to Lemmikainen.

His Powers:

Control Weather

Create Water

Summon Animals (See "Eldritch Wizardry")

MAIDEN OF POHJA

Armor Class: 8

Move: 9"

Hit Points: 50

Magical Spell Ability: As 7th-level Cleric

Fighter Ability: As normal women

Wherever this woman went a rainbow stayed above her head. She **Communes with Nature** as an added attribute (See Book VI: **ELDRITCH WIZARDRY**) and may talk freely with plants and animals.

THE FINNISH GODS:

UKKO (RULER OF THE GODS)

Armor Class: 2

Move: Infinite

Hit Points: 300

Magical Spell Ability: See Below

Fighter Ability: 20th Level

Ukko is represented as an old man. He is the supreme god of this mythos and Ukko has special authority over the clouds. He is very helpful to the majority of the heroes when he is called upon to lend assistance.

Ukko's Powers:

Ukko, in a nutshell, can use any of the spells contained in Book IV: **GREYHAWK** and any new spells appearing in this particular mythology. This includes **both** cleric and Magic-Users' spells and he is considered 18th-level clerical and 24th-level magical for effect of his spells. They are reusable over and over again and Ukko does not have to read any books or such to regain spells used.

Ukko's Magic:

Ukko's magic is limited to a flaming sword which slays anything it hits! He rarely uses it though unless it is to recreate a facsimile to give to some hero who wants a sword. Besides this "gem" he has no other magical items. [But I'm sure he could twist Ilmarinen's arm to make a few for him if he wanted . . .]

AHTO (GOD OF THE SEAS AND THE WATERS)

Armor Class: 2

Magical Spell Ability: See Below

Move: 18"/Infinite

Fighter Ability: 12th Level

Hit Points: 200

Psionic Ability: Class 4

Ahto is the God of the Seas and the Waters. Like most of the gods, he remains inconspicuous all throughout the mythology. His realm under the 'Seas' is Ahtola. His spouse is Vellemo.

Ahto's Powers:

Controls all Sea weather

Commands all Sea creatures

Speaks to all Sea dwelling animals, birds, and fishes

May summon Water Elementals (2-8 per week)

Breathes Underwater

Moves 18" per turn on land

Ahto hoards the riches of the seas and like most of the gods isn't particularly interested in worship by humans. If Ahto is called upon to help a Hero, he will send either of the two previously mentioned water heroes or his own personal water dwarf. This dwarf is classed as a 16th-level Lord with the appropriate hit points and a 17 strength. He is armed with a crossbow of accuracy and armored in +4 chainmail.

Other gods that did not contribute much but their names to Finnish mythology are listed below.

Minor Gods and Goddesses:

Elelatar: Goddess of the South Wind

Hiisi: An evil god who dwells in Hiitola. Lemmikainen called upon him once.

Hongatar: Goddess of Fir Trees

Kankahatar: Goddess of Weaving

Kanteletar: Daughter of the Heart

Katajatar: Nymph of the Juniper

Kiputyttö: Maiden of Pain

Kivutar: Daughter of Pain

Kuutas: Daughter of the Moon

Loviatar: Mother of the Plague

Mana: God of Hades. His daughter is Manalatar

Melatar: Goddess of the Rudder

Mielikki: Mistress of the Forest

Paivatar: Daughter of the Sun

Panu: Son of the Sun

Pihlajatar: Nymph of the Mountain Ash Tree

Sinetar: A nymph that colors flowers blue

Sotko's Daughters: Nymphs that protect the ducks

Suonetar: Nymph of the Veins

Surma: God of Death

Suveltar: Goddess of Summer

Tammatar: Goddess of the Oak Tree

Tapio: God of the Forests. Tellervo is his daughter.

Terhenetar: Goddess of the Clouds

Tuometar: Goddess of the Bird Cherry

Untamo: God of sleep and dreams. His dominions are Untamola.

THE MONSTERS OF FINNISH MYTHOLOGY

None of these monsters have any psionic abilities.

Iku-Turso:

This being was referred to as a Water Giant but class him as a Storm Giant that can breathe underwater. He has a double **A** water treasure.

Syojatar:

An ogress that has control over all snakes and 4 **large** green dragons as her pets.

Eagle 1:

Armor Class: 3

Fighter Ability: As 11+ Level Monster

Move: 32" flying

Hit Points: 150

This eagle spreads fire from its wings as it spans the skies. If attacked by this creature, persons will take damage as if a Type VI Demon had immolated upon them. The bird also has three other attacks: (2 talons/1 beak — 2-12 and 2-16 respectively).

Eagle 2:

This eagle was created by Ilmarinen and will obey his commands. Its characteristics conform to those of the above eagle.

Otso:

A 12 die werebear. He is of neutral alignment.

Antero Vipunen:

Armor Class: 3

Magical Spell Ability: See Below

Move: 20"

Fighter Ability: As 11+ Level Monster

Hit Points: 200

Antero is a very intelligent Giant. He is so intelligent that he knows and may use all spells found on the "Greyhawk" magic-users' spell tables as well as all new spells contained within the Finnish portion of this booklet.

Antero's special powers are:

Summon the Earth Queen (Queen of the Earth Elementals):

Armor Class: -3

Fighter Ability: 11+ Monster

Move: 9"

Hit Points: (32- 8 sided dice)

This creature attacks as an Iron golem (See Book IV: **GREYHAWK**) and only +4 weapons or better can affect this monster. Spells have only a 25% chance of functioning when thrown at "her" and she still gets her saving throw (as a 16th-level magic-user).

Antero may also summon

- 100 6th-level Fighters (10 per melee round)
- 1000 Heroes (100 per melee round)
- Ahto's wife Vellamo
- Ilmatar

If threatened with imminent death Antero will ransom himself by teaching his "newly found friends" 1-4 spells of their choice. Each spell will take a week per level to learn, i.e. a wish spell would take 9 weeks to teach a person. The learner of the spell need not be a magic-user to learn it.

Black Snake:

Armor Class: 4

Move: 12"

Hit Points: 75

Magical Spell Ability: None

Fighter Ability: As 9+ Level Monster

This snake's venom is very poisonous (-4 on respective saving throws) and this creature can shoot its spittle up to 30' distance. Lemmikainen encountered this beast and found it highly magic resistant, so treat this black serpent as a Type VI Demon in this respect. This monster will be found guarding difficult terrain features such as a chasm with only one way over it, etc.

A Final Note on Monsters:

Most monsters are enlargements of normal animals, birds or fishes. Many a giant Pike will be found in waters and packs of bears and wolves are encountered all throughout Lapland.

Mothers:

Unless otherwise specifically noted, all Mothers will conform to the following statistics.

Armor Class: 8

Move: 9"

Hit Points: 50

Magical Spell Ability: See Below

Fighter Ability: As a normal woman

Psionic Ability: Class 5

Mothers (those mothers of the named heroes) looked after their sons very well and helped get them out of scrapes, etc.

Their Powers:

Clairvoyance (no range limitations)

Clairaudience (no range limitations)

ESP

Summon Gods (as Gate spell)

Detect Evil

Telepathy

Commune (up to 12 questions)

Speak with Animals and Plants

Commune with Nature (See Book VI)

Heal Wounds (Light and Serious)

Cure Disease

Heal Iron Wounds**

Knows when someone is lying to them, **instantly**

Can use Lightning bolts (12th level) — Once a day only

Can use fireballs (10th Level) — Once a day only

FINNISH MAGICAL ITEMS:

A lot of the magic has already been covered since each separate personality seems to have at least one item. The remaining few items that were unattached are listed as follows:

Rake of Iron:

This item appears 3' in length but because of its magical origin and purpose it can elongate to as far as the user wishes it to. This rake was used by Lemmikainen's mother in recovering his body which was deep underwater. There is a 10% chance per turn of "raking" out the desired item (if it is around).

Whip of Summoning:

This whip, when cracked, summons a Super-Hero dwarf in mithril armor with a +3 hammer. He appears in a puff of smoke and will serve the wielder of the whip until his mission is considered completed or when he is killed. He may polymorph himself and if he dies the whip is no longer functional.

Salve of Healing:

This salve is very important for it is the only other means (besides finding someone) to heal iron wounds. One application is good enough for all wounds. If a person is wounded by cold iron he will bleed to death unless he is healed within 3 turns.

The Great Tree:

The fragments of this tree can make various magic items or are in themselves magical. The branches provide from 1–10 magic arrows or 1 sword when and if found.

Manas Goblets:

Any liquid poured into these goblets will produce a poison corresponding to the goblet's function:

1. Goblet of Sleep: Uninterrupted sleep for 1–4 days
2. Goblet of Death: A potent poison. (–2 on saving throws)
3. Goblet of Fixation: Paralysis

Wool:

If adventurers to Lapland contact the right people (judge's option), they may have bestowed upon them some wool, which if rubbed, will produce a flock of sheep. This would sure solve provisioning people or even armies, depending on how much wool one procured.

Feathers:

These magic feathers function the same way as the wool does except that it produces from 12–48 birds of the player's choice which will serve him for 1–4 weeks.

NEW SPELLS:

Summon:

This spell summons any god or hero if their respective names are known. Duration: 1 melee round.

Enchant Boats:

One who has this spell may enchant boats to go faster, carry heavier loads, etc. (See separate explanations of magical boats in this section). One boat may have one magical trait added to it per month.

Heal Iron Wounds:

See **Salve of Healing**.

Reverse Magic:

When thrown, this spell will reverse the effects of an intended harmful spell, reversing that spell upon its caster. Range: 1". Duration: 3 melee rounds.

Forlorn Incistment:

This spell sinks the intended deep below the ground to be recalled later if so required. It does not otherwise harm the recipient, but escape from the cyst is not possible without outside aid. Range: 12". Duration: 1 melee round.



MEXICAN AND CENTRAL AMERICAN INDIAN MYTHOLOGY

Due to the lack of space in this booklet we, the authors, are only able to present parts of this mythology. What is listed below will be mainly the gods & let it be noted that information on these divinities is scarce.

QUETZALCOATL (KULKULKAN in Incan)

Armor Class: 2

Move: Infinite

Hit Points: 300

Magical Spell Ability: See Below

Fighter Ability: 20th Level

Psionic Ability: Class 2

Quetzalcoatl is the feathered Serpent-God of Mayan religion. As with all of these gods, he has an infinite move when and where he wants and at any time.

Quetzalcoatl's Powers:

Shape Change (into any serpent type, including dragons)

Windwalk

Insect Plague

Polymorph others

Polymorph self

Hurl Lightning Bolts (as **Call Lightning Spell** in "Eldritch Wizardry" but the Lightning Bolts called down are of the 20th level)

All serpents are subservient to him. He has at his beck and call one of every class (type) of dragon.

Create A Fire Storm (See "Eldritch Wizardry")

TONATIUH (THE SUN GOD)

Armor Class: 2

Move: Infinite

Hit Points: 250

Magical Spell Ability: See Below

Fighter Ability: 18th Level

Psionic Ability: Class 6

Tonatiuh is the Sun God. As such he dwells near the sun and he is a god which, if summoned, will only appear in full daylight.

Tonatiuh's Powers:

Only fire attacks from the other gods will damage Tonatiuh and any other such punitive methods of attacks from anyone but gods will meet with disaster. (Usually the person so doing burning up in his own fireball or whatever . . .)

He may summon 1–4 fire elementals per turn.

Summon eight class VI Demons per year. (See Book VI: **ELDRITCH WIZARDRY**)

He may cause great droughts and Tonatuh can form something like the "Death Valley U.S.A." in about one week's time.

He may summon up fire spells (fireballs, pyrotechnics, etc.) with the level of effect being 24th.

He may eclipse the sun for one month's time per year.

HUITZILOPOCHTLI (GOD OF WAR)

Armor Class: 0

Move: Infinite

Hit Points: 250

Magical Spell Ability: See Below

Fighter Ability: 20th Level

Psionic Ability: Class 6

This god is the divinity of war. He will often appear upon the field of battle as a warrior or such, but will rarely consort with humans otherwise.

Huitzilopochtli's Powers:

He may call upon twelve 15th- to 20th-level lords to fight whenever he wishes.

Fighters below the 7th level will flee in panic from this god for as long as Huitzilopochtli is within sight.

All those fighters below the 10th level will fight him as if a **slow** spell had been placed upon them.

Those fighters above the 10th level will see two exact duplicates of this god when engaged in combat with him. This mirror image can never be destroyed although it appears that when struck that the image or likeness **is** taking damage.

This god strikes **four** times a turn for 2–24 points (plus bonuses) of damage.

GODDESS OF THE JADE PETTICOAT

Armor Class: 2

Move: Infinite

Hit Points: 100

Magical Spell Ability: See Below

Fighter Ability: 8th Level

Psionic Ability: Class 4

Her Powers:

This goddess can **Mass-Polymorph** 10–100 beings a turn. She may also shapechange, polymorph self or polymorph any object.

TEZCAT (THE BAT GOD)

Armor Class: 2

Move: Infinite

Hit Points: 100

Magical Spell Ability: None

Fighter Ability: 11+ Monster

Psionic Ability: Class 3

This god appears as a gigantic bat and since he is the Bat God, this befits him well. In attacking, he may either claw twice for 2–24 points of damage per claw, or bite for 2–16 points of damage and cause paralysis if a saving throw versus magic is not made (by the person so bitten). He usually flies in concert with 100–1,000 other bats. This god is very tempted to comply to a summons by a person if he is offered many insects for his followers. Priests can actually appease this god by offering him an insect plague! He is served by three servants:

Water Monster:

This is an intelligent Sea Monster of 20 hit dice.

MICHLANTECUHTLI (GOD OF DEATH)

Armor Class: 2

Move: Infinite

Hit Points: 200

Magical Spell Ability: All Destructive spells

Fighter Ability: 12th Level

Psionic Ability: Class 2

This is the God of Death. He dwells beneath the Earth and appears as a skeletal figure of a man. He commands all those that are dead although to use any of these forces requires darkness. He is the ruler of the Undead also and as such immediately commands:

200–2,000 skeletons

100–1,000 ghouls

60–360 wights

20–50 spectres

Any person that worships this god is definitely worshipping Chaos itself, since Mictlantecuhli craves death. Human sacrifice is very prevalent with this god.

CHINESE MYTHOLOGY

Note: Unless otherwise specified, treat as Psionic Ability: Class 6

The mythology of the Far East is varied and colorful. In dealing with it, the concepts of Yin and Yang must be defined. These are the Chinese equivalents of bad and good. These opposites are almost beings in themselves and move all gods and creatures in a war for supremacy. In using eastern gods one should always think of them as not lawful or chaotic, but having good Yang or bad Yin.

HUAN-TI (GOD OF WAR)

Armor Class: -2
Move: 18"
Hit Points: 300

Magic Ability: None
Fighter Ability: 20th Level
Psionic Ability: Class 6

Huan-Ti appears as a heavily muscled man standing 6 feet tall. He uses plus 3 armor and a halberd-type weapon of plus 2 that does 3-30 points of damage. When hard pressed, he draws a plus 3 sword with the purpose of slaying all things Yin. He rides in a chariot pulled by 4 Pegasi at 24"/48" per turn. When fighting in this vehicle no magic spell can affect him or the horses.

CHIH-CHIANG FYU-YA (GOD OF ARCHERS, "PUNISHER OF THE GODS")

Armor Class: -2
Move: 12"/30"
Hit Points: 250

Magic Ability: (See Below)
Fighter Ability: 18th Level
Psionic Ability: Class 6

Chih-chiang Fyu-ya is 8 feet tall, with fire red skin resembling scales, a demonic head, elephant ears, large leathery wings of a span of 40 feet, a humanoid body, and cloven hooves. His weapon is of course the bow and his primary attribute is the ability to strike at any range in line of sight; his arrows hit for 2-20 points. If any other beings try to use his bow they find the shafts turning on them. He can also teleport and shapechange once a day. The god uses plus 4 armor in battle and when hard pressed in hand to hand combat he teleports away.

SHAN HAI CHING (GOD OF WIND AND SEA)

Armor Class: -2
Move: 6/48
Hit Points: 225

Magic Ability: (See Below)
Fighter Ability: 15th Level
Psionic Ability: Class 6

Shan Hai Ching has a roc's body with the oversized head of a man. He has 2 main attributes: the power to raise up a hurricane wind and the power to call forth any creature of the sea. He also has the ability to reverse to its user anything launched at him through the air; this works with only one thing at a time. While he is perfectly able to fly by himself, he likes to ride on the back of an imperial dragon (explained later).

LEI KUNG (DUKE OF THUNDER)

Armor Class: 2
Move: 12"
Hit Points: 225

Magic Ability: None
Fighter Ability: 14th Level
Psionic Ability: Class 6

Lei Kung appears as a man with smoking skin and eyes that look like lightning bolts. He uses plus 3 armor in battle made of lightning and a plus 4 hammer which casts 25 points of electricity at a touch. In the thick of battle he pulls out a set of drums which act as a Horn of Blasting and Drums of Panic combined.

YU SHIH (GOD OF RAIN)

Armor Class: -2
Move: 12"
Hit Points: 200

Magic Ability: (See Below)
Fighter Ability: 13th Level
Psionic Ability: Class 6

Yu Shih looks like a man wearing plus 3 armor which seems to be rusting off of his body. This armor has the property of rusting completely any metal touching it. He wears a blue helm giving him the powers of teleportation and flying. He prefers to ride a storm cloud, at 24" per turn, that supports 10 beings of any size.

FEI LIEN AND FENG PO ("COUNTS OF THE WIND," DEMI-GODS)

Armor Class: -4

Move: 24"

Hit Points: 125

Magic Ability: None

Fighter Ability: 10th Level

Psionic Ability: Class 6

These beings appear as men. They use plus 2 armor in battle with lightning bolt swords that have no plus in hitting power but strike for 2-20 points of electrical damage. They ride a piece of the wind which travels 24" per turn and cannot be hit by anything. They have a large sack from which winds (as a staff of wizardry) blow whenever an opening is made.

WEN CHUNG ("MINISTER OF THUNDER," DEMI-GOD)

Armor Class: -4

Move: 28"

Hit Points: 125

Magic Ability: (See Below)

Fighter Ability: 12th Level

Psionic Ability: Class 6

Wen Chung appears as a man with 3 eyes in his head. His third eye shoots a 20 point lightning bolt for 180 yards maximum range 10 times per day. He can teleport and control any form of weather.

SPIRITS OF THE AIR

Armor Class: -5

Move: 24"

Hit Points: 25

Magic Ability: None

Fighter Ability: 10th Level

Psionic Ability: Class 6

These minions of the Wind Gods can be called on, in numbers of 1-100 at a time. They have black skin, large bat wings, clawed feet, and a monkey head with an eagle's beak. These creatures hit for 2-20 points of damage with their claws.

LU YUEH (GOD OF EPIDEMICS)

Armor Class: -2

Move: 12"

Hit Points: 250

Magic Ability: (See Below)

Fighter Ability: 15th Level

Psionic Ability: Class 6

Lu Yueh has 3 demon-like heads, 6 arms ending in claws, green scaled skin, and is 10 feet tall. His main attribute is the ability to cast the rotting sickness as a spell on his enemies killing them in 2 melee turns if they do not make their magic saving throw. He does not bother with armor because all wounds heal themselves instantly and anyone hitting him suffers this rotting sickness with no saving throw applicable.

This god has 5 servants that fight with him in any battle:

BEING CALLED "CENTER"

Armor Class: -4

Move: 12"

Hit Points: 50

Magic Ability: None

Fighter Ability: 10th Level

Psionic Ability: Class 6

Center appears as a yellow cloud of gas about 30 square feet in size. She fights with a large silver spoon having the power to cast the rotting sickness which kills in 6 melee turns if they do not make their magic saving throw. In a large battle she brings forth a jug that pours out an endless cloudkill spell. She likes to roam the West.

BEING CALLED “SPRING”

Armor Class: -4
Move: 12"
Hit Points: 50

Magic Ability: None
Fighter Ability: 10th Level
Psionic Ability: Class 6

Spring appears as a green cloud of gas about 30 square feet in size. She fights with a flaming plus 2 sword that is called fever. This sword, whenever touching a being, will give them a rotting sickness that will kill them in 2 melee turns if they do not make their magic saving throw. She uses a leather bag over a large battle that spreads the plague. She likes to roam the East.

BEING CALLED “SUMMER”

Armor Class: -4
Move: 12"
Hit Points: 50

Magic Ability: None
Fighter Ability: 10th Level
Psionic Ability: Class 6

Summer appears as a red cloud of gas about 30 square feet in size. She fights with a fan that casts killing fevers to any within 30 yards of her if they do not make their magic saving throw; the fever kills in 3 melee turns. She roams over the South.

BEING CALLED “AUTUMN”

Armor Class: -4
Move: 12"
Hit Points: 100

Magic Ability: None
Fighter Ability: 10th Level
Psionic Ability: Class 6

Autumn appears as a white cloud of gas about 60 square feet in size. He fights against all the others and travels the Earth with a small clay jug that pours forth a gas that can counter all the powers of the other form, since sometimes the others affect the gods in battle.

BEING CALLED “WINTER”

Armor Class: 2
Move: 15"
Hit Points: 150

Magic Ability: None
Fighter Ability: 10th Level
Psionic Ability: Class 6

Winter appears as a grey cloud of gas about 50 feet square. She fights by expelling chilling cold causing killing frost damage in 2 melee turns at anyone within 20 yards of her if they do not make their magic saving throw.

Lu Yueh bestows gifts on those he deems evil enough. This is decided whenever an evil act affects more than 50 people. There is a 5% chance Lu Yueh will give the evil being a present with no strings attached. First a fan which blows killing feverish chills and has the effectiveness of a sleep spell, these chills kill in 5 melee turns. Second, a gourd that pours forth a cloudkill spell once a week. Third, a ring that upon touching the wearer puts the rotting sickness on the toucher much like a mummy's touch. Fourth, a wand made out of Wolves' teeth that causes a deep coma lasting until a remove curse is used on the victim. Fifth, a vial of endless water that when thrown on a being acts as one touch of a Staff of Withering. When deciding which one the god will give, the judge rolls a 6-sider and if a 6 is rolled the person gets his choice.

SHANG TI (GOD OF THE SKY)

Armor Class: -2
Move: 24"
Hit Points: 230

Magic Ability: (See Below)
Fighter Ability: 15th Level
Psionic Ability: Class 6

Shang Ti likes to travel among men dressed as an old man in tattered clothes and a long white beard. He also likes to float in the air ethereally, viewing cities and towns. His is the power to use any magic spell and nothing thrown in the air will touch him. He enters battle in plus 3 armor and shield and uses a shaft of light that is a plus 2 in hitting ability and does 3-36 points of damage.

TAI YANG TI CHUN (GOD OF THE SUN)

Armor Class: -2

Move: 20"

Hit Points: 275

Magic Ability: (See Below)

Fighter Ability: 15th Level

Psionic Ability: Class 6

This god appears as a noncorporeal column of light that stands 20 feet tall and 4 foot wide. He can teleport and coming within 60 yards of his body causes the being to suffer 25 points of heat damage. Any weapon plus 4 or less will melt when hitting him. He fights with a shaft or white light that hits for 30 points of fire damage.

YAMA (GOD OF DEATH)

Armor Class: -2

Move: 12"

Hit Points: 250

Magic Ability: (See Below)

Fighter Ability: 18th Level

Psionic Ability: Class 6

Yama appears as a normal man and his primary attribute is paralyzing anyone touching him with anything if they do not make their magic saving throw. He can also shapechange and cast 2 death rays from his eyes as the spell.

CHUNG KUEL (GOD OF TRUTH AND TESTING)

Armor Class: -2

Move: 10"

Hit Points: 225

Magic Ability: (See Below)

Fighter Ability: 20th Level

Psionic Ability: Class 2

Chung Kuel travels the earth as a normal richly dressed man. His primary attribute is the ability to beat anyone in any test of any type. Whatever power it takes to defeat his enemies or complete his tasks he has until the job is done.

KUAN YIN (GODDESS OF MERCY)

Armor Class: -3

Move: 12"

Hit Points: 275

Magic Ability: (See Below)

Fighter Ability: 4th Level

Psionic Ability: Class 6

Kuan Yin appears as a slim young woman. Her main attribute is the ability to completely negate the effects of any type of violence, directed at anyone. She heals completely, resurrects, and grants wishes involving the ending of suffering and sadness.

When a person accomplishes some good act affecting 50 or more persons there is a 5% chance that the goddess will grant that person's wish.

TOU MU (GODDESS OF THE NORTH STAR)

Armor Class: -3

Move: 24"

Hit Points: 250

Magic Ability: (See Below)

Fighter Ability: 15th Level

Psionic Ability: Class 2

Tou Mu appears on the earth 20 feet tall, with 16 massive arms, and 3 eyes in her barely human head. She fights as well as the male gods in battle, and has a large array of magical devices of offensive and defensive power. The first of these is a bow that never misses its target within 100 yards, second is a plus 3 spear that hits for 3-30 points of damage, third a plus 3 sword that is able to fight as a dancing sword as per **Greyhawk**, fourth a large red flag that projects 3 death rays from its folds every melee round, fifth a living red dragon's head that breathes fire as a normal dragon, sixth a piece of the moon that is able to intercept one hit directed at her per melee turn and be unaffected by the weapon, seventh 2 amulets of Yin and Yang that protect the goddess from spells sent from any person of the lawful or evil alignments, eighth, a lotus flower that heals all wounds at a touch; ninth, she owns 5 chariots that fly at 24" per turn without the aid of any creature pulling them. She is able to use all of these at the same time.

If she likes an especially valiant fighter (judge's option) she will give him one of 2 books: the first is a tome of death which allows anyone reading it to use one death ray spell once a day, the second tome allows anyone to raise the dead once a day. The chance of her doing this is 3% in any battle having 1,000 or more persons. It seems that she has an unlimited supply of these books and she will give the fighter his choice. The Tome is made of a very brittle paper, but will remain usable as long as it is not exposed to hard wear and tear.

LEI CHEN TZU ("SON OF LEI KUNG," DEMI-GOD)

Armor Class: -2

Move: 12/24

Hit Points: 150

Magic Ability: (See Below)

Fighter Ability: 12th Level

Psionic Ability: Class 6

Lei Chen Tzu stands 10 feet tall, has green scaled skin, 2 large tusks in his one head, an overly long nose, red spotted wings with a span of 30 feet, has the strength and the damaging power of a Storm Giant, and his 2 eyes act as a Mirror of Life Trapping. Anyone daring to kill this darling boy will suffer the revenge of Lei Kung.

CHAO KUNG MING (DEMI-GOD OF WAR)

Armor Class: -2

Move: 12"

Hit Points: 150

Magic Ability: (See Below)

Fighter Ability: 19th Level

Psionic Ability: Class 2

This god looks like a very strong man and has the strength of a Storm Giant. He wears plus 3 armor and shield with his weapon being an inexhaustible supply of large black pearls which he hurls into battle exploding for 10-60 points of damage per melee round. He rides a 75 hit point tiger into battle. This cat has jet black skin and can fly through the air at 24" per turn and it strikes for 4-24 points of damage.

NO CHA (DEMI-GOD OF THIEVES)

Armor Class: -2

Move: 15"

Hit Points: 175

Magic Ability: (See Below)

Fighter Ability: 12th Level

Psionic Ability: Class 6

No Cha appears as a 60 foot tall, 3 headed, 8 handed monster, with silver scaled skin, and the strength of a Storm Giant. He can fly at dragon speed, and throw 30 point fireballs, 5 per melee turn. He uses a flaming spear that hits as a disintegrate spell, he has a small brick of gold that he throws for 5-50 points of damage, he has a panther skin bag that when opened blows a wind as a staff of wizardry, and finally he has a bracelet which when thrown, and hitting, attaches itself to his enemies and strangles them. Treat this being as a 20th-level master thief.

SHEN SHU: powerful spirits that guard portals, the most powerful of which are called Yu and Lei.

Armor Class: -2

Move: 10"

Hit Points: 100

Magic Ability: (See Below)

Fighting Ability: 10th Level

Psionic Ability: Class 6

This spirit seems to be a man until he starts to fight. It stands by a portal summoned by a very powerful wizard or god in ethereal form and when beings of the wrong type try to enter it moves to stop them. It fights in plus 2 armor and shield and uses a halberd.

MA YUAN SHUAI

Armor Class: -4

Move: 24"

Hit Points: 200

Magic Ability: None

Fighter Ability: As Storm Giant

Psionic Ability: Class 6

This monster got great enjoyment out of killing gods. It stands 70 feet tall, has a scaled body of rock hard toughness, 3 eyes in his one head shaped like a Tyrannosaurus Rex, and 4 large arms. This monster has a powerful magical device shaped in the form of a small triangular piece of stone that has the power to turn into any weapon the holder wishes. Ma Yuan Shuai's favorite battle tactic is to make a weapon from this stone twice as powerful as the one used against him.

DEMONS

Refer to the India section and the Rakshasas for their powers. While these beings are evil they have been on occasion on the side of the gods in battle.

FAIRIES

Armor Class: -7

Move: 9"

Hit Points: 25

Magic Ability: (See Below)

Fighter Ability: 2nd Level

Psionic Ability: Class 4

At the top of every large mountain is a group of 1-10 Fairies. These beings stand 1 foot tall with gossamer wings and a delicate elfin appearance. One member of this group is a 15th-level wizard and the rest are from the 7th to the 10th level. They are very afraid of mortals and will react violently at any incursion of their land.

EVIL SPIRITS

Armor Class: -2

Move: 5"

Hit Points: 25

Magic Ability: (See Below)

Fighter Ability: None

Psionic Ability: Class 5

These noncorporeal creatures of the air roam the earth with the ability to inhabit statues and use them for evil destructive purposes.

NOTE: *The gods have magic devices that they use in common of which they are very fond and will react violently at their misuse.*

DANCING SWORD OF LIGHTNING

Behaves as a Dancing Sword as per Book IV: **GREYHAWK** except that it shoots one lightning bolt from its tip per melee turn worth 3-30 points of damage.

"CANON OF CHANGES"

A book of the gods that deals with redistribution of matter and motion. It allows the reader to create any nonmagical object.

FIRE GEMS

5 hand-size gems that shoot for 50 yards a flame worth 6-60 points of damage, once per full turn.

JADE SCEPTER OF DEFENDING

This device will defend the user from any number of material weapons, not permitting any to strike its master.

THE 5 FIRE, 7 FEATHER FAN OF DEFENDING

This device acts as a Jade Scepter of Defending and also negates all spells used against the holder.

WIND FIRE WHEELS

There are 25 of these and they shoot fire and wind at the same time as a staff of wizardry, whenever turned.

GIANT BLACK PEARL

Negates all wind and earth turbulence in a 1 mile radius.

THERE ARE 4 PURPOSE WHIPS

1. Slay Demon Whip
2. Slay God Whip
3. Slay Law Whip
4. Slay Evil Whip

YIN-YANG MIRROR

Paralyzes all beings of the lawful or evil alignment that look into it: duration 1 year.

IRON WAND

This device makes all invisible things appear if within 30 yards of it. It can make objects disappear as disappearing dust, it acts as a Staff of Striking, and will grow to any length and become roughened for easy climbing.

NOTES ABOUT DRAGONS

The Eastern dragon goes through 3 stages of metamorphosis in growing. While young, it has the head of a horse, the body of a lizard, tail of a snake, large red wings, and 4 lion legs ending in talons. In its middle years it has the horns of a deer, head of a camel, eyes of a demon, neck of a snake, scales of metal, claws of an eagle, and legs of a tiger with large yellow spotted wings. In old age it appears as the classical type. All 3 types have breath weapons. The far east dragon also has other powers not usually given to the normal D&D dragon: all can polymorph themselves, become invisible, and use the ESP spell.

Evil dragons always live in mountains and hills, whereas good dragons live in water areas. Green dragons are lawful and unaffected by anything with wood in it. Blue dragons are made of the sky and neutral and not affected by anything launched in the air at them. Red dragons are very evil and breathe fire. Gold dragons are found in all 3 alignments. There is a yellow type called the Imperial Dragon that can cause wind and rain storms, breathe fire, and fly, even though it does not have wings, at 48" per melee turn. It is very fond of eating opals and pearls and looks favorably upon any mortal giving these. This dragon lives in, and rules all creatures of, the sea. There is also a dragon of treasure whose skin is made of gems and gold. It attracts treasure to its body like a magnet to iron. Its armor class is -5 because of the great number of gems and gold on its body. It has a breath weapon of double strength, shooting distance, and number of times usable as a gold dragon. It and the imperial dragon take 100 hit points. This dragon's treasure is a triple H, as per D&D.





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