

GLOAMHOLD

DEITIES & DEMONS





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DEITIES & DEMONS

Deities & Demons offers a comprehensive overview of the various divine and demonic powers commonly worshipped in Ashlar and its surrounds. Herein, gathered together for the first time, are details of humanity's major and minor powers along with a first look at the dwarven, elven, gnome, halfling and orcish pantheons and the fell, ancient powers of Amon-Pyr and Dagon.

This lavishly illustrated supplement is designed for use with the Duchy of Ashlar and the Gloamhold Campaign Guide, and is also compatible with The Lonely Coast.

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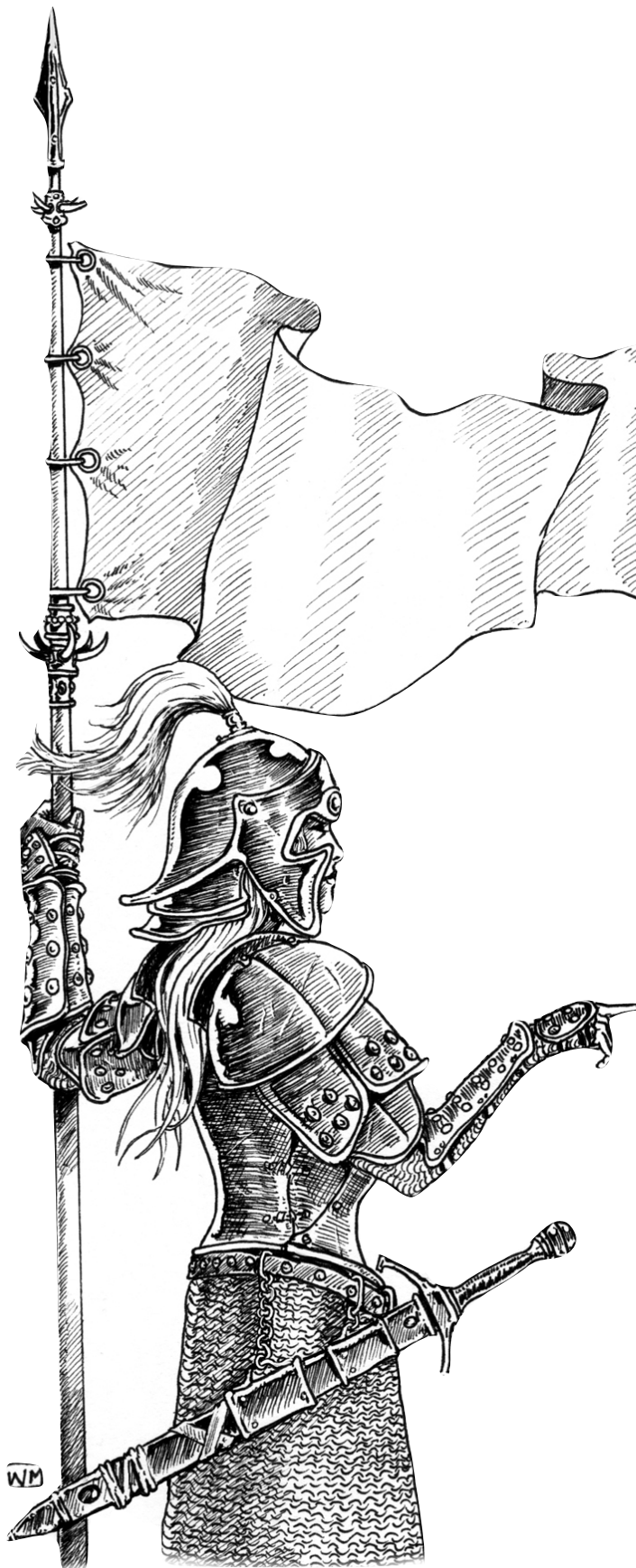
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Deities & Demons has been a supplement a long time in the making. I designed the first deities in this book—Darlen and Braal—almost ten years ago for the adventure *Retribution*. Conn quickly followed for *The Lonely Coast* and a few others have appeared in various supplements as I needed them. (I like “organic” design). Many others are much more recent creations and have only appeared since I started my own campaign—Adventures in Shadow—set in the Duchy of Ashlar.

A close reading of the text will detect many of the deities—although richly detailed—fill relatively generic roles. That’s a deliberate design decision. While I hope you’ll use the deities herein in your campaign (particularly if you are running a campaign set in Ashlar) I also wanted to make it easy to swap them out for deities already extant in your campaign. In that way you can pick and choose what you add to your own game.

PATREON

You might be aware Raging Swan Press is on Patreon. We signed up at the start of April 2015, and it’s going rather marvellously. The thrust of our Patreon campaign is to be able to afford better rates of pay for our freelance game designers. As I’m sure you know, the economics of 3PP are notoriously tight, but Patreon gives us at Raging Swan Press a way to increase our freelancer rates. At time of writing, we’ve already massively increased our word rate to 11 cents a word, which gives me a warm, fuzzy feeling. We want to pay more, but to do that we need your help! If you sign up, you get our supplements earlier than normal and cheaper than normal. Even better, you can pledge what you want and cancel when you want. If you are interested in supporting us, check out patreon.com/ragingswanpress or head over to patreon.com and search for Raging Swan!

THANK YOU!

Thank you for picking up this *Deities & Demons*. I hope you enjoy it and that it enhances your campaign. Let me know what you think of the book by leaving a review where you bought it or by dropping me a line at creighton@ragingswan.com. As always, thank you for supporting Raging Swan Press, and good luck with your game!

Creighton
June, 2019
Global HQ



MAJOR HUMAN POWERS

ABARIN

LN greater god of industry and artifice



Epithets: The Creator, the Great Craftsman

Symbol: A convoluted mass of cogs and gears

Favoured Weapon: Warhammer

Raiment: Full-length leather apron

Worshippers: Blacksmiths, crafters, engineers and inventors

Teachings: The Great Creator created everything. To build and invent is to praise him. Strive to better what already exists.

Holy Text: The *Blessed Manual of Creation* is a series of dense tomes filled with Abarin's holy teachings and truths about the essential essences of the world. In it, Abarin reveals the proper methods of creating iron, steel and many other materials necessary for invention. The *Blessed Manual of Creation* is a series of books in flux—successive generations of worshippers add new discoveries to the faithful's teachings and writings.

Additional Notes: Abarin's faithful are craftsmen, inventors and the like. Abarin's temples contain many complicated devices such as water clocks and even primitive firearms. Mechanical or clockwork guardians often protect Abarin's temples.

Temples & Shrines: In Ashlar, Abarin's worship is centred in the great temple-workshop of the Great Forge in Languard. Most craftfolk maintain a small shrine to the Great Craftsman somewhere in their workshop. Abarin's faithful often work closely with followers of Morden to bind enchantments into their most beautiful and intricate creations.

CONN

LN greater god of community, family and rulership



Epithets: The Father, the Lawgiver

Symbol: Two hands clasped in a handshake

Favoured Weapon: Footman's mace

Raiment: White robes with two clasped hands sigil

Worshippers: Nobles and peasants

Teachings: Order brings prosperity, safety and happiness. The family is the

most important unit of society; its protection is the most sacred duty.

Holy Texts: *Law and Duty*—a dense, legalistic text—sets out Conn's teachings and the place and duties of each worshipper. Other important texts and commentaries deal with legal decisions made by the faithful's judges along with musings on the power of law and the depravity of chaos.

Additional Notes: Conn is the god of law and order. His teachings bind the people of Ashlar together and his clergy are the most powerful in the duchy. Conn's clergy serve as judges who oversee Ashlar's law courts, and, thus, they are widely reviled by naer-do-wells, thieves and assassins alike.

Temples & Shrines: The Father's Hall—the most impressive of Languard's landmarks—is the centre of Conn's faith in Ashlar. The cathedral dwarfs the surrounds and is an obvious sign of the priesthood's power. With the exception of the Black Tower, it is the single biggest structure in the duchy. Extensive catacombs filled with the city's dead lie under the cathedral.

DARLEN

LG greater god of law, order, justice and the sun



Epithets: The Justicar, the Shining Light, the Noble One

Symbol: The rising sun

Favoured Weapon: Longsword

Raiment: Voluminous, white cowled habits; unless expecting battle, clerics do not wear armour

Worshippers: Nobles, paladins and warriors; enemies of Braal

Teachings: The strong must protect the weak. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy when dealing with its tools.

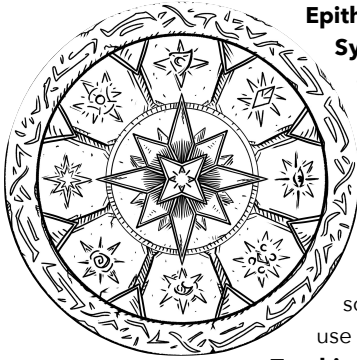
Holy Texts: Darlen's teachings are set down in the *Scripture of Law*—a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

Additional Notes: The holy warriors of the Order of the Watch Eternal stand between Ashlar and the darkness pressing in on all sides. Its members are heroes and protectors of the common-folk. Some of their number delve into Gloamhold's sinister, benighted depths while others patrol the duchy's bounds or strike out into the surrounding wilderlands.

Temples & Shrines: Darlen's faithful live throughout Ashlar. The Watcher's Spire—also known as the Champion's Abbey—is one of the most heavily fortified places in the duchy. The faith's paladins and warrior monks train at Tor Abbey in readiness for the unending fight against the encroaching darkness.

MORDEN

N greater god of magic and knowledge



Epithets: The Archmage

Symbol: Eight small stars of gleaming light arrayed around a large central star.

Favoured Weapon: Dagger

Raiment: Plain robes embroidered with the eight sigils of magic

Worshippers: Wizards and sorcerers along with those that use and manipulate magic

Teachings: Magic surrounds and binds

the world. The gods used magic to bring forth the world and all in it. Learning the secrets of the world is to learn the truth of the gods.

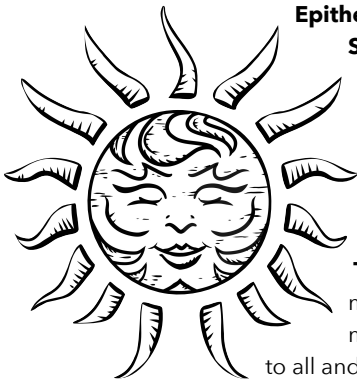
Holy Texts: Worshippers study the universe and everything in it, recording their findings in great tomes of lore. Many such tomes fill the Black Tower's library. Every spellbook is sacred holding—as it does—Morden's teachings.

Additional Notes: Worship of Morden is practically non-existent among the bulk of Ashlar's populace. To them, Morden's teachings are an impenetrable mystery replete with strange words, otherworldly rituals and many rumours repeated by scared or drunk commoners—and that's just how his followers like it as it keeps non-believers away.

Temples & Shrines: Few shrines to Morden exist in Ashlar. The Dreaming Spires holds a shrine—the Shrine of the Eight—dedicated to Morden, but the centre of his worship in Ashlar is the Black Tower, home to the Sagacious Masters of the Eldritch Nexus. Here, in the Star Chamber is the greatest concentration of wizardry in the duchy.

MOTHER, THE

N greater goddess of the seasons, sun and moon



Epithets: The Mother

Symbol: A stylised moon or sun with a smiling female face

Favoured Weapon: Quarterstaff

Raiment: Plain brown robes

Worshippers: Druids, farmers, hunters and peasants

Teachings: That which rises must fall and that which is born must die. The Mother gives life to all and in death, all return to her.

Holy Text: The Mother has laid down no definitive text for her worshippers to follow; instead the faithful believe the natural rhythm of the seasons illuminates the goddess' teachings. They watch the passage of the sun and moon across the sky in search of omens and mark the passing

of the seasons with various rites whose origins are lost in Ashlar's pre-history. Some sects of the faithful engage in monthly fertility rituals which are little more than orgies.

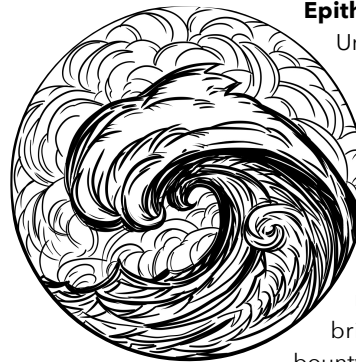
Additional Notes: A schism grips the worshippers of the Mother.

Some claim the moon is pre-eminent while others worship the sun. The schism is not violent but has led to lengthy, rambling theological discussions between the brethren. To non-believers such matters are, of course, of little import.

Temples & Shrines: No large temples dedicated to the Mother exist in Ashlar with the exception of the Mother's Garden located a few miles outside Languard. The garden stands around the eye—a megalithic double ring of ancient, weathered stones. Most folk who worship the Mother do so in the fields or woods surrounding their homes.

SERAT

CN greater goddess of the sea, storms and voyages



Epithets: Mistress of Storms, the Uncaring

Symbol: A cresting wave

Favoured Weapon: Trident

Raiment: Green and grey robes

Worshippers: Explorers, merchants and sailors

Teachings: The sea and its mistress are eternal. Its waves bring life, but also death. All bounty flows from the sea, and all must return whence it came.

Holy Text: The *Book of Tides* not only teaches of the timeless beauty of the ocean but also records details of tides, storms and other nautical phenomena stretching back centuries. It records shipwrecks, strange sighting at sea, details of the many monsters dwelling in the sea's depths and more.

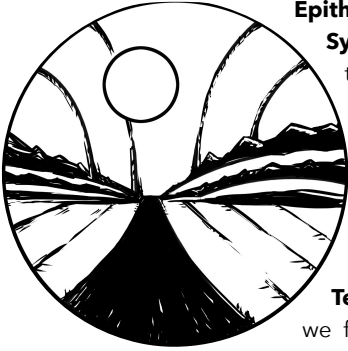
Additional Notes: As wild and unpredictable as the sea, sailors, merchants and pirates alike placate Serat with glittering gifts to guarantee a safe voyage. Some believe Serat is the physical embodiment of the sea. Others believe she dwells in a glittering, crystal city far beneath the waves. During services, offerings are cast into the sea. Her priests are often shipwrights, navigators or sea captains.

Temples & Shrines: All coastal settlements have a shrine or temple dedicated to the Mistress of Storms, and most fisherman and the like own at least an icon of the Uncaring one. In Languard, the Fane of the Waves Eternal overlooks the Svart's estuary. Unsurprisingly, Serat's worship is almost non-existent away from the coast.

MINOR HUMAN POWERS

BEHRON

N lesser god of travel



Epithets: The Farwanderer

Symbol: The open road running to the horizon

Favoured Weapon: Footman's mace

Raiment: Plain brown robes

Worshippers: Explorers, merchants, rangers, travellers and wanderers

Teachings: Only by wandering do we find ourselves. Those that settle down deny the boundless beauty and wonder of the world.

Holy Texts: The faithful obsessively make and gather maps and write journals describing their travels. These are stored in the sect's various roadside shrines and often contain amazing tales of far-off lands and places. Some such journals contain details of legendary places and are sought out by adventurers keen to learn more about such locales.

Additional Notes: Behron's faith is a minor thing in Ashlar with little power. However, its adherents are widely accepted as having great knowledge of the land; some occasionally serve as guides or lead expeditions into wild, unexplored places. Some followers ally themselves with Serat's priesthood if their journeying should take place over water; in many ways the two faiths are natural allies.

Temples & Shrines: Behron's faithful raise few temples to their lord, and those that do exist stand astride major trade routes, crossroads and the like. Most places of worship dedicated to the Farwanderer are little more than wayside shrines—or small affairs found in travellers' inns.

BRAAL

NE lesser god of hate, malice and revenge



Epithets: The Hated, Dweller in Shadows

Symbol: A cloven skull

Favoured Weapon: Morningstar

Raiment: Braal's adherents wear cowed black cloaks smeared with their sacrifices' blood and often shave their heads.

Worshippers: Braal whispers dark promises to the disposed, the bullied and those who desire power over their compatriots.

Goblins and half-goblins also worship Braal, although he disdains such odious worshippers.

Teachings: Strike from the shadows; punish those who have wronged you and show no mercy. Take what you want and destroy that which you cannot take.

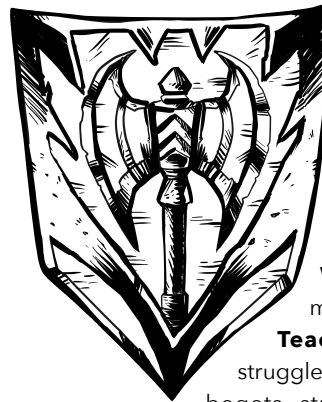
Holy Texts: The worship of Braal is not as prescriptive as other religions. No universally agreed upon text exists, but several dark tomes are preferred by various sects.

Additional Notes: Braal is the dark to Darlen's light. The struggle between the two is ancient and unending, and great enmity exists between their worshippers. For all his plotting and evil doings, however, Braal is nothing compared to the elder power of certain ancient, primal demons.

Temples & Shrines: Braal's temples are dark, hidden places concealed far from the prying eyes of non-believers. Normally his worshippers organise themselves into cults that confine themselves to a small geographical area. His followers are always secretive types, well versed in hiding in plain sight.

KALRON

N hero-god of battle, martial skill and heroic struggle



Epithets: The Warrior

Symbol: A two-headed battleaxe

Favoured Weapon: Battleaxe

Raiment: Followers of Kalron normally wear armour of some sort over which they wear a tabard with the god's axe sigil emblazoned upon it.

Worshippers: Guards, soldiers, mercenaries and warriors

Teachings: Through hardship and struggle comes strength and glory. Sacrifice begets strength. Become one with your weapon, for in such unity lies unbreakable strength.

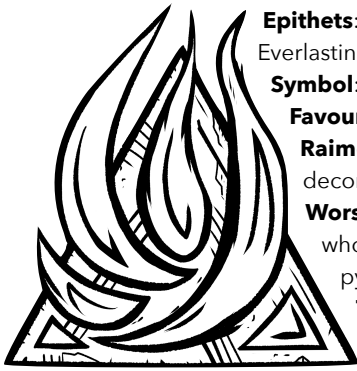
Holy Texts: Kalron's followers study the *Art of the Fighting-Master*. This book sets out the techniques required to wield an array of weapons including the battleaxe, longsword and morningstar. Additionally, it comprises many lessons on determination, struggle, courage and strength through adversity. Various worshippers have written additional treatises—for example, Lempinen's *On the Axe*—which deals with more advanced fighting techniques and practises.

Additional Notes: Kalron was an ancient hero elevated to divine status because of his legendary bravery, battlefield exploits and devotion to his martial skills. His worship is comparatively new given Kalron ascended to godhood mere centuries ago.

Temples & Shrines: Most shrines to the hero-god are found in barracks, castles and other places worshippers gather.

MELANDIA

CN (NG) lesser goddess of fire, passion and love



Epithets: The Blazing One, the Flame Everlasting

Symbol: A blazing fire

Favoured Weapon: Whip

Raiment: Red and orange robes decorated with yellow embroidery

Worshippers: Lovers, smiths, those who use fire in their work and lives; pyromaniacs, arsonists

Teachings: Fire and flame, passion and love—all must be kept burning. Fire consumes

and fire creates; love consumes and love creates. Fire and smoke reveals all.

Holy Texts: Each temple holds a collection of the *Tablets of Fire*—sacred tablets of beaten iron (or bronze in the case of particularly ancient sets) inscribed with Melandia's teachings.

Additional Notes: Melandia is sometimes a misunderstood power; many folk see fire as a destructive force whereas her followers know fire as a powerful servant vital for life. Many of her followers practise capnomancy and causimomancy.

Temples & Shrines: Melandia's temples are hot, smoky places featuring a central fire pit in which flames are always burning.

SUVIA

CN (LN) lesser of goddess of Luck



Epithets: The Lady of Chance

Symbol: Two six-sided dice

Favoured Weapon: Dagger

Raiment: Garments featuring embroidered numbers, the scales of fate and so on

Worshippers: Gamblers, adventurers; those in need of luck

Teachings: Luck is all; fate is inescapable

Holy Texts: Suvia's orthodox followers have no universally agreed upon text; the

Numemancers among them study advanced mathematics and constantly seek out such works.

Additional Notes: Suvia's orthodox followers believe luck is random, but that Suvia bestows good luck on her favourites. A small heretical sect—the Numemancers—believe luck is not random, but is a result of the universe's immutable laws and patterns; studying these through the practise of arithomancy brings great advantage Disagreements and arguments between the sects can turn violent.

Temples & Shrines: Suvia has no established temples in Ashlar, but is a popular deity nonetheless. Gamblers call upon her for her blessing and adventurers often call out to her—often in desperation.

TEMYS

CN lesser goddess of Thieves



Epithets: The Silent One, the Light-Fingered Lady

Symbol: A downward pointing dagger

Favoured Weapon: Dagger

Raiment: Black and grey loose-fitting robes

Worshippers: bandits, ne'er-do-wells, smugglers, thieves

Teachings: Take what you want, and what you can; those who cannot guard their valuables are weak and deserve to lose them.

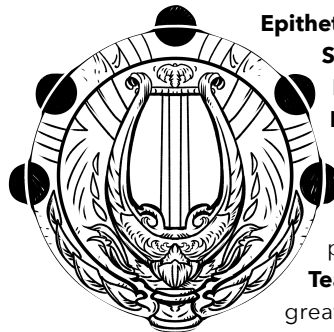
Holy Texts: Written by an unknown master thief many centuries ago (although some believe Temys herself wrote the book), *Nimble Hand, Nimble Mind* lays down timeless wisdom for thieves, confidence tricksters and the like.

Additional Notes: Powerful clerics of Temys are rare; many multi-class with levels of rogue and lack the focus to attain high levels of divine power.

Temples & Shrines: Temys is worshipped wherever thieves gather. Her temples are often hidden, secret places normally located in or near a thieves' guild.

VAINAMON

N lesser god of Art and Music



Epithets: Lord of Song, the Guiding Hand

Symbol: A beautiful hand-held harp

Favoured Weapon: Rapier

Raiment: Working clothes suitable for practising one's art

Worshippers: Artists, bards, entertainers, musicians, performers

Teachings: Art and music are the greatest of all mankind's creations. Beautiful creations can live on for centuries long after the creator is naught but dust.

Holy Texts: Vainamon's faithful follow no single book; any work dealing with the creation of art is sacred to them.

Additional Notes: Vainamon's clergy do not directly wield political power, but his adherents are often called on to create objects, plays and songs of great beauty and influence for noble or wealthy benefactors.

Temples & Shrines: Most theatres, and some taverns and inns, feature a small shrine to the Lord of Song. Wandering bards, entertainers and the like spread the beauty of their art and their lord's word through their performances.

NON-HUMAN POWERS

AMON-PYR

CE troglodyte demon lord of darkness, evil, madness and water



Epithets: The Master, the First

Symbol: A coiled whip

Favoured Weapon: Whip

Raiment: Intricate tattoos of various shapes and styles depending on the seniority and position of the worshipper

Worshippers: Troglodytes

Teachings: Give yourself to the darkness. In madness is found wisdom. One day darkness will rise to again cover the world and then the faithful will be saved and have dominion over all the world.

Holy Text: None survive intact, but fragments of an ancient book—a foul text so depraved possession and knowledge of more than a few pages can drive the possessor mad with terror—are thought to survive.

Additional Notes: Amon-Pyr is an ancient demonic power worshipped by troglodytes since the earliest days of the race's long-fallen empire. A tentacled demon that crawled from the unknown depths of the frigid, slime-coated waters of the Sea of Perpetual Misery, Amon-Pyr is a terrible figure from the world's pre-history. Only a few isolated troglodyte clans yet cling to his worship. Guarding fragments of ancient knowledge, these groups perform rituals the meaning and significance of which they have long since forgotten.

Temples & Shrines: Amon-Pyr's worship has been reported by adventurers to yet linger among the degenerate troglodytes dwelling in the Twilight City and its environs.

DAGON

CE demon lord of deformity, the sea and sea monsters



Epithets: Shadow in the Sea

Symbol: A gold disk inscribed with sinister runes around an open octopus eye

Favoured Weapon: Trident

Raiment: Dagon's worshippers often wear ragged, dirty and torn clothes of unwholesome hues. Priests wear strange golden crowns and torcs wrought into strange, fantastical shapes seemingly better suited to non-human heads.

Worshippers: Dagon is worshipped primarily by boggard, heretical sahuagin, skum and degenerate or insane coastal

dwellers. Most of his worshippers are horribly misshapen, deformed individuals that interbreed with strange aquatic creatures. Others are warped by Dagon's own foul influence.

Teachings: Dagon's holy places are always in or near the sea. Therein his worshippers engage in strange and abhorrent practices and often also venerate the Great Old Ones.

Holy Texts: Dagon's worshippers follow no set, laid down doctrine. Dagon cares not exactly how his aberrant followers worship him as long as they worship him.

Additional Notes: Dagon is one of the oldest and foulest powers worshipped in the world. He and his followers are sometimes allied with an even more ancient and alien power—Cthulhu. Dagon rules an Abyssal ocean dotted with strange and terrible islands and scarred by deep ocean trenches filled with impossible sunken cities.

Temples & Shrines: No temples dedicated to the Shadow in the Sea are known to exist in Ashlar or its surrounds.

DWARVEN PANTHEON

As sturdy as the hills and mountains in which dwell their followers, the gods of the dwarves are mighty defenders of the folk. Opposed to the orcs' small, bestial pantheon and wary of the flighty elves, they keep their own counsel and rarely manifest themselves to their followers. They only appear in times of great need, and then their wrath is great.

Duregal the Highlord, Father of the Dwarves: LG greater god of dwarves (*Symbol:* hammer over an anvil; *Favoured Weapon:* warhammer).

Dalrak Grimtooth, Lord of War: LN greater god of war and battle (*Symbol:* battleaxe; *Favoured Weapon:* battleaxe).

Grondinn the Seeker: NG lesser god of explorers, lore, wanderers and travel (*Symbol:* a pair of boots; *Favoured Weapon:* longsword).

Khanoss the Miser: NE greater god of wealth and greed (*Symbol:* a jewelled dagger; *Favoured Weapon:* dagger).

Thaun the Forgemaster: N greater god of metal, mountains and mining (*Symbol:* a golden ingot; *Favoured Weapon:* footman's pick).

Valra the Hearth-Mother: LG greater goddess of safety, truth and home (*Symbol:* two interlinked silver or gold rings; *Favoured Weapon:* footman's mace).

Vorngriem the Trickster: N (CN) greater god of wealth and luck (*Symbol:* a multi-faceted gem inside a mountain; *Favoured Weapon:* footman's pick).

ELVEN PANTHEON

Wreathed in magic and wonder, the elves' gods and goddesses are some of the most powerful of the non-human deities. Implacably opposed to both the orc's small pantheon and the dark elder powers of Dagon and the like the elves' god are strong champions of good.

Anstis Shaelress Lord of the Bright Morning, the Dawnstar: CG greater god of music, poetry, magic and war (*Symbol:* a crescent moon; *Favoured Weapon:* longsword).

Illurien Dohavinyr Lady of the Summer Winds, the Tempest: CG lesser goddess of air, winds and weather (*Symbol:* a bird with wings outstretched; *Favoured Weapon:* shortbow).

Kaldarien Ahviaana Lord of Mischief: CN lesser god of mischief and change (*Symbol:* a gloved hand; *Favoured Weapon:* short sword).

Thanarii Caelvanas Lord of the Hunt, the Silent Moon: CG lesser god of archery and hunting (*Symbol:* a silver arrow; *Favoured Weapon:* longbow).

Seluria Inamiltae Lady of Beauty, the Greatest Love: CG lesser goddess of romantic love and beauty (*Symbol:* a golden heart; *Favoured Weapon:* dagger).

Zenobia Solith Lord of Time, the Eternal One: CG lesser god of ageing, longevity and time (*Symbol:* the setting sun; *Favoured Weapon:* sickle).

GNOMISH PANTHEON

Gnomes are rare in Ashlar—most such individuals have come to the duchy from elsewhere; thus their deities are mostly unknown by the duchy's commonfolk and there are no notable shrines or temples dedicated to the small folk's patrons.

Lemminkai the Brash: LG greater god of gnomes, mischief and daring (*Symbol:* a pile of gold coins; *Favoured Weapon:* battleaxe).

NONSTANDARD WEAPONS

Several deities' favoured weapons are non-standard weapons that do not appear in the normal rules. Use these notes to handle such weapons in your campaign:

- **Falchion:** A falchion does 2-7 points of damage against small or medium opponents and 2-8 points of damage against large opponents.
- **Rapier:** Treat rapiers as short swords; they do 2-6 points of damage against small or medium opponents and 1-8 points of damage against large opponents.
- **Sickle:** Treat sickles as daggers; they do 1-4 points of damage against small or medium opponents and 1-3 points of damage against large opponents.
- **Whip:** A whip does 1-2 points of damage against small or medium opponents and 1 point of damage against large opponents.

Tuanao the Hunter: NG lesser god of forests, mischief and thievery (*Symbol:* a vine-wreathed spear; *Favoured Weapon:* spear).

Ajatar the Deep-Delver: CE lesser god of blood, evil, illusions and wealth (*Symbol:* a pick dripping blood; *Favoured Weapon:* footman's pick).

Ahto the Stonefather: NG lesser god of earth, magic and nature (*Symbol:* a large flawlessly cut diamond; *Favoured Weapon:* quarterstaff).

Vanamuin the Tinkerer: NG lesser god of artifice and smithing (*Symbol:* a hammer over a flaming forge; *Favoured Weapon:* warhammer).

HALFLING PANTHEON

The halfling pantheon is a small one for halflings are generally a gentle, peaceful folk. In Ashlar, the only halfling settlement of note is the village of Underdell and it is here, unsurprisingly, most followers of the halfling's deities can be found. There are no notable shrines or temples dedicated the halfling's patrons anywhere else in Ashlar.

Brindle the Provider: LG greater goddess of halflings (*Symbol:* a shield; *Favoured Weapon:* short sword).

Varrus the Wise: N greater god of weather and farming (*Symbol:* a blooming rose; *Favoured Weapon:* sickle).

Lorelei the Defender: LG greater goddess of protection and defence (*Symbol:* short sword crossed over a shield; *Favoured Weapon:* short sword).

Bryony the All-Mother, the Matron: LG greater goddess of friendship, community and trust (*Symbol:* a pathway leading to an open door; *Favoured Weapon:* quarterstaff).

Tomnion the Trickster, the Shadow: N lesser god of stealth, sneaking and daring (*Symbol:* a dagger; *Favoured Weapon:* dagger).

ORC PANTHEON

The orcs believe their chieftains and great heroes trace their bloodline back through the long years to Veznor's and Nargen's direct descendants—legendary heroes who sprang from the throes of the pair's atavistic, bestial lovemaking. Many such individuals have the ability to transform into savage beasts—bears, wolves and even eagles—and use their divine gifts to destroy their enemies.

Nargen Blood-Fist, the Huntress: CE greater goddess of strength, cunning and fecundity (*Symbol:* a swooping eagle; *Favoured Weapon:* falchion).

Veznor One-Eye: CE greater god of war, savagery and orcs (*Symbol:* a battleaxe dripping blood; *Favoured Weapon:* battleaxe).

DEITIES & DEMONS AT A GLANCE

DWARVEN POWERS

NAME	AL	EPITHETS	PORTFOLIO	WEAPON
Duregal	LG	The Highlord, Father of the Dwarves	Greater god of dwarves	Warhammer
Dalrak Grimtooth	LN	Lord of War	Greater god of war and battle	Battleaxe
Grondinn	NG	The Seeker	Lesser god of explorers, lore, wanderers and travel	Longsword
Khanoss	NE	The Miser	Greater god of wealth and greed	Dagger
Thaun	N	The Forgemaster	Greater god of metal, mountains and mining	Footman's pick
Valra	LG	The Hearth-Mother	Greater goddess of safety, truth and home	Footman's mace
Vorngrimm	N (CN)	The Trickster	Greater god of wealth and luck	Footman's pick

ELVEN POWERS

NAME	AL	EPITHETS	PORTFOLIO	WEAPON
Anstis Shaerlress	CG	Lord of the Bright Morning, the Dawnstar	Greater god of music, poetry, magic and war	Longsword
Illurien Dohavinyr	CG	Lady of the Summer Winds, the Tempest	Lesser goddess of air, winds and weather	Shortbow
Kaldarien Ahviaana	CN	Lord of Mischief	Lesser god of mischief and change	Short sword
Thanarii Caelvanas	CG	Lord of the Hunt, the Silent Moon	Lesser god of archery and hunting	Longbow
Seluria Inamiltæe	CG	Lady of Beauty, the Greatest Love	Lesser goddess of romantic love and beauty	Dagger
Zenobia Solith	CG	Lord of Time, the Eternal One	Lesser god of ageing, longevity and time	Sickle

GNOMISH POWERS

NAME	AL	EPITHETS	PORTFOLIO	WEAPON
Lemminkai	LG	The Brash	Greater god of gnomes, mischief and daring	Battleaxe
Tuanao	NG	The Hunter	Lesser god of forests, mischief and thievery	Spear
Ajatar	CE	The Deep-Delver	Lesser god of blood, evil, illusions and wealth	Footman's pick
Ahto	NG	The Stonefather	Lesser god of earth, magic and nature	Quarterstaff
Vanamuin	NG	The Tinkerer	Lesser god of artifice and smithing	Warhammer

HALFLING POWERS

NAME	AL	EPITHETS	PORTFOLIO	WEAPON
Brindle	LG	The Provider	Greater goddess of halflings	Short sword
Varrus	N	The Wise	Greater god of weather and farming	Sickle
Lorelei	LG	The Defender	Greater goddess of protection and defence	Short sword
Bryony	LG	The All-Mother, the Matron	Greater goddess of friendship, community and trust	Quarterstaff
Tomninon	N	The Trickster, the Shadow	Lesser god of stealth, sneaking and daring	Dagger

HUMAN MAJOR POWERS

NAME	AL	EPITHETS	PORTFOLIO	WEAPON
Abarin	N	The Creator, the Great Craftsman	Greater god of industry and artifice	Warhammer
Conn	LN	The Father, the Lawgiver	Greater god of community, family and rulership	Footman's mace
Darlen	LG	The Justicar, the Shining Light, the Noble One	Greater god of law, order, justice and the sun	Longsword
Morden	N	The Archmage	Greater god of magic and knowledge	Dagger
Mother, the	N		Greater goddess of the seasons, sun and moon	Quarterstaff
Serat	CN	Mistress of Storms, the Uncaring	Greater goddess of the sea, storms and voyages	Trident

HUMAN MINOR POWERS

NAME	AL	EPITHETS	PORTFOLIO	WEAPON
Behron	N	The Farwanderer	Lesser god of travel	Footman's mace
Braal	NE	The Hated, Dweller in Shadows	Lesser god of hate, malice and revenge	Morningstar
Kalron	N	The Warrior	Hero-god of battle, martial skill and heroic struggle	Battleaxe
Melandia	CN (NG)	The Blazing One, the Flame Everlasting	Lesser goddess of fire, passion and love	Whip
Suvia	CN (LN)	The Lady of Chance	Lesser goddess of luck	Dagger
Temys	CN	The Silent One, the Light-Fingered Lady	Lesser goddess of thieves	Dagger
Vainamon	N	Lord of Song, the Guiding Hand	Lesser god of art and music	Rapier

NON-HUMAN POWERS

NAME	AL	EPITHETS	PORTFOLIO	WEAPON
Amon-Pyr	CE	The Master, the First	Troglodyte demon lord of darkness, evil, madness and water	Whip
Dagon	CE	Shadow in the Sea	Demon lord of deformity, the sea and sea monsters	Trident
Nargen Blood-Fist	CE	The Blood-Fist, the Huntress	Greater orc goddess of strength, cunning and fecundity	Falchion
Veznor One-Eye	CE	One-Eye	Greater orc god of war, savagery and orcs	Battleaxe



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GLOAMHOLD AND ITS SURROUNDINGS



