



Immortals of Alostara[®]

Collected By Robin Dijkema



Immortals of Mystara

For use with the Dungeons and Dragons game ®TSR,inc USA
on the World of Mystara®TSR,inc USA

Written and Played By Dungeon Master Robin Dijkema

Players: Roland Nijboer, Albert Bos, Johnny van der Waal, Thierry de Vries, Mark Mulder and many others.

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This document was lastly handled and partially rewritten by the writer and collector of this huge bulk of information on 29-07-2007.

A Word of the Writer/Collector

At first a word about the D&D books I created/Wrote and collected. The work herein is not completely my own creation. Back in the days when TSR ruled the D&D world, I got a license to use all D&D materials to make some new books. However, when Wizards of the Coast (WOC) took over TSR, and later was taken over by Hasbro, all agreements and contracts made were lost, and apparently annulled. The books I created or was busy creating and compiling, however, still did exist.

Basic D&D (for which these books were created) were replaced by D&D 3rd edition, D20, 3.5 and recently even a 4th edition. All commercially responsible materials, but the World of MYSTARA of Basic D&D (or now often called Old D&D), were abandoned. I now can't legally sell these books in any way, not even to the new D&D owners (Since they apparently lost interest in Basic D&D materials). I still continued to finish my books for the Basic D&D games. Hereby I made use of any material D&D related I could lay my hands on.

Since the book was originally created solely for personal use (that is for use with my own groups of players) and was not made available on the outside market by me, and I do not gain any financial benefit from it (actually it did cost me more than I wanted—paper, ink, time (lots of), bindings, bookmaking, etc—much more), I do not gain any money from it. As Basic D&D is still in the minds of many gamers worldwide and almost all the material is long out of print I decided to make the Books available online.

If you do acquire this book, please keep then in mind that, all materials (system, text, tables) are owned by TSR (or their legal owner), and any legal creator / owner of any picture, art piece, drawing, or else. I have added lots of my own materials in the creation of this book, and these rights rest solely upon me (R. Dijkema); these include text, table additions, and some illustrations. I made also great use of the internet (especially Wikipedia).

Because of this and the enormous amount of contributors to this book (actually too much to name individually—although I tried) the book became what I wanted. An “almost” complete monster manual for the world of MYSTARA, which included any normal animal, Lowlife, Monster, Undead or whatever creature ever did appear in word, text, image, table or otherwise in a MYSTARA book, Module, Gazetteer, Almanac, Boxed Set, Compendium, Magazine, Magazine Article, Internet article, directly linked towards the World of MYSTARA and basic D&D. The AD&D1 and AD&D2 and even some D&D 3rd, 3.5, 4th, and d20 material were sometimes used wholly or partially herein to complement the list, or because the “monster” was listed in another basic D&D article.

It took me a lot of work and time collecting information about individual creatures and fixing them together as a whole. By doing this I tried to make the information of any creature as completely as possible. Bruce Heard (Official writer D&D) once called me; “The Fletcher”, due to my skill of mixing game materials, real life information and other together as a whole, and he then found that I was very good in it. I hope to those who use this book they will find also.

I tried to make every creature enlisted visually open to the players with the use of art and pictures. Tables were used to make all statistics consistently compatible with each other. Much of the information is copied from D&D books and other materials speaking about the creature (the Ecology series from the Dragon Magazines were excellent), other information (like art and pictures I retrieved from other sources. But also much information is added herein that comes from my own researches, studies, and investigations as a biology teacher / -student, world traveler, Garden architect, herbalogist, survival trainee, History (especially Legends and Fairytales), years of gaming experience (1978-today), and other jobs. As a well-traveled and experienced human I have encountered a lot, in word, image or even true experience. This reality I wanted to include in the D&D material. I hope I did at least partially succeed.

I used biological ecological backgrounds to create reasonably acceptable biological ecological environmental explanations of creatures, their abilities, or behavior. Of course, many of these creatures don't exist, but in a fantasy world like Mystara they would, and a balance must thus be available to them. And it is this I did try to explain in this book.

Some creatures were very difficult, either I could not retrieve an adequate illustration to clarify the creature, or it was incomplete in text. I tried to fill in these blanks, sometimes by altering other pictures, making my own pictures, renaming pictures, altering text and / or tables to complement the information given. Where this was not possible I still need this information. In possible later editions these pages will be exchanged to a better page.

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A List of names (as far as I succeeded in collecting) is at the end of the Book. Where names are incorrect, or missing, inform me, and I try to correct it. Any missing or incorrect name is not a way of threatening the rights of these owners, just that I did never found who truly created the material.

Most information (text, Illustrations is taken from D&D, AD&D, AD&D2, D&D3, D&D3.5, D&D4 and Magic the Gathering materials of TSR, now owned by WOC. Other information, be it text or illustrations of any kind are primarily taken from Wikipedia, and secondary from other individual Internet sites.

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What do the Colors mean?		
Yellow	Belongs to the	Sphere of Energy
Orange	Belongs to the	Sphere of Matter
Blue	Belongs to the	Sphere of Time
Green	Belongs to the	Sphere of Thought
Purple	Belongs to the	Sphere of Entropy
White	Mixed, Unknown or Undetermined	



There are many Immortals which have an interest wholly or partially in the World of Mystara. And although there will exist many more Immortals, they will rarely or never act in the Mystara part of the Multiverse. Many Immortals have absolutely no interest in Mystara, as they have no origin there. This document contains only the collection of Immortals who have or had an interest and influence in Mystara, direct or indirect. These Immortals might, however, have (often under an other name) in other parts of the multiverse also obtained a following and corresponding influence.

The most widely known Immortals in any part of the Multiverse are often the following Hierarchs and others; **Thanatos** (Death), **Valerias** (Love), **Ixion** (Sun/Fire), **Terra** (Earth), **Khoronus** (Time), **Vanya** (War), **Tyche** (Fate), **Protius** (Seas), **Ordana** (Nature), **Odin** (Wisdom), **Nyx** (Night), **Loki** (Treachery), **Hel** (Reincarnation), **Demogorgon** (Corruption/Disease), **Asterius** (Thievery/Trade). These are known under a variety of names and / or titles, not listed in this document, as this is only to be used for the world Mystara and its part of the multiverse.

This comprehensive collection of Mystarean Immortals, Near Immortals, Angels, and others has a whopping number of 172 Immortals known under a total of 666 names and Titles.

				(average; 3.79 names per Immortal)
There are	42 Immortals listed of	Matter	under 127 names and titles,	(average; 3.00 names per Immortal)
and	18 listed of	Time	under 84 names and titles,	(average; 4.55 names per Immortal)
and	33 listed of	Thought	under 152 names and titles,	(average; 4.54 names per Immortal)
and	27 listed of	Entropy	under 144 names and titles,	(average; 5.03 names per Immortal)
and	52 listed of	Energy	under 149 names and titles.	(average; 2.86 names per Immortal).

As can be seen the Immortals of Entropy are more active under variable names, while Energy Immortals seem to be more using only a few names.

Remember, that the following information is for priests who follow only a **single** Immortal. When the cleric follows several Immortals as in a Phanteon or group, he has other powers, requisites, allowances and restrictions. Of course the histories and personalities of each Immortal are as they are, but a religion may have its own variation. Only the spells are granted to any priest (of the specified type) even if they follow an Immortal through a Phanteon. Thus to acquire the additional powers, weapons, skill effects you must follow a single Immortal. When you follow several Immortals you only get to use their extra spells, nothing more. But the dogma's of each individual Immortals will apply to the way your cleric interacts with the world around. In most multi-theistic religions all Immortals of that Phanteon are acknowledged, but not actually followed. A cleric chooses his favorite from this Phanteon. Only in multi-theistic churches like that of Thyatis, Traladara, Karameikos or Darokin a cleric must follow all aligned Immortals, followers may prefer a single or a few of them, but must also follow the whole of the churches doctrine.



Main Name the Immortal goes by

Secondary names the Immortal uses

Main important goals and patronages.

Region:	Where is this Immortal mainly followed.
Sphere: Home plane; mortals etc.. Date Ascension; Sponsor;	What is this Immortal's ranking and of which Sphere does he belong to. Which Plane is considered as its Home Plane, where he resides, keeps his favorite souls, This is the date the Immortal became Immortal from Mortal origins. This is the Immortal who helped this Immortal becoming Immortal
Statistics;	This is the Immortal's statistical build up. This is used primarily when the Immortal itself is used as an NPC in the game. AC (adjusted by DX), HD (1d8hp/HD), Hp, MV (of the manifestation form. Mortal forms use their respective movement rates, and Incorporeal forms have a much increased rate.), #AT The amount of attacks the Immortal can make each round and its damage per sort of attacks, AM Anti Magical percentage to negate any active magical power, Sv the Immortal's saving throws, AL the Immortal's alignment. ST (Strength; adjusts damage for any non-magical attack), IN 25 (Intelligence; number of Skills the Immortal has, + the amount of plots he can conduct simultaneously+ the number of victims attacked by his Aura ability), WI (Wisdom; adds to the number of victims attacked by his Aura ability), DX (Dexterity; adjustTHAC0 for missile attacks + re-adjusts the Immortal's AC) , CO (Constitution; Delay time Immortal poisons/harmful substances), CH (Charisma; affects NPC reactions, the number personal retainers the Immortal uses and their morale. Any amount higher than 12 in the morale is used as a bonus the Aura saving throws) + the strength of the Aura attack).
Powers;	This reveals the Immortal special powers the Immortal uses. It also includes any weaponry or armor used.
Followers Alignment:	These are the alignments the character must have to be allowed to be a follower of the Immortal. When it changes to one not of the church, the character falls under the skeptic rules as explained under Piety in the Pages of Virtue.
Taxes;	This is the annual amount of money the characters must pay to the religion to receive its benefits (spellcasting, etc.). it is used to pay the clerics, build temples, gardens, roads, or anything else important to the religion. The higher the pay the more dependant the religion is of its followers, the more strict its rules are enforced.
Clerics;	These are the sort of Clerics the Immortal uses. When not listed here the Immortal does not use that sort of cleric, and as thus it does not exist under this Immortal.
Alignment:	These are the alignments the character must have to be allowed to be a cleric of the Immortal.
Powers:	These are the special powers a cleric is granted by the Immortal. These are suppressed when the cleric does not behave correctly (receives Piety loss) first. They also return the first when the cleric has atoned in one way or the other according to the Immortal.
Skill effects;	This reveals the skills the clerics have in addition or different than other characters.
Accepted Weapons;	These are the only weapons the cleric is allowed to use. Standard means; no sharp, or pointed weapons, but only blunt or non-lethal weapons (Mace, Hammer, Staff, Black-jack, Club, etc.).
Accepted Armor;	These are the only protective devises the cleric is allowed to use.
Holy Symbol:	This is the main Holy Symbol the Religion uses to address the Immortal. Sometimes a picture of it is used to show it.
Vestments;:	This is the Dress the clerics wear when in temples, directly working for the Immortal.
Adventuring Gear:	This is the dress the cleric uses when there is risk of damaging, or befouling it in any way. This includes, war, dungeon delving, traveling. Mostly in their own free time the cleric may wear any clothing not restricted by the religion, but most wear a less restrictive version of their vestments (or loosen it a bit).
Temples;	This part reveals how the temples work and / or look like. Sometime a military order belonging to the religion is also revealed here.
Dogma:	This part reveal the main thinking line the religion works along.
Daily Activities:	This part explains the daily duties of the Priest, the things he does or not.
Known History:	This part tells the story of the Immortal, its ascension.
Personality:	This part explains the general behavioral tendencies of the Immortal
Appearance;	This is how the Immortal looks in his or her manifestation for or forms. It also reveals the way monument depicting him look like. Often a mortal identity the Immortal uses is depicted here with statistics. It often uses a picture to reveal this.
Allies:	This part tells which Immortal are positively aligned to the Immortal. Any followers are treated as if friends.

Enemies:	This part tells which Immortal are negatively aligned to the Immortal. Any followers are treated as if enemies.)
Holy Days:	This part tells the days which are important to the religion. This is often incomplete as local holidays aligned to the religion could differ from area to area, but these are always followed.
Days of Prayer:	This is the most important day of the week, and also explains the moment clerics pray for spells. Remember a cleric must (mostly) be fully rested to receive spells. When he must pray at any other time than the morning he will receive his spells (mostly) directly after awakening or after the prayer. This (and any differences to this rule) is explained here.
Piety awards:	This part explains all actions of the cleric or its followers he Immortal finds extra rewarding.
Piety Penalties:	This part explains all actions of the cleric or its followers he Immortal finds extra punishable.
Habits: ▶	This part explains special behavioral the followers and/or clerics follow under this Immortal. It also reveals the Alignment Initial Traits which and how they differ from those not following the religion.
Dead:	This explains how the Immortal want his dead followers to be treated.
Birth:	This explains how new-born followers are incorporated into the religion, which is also part of the Bless New-born spell.
Colors:	These are the Holy colors the Immortal uses. Often clerics wear these in one or the other way into their clothing and/or vestments. Banners, paintings, holy Symbols or any decoration will predominantly use these colors.
Incense / Oil:	These are the Holy Scents the Immortal uses. Often clerics use these in one or the other way into Prayers and/or temples.
Stone / Metal:	These are the Holy solids the Immortal uses. Often clerics wear these in one or the other way into their clothing and/or vestments. Holy Symbols, Shields, Armor or even weapons or any decoration will predominantly use these materials..
Plants:	These are the Holy Plants the Immortal uses. Often clerics use these in one or the other way into their prayers, rituals, or gardens. They are often used as decoration, preferred or forbidden food or sometimes revered as a conduit to the Immortal.
Animals;	These are the Holy Animals the Immortal uses. Often clerics use these in one or the other way into their prayers, rituals, or gardens. They are often used as pets or revered or forbidden food, or sometimes revered as a conduit to the Immortal.
Chant:	This shows the most use Chant followers and clerics alike use to receive a blessing or power from the Immortal.
Runes;	Here the magical runes are depicted which the clergy uses in rituals. Not all Immortal are able to use this part as they never learned it. this learning is even to Immortals extremely dangerous and difficult. When they have runes the will also grant this power to their clergy by use of special spells.
<u>Special Spells</u>	This chapter reveals which spell the cleric receives in addition to the basic spell list. It also reveals which spells are used at different levels. It uses the same method as used in Pages of Virtue. Non-followers can't use these spells even from scroll, unless noted differently.
<u>Special Followers;</u>	Here the most important followers and clerics of the Immortals are listed if any are preferred by the Immortal.
<u>Artifacts;</u>	This chapter reveals the most important Artifacts the Immortal created for use under (his) Mortal, or for some special need.
Sources;	<p>This part reveals the sources which the collector has found to be useful in the compilation of the Immortal. Mostly these are documents or books owned by Wizards of the Coast (formerly owned by TSR). As said before this document is in no way to be used as an infringement of the rights of this company. The first part will reveal the code the product was used by TSR, the next will reveal the game system. Then the series code is revealed (which was used in that game system), then the name of the product.</p> <p>The Site of Pandius is the site on the Internet where most fans of the Game world of Mystara are meeting each other and share their information about Mystara. As Mystara was already a compilation of materials supplied by many different authors, the collector used this source as an addition to his resources.</p> <p>Other books or sources are also revealed. Often only basically named (like the mythological Encyclopedia) because too many sources are used to name them all here. This lack of naming the source exactly is no infringement of their individual rights, but as like school reviews / studies only parts of these sources is used, often mixed together to form a new compilation of the matter written about.</p>

Aegir, Aeger
The Ale brewer, Brom, Shang Ti
Patron of Storms, Waves, Ale



Region:	Northern Reaches, Norwold, Hollow World: Cloud and Storm Giants primarily, Ochalea
Sphere:	Celestial (IM 18) of Thought
Homeplane;	Jotunheim (Part of Gladsheim). One of the Vanir/Vänen
Date Ascension;	Prior the Rain of Fire 3000 BC
Sponsor;	Odin
Statistics;	AC-6, HD 32, Hp 280, MV 300/100', #AT 3 = Punch-6d6+10, AM 60%, Sv IM 18, AL CG ST 48, IN 21, WI 19, DX 9, CO 25, CH 22
Powers;	Extra Damage 3x, Fighter Options.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Cleric, Humanoid Shaman, only males.
Alignment:	Lawful/Neutral
Powers:	Cast Summon Weather or Weather Control one casting level lower.
Skill effects;	Drinking Skill+2, Predict Weather skill extra. Recommended; Reading / Writing, Honor Aegir.
Accepted Weapons;	Standard, no metal
Accepted Armor;	none
Holy Symbol:	Dolphin, or Whale
Vestment;	A light bleu tunic like ancient Romans did use.
Adventuring Gear;	Any
Dogma:	Protect the Cloud Castles, and the Cloud Giants, their race and Lifestyle. This Immortal is related to the Immortal of sky and weather, but he is devoted only to winds. Sailors, especially, pray to these gods, praying for good winds to take them in the direction they wish to go. Wind-gods are playful and sometimes malicious, and may choose to blow ships wildly off-course. The priesthood of the Immortal of winds makes these prayers for friendly winds, and tries to make sure that the wind-Immortal gets his due of worship: but these priests otherwise are left much to their own devices, and many are adventurers and hero-sailors. As Lesser wind-gods will be Aegir be representing specific types of winds: The cold north wind, the balmy southern wind, the terrifying typhoon or hurricane, the incredibly destructive tornado. Often he will be given different names then, or even a different religion arises around that name and assumed different personalities. Storms, Air, sea, prosperity, sailors, abundance, brewing.
Daily Activities:	Study and Drink, drink and pray, drink and eat, drink and joy, drink and fight, ,and drink of course. Preferably ale. The priests of this Immortal are on good terms with the priests of Sky/Weather. Duties of the Priest: Guidance, Marriage.
Temples:	None, or it must be Cloud castle temples, of which only a few remain in existence. In fact they are similar to a medieval simple church of stone. His shrines are large Menhirs placed at the ley-line-crossings of the planet.
Known History:	Aeger, was a Storm Giant of the war between the Gundirrim (Fire Giants) and the Bromdignags (Cloud Giants), from which his race originally did evolve from. It was he who was responsible for the basics of the creation of Cloud Giant Castles, and thus the savior of the Bromdignags race. With the finalization of this process he finally became Immortal under Odin and took the name Aegir, that imbues more strength to the name than his born name Aeger. The Giants still call him Aeger however. He is also the inventor of Ale, and his creation is spread worldwide, followed by the behavior of blowing off any foam resting on it. Actually, this blowing off of foam, is asking for a blessing of Aegir, and if correctly prayed for, it will often be granted prior to a combat. In fact, a Bless spell must be preceded by drinking a glass of dark ale.
Personality:	This Immortal takes delight in overturning ships and dragging them down to his realm under the sea. Since this Immortal 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. Aeger dwells under the sea near the island Laesa in the Cattedgat, originally called Hler.
Allies:	He sponsored Ran , who is considered as his wife, or one of his nine daughters These are Undines. The Immortal Ymir is also one of his friends. His Sponsor Odin is no longer in control of him, and although they have had their arguments, they truly respect each other. His Friends are Kari (an on the Prime Plane Banished Lawful Neutral Devil—depicted with him in the front picture) and Loki.
Enemies:	He does not get along with either Surtr, Loki nor Hel. But he does not see them as true enemies.

Holy Days: Summer Solstice, and Winter Solstice.
 People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again.

Days of Prayer: Moldain (Thursday), Clerics pray in the morning

Piety awards: Inventing a new taste of Ale +5
 Creating more than 10 gallon's of Ale +1/gallon (max +5/year)
 Surviving a stormy sea on anything less than a ship +2 to +5
 Befriending a Cloud or Storm Giant when self none +1

Piety Penalties: Destroying more than 1 gallon Ale -2
 Slaying a Cloud or Storm Giant not opposed to character or main goal -5

Habits: Storm Giant behavior, thus also displayed in the followers and clerics.
 Impulsive; Cautious-3

Dead: Sunk in the sea

Birth: Baptized in the sea or rain

Colors: Turquoise, Purple

Incense / Oil: Rose, Cedar

Stone / Metal: Coral, Turquoise, Lapis Lazuli, Amethyst, Tin.

Plants: Avens, Rose, Polypody, Oak, Verbena.

Runes; Laguz, Nauthiz

Chant; *Hail, Ale brewer, Vanagod of the sea,
 Wind and Wave obey Your command.
 Turn always a smiling face toward me.
 Give only good things from your hand.
 Ale brewer, Wave-roller, God of the Deep,
 Aegir, watery Van, bring me good to keep..*

Extra Spells:

Interpret Runes

Range: touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Ullr
Shell	Vidar
Scales (Dragon)	Jormungandr

tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
Duration: 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration: Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration: Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune, but only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Aegir Cult, one is placed atop a mountain for 9 nights, upside-down, just preceding a heavy thunderstorm. The person must suffer all weather effects, cold, wind, rain, hail and lightning.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Chant:

*Hail, Ale brewer,
Vana-god of the Sea,
Wind and Wave obey your command.
Turn always a smiling face towards me.
Giving only good things from your hand.
Ale brewer, Wave-Raller,
God of the Deep,
Watery Van, bring me good to keep.*

Sources; Historical and Mythological Encyclopedia
TSR1082/1902—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius



Ahmanni Turtlerider

Ahumani

Patron of Turtle Clan Atruaghin

Region:	Atruaghin, Sind
Sphere:	Celestial (IM 15) of Thought
Homeplane:	unknown
Date Ascension:	Raised by Atruaghin in 800 BC, after death by a revolt against the Red Orcs, achieved Immortality somewhere afterwards.
Sponsor:	Unknown
Statistics:	AC-10, HD 29, Hp 220, MV 300'/100', SW 720' / 240'. #AT 4 = Punch-3d6+7, Trident-P4d6+16 / S4d4+9, AM 60%, Sv IM 15, AL N ST 28, IN 23, WI 29, DX 23, CO 35, CH 28
Powers:	Extra Movement (especially swimming), Improved Save vs. Mental + Power Attacks, Weapon Mastery Trident +1.
Alignment:	Lawful
Followers Alignment:	Any Followers must choose as Profession: Seamen Further advised is Craftsman: Woodworking, Ocean-related skills. Fighters earn double xp on whale hunts under the blessing of an Ahmanni Cleric, or Shaman. Thieves must take Navigation and/or Survival Ocean as skills.
Taxes:	Followers are taxed 100% of their annual income by the Shamani for their tribe.
Clerics:	Cleric, Shamani
Cleric Alignment:	Lawful or Neutral
Shamani Alignment:	Neutral
Powers:	Clerics/Shamani must take Endurance (Swimming) Cast Water Breathing once a day if Pip is 50+
Druid Powers	Animal affecting magic cast at 1 level power higher. Fire affecting magic cast at 1 level power lower Cast Water Breathing once a day if Pip is 50+
Accepted Weapons:	Standard Natural weapons only
Accepted Armor:	None Metal, no Shield.
Holy Symbol:	Ahmanni's symbol is the whale tooth necklace worn by so many of the Children of the Sea Turtle. Among her Clerics, one tooth is worn for each level of experience acquired and, thus, the power of a priest is instantly obvious from the nature of the Holy Symbol he wears. Among other Children of the Turtle, necklaces tend to contain one tooth for every whale hunt that an individual has taken part in. These are mostly of smaller size than those worn by chiefs or Shamani. The teeth come from Killer Whales or rarely Squid-whale).
Vestment:	A band of Killer Whale Teeth, with lots of special adorned clothing and feathers.
Adventuring Gear:	A band of Killer Whale Teeth, on normal local gear.
Temples:	She does not use real temples but special huts (teepees) with sweathuts, "burial" grounds are well known, they are racks placed on stilts on a nearby holy hill. A constant burning fire over crossed with 4 Bleu Whale Jaws is mostly nearby the ceremonial teepee.
Dogma:	Protecting the Turtle Clan, and its way of living, under the Auspice of Atruaghin.
Daily Activities:	Guiding the Children of the Turtle to a good and fruitful life.
Known History:	<p>Ahmanni began as a citizen of the clans of Atruaghin. She was born to a whaling tribe on the coasts of the Sea of Dread shortly before the arrival of Atruaghin in the surface world (shortly after 1410BC). At that time her people fought constantly against the other tribes to the north and east.</p> <p>As a young girl, she found that she shared an uncommon bond with the sea turtles that her people often hunted. She found that she could move freely among them, even riding upon them as they raced across the open sea, without fear or danger. Because of this, the village Shamani named her Turtlerider. Later when she came to rule this clan, they adopted her totem and became the Children of the Turtle. Long after Atruaghin united the Clans (long after 1400BC, approximately 1370BC), she traveled to meet and study under him.</p> <p>For a time, it is said, Ahmanni and Atruaghin were lovers. They considered becoming man and wife, but Atruaghin's ageless nature had become apparent and he refused to watch his wife grow old and die while he remained ever youthful and alive. When Atruaghin decided to leave his adopted people (1265BC), who now called themselves Children of Atruaghin, she was made chief of the Turtle Clan in his absence.</p>

Under her guidance, the Children of the Turtle fought against the coming of the Red Orcs and the hordes of Humanoids that eventually enslaved Atruaghin's people. Although she died in battle against the humanoids (she was over 100 years of age), Atruaghin sought the help of his Immortal patrons (Ka and Ixion) and managed to bring her back from the dead after the revolt that freed the Atruaghin Clans (800BC).

Under his guidance, she eventually followed him to Immortal Status. As an Immortal, she watches over the affairs of the Turtle Clan and sees to it that they continue to follow in the Way of Atruaghin. She takes pride in the fact that her people have chosen not to live atop the protective plateau, but face the surface world on its own level.

Personality:

Ahmanni has been likened to the sea near which her people dwell, for she has a temperamental and fiery disposition. Just as the sea can change quickly from passivity into violent storms, so does Ahmanni. She appears as a tall slender woman, with beautiful, dark-golden skin, long braided black hair, and colorful painted designs on her face. She often carries with her a harpoon similar to those used by her people. Among the Children of the Turtle, the word *ahmannanna* has been derived from her name and means *the most beautiful of women*. It is seldom used, however, for few mortals are worthy of such a compliment. When Ahmanni comes to the material world, she always appears at sea. Generally, her coming is preceded by a dense, warm fog that lingers off the coast. From this veil of mist, she glides forward in a fine dugout canoe. There are no paddlers on board this craft: it moves as she wills it.



Allies:

She is fiercely loyal to Atruaghin and his causes

Enemies:

Because her people often battle the corrupted Tiger Clan to the east, she has no love for Danel Tigerstripes (Patron of the Tiger Clan) or Atzanteotl who led him and his people away from the teachings of Atruaghin. She is openly hostile to Danel Tigerstripes and Atzanteotl, and utterly distrustful of the various non-human Immortals.

Holy Days:

Summer Solstice, and Winter Solstice.
People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again.

Days of Prayer:

Loshdain, Clerics pray in the morning

Piety awards:

Succeeding a Golden One	+1/500cn to proposed family members.
Successful hunting a Sperm whale	+1 each family member

Piety Penalties:

Failing a Golden One	-2 each family member.
Killing a Turtle	-3 each family member
Having insufficient funds for a Patshat	-1 each family member
Public disgrace	-1 each family member

Noshaki have a piety limit of 10. (Noshaki Shamani are the only exception to this rule)
Loshaki have a piety limit of 30, when lowered in rank while having higher piety, -1 /month until limit
Treshaki have a piety limit of 50, when lowered in rank while having higher piety, -1 /month until limit
Hashaki have no piety limit, when lowered in rank while having higher piety, -1 /month until limit

Habits: ▶

Dwell along the Coastal Waters. Use the Canoe and Harpoon to pilot the waves and hunt the whale. Wear Cloth, Wood or Leather, use shaft vests (wood+leather) for protection (AV2). Learn to use the Short Bow. Take your name from the sea.

Modest	-2
Reverent	+1
Loyal	+4

Dead:

Set adrift in a Birchwood canoe until the waves sink it.

Birth:

Nothing special

Colors:

Green, Brown

Incense / Oil:

Pine,

Stone / Metal:

Turtle, Whalebone, Shell, Bronze.

Plants:

Mammoth tree, Ivy, Dafodil.

Animal:

Sea Turtle

The Children of the Turtle

The Children of the Turtle have a stronger than usual interest in the magics of the outside world, but do not encourage its practice among their people. They also have less use for the Thief classes than do other tribes, since most their hunting and exploration is directed at the sea. Thieves, however, being the resourceful people that they are, have still found a niche in the Turtle culture. They generally make use of their more subtle skills only when exploring a newly discovered island or when aboard a potentially hostile naval vessel that has contacted a whaling expedition.

Perhaps the most culturally advanced (from an eastern point of view) of all the Atruaghin clans are the members of the Turtle clan. Although they do not dwell atop the Atruaghin Plateau with their peers, they are still considered to be a part of that society. The children of the Turtle build their stout homes on the southern shores of the Atruaghin territory. Here, they travel the seas to fish and reach the scattered islands where they hunt for game to feed their people. Visitors from the Minrothad Guilds and Ierendi have commented on the skillful craftsmen who, like the turtles they emulate, depend upon hard shells to protect themselves from the violence of the cruel sea.

Whaling

Perhaps the thing that most impresses visitors to the fishing communities is their skill at whaling. All manner of whales, from the noble Orca to the majestic sperm whale, will fall victim to the spears of these brave fishermen. Seafarers from other cultures are always shocked and alarmed at the feat. The Children of the Turtle set about stalking these great beasts of the seas in canoes and boats that easterners hardly regard as seaworthy. Still, although fatal accidents are not uncommon, the Children of the Turtle almost always returns with one or more whales lashed to their vessels.



Climate

The region which the Children of the Turtle claim as their own is a mild and temperate place. Heavy rainfall caused when the air masses of the southern oceans brush against the sides of the towering Atruaghin Plateau, keeps the forest lush and the ground fertile throughout the year. This, combined with the temperature averaging effects of the ocean's waters, makes for a life undisturbed by the rigors of harsh weather.

The forests in which the Children of the Turtle live are so lush as to be almost jungle. If the climate were warmer, they would doubtless be overgrown by dense vegetation that would render them almost uninhabitable. As they stand, however, they are an ideal climate. Tall evergreens, giants compared to their more common cousins (Metasequoia glyptostroboides), dominate the landscape. The tallest of these conifers reach heights of almost 350' and have bases fully 15 yards in diameter. The Children of the Turtle sometimes fell these titanic trees to fashion their great canoes, but this is a rare occurrence. The terrain is rugged and broken beneath the towering forests. Ancient stories say that the area was once a region of smooth hills and light woodlands similar to those found in other portions of the Known World. When Atruaghin drove the humanoids from these lands, however, all that changed. When he called up the powers of Nature to lift up the plateau, the ground shattered as if from the blow of a great hammer. Huge stones were brought to the surface and great fissures opened, only to be filled in by the debris falling from the side of the rising plateau. When all was said and done, the geography of this region was forever changed.

Important Customs

There are two major social rites that set the Children of the Turtle apart from their cousins atop the plateau. Both of these customs involve the showing of wealth on the part of individual families in ways that are often difficult for outsiders to understand or master.

Golden Ones

Like most of the Atruaghin clans, the Children of the Turtle make no use of money as easterners understand it. Although they have come to accept the use of coins in their occasional dealings with outsiders, they do not understand the exchange of non-useful items for valuable goods. They only accept them from strangers when they know they will later be able to exchange them for goods with other outlanders. It is important to note that the Children of the Turtle are by no means naïve traders, though. They are reputedly the most savvy merchants in all the Atruaghin clans and seldom, if ever, come up on the short end of an exchange.

The only use of so-called precious metals by the Children of the Turtle is in the casting of the "Golden Ones". This interesting exception comes to light only when one family wishes to challenge another. The reasons for such a challenge might be many, but generally center on some insult to the honor of the challenged family or an attempt by one group to verify the worth of another. The latter occurs mainly in the case of a proposed marriage. The challenging family will begin by gathering as much gold as they can. They will use the coins they have gotten from outlanders, jewelry or trinkets they have made from the valuable metal, or any other source of ore they can come across. The only gold safe from this scavenging is that already cast into a Golden One.

Once the gold has been gathered, a Shamani is called to oversee the melting of the metal and the casting into a Golden One. The ceremony takes three days and is always centered around the appearance of a full moon, the gold is melted over a bed of hot coals and made ready for the casting. Throughout this process the Shamani invokes the blessing of the family's ancestors and the Immortals who watch over the Children of Atruaghin.

On the second night, after the gold has been properly blessed, it is poured into a cast that has been carved from stone. Once again, the watchful eye of the Shamani is employed to make sure that no unwanted influences or evil spirits are able to interrupt the ceremony. When the pouring is complete, the casting is placed on a stone altar to cool. Throughout the night, the family creating the Golden One must fast and pray for the success of this process while the Shamani weaves powerful spells into the hardening metal.

On the third night, the casting is broken carefully apart and the Golden One is retrieved. The Shamani spends the majority of the night polishing and finishing the Golden One to make it acceptable to the Immortals. With the coming of sunrise he presents it to the head of the challenging family and wishes them luck in their upcoming trial.

With the completed Golden One in his possession, the head of the family seeks out the head of the family he wishes to challenge. He offers the object for sale to the man or woman (usually in front of as many other members of the tribe as he can) and then sets a time for the transaction to be "negotiated". Although the challenger can allow as little as one day before negotiation, it is customary to allow a period of 2 to 7 days.

Once the offer has been made, the challenged party must set about raising the 'money' to purchase the Golden One. As the Children of the Turtle use no hard currency, the transaction is made with goods, services, and the like in a bartering fashion. All the members of his family (and the closest of his friends) are expected to back him to the fullest in his quest to raise the funds he needs to overcome this challenge.

The transaction is completed at the appointed time amid much feasting and celebrating. After hours of incessant exaltation, the head of the challenging family stands and calls for the attention of the assemblage. He then offers the item for sale again and an intense round of negotiations takes place between the two participants. Obviously, the challenger wants to get as much as he can for his Golden One while the challenged family wants to pay as little as they can for the item. It is unheard of for a family to refuse to buy a Golden One which has been offered to them, so debate over its value can become quite heated.

When an agreement is reached, the Golden One is handed over and the payment accepted in presence of the Shamani. Once this is done, demands of honor and the like are settled and the two families are to be considered on even terms. In fact, many a close bond between families has been started with a confrontation over the purchase of a Golden One.

If no agreement can be reached, both families are assumed to be disgraced to some extent. As a rule, the rest of the clan can tell which side behaved more fairly in the process and will regard them as the 'winner' of the challenge. If no such victor is obvious, then both families are considered to have behaved poorly. In general, the only way for a family to repair the damage done to its reputation in the fashion is with the celebration of a *patshatl*, as described below.

All Golden Ones are unique and cast in the shape of some animal important to the family it is to be sold to. If no such creature is immediate obvious to those crafting the Golden One, a Shamani is called upon for advice. Further, each Golden One is named by the casting family in some prideful fashion. For example, one might be called "the finest that has ever been cast" and another "that which shames all other Golden Ones". The grandeur of the name is an important part of the value of the object.

Once a Golden One has been accepted by a family, it is placed in the home of their leader atop a stone altar. Over the course of years, most families have accumulated over half-dozen or so Golden Ones, all which stand together.

The Immortals smile upon those who have faced the challenge of the Golden One, and reward them for each such figure that stands on their altar. Whenever the head of a family that holds at least one Golden One goes into combat, either against foreigners or in a hunt, he gains a number of bonus HD equal to the number of figurines he has. While this does not affect his attack rolls or other level-based abilities, it does give him additional HP that can make an important difference in a dangerous situation.

The Patshatl

Celebrations are an important part of daily life for the Children of the Turtle. They consider themselves the luckiest of Atruaghin's descendants and go to great lengths to commemorate their good fortune at every opportunity. The most common type of celebration is the Patshatl or great feast.

Almost every type of event can cause the outbreak of an impromptu Patshatl. Such feasts have been held to herald the return of successful whale hunters back from the sea, to mark an important holiday (like the Summer solstice), or to celebrate victory in a battle against outlanders. On rare occasions, an outlander who has proven himself to be a true friend of the Children of the Turtle will be given the honor of attending a Patshatl held in his name.

In addition to those Patshatl held by the tribe as a whole, individual families often host their own great feasts. As a rule, this is done as a sign of wealth or to celebrate a stroke of good fortune (the birth of a healthy child or recovery from some great injury). Patshatl are also often thrown in gratitude for the kindness of another person or family.

It is not uncommon, however, for a Patshatl to be held as a means of expunging some dishonor from the family name. The severity of the disgraces dictates the size of the Patshatl in such cases. In the case of a minor sp[ot] on the family honor, a fair assortment of entertainments and foods might be offered (something akin to tea part hosted by one of Darokin minor trading houses). Of course, it is not uncommon for even the most incidental of Patshatl to spawn a tribal party that might go on for days. In more extreme cases, such as those associated with the failed purchase of a Golden One, only the mightiest of feasts will serve to clear the family name. These parties are on the order of a great gathering in the Five Shires for the celebration of some important holiday of the Hin.

The average Patshatl consists of a great array of foods offered for the various members of the tribe. Fresh, smoked, or salted fishes and meats are common, as are a variety of fruits, nuts, vegetables, and other foodstuffs. Entertainment always accompanies the meal, with members of the tribe donning brightly colored outfits and ceremonial garments for the enacting of traditional stories and the retelling of epic tales. Singing, often started by the host family and taken up by the entire tribe, fills the air as the great tale of Atruaghin is recounted for all to hear. Throughout the course of a Patshatl, which can go on for as long as a week, sporting contests are held so that the tribe's warriors can show their skills.

The final hours of a Patshatl are marked by a strange ritual of destruction. As a sign of wealth and power, the sponsor of the Patshatl will destroy some object of value. The greater the value, the more honor gained from its destruction. In the case of a Patshatl sponsored by the entire tribe, each family will vie for rank in the coming months by the destruction of property. In rare cases, a truly powerful family might even sacrifice a Golden One, Magical Item, or Noshaki (slave).

It is important to note that no diplomat from the Great Republic of Darokin has ever been more aware of the importance of protocol and political maneuvering than the holders of a Patshatl. The improper seating of an important member of a rival family might prove a stunning insult and a mistake in cooking or laying out a meal could bring disgrace upon one's family.

Culture

As with all of the various Atruaghin Clans, the Children of the Turtle have their own unique and vibrant culture. While they still consider themselves to be kindred spirits with those who live atop the grand plateau, they feel a certain sense of independence because of their separation from the other tribes. Much of this is reflected in the importance they place on family, duty to the tribe, and social position within the community.

Social classes

The Children of the Turtle break themselves into three general groups: Hashaki (Noble Ones), Treshaki (Families of Honor), and Loshaki (Those in disgrace). Unlike many similar caste systems in the Known World, however, the society of the Children of the Turtle is fluid. Thus, a Loshaki family that comes across the means to hold a great Patshatl might well find themselves considered Treshaki or even Hashaki for a time. Depending upon the actions and fortunes of the family in the future, they might retain their new status or fall back into the ranks of the Loshaki.

Fourth class, the Noshaki, exists, but is not generally regarded by the Children of the Turtle as a viable caste. The Noshaki are made up of slaves (usually prisoners of war) and those without families. As a rule, children whose parents are killed will be adopted by other family members to prevent them from sinking into Noshaki class. Unlike those in the other classes, the Noshaki are locked in place. They can never become Loshaki, let alone Hashaki, and are forbidden to marry, have children (Noshaki children are Noshaki themselves if existing already, and are never a part of any family, often they are taken away to another family to be treated as Noshaki there. Noshaki babies are considered less than animals and are thus banished to nature, and often fall prey to the local wildlife, or rarely are adopted by an unaware other family, Tiger Clan member or foreigner.), or own property. In fact, most Noshaki are themselves owned by some important family. A Noshaki can regain its freedom by running away and never return (upon penalty of Death), a Noshaki that is or becomes a Shamani can regain its freedom by being sent away if he literally saves the Tribe, an Important family or one of the most important family members. If he ever returns after a period of 7 years he has become a normal outsider, belonging to neither class (and never will).

Marriage

Marriage among the Children of the Turtle is not the romantic thing that it is often made out to be in other cultures. Rather, it is often a political move to unite families with some grudge against one another or to increase the social status of an individual.

In the latter case, individuals may decide to 'break' from their own family to join that of their mate. Of course, such a transfer is usually done to allow a person to enter a family that is traditionally of higher status than his or her own. It is always accompanied by the offering of gifts and promises of loyalty to the accepting family. The actual ceremonies of acceptance are, like most important events, accompanied by a Patshatl held by the lesser family to bid farewell to their former member and a similar feast held shortly thereafter by the greater family to welcome their new arrival.

Property

Another interesting feature of the Turtle culture is found in their customs regarding property and its ownership. Before this point is addressed, however, it is important to understand that the concept of 'ownership' is different from that found in the so-called civilized world. To the Children of the Turtle, ownership means, more or less, the right to use something. While the difference isn't too important when dealing with things like houses or personal items, it becomes fairly vital when discussing land. As the Children of the Turtle, like most of the Atruaghin Clans, do not understand the concept of individual 'ownership' of land, the 'right to use' land means that an individual is free to hunt, fish, or farm it as he sees fit.

All land, objects, and slaves owned by the Children of the Turtle are assumed to belong to the current chief of the tribe. At a grand festival held every year on the winter solstice, the chief accepts the offering of all things that have been newly acquired since the previous year's celebration. Once a complete accounting of these things has been made, the chief 'rewards': the loyalty of his people by granting them leave to keep and use these items for their own.

Warfare

The Children of the Turtle seldom have any contact with outsiders and, therefore, little cause to practice the arts of war. This does not mean, however, that they are not skilled combatants. Like all the descendants of Atruaghin, the Children of the Turtle believe that they must be ever on their guard against a variety of enemies. This is, no doubt, a legacy of the time when humanoids ransacked the regions now belonging to the Atruaghin Clans and enslaved the ancestral people who lived there.

Instruments of War

The Children of the Turtle are the only tribe of Atruaghin clans to employ armor in combat. When their warriors ready themselves for battle, they don vests composed of tough leather with hard wooden rods bound to it. This gives them a fair degree of protection, giving them an Armor Value of 2.

In addition, they always wear wooden helmets. Their helmets are always carved with images of their totem spirits and are believed to give the warrior extra ferocity in combat. For this reason, a warrior who fights without his helmet on suffers a -1 penalty on all damage and attack rolls while those who have them on receive a +2 bonus on all morale checks.

For weapons, the Children of the Turtle employ slender harpoons. These weapons are ornately carved and tipped with points fashioned from the teeth of whales. They are similar in all respects to the spears wielded by other people of the Known World.

The Children of the Turtle also fashion knives from the teeth of whales and arrowheads from the teeth of sharks and similar animals. In the former case, these weapons are the equal of conventional daggers while bows built by the Children of the Turtle are the equivalent of Short Bows.

Oddly enough, the members of this tribe make no use of the sling. While it is clear that they understand how to make and use such weapons, they simply don't employ them. Tribal elders will tell outsiders only that it is their way and to change now would only risk offending Atruaghin.

Wood Carving

It has been said that no other culture comes close to the Children of the Turtle in their mastery of wood working. From the grandeur of their great canoes to the majestic symbolism of their totem poles, the Children of the Turtle are clearly the envy of all who work with wood.

Great canoes

From time to time, the chief of the tribe will decide that they need to increase their whaling capabilities. When this is done, he announces it to the tribe and they begin to make ready for a great celebration.

Within a week, all other activities have been reduced to secondary importance and a team of men begins to work at felling one of the mighty trees that dot the pine forests of the region. Throughout the cutting process, which may take as long as a week, the tribe's greatest Shamani conducts a service asking the Immortals to bless the men in their labors and the tribe in general. The Shamani does not eat or sleep during the entire period, thus showing his devotion to the Immortals.

When the tree is brought down, it is transported by a large team of men to the seacoast. This time consuming work is made only slightly easier by the use of ropes and logs as rollers to facilitate the movement of the great tree. Care is always taken to select a tree that is as close to the waterfront, as is possible to transport. Even the direction and the surface the felled tree would fall upon is taken into account.

Once on the beach, work begins on the carving of the canoe. After an initial series of cuts is made, hot, smoldering fires are set to burn out the center of the trunk. As the slow burning (due the tree oils in the wood) fires do their work, the bark and branches of the tree are cut off by careful artisans. In less than a week, the rough form of the great canoe is completed.

Over the course of the next week, every member of the tribe takes a hand at decorating some portion of the boat. Although for the less talented, this is minor (roughly carving their initials in the craft), for others it is a labor of love. When all is said and done, usually a little over a month after it has begun, the Children of the Turtle are rewarded with a fine canoe averaging 100' long.

Once all the work on the craft is done, the eldest Shamani is called for a 'launching' ceremony. As one might expect, this is again a time of great feasting and celebration. At the height of the jubilation, the members of the tribe gather around the canoe and drag it to the water. As the Shamani calls upon the spirits of the world to bless the newly created craft, it is guided into the sea and made ready for its first whaling voyage.

In game terms, a great canoe is similar to a longboat. It can travel 18 miles per day when rowed (it has no sail) or 60' per round in combat. It carries 50 people, all of whom act as rowers. The hull is AC 7, and has fully 100hp. If pressed into service to carry cargo (though this seldom happens), each great canoe can hold weight equal to 60,000cn in addition to the crew. The Children of the Turtle mount no weapons on their canoes, and depend upon the skills of their harpooners and bowmen to fend of enemies while at sea.

Totem Poles

The Children of the Turtle are noted for their creation of totem poles as well as manufacture of their stately canoes. Like much of the culture of these people, the erecting of a totem pole by a Turtle family signifies both a pride in their ancestry, a devotion to their gods, and a statement of their importance.

Whenever a new home is constructed by the Turtle clan, the main vertical members of the assembly project well above the roof. In its purest form, this wards of evil spirits and provides some measure of protection for the family living within the home. In fact, if this process is overseen by a Shamani of at least level 9, the totems will actually imbue the house with a magical aura that acts a Protection from Evil spell for all those within it.

When the poles are first erected, they carry two carvings on them, one at the base and one at the peak. The former image is of the house's first master's totem spirit and the latter is of the Immortal Turtle spirit honored by the clan. The artistic quality of these and later carvings is always a direct representation of the family's wealth, power, and importance in the Tribe.

As time goes by and the family living in the home accomplishes some important or heroic deeds, new faces are added to the poles. If the face is added to commemorate an accomplishment of the family (a great victory in battle, perhaps), then it is carved on the totem pole above the face of the house's founder. If it is meant to mark the favor of the Immortals (an important turn in the weather or bountiful foraging mission) then it is set below the image of the Immortal. While a house may have more than one pole (indeed, most have at least four), and all will be marked with these two faces when it is built, later carvings are only added to a single pole. Once that pole is covered with images, decorating begins on the second pole, and so on. Once all of the poles have been decorated with images, the house must either be expanded or abandoned out of respect of the Immortals. Failure to do so is rumored to bring down the wrath of the Immortals, something not even the bravest warrior would like to risk.



Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Special Spells

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save: None
Casting Time: 6

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Sources: TSR0306—D&D—Gaz14—The Atruaghin Clans,
 TSR1082/1902—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius



Air Elemaster

Patron of all Elemental creatures of Air

Region:	Elemental Plane of Air and some other Planes.
Sphere:	Hierarch (IM 32) of Thought
Home plane;	Plane of Air
Date Ascension;	1850 BC
Sponsor;	Unknown [likely: none]
Statistics;	AC-25, HD 45, Hp 900, MV 300'/100', #AT 4 = Punch-4d6+14, Scimitar-P4d8+22 / S4d6+22, AM 50%, Sv IM 32, AL N ST 78, IN 55, WI 69, DX 43, CO 45, CH 58
Powers;	Detection Suite, Fighter Options, Improved Save vs. Mental Attacks, Weapon Mastery (GM Normal Sword/Scimitar)
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman.
Alignment:	Lawful/Neutral
Powers:	+1 bonus to Intelligence (natural maximum),
Skill Effects;	+2 bonus to three general skills related to knowledge or air, already chosen. Required; Honor Air Elemaster Recommended: Weather Divination, Astrology, Reading/Writing, Religion.
Accepted Weapons;	Natural weapons, al missile weapons.
Accepted Armor;	Chain, Banded or Plate, no Shield.
Holy Symbol:	An azure circle
Vestments;	None preferred, otherwise a light white or light-blue silken gown.
Adventuring Gear;	None preferred, otherwise a light white or light-blue silken skirt and shirt, with polished armor.
Temple;	None, often High up in the air congregations of followers are made. He has no Center of Worship in the Prime Plane.
Dogma:	Protecting the Elemental Plane of Air and aerial creatures. Furthering the Knowledge of Air and Thought. This force is a representation of all pure, natural power, including forces of nature (such as waterfalls) and magical energies.
Daily Activities:	Guiding Air Elementals in their way of Life, Promote the Aura and influence of Purpose and meaning, To conceive of and categorize all of existence. Opposes Energy's outbursts, Resists the limitations of Matter, Forces Time into organization, Opposes Entropy. Because they are devoted to powerful natural forces, priests of this force tend to be magically powerful. The priests of this force learn as much as they can of magic and try to pass that learning along. They also don't like to see natural forces extensively channeled by man: they often destroy dams, for instance. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning. Missions: These priests often go on voyages to observe phenomena and learn more about the forces that bring them about. Vigilance against any beings that might interrupt, divert, or channel great natural forces for those beings' own gain.
Known History:	The current Air Elemaster is an elemental that found the way to become Immortal in the dawn of times, asserting his rule over the Elemental Plane of Air to grant balance and stability inside that plane. Nobody knows whether he was sponsored by another Immortal or not (and he is not telling anybody), not even the ancient Immortals can testify it, although they assert he's been holding this position as far as they remember. Aside from his home plane and a few outer planes aligned with Thought and filled with airborne creatures, he does not care about the existence of other creatures or other Planes of existence, and for this reason his cult is not present on Mystara.
Personality:	Like all Elemasters, he is a Neutral being that rules his subjects leaving them a great degree of freedom. He leaves the day-to-day administration of the various regions of the Elemental worlds to the many nobles in his court, which has a pyramid-like organization, and he prefers to concentrate on the extraplanar relationships with other Immortals and Elemasters. He tolerates the infighting and the occasional intraplanar wars among its nobles, as long as this does not threaten the overall stability of the plane. For this reason he alternates long periods of silence to periods of constant edicts and iron fist policy. As much as all other Elemasters, he does not like to share his position with power-hungry nobles and for this reason he hinders any possible attempt at challenging his rule over the Plane of Air.

This paranoia goes up to the point of preventing any of his subjects to discover the path to Immortality and become Immortal, for fear of being replaced (since he knows there can be only one Elemaster for each element to maintain balance in the Multiverse).

Appearance:	A colossal androgynous humanoid (around 20' tall) made of air, clouds and lightning	
Allies:	The Air Elemaster is biased by his own nature to be friendly with the Immortals of the sphere of Thought, and he is a loyal ally of Odin, lord of skies and storms.	
Enemies:	He opposes the Elemaster of Fire because of the laws of elemental opposition.	
Holy Days:	There are few holy days, but they differ from each Air Elemental Region to the other. In effect they promote Thought, by playing a multitude of variations of thought games.	
Days of Prayer:	Nytdain, Clerics pray in the morning	
Piety awards:	Destroy unnatural blockade to Natural force	+2
	Extinguish a forest fire	+5
	Traveling a storm on own powers (incl. Floating devices)	+5
Piety Penalties:	Killing a bird, Air Elemental creature or Dragon	-1 / HD
	Opening a gate to the Plane of Air	-4
	Conjuring an Air Elemental instead of Summoning	-2
Habits: ▶	non special	
	Cautious	-3
	Forgiving	+1
	Energetic	+1
Dead:	Disintegrated into the wind	
Birth:	Baptized by a first flight	
Colors:	White, Grey, Light-Blue, Colorless	
Incense / Oil:	Daffodil, Orchid, Mammoth-Tree oil.	
Stone / Metal:	No stone, Platinum.	
Plants:	Lion teeth, Thistle.	
Chant:	Hail,	
Animal:	Any flying Bird	
Sources:	Mythological Encyclopedia TSR1017—D&D—Set 5—Immortal Rules, TSR1082/1902—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius	



Al-Kalim

Kalman, Suleiman al-Kalim

Patron of the Eternal Garden, Scholarship, Tolerance, Ylaruam.

Region:

Ylaruam, Sind

Sphere:

Initiate (IM 3) of Time

Home plane;

Paradise in Buxenus in Arcadia and Paradise (free Outer Plane)

Date Ascension;

970 AC

Sponsor;

Protius

Statistics;

AC-1, HD 17, Hp 85, MV 150'/50',
#AT 2 = Punch-2d6+3, Scimitar-2d6+15, AM 50%, Sv IM 3, AL LG
ST 18, IN 25, WI 19, DX 13, CO 15, CH 18

Powers;

Detection Suite, Fighter Options, Improved Save vs. Mental Attacks, Weapon Mastery (GM Normal Sword, Lance, Mace)
Scimitar (Normal Sword) +4

Followers Alignment: Any

Taxes;

Followers are taxed 15% of their annual income by the Church.

Clerics;

Cleric, Dervish, Paladin.

Alignment:

Lawful/Neutral

Powers:

In addition to normal spells, Clerics may pray for Druidic 1st and 2nd level spells. This does not mean that they get more spells per level than other clerics, merely that they have a wider repertoire of spells to choose from.

Skill effects;

Advised Skill is Bureaucracy.

Accepted Weapons;

Standard, and Scimitar.

Accepted Armor;

Any.

Dervish Powers

Special Dervish Abilities (see There)

Holy Symbol:

The silhouette of a Palm Tree growing out of the desert, with a full moon behind it.

Vestments;

For the most part, priests of al-Kalim do not dress differently from other faithful, with the exception of displaying their holy symbols somewhere on their person.

Adventuring Gear:

Likewise, adventuring priests tend to dress in a practical manner, but display their symbols, even in areas where is might be dangerous to do so.

Temples;

Ylaruam is the most important worshipper base for al-Kalim, since all Ylari people follow his teachings. With the help of Itinerants, his faith has spread to other lands such as Ierendi and Saragón on the Savage Coast. In Sind, al-Kalim has a small following as Kalman, patron of vegetation and Asanda river.

The Military Orders of the Eternal Way are open to all True Believers. The Orders act as defenders of Ylaruam and the Eternal Truth. These include Order of the Pike (for heavy infantry), Order of the Arrow (for mounted archers), Order of the Spell (for mounted skirmisher mages), Order of the Mace (for war priests), and Order of the Lance (consisting of the finest members of the other orders). Khinjar al-Sahraa, the Desert Dagger, is a secret society of religious assassins who slay those who commit blasphemy against al-Kalim's name. The members are LN and LE warriors and thieves, with a few more radical priests, but no mages (the Desert Dagger hates mages and slays them on sight). The society is secret and nominally illegal, but is quietly supported by the Kin faction.

Dogma:

Al-Kalim's most important goal is to transform the Alasiyan desert into a lush forest: his Ylari followers are working towards that end. al-Kalim approves of both warriors and scholars, and his priests strive to master both professions. The faithful are required to follow several guiding principles: reverencing the Immortals, reverencing one's fellow man, reverencing wisdom and scholarship, pilgrimage, the dream of justice and honor, and the dream of the garden in the desert. These principles are listed at length in the Nahmeh, the holy book written by al-Kalim describing his quest for Immortality.

Daily Activities:

Priests of al-Kalim have different activities depending on where they are located. In Ylaruam, they of course act as the guiding force for the people, providing education and military leadership. They lead the faithful in daily prayers and act in many government functions. However, priests are not subject to any additional requirements beyond what is required of lay followers. Standard priests can be either Prayer Leaders (those who guide the faithful) or Itinerants (adventuring priests who spread the faith). There are also Dervishes, hermits who live alone in the desert to observe the natural world and learn from it. Followers of al-Kalim in Ylaruam are divided into two factions. The Preceptors are more open to outside ideas and interaction with foreigners. The Kin faction is more conservative and hostile to outsiders, and considers city-dwellers inferior to desert nomads.

Known History:

Suleiman Al-Kalim was born in 800AC to the Alaysiyan nomads of what are now the Emirates of Ylaruam. Intelligent, Tenacious, Charismatic, and responsible, he was a born leader. Unsure of how best to use his talents, he spent time learning the ways of the fighter and the druid before finally becoming a cleric. In those days, much of Ylaruam was controlled by occupying troops from Alphatia and Thyatis. Al-Kalim was able to unite the Ylari tribes into one nation and drive these foreign intruders out, until all Ylaruam was once again in Ylari hands.

A leader in both war and peace, Al-Kalim next created a new form of government for his people to hold the tribes together as one nation. In it, the sultan rules over all Ylaruam, but each tribe has its own Sheik, who collectively with the chief clerics of the land make up an advisory council the sultan must consult before making any major decision.

After a quarter century's rule, Al-Kalim retired from public life and turned his attention to the future of his people. Over the next four decades he leisurely pursued the Path of the Dynast, accompanied only by his faithful companion and scribe, Farid, to whom he dedicated the Nahmeh. This compendium of his sayings contains military tactics, rules of wise government, parables, and, most importantly, his vision for the future: the Dream of the Desert Garden. By describing his vision of how the arid wastes of Ylaruam could be turned into an earthly paradise, Al-Kalim inspired his countrymen with the desire to make their desert homeland into a lush, green nation from border to border.

After a long and full life, Al-Kalim pretended to die in 900AC in order to see how his people would fare without his guidance. Over the next century he secretly intervened many times when the Ylari seemed threatened, even traveling through time to see the well-being of his descendants. Although he only recently earned his Immortality, he already has a large following and is unusually active for such a low-level Immortal.

Personality:

Al-Kalim is a warrior, ruler, scholar, and visionary. He is very tolerant of foreign ways, but can be ruthless at need, especially when those under his protection are threatened or when his beliefs are mocked. In war he does not recognize the distinction between combatant and civilian and might order his followers to slaughter every man, woman and child of a Thyatian or Alphatian city on Ylari soil, yet he would be likely to spare the life of an enemy who impresses him with his or her courage. He has the passionate love of growing things found only in those who have lived their lives in arid, desolate places.

**Appearance;**

Al-Kalim has two manifestation forms. Most of the time he appears as a strong but elderly patriarch with wise eyes, a long white beard, and plain clerical garb. When he feels sword-play might be called for, he takes the form of a desert warrior: tall, handsome, hook-nosed, and bearded, atop a fine Alaysiyan stallion—in short, an ideal Ylari horseman. Al-Kalim is best known as a patron of all the peoples of Ylaruam. He devotes most of his time to looking after his followers and protecting their interests.

Allies:

Farath (Protius) and Udnan (Odin) He also respects Asterius but refuses to name him in his Ylari name.

Enemies:	Al-Fakish (Alphaks), Quranah (Ranivorus), Rushtam (Rathanos), Thanath (Thanatos)	
Holy Days:	There are few holy days, the only one being the 24 th of Jumada'l Awwal (Yarthmont), which is the Day of Ascension (marking al-Kalim's ascension to the rank of Immortal). Also the 12 th of Klarmont is a honoring day. On the other hand, there are several ceremonies and rituals, as prescribed in the guiding principles: the most important are daily prayer at sunrise and sunset and a fast from sunrise to sunset on days of the full moon.	
Days of Prayer:	Loshdain, Clerics pray in the morning	
Piety awards:	Successful planting a garden	+1 / 100 sq yard (max 5 per year)
	Marrying a fourth wife	+2
	Having a seventh male offspring	+4
Piety Penalties:	Negating a daily prayer	-1
	Negating a fasting	-5
	Destroying a garden or oasis (even if accidentally)	-10
Habits: ▶	Men grow beards, and do not shave Women cloak themselves when among non-friends / no family Women are lower ranked in importance (social, mercantile, political, etc) Drinking coffee, and telling stories Reverent +1 In addition to national modifiers Modest -1 In addition to national modifiers Forgiving -1 In addition to national modifiers Dogmatic +1 In addition to national modifiers	
Dead:	Sunk in the sea or buried in the sand flushed with at least a quart of water (amount used depicts importance dead person) to bring him to Al-Kalim as fast as possible.	
Birth:	Baptized in the sea or rain under the light of a Bright moon.	
Colors:	Red-Purple, Grey-Brown, Gold Silver.	
Incense / Oil:	Rose, Heavy Incenses	
Stone / Metal:	Coral, Crystal, Silver.	
Plants:	Olive, Dune grass, Welwitschia Mirabilis.	
Chant:	Hail,	
<u>Special Spells</u>		
<u>Detect Water</u>	(1 st -level)	
<u>Poetic Inspiration</u>		
Range:	60'	
Duration:	6 Turns	
Casting Time ;	duration	
Effect:	All within a 20' square area.	
Saving Throw:	None	
	This special Cleric or Derbishi spell is only granted by Al Kalim or Sinbad, and can be received at any level of casting power, any time of praying for it.	
	<p>This spell is actually a modest variation of the Bless spell. Range, duration, effect remain the same. The Cleric exhorts himself and his companions, reciting or improvising verse to inspire martial ardor in allies or terror in enemies. The spell may also be used to influence diplomatic relations, conferring a +1 to reaction rolls, assuming they understand the Cleric's words. If the Immortals are impressed with the eloquence of the character's exhortation, some more bonuses can be added by the Immortals.</p>	
<u>Truthtelling</u>	(3 rd -level)	
<u>Know Destiny</u>	(3 rd -level)	
Sources;	TSR9194—D&D—Gaz2—The Emirates of Ylaruam, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, TSR1054/1401—D&D—HW0—Hollow World, Dungeon Master Sourcebook, Site of Pandius.	

Alphaks

The Roaring Demon, al-Fakish, Atahaksha, Veleketer, Hua Fan-Liang

Patron of Destruction (of Alphatia), Violence, Rage

Region: Ylaruam, Sind, Hule, Ochalea, Alphatian areas

Sphere: Empyreal (IM20) of Entropy (Death)
Home plane; Doomgaard (170th layer of the Abyss).
Date of Ascension; 750 BC
Sponsor; Thanatos



Statistics; AC-9, HD 34, Hp 330, MV 150' / 50', FL 360' / 120'
#AT 3 = Punch-3d6+4, Sword-2d10+9, Whip-2d2+9, AM
70%, Sv IM 20, ALCE
ST 20, IN 20, WI 15, DX 17, CO 18, CH 19,

Powers: Call Other, Control Undead, Enhanced Reflexes, Summon Weapons
2H Sword+5 of Slicing, Whip of Draining+5.

Followers Alignment: Chaotic
Taxes; Followers are taxed 25% of their annual income by the Church.

Clerics; Clerics, Avengers, Humanoid Shaman.
Alignment: Clerics named Alphaksans; Chaotic
Cleric Powers: A Cleric of Alphaks can use daggers in combat and can use the backstabbing ability as a Thief of the same level. Demon Lore is an advised Skill, and the Terrorize Skill they acquire as a bonus skill.

Weapons allowed; Broadsword or whip (also allowed all bludgeoning weapons and daggers)
Armor Allowed; Any

Holy Symbol: A Skull with demon horns against a background of fire shaped like a Phoenix.
Vestments: When it is safe to do so, priests of Alphaks wear black robes decorated with horned skull and flame motifs. In their rituals they carry a black leather whip or a scourge, which is often soaked in oil and ignited. Avengers don black armour with a horned skull etched on the breast.
Adventure Garb: In most places, adventuring priests of Alphaks do not usually advertise their religion in any way. In Hule, they display a horned skull symbol on their breast.

Temples: A giant square building, with eternal flames placed inside. Often highly decorated with tortured heroes (often still alive).

Alphaks is secretly followed by some discontented Alphatians and especially rabid Thyatians. Alphaks' major temple is located on a fog-shrouded isle of Alphaks' Volcano, off the western coast of Alphatia. It is maintained by the Black King and the Black Queen. Its fate after the sinking of Alphatia is unknown: it is quite possible that the island survives, and its rulers will continue to work mischief in the remnants of the Alphatian Empire.

Alphaks is also known in other countries. He managed to sneak a group of his followers into Glantri: most of them are Nosferatu and are led by Prince Morphail of Boldavia. Their goal is to destroy the Alphatian-descended people of the Magocracy.



The Ylari know Alphaks as al-Fakish, lord of evil and violence, who demanded human sacrifices to his idols. With the coming of al-Kalim, his worship has dwindled, although he has helped the Ylari to defeat their Alphatian overlords: he still hopes to gain Ylaruam for himself, and his followers still kidnap people for use as sacrifices.

In Sind, Alphaks is known as Atahaksha, demon of violence and rage.

And in Hule he is Veleketer, patron of the Chaos Legions and the Holy Berserkers.

- Dogma:** Alpathia Must Be Destroyed. These words pretty much sum up Alphaks' dogma. However, he is not averse to destroying other things in the process, and is known in several cultures as a destructive, violent demon. Although Alphaks scored a minor victory when Alpathia sank in 1009 AC, it is nonetheless soured by the fact that he had little to do with it, and that Alpathia was restored in the Hollow World.
- Daily Activities:** Priests and avengers of Alphaks secretly act towards the ultimate goal of Alpathia's destruction. They do this by various minor (or not-so-minor) acts of sabotage and corruption against the Alpathian people. However, Alphaks lacks the skill of careful, long-term planning, and so his followers cannot expect any grand plans from him. In other countries, followers of Alphaks engage in random acts of unthinking destruction.
- The Children of Veleketer is an elite military force in the service of the Master of Hule. It consists solely of avengers of Veleketer, whose skill at unparalleled destruction is such that the Master does not even use them unless he wishes to leave no trace of his target (not even ruins or remains). Alphaks has no other affiliated organizations since his worship is illegal everywhere else.
- Known History:** 5000BC/-4000AY Far across the galaxy, on another world, a race of pale skinned humans begins to rise to preeminence and to study mighty magics. They achieved an unparalleled level of civilization and magical comprehension. The power they wielded as a race rivaled that of some Immortals. Manipulation of magic fed them, clothed them, and sheltered them. These Alpathians were 'pure', pale of skin, black of hair, light of eye. Almost every representative of the race wielded magic. The rest, those few children born without the gift of magic, were trained to use their physical gifts at the utmost level of achievement.
- 4000BC/-3000AY The Alpathians built an empire on their world, subjugating all other races. The greatest of these races was that of the Cypris (humans with copper skin, and brown or red hair). They defeated the Cypris civilization... and begin to assimilate it. The race became more Cypric than Alpathian. The Alpathians who exhibit traits of the original pale-skinned Alpathians are now few and far-between.
- 3500BC/-2500AY The combined Alpathian/Cypris civilization uses its magical knowledge to begin an invigorating colonization and conquest of nearby planets and exploration of the Elemental Planes. It confirmed their superiority over every other race, it was their right, or so they believed.
- 3000BC/-2000AY On Mystara the destruction of the Blackmoor civilization, planetary axis shifting, civilization disappears. The rest of the world slowly becomes habitable as the ice recedes to the new poles. On the Alpathians' world, Alpathian aggression has gradually been supplanted by Cypric self absorption;. Not needing to work, except for the occasional application of magic, they grew soft and decadent. Great proportions of the population became addicted to the Zzongha-fruit, which could reduce a mighty mage to tranquilized contentment for days at a time. As more of the population became addicted to Zzongha, the remaining mages had to work harder to hold the empire together and grew resentful of their Addicted-addicted colleagues. Distant colonies broke away from mother rule as the Alpathians' hold slackened. Other planetary conquests and colonies are left to fend for themselves as Alpathians study of magic turns inward
- 2000BC/-1000AY On Mystara, civilization arises with Bronze age technology, and Iron age in some places. One culture begins to form along the river Nithia.
- 1500BC/-500AY. On Mystara, the Nithian Culture begins its rise in the lands now known as Ylaruam. On the Alpathians' world, the civilization has achieved total mastery of its environment. The great universities are at the peak of their powers and just beginning in serious scholastic competitions and squabbles. And the Alpathians argued, squabbled, fought and warred among themselves. In a race where more than half of the population could, by modern standards, be counted as scholars, the scholarly feuds were centuries-long and centuries-bitter. 1200BC/-200AY Different philosophies were developed, accepted by many, and opposed by just as many. Between the great families and churches of the Alpathians, bloody feuds and even all-out wars were sometimes fought on the most ridiculous of pretexts. Two schools of magic began a quarrel which was to become the end of the first Alpathian Empire.
- 1100BC/-100AY On Mystara, Nithian colonial expansion reaches its eastward limit with the establishment of the colony of Tothia on the Isle of Dawn.
- 1090BC/-90AY On the Alpathians' world, the followers of the flame begin their serious rivalry with the Followers of the Air. The Most Righteous College of Aerial Splendor (called the Followers of the Air) was a sect devoted to the studies of the Plane of Air and aerial magic. The Air Wizards accomplished miraculous feats with their air magic—such as summoning a great bubble of breathable air to surround the Alpathians' solar system. The Universal Truth of Fiery Dominion, a rival sect (called the Followers of the Flame), held that the Plane of Fire was the source of all power and wisdom, and that the Followers of Air were merely, full of hot air.

- 1027BC/-27AY But the Followers of the Flame were hot-tempered and tended to destroy what got in their way. At the time, the dispute between these sects of magicians (Flaems and Alphatians) divided the Alphantian Empire. The two sects had numerous fights and duels, these duels became popular public spectacles. The Alphantians, long bored by the administrative work needed to hold an empire together, and dulled into laziness and complacency by Zzongha addiction, grew very interested in these clashes. New students and combatants were drawn by the thousands to these two enemy sects.
- 1010BC/-10AY On Mystara, the Nithians explore the Other Planes and make first contact with the Alphantians. They invite them to Mystara when all arguments should have settled. Both Alphantian sects (the Air and the Flaems, learn of the location of Mystara. On the Alphantians' world, a temporary peace results from one academian's proposal of the Flame vs. Air debate. He, a Neutral scholar, trying to route some of the hostility into more constructive ends, put forth a simple academic question: 'which is more powerful in our dimension—Air or Fire? If Air, why can Fire's smoke poison it? and if Fire, why does the lack of Air smother it?' he invited scholars of both sects to put forward essays arguing both sides of this quarry. The leading debaters of both sects eagerly embraced this argument and spent an incredible amount of time and energy writing their debates. The Neutral judge took the best of their essays, assembled them, and published them. And if a great amount of work and genius had been lavished on a pointless argument, at least people were not perishing because of these sects' disagreements.
- 1009BC/-9AY On the Alphantians' world Alphaks I was a mortal human of the Alphantian Race, he was the ruler of the Old Alphantian Kingdom. Highly intelligent, immensely powerful, prone to brilliant insights and childish tantrums, he sat on the Alphantian Imperial Throne during all the time this conflict has been going on, lending support to neither side, for he was wise enough to know that this could lead to ruinous war. Considering that he, himself, was a Follower of Fire, he acted in a remarkably intelligent and disciplined fashion... for a while. But now, with the conflict limited in to the fields of academia (and therefore safe), he thought he'd put in his own opinion. He read the book of essays with as much interest and amusement as any other Alphantian, and then, with the powers given to the Alphantian Emperor, signed into law a proclamation that The Universal Truth of Fiery Dominion, with their superior arguments, had won the debate, now and for all time. He had unwisely stepped in and claimed the right to settle the dispute, and settle it in the favor of his followers, the Flaems. The result on the part of the Air college was outrage. Radical elements of that sect went on a rampage through the Fire sect's university grounds and summoned mighty winds to blow buildings away. Alphaks, irritated, then signed another proclamation—outlawing the Air sect. Meanwhile, Followers of the Fire sect made bloody reprisal on the Air magicians, the bloodiest of these Fire murderers made public their deeds, to the cheers of the followers, and Alphaks did not punish them.
- 1001BC/-1AY More reprisals followed, from both sects, and suddenly Alphantia was caught up in civil war. The Fire Followers, led by Alphaks, fought the Air Followers in a war so terrible that it was gone down in legend as the Apocalypse. It ravaged the world, destroyed everything that was beautiful, killed the best of all the noble families, scoured the empire's satellite worlds. Billions perished. And Alphaks, to his eternal regret, discovered who was the more powerful of the two sects—that of Air, more experienced, not as prone to fiery passions and fatal mistakes, the Air Wizards gradually eroded the might of the Fire Wizards, destroying their forces, battering them back to the citadels of Alphantia's Capital. Some of them already fled to Mystara, especially after the discovery of an unknown unnatural unlimited source of Magic on that world (the Radiance). Knowing that their world was ruined, and could never again be the thing of beauty it once was, the surviving leaders of Alphantia listened finally to the invitation of the Nithians—and found Mystara as a planet where Air was natural to the world. Meanwhile, the Fire Wizards decided to make peace. They rose against Alphaks, banished him, and made overtures of peace to the Air Wizards. But the Air Wizards, bitter at the destruction of their families, rejected the offer. Pouring their power into a single spell of destruction, evoking a huge windstorm that would cover the whole planet for years and smash it into numberless pieces, they fled, leaving Alphaks and the remaining Fire Wizards to perish...or so they thought. On Mystara, the Nithian Empire reaches its zenith. Nonhuman tribal movements in the western continent destroy the Golden Age of Ancient Traldar (a Nithian Colony), endanger the Dwarven Civilization of Rockhome, and limit Nithia's expansion into the southern part of the continent.
- 1000BC/0AY The Alphantians came to this new world, and that event is called Landfall—the Alphantian calendar is dated from Landfall, which is year 0. The Alphantians slowly began to make this world fit for living. The Alphantians concluded that this planet had shifted its axis of its rotation no more than 2000 years before, and within the last 200-300 years the ice had receded from their fair island—and no human settlements of any significance had been established in the mean time, the humans found were quickly conquered and absorbed into the New Empire as slaves.

But the Alphas were not as mighty on Mystara as they had been on their own. So many of their great artifacts had been used up, and so many of their great wizards had been perished during the war that magical knowledge was not what it once had been. Also the very nature of magic was different, coming from some unknown source, and mages found out they had to relearn their concepts of magic and its use. They effortlessly dominated there island, which they named Alphia, and began building cities and subjugating other human realms. But their lack of power—compared to their strength on their own world—forced them to make certain concessions. Magic could no longer feed a nation, so agriculture became important, now farmers raised crops and were aided by, instead supplanted by, the wizards. Magic was no longer sufficient to raise every brick of every city, humans built the city walls and most of the buildings, and magic raised only the palaces and towers of the wizards themselves. Magic alone couldn't bring the Alphas all the riches they wanted...so they conquered other peoples and forced them to send tribute.

750 BC/1750AY

Alphas finally succeeded to become Immortal, still enraged, but as yet unable to find his targets.

500BC/1500AY

The Nithians were wiped from the planet by Immortal influences, even the Alphas forget their existence. Only the Nithian colony of Tothia remains in existence, without its Entropic knowledge. A buried artifact in the desert of Alaysia makes sure that everybody who passes in several miles distance to lose all knowledge of Nithia forever.

400AC/1400AY

Though it was not known at the time, many of the Fire Wizards survived, too. Though they had once presumed themselves nearly equal to the Immortals, some of them returned to their faiths before the world died. The Immortals intervened on their behalf and told them that their race would not perish...but the Followers of the Flame must wander the Other Planes until all those who were alive in the time of War of Air and Fire had perished or left their own kind. Since so many of these survivors were long-lived wizards, this took a long time. It was 1400 years before the survivors of Alphas time had died and departed, and their descendants, the Flaems, were pure of Alphas taint. The Immortals then redirected them to the Nithian invitation, to a new world to rebuild their society. They settled on Mystara in the region that would one day be called Glantri, forming houses such as the Vlaardoen.

800AC/1800AY about.

Banished by his followers and presumed dead, Alphas had set out on the Path of Immortality for the Sphere of Entropy. After a long time, he attained it, and after a much longer time, he tracked down the descendants of the Alphas who were invited to flee to the Prime Plane on the World of Mystara. Since then, he has spread his philosophy of evil. His special goal is the destruction of Alphan Empire, and he finds his most followers among others who hate the Alphas



Personality:

Alphas is intelligent and cultured, but hideously spoiled and prone to tantrums and rages. He likes to think of himself as Thanatos' protégé, but lacks his patron's subtlety and patience. If one of Alphas' plans to corrupt mortals into performing acts of sudden violence, sabotage, and murder, and it isn't going well, he will resort to some show of mass destruction to relieve his frustration..

Appearance:

Alphas most commonly manifest himself as a huge, horned Demon—12' tall, with sharp 1' horns protruding from either side of his fore head, and huge leathery batwings rising from his back. He carries a sword in his right hand and a multiple whip in his left. Alphas is the special enemy of the Empire of Alphia. Just about any great plot involving huge magical energies directed against Alphia can often correctly be assumed to originate with Alphas. In the Hollow World, Alphas hopes to twist powerful nations and individuals to his will and to transport them to the continent of Alphia to bring ruin on the Alphasians.

Allies:

Alphas has no regular Immortal allies. Thanatos was the Immortal who helped him achieve Immortality, but they seldom cooperate on their grandiose, destructive plans. Alphas finds it hard to keep Immortal allies and so jumps at the chance to join Hel and Atzanteotl in forming the Brotherhood of the Shadow (see there), whereupon he quickly becomes their tool. Thanatos, his former sponsor, finds him far too crude to entrust with a role in any of his intricate plots. He sometimes likes to cooperate with Talitha to torment and destroy the Alphasians, but can't build a stable alliance with her.

Enemies: Just about every sentient creature in the multiverse is the enemy of Alphaks (or any Entropic Immortal, for that matter). His special Immortal enemies include Alpathia, Ka, Koryis, Palartarkan, and Razud. And also al-Kalim due his Ylari influences, and Djaea, Kagyar, due other reasons. But he has also Entropic enemies: Orcus, Demogorgon, with whom he competes for the crown of Prince of Destruction. and Set also hates him.

Holy Days: 28th of Kaldmont is notable as the Day of Dread and the day when Alpathia sank beneath the sea. It is also considered to mark the destruction of Old Alpathia. Followers of Alphaks strive to make their acts particularly destructive on this day, in order to properly honor their patron. Also the 8th of Thaumont is a honoring day.

Days of Prayer: Gromdain, Clerics pray in the morning.

Piety awards: Killing Alpathians (+1/victim #1, 3, 7, 15, 31, 63, 127, 255, 511, 1023, 2047, 4095, 8191, 16.383)

Piety Penalties: Saving Alpathians, Betraying self, Alphaks' religion, following or Goal (-10).

Habits: ▶ None special, they hide their religion, and mimic others—including their enemies—around them.
 Modest +2
 Loyal -3
 Trusting -3
 Generous -3

Dead: Sunk in the sea

Birth: Baptized blood of a freshly killed animal or preferred opponent

Colors: Black, Purple

Incense / Oil: Black Rose, Dark Lily, Armoril Oil

Stone / Metal: Amethyst, Amber, Bronze.

Plants: Black Rose, Black Tulip, Dark Lily, Black Daffodil.

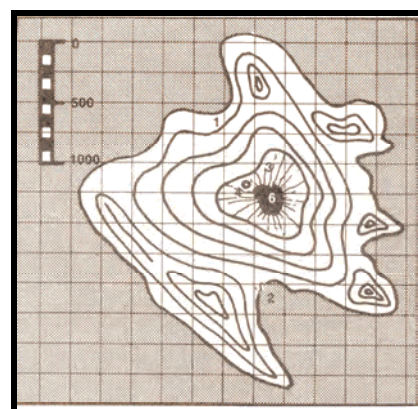
Chant: Hail,

Animal: Shadow

Kingdom of Alphaks Volcano

Population 5000 (including town of Revenge).

Description About 300 miles off the northwest coast of main land of Alpathia lies a volcanic island perpetually wreathed in fog—the island of Alphaks' volcano. It was discovered less than a thirty years ago. It may have appeared some time earlier and remained undiscovered due to its mantle of mists. Ordinary sailing vessels can not reach it: they are destroyed by sea-monsters and mystery whirl-pools. Experienced magic-users who use their powers to get to the island discover that it reeks of the magics of the Immortal Alphaks and swiftly leave (most, anyway: some are never seen again). It is said that there is here a small community of magic-users and clerics devoted to Alphaks but it has never been seen to any outsider. The volcano rumbles from time to time, but has not erupted since the island appeared. Under the fog is what looks like dark and sinister but uninhabitable island. The volcano's smoking crater, however, is actually a portal to the Sphere of entropy, and the fumes which emerge from it are deadly. The Immortal Alphaks can't direct them, they follow the winds, usually to Norwold, but can choose when they are released. In great ugly caverns hollowed out beneath the volcano—caverns decorated with Everburning flames and tortured heroes—is the evil city of Revenge, where some 5000 followers of Alphaks live.



They serve his will and travel the world, accomplishing destruction and inflicting pain wherever they go. Some are well-known wizards and 'heroes' keeping their association with Alphaks a dark secret. Others are men and women who have abandoned their normal identities to serve Alphaks full-time.

Regulations	Death or torture to non-worshippers of Alphaks who reach the island, to citizens of Revenge who abandon their allegiance to Alphaks, to anyone who angers Alphaks, or to anyone who angers the Black King.
Customs	Agents of Alphaks are recruited from the outside world and brought here for an initiation ceremony. In the ceremony, the agent promises faithfully to serve Alphaks to the end of his days. Just to make sure, the Black King uses a variant Geas spell (actually a Wish) on the subject, whereby if the agent ever breaks his oath he must immediately, secretly return to Alphaks' volcano and declare his defiance to the Black King. Naturally, at that point the Black King and his court kill the wretch.
Personalities	Rulers of this hellish land are the Black King and the Black Queen. Both were Chaotic adventurers who devoted themselves to Alphaks' service. For their faithfulness, Alphaks 'reconstructed' them—though still mostly human, they both appear as night-black silhouettes without facial features visible to the eye. Both are AC0, AV9, Hp 65, MV 120/40'. The Black king (MU 36 AL CE) is in charge of planning acts of hatred and vengeance against the Alphasians. He is 6'6", 250 Lbs, wears pure-white kilt, boots and vambraces. (Str 12, IN18, W112, CO18, DX11, CH3). The Black Queen (Cl 36 AL CE of Alphaks) is in charge of communicating regularly with Alphaks and getting his permission and recommendations on various deeds. She is 6'2", 175 Lbs, wears pure-white knee-length gown, boots, has pure-white hair to mid-back.

Special Spells

Flamewhip

Range: 0
Duration: 5r + 1r/lvl
Casting Time: 7
Area of Effect: 1 whip
Saving Throw: None

Cleric 4

This spell requires a whip or a scourge as its material component. When it is cast, the whip bursts into flames. It can be used as a weapon or to ignite flammable materials. The priest must make an attack roll with a +2 bonus: the whip does 2d8 points of damage with a successful strike and is considered a +2 magical weapon. The whip can strike a creature up to 30' away, extending and retracting as needed: anyone between the priest and his target can easily sidestep the whip, though. Priests and avengers of Alphaks are immune to the damage and any protection against fire applies for other targets. The Flamewhip can be given only to other followers of Alphaks, who will be unharmed by holding it if the priest desires. The whip is consumed when the spell ends.

Sources; TSR1037—D&D—Gaz0—Dawn of the Emperors,
TSR9159—D&D—M1—Into the Maelstrom,
TSR9148—D&D—M2—Vengeance of Alphaks,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
TSR1054/1401—D&D—HW0—Hollow World, Dungeon Master Sourcebook,
Site of Pandius.



Alphatia

The Pacifist, Lady of Peace, Latehani, Yao-Lan Zi, Hua Fei-Xiang

Patron of Pacifism, Artistry, Alphatian people arts, beauty, peace,
order and harmony, protect Alphatia and to oppose Alphaks

Region:	Alphatia, Bellisaria, Norwold, Alatian Islands, Ochalea, Isle of Dawn, Haven, Sind. Her philosophies have not spread much beyond the boundaries of the Alphatian Empire. In the Hollow World she's revered by the Gentle Folk.
Sphere:	Celestial (IM 16) of Energy.
Home plane:	Cyprisia on Amoria in Elysium and Cyprisia a free limited Outer Plane (they are copies from each other to the finest detail).
Date Ascension:	800BC
Sponsor:	Razud
Statistics:	AC-7, HD 30, Hp 240, MV 300'/100' #AT 3= Punch 3d6, AM 60%, Sv IM 16, AL LG ST 10, IN 33, WI 24, DX 17, CO 20, CH 17
Powers:	Detection Suite, Enhanced Reflexes, Improved Saves vs. Spell Attacks, Increased Movement.
Followers Alignment:	Any (most, but not all, are pacifists)
Taxes:	Followers are taxed 10% of their annual income by the Church.
Clerics:	Clerics, Healers, Druids, Paladin.
Healers Alignment:	Named <u>Healers</u> ; Neutral (all are pacifists)
Others Alignment:	Named <u>Peace bringers</u> ; Lawful / Neutral (most, but not all, are pacifists)
Powers:	+2 to savings vs. rod/Staff/Spell Healers also can cast one Cure Light Wounds spell in addition to memorized spells. Clerics get a +1 to Charisma when speaking to Alphatians.
Skill Effects:	Advised Skills are either Healing or artist. Required: Artistic Ability (DM can choose which art form, or can let player choose). Recommended: Reading/Writing, Religion.
Weapons:	Non-lethal or non-damaging weapons preferred. Quarterstaff, Net, staff, club, thrown rock, sling, staff sling, lasso, man catcher.
Armor:	Up to chain mail.
Other Limitations:	Priests of the Arts gain only 4-sided hit dice, not 6-sided.
Holy Symbol:	A glowing shield with paints dabbed on it like an artist's palette.
Vestments:	Alphatia's priests wear ceremonial robes that must contain all colors of the spectrum somewhere on their surface. The colors can be arranged into any sort of images, or just be mixed together randomly (though with artistic sense).
Adventuring Garb:	When adventuring, priests of Alphatia also strive to have all colors visible on their clothing somewhere. If they carry shields, these are often colored to represent the likeness of Alphatia's symbol (and can be used as a holy symbol in spellcasting).
Temples:	Large round high pillared white building with a large central praying area Always surrounded by the personal cubicles, kitchen, library, surgery, in small, also pillared, separate buildings. In a compound with lots of open place filled with high conifer trees and bushes. The burial grounds are often inside the compound, but can't be located as such as no markers are placed, most dead are buried on personal family burial grounds with a small pillared temple over or in the middle of it. The building is always one level but as high as five. The secondary buildings may never be higher than three levels or two-third of the temples height. These buildings always must be separate from each other, and as thus the whole compound takes enormous size rapidly. Alphatia is worshipped mostly by common folk in all regions of Alphatian Empire except Esterhold. More imperialistic Alphatians scoff at her followers, but she is nonetheless a patron of all Alphatian people. Alphatia also acts as one of the protectors of Gentle Folk elves in the Hollow World. In Sind, she is known as Latehani, patroness of pacifism, and has a following among the lower castes and among the Kei mystics. The Kei mystics of Sind take a major part of their philosophy from the teachings of Alphatia (Latehani). They emphasize self-defense by being out of the blow's way before it lands. In Aasla, the Society of Artistic Devotion is an art club whose members share their artistic insights with each other and undertake joint projects to create particularly extensive works of art. The Wizardess Mylertendal is the Society's most prominent member.
Dogma:	Alphatia believes in a peaceful existence, enriched by beauty and artistry. She abhors violence and wars, and encourages her followers to speak for peace in the Alphatian Empire. This is not to say that her followers cannot fight - they are merely not allowed to initiate violence of any kind, except to defend themselves or those under their protection. Even then, they must strive not to slay their opponents, unless no other alternative presents itself. Followers of Alphatia are also encouraged to engage in artistic pursuits whenever possible, and they are absolutely forbidden to damage any beautiful or artistic things. Needless to say, followers of Alphatia are extremely hostile to the followers of Alphaks, and the Immortal often looks the other way if her followers initiate hostilities against Alphaksans.

Daily Activities:	<p>Alphatia's priests spend their time in quiet study or creation of art. They are not required to spend every single moment of their day doing that, merely when it is possible and when inspiration strikes them. They also travel around the world, observing and admiring the beautiful arts of other people and cultures. The priests are also a force for peace in the Alphatian Empire, and they have several members of the clergy in the Grand Council: these members advocate peace and speak out against expansionist wars.</p> <p>The priests of this Immortal are devoted to encouraging the visual arts of every sentient race: and though they seem to be devoted to a non-violent cause, they have to learn so many different types of magic (especially Divination, to learn, and Creation, to create), they are very powerful magically, even in combat situations.</p> <p>Duties of the Priest: Guidance, Marriage. Encouragement of people, even those not in the flock, who exhibit artistic abilities. Participation in semiannual events where artists' works are displayed (in shows, or before the local rulers, or in displays in the marketplace). Punishment of those who defile or destroy great works of art. Vigilance: Art often shocks the sensibilities of those who do not appreciate certain of its forms, so these priests must be vigilant against censorship.</p>
Known History:	<p>In life, Alphatia was a "common" copper-skinned Alphatian woman named Aasla, born on the faraway homeworld of Alphasians. She followed her people in the migration that led the Alphasians on Mystara. Opposing the racist politics of the first Emperor (a pure Alphasian), she decided to create a new kingdom where Alphasians of pure and common stocks (Cyprian-Alphasian mixed bloods) could live side by side in peace. After the Alphasians arrived on Mystara about 1000BC, Aasla led followers to an unsettled area, a peninsula faraway from the capital of the empire near the south-western border of the continent, and in 200 years she transformed that land into a model of beauty and peace, founding the Kingdom of Aasla. and built a city which she also named after herself: she did this to get away from the Alphasian Emperor, who was a racist member of the "pure" pale-skinned Alphasian race.</p> <p>Soon afterwards, she undertook the Path of Paragon with the Immortal Razud as her sponsor. Within 200 years, she had transformed her land into a model of civilization and beauty, created her magical item (the Shield of Alphatia—a defensive artifact which will keep all damage from the wielder but will not permit the wielder to damage others.), and successfully accomplished her tests.</p> <p>Within this test she created the Pocket-Dimension of the City of Haven in Karameikos, as a place of beauty, civilization, and art. So Aasla disappeared, and the Immortal Alphatia, Patroness of the Alphasian peoples, common and pure-strain alike, took her place. She became known among the Alphasians under the name of Alphatia, Patroness of Harmony and of all the Alphasians of Mystara. Due to her pacifist and lawful philosophy, she is particularly popular among the Ochalean under the name of Yao-Lan Zi, and she's also interested in the Gentle Folk elves' lifestyle and philosophy.</p>
Personality:	<p>Alphatia, far from being a personification of the spirit of the Alphasian people, is not interested in conquest or intrigue, but she is fascinated by beauty and arts, something she tries to preserve with all her efforts. She's a convinced pacifist, but she does not hesitate to use strength to defend her followers and the Alphasian Empire. She is in favor of a defensive war but counters any kind of imperialism or war for conquest, since she is convinced that an expansionistic foreign policy distracts the Alphasians from their true goal: the study of magic and art in all their forms. She helps defend Alphatia from the invasions of foreign mortals and the plans of enemy Immortals (such as Alphaks), but she does not help the Alphasians in their wars and plots of foreign conquests, hers is a policy of pacifism, as she believes that imperialist war distracts people too much from the study of the magical arts. Alphatia is the sort of kindly, nonviolent Immortal favored by pacifist-Lawful clerics. In the Hollow World, she is mostly interested in thwarting Alphaks' plans and will subtly enlist the aid of adventurers and heroes to bring this about.</p> <p>Ariana (from "The Fountain of Health" adventure in Dungeon #39), is said to be a little-known identity of Alphatia. A temple to her was risen in Glantri (centuries ago, when divine magic wasn't forbidden still); this site was more of an hospice than a real temple, and was located near a magical spring which had healing powers. The hospice was run by the Order of the Golden Fountain. In 861 AC, the site was reached by an army of cleric-hating Glantrians, who sent a stone golem to destroy the temple (this act caused the spring to become poisonous, but the curse was lifted a couple of decades ago, i.e. in 980-990AC).</p>
Appearance:	<p>She appears as a copper-skinned Alphasian woman, young and beautiful but wearing poor quality robes: she goes barefoot and wears rarely jewelry (and when the simple copper worked jewelry). She embodies Beauty in her simplicity.</p>
Allies:	<p>Alphatia is generally well-liked by her fellow Immortals. She's a staunch ally of Razud, Koryis and Palartarkan (the other good-aligned Alphasian Immortals) and has befriended both Guidarezzo and Lornasen (who share her love for harmony, arts and beauty) and the Shaper's pacifism.</p>
Enemies:	<p>Alphatia's sole Immortal enemy is Alphaks, but she has created a growing dislike of Talitha due her actions against Alphasians. She also has a great dislike against Aura, who—to her—wears a mask of fake with her use of make-up.</p>

Holy Days: The 11th of Vaternont marks the foundation of the city of Aasla. It is considered a holy day by Alphatia's clergy, and on this day they are visited by divine inspiration that allows them to create especially fine works of whatever art they like most. Obviously, this day sees the creation of a lot of beautiful things throughout the Alphatian Empire.

Days of Prayer: ▶ Lunadain, Clerics pray in the morning.

Piety awards: Friendship, Love, Healing, Pacifism, Hospitality. +1

Piety Penalties: **Discrimination, Violence** -1 to -4

Habits: ▶ Wash Daily with water and soap, perfume and make-up are only a coverage and as such not accepted. Hair should be long and combed, it may be braided or stuck up, but cutting is wrong. Any accident with loss of hair results in a day of personal sorrow.
Peaceful +4, Reverent +1,
Forgiving +1, Loyal -1

Dead: Sunk in the sea, or buried in cairns

Birth: Baptized in the sea or rain

Colors: Silver, Green,

Incense / Oil: Rose, Juniper, Jasmine, Lotus, Floral Scents,

Stone / Metal: Moonstone, Quartz, Silver,

Plants: Hawthorn, Mugwort, Rose, Willow, Birch, Fir, Loosestrife.

Animal: White Dove. Some immortals say this is the proof she once was the immortal Thalia., as this is the same figure of the Periapt of Pax, the main artifact of the other Immortal that dissappeared with her.

Chant: *Gentle Alphatia Great Goddess mild,
Great Mather, harken to me, your child
Grant me, Lady of the Moon,
Enduring Love, and that right soon.*



Special Spells

Artistic Inspiration

Range: Touch
Duration: 1 day/level
Casting Time: 1r
Area of Effect: 1 creature
Saving Throw: None

Cleric 2.

This spell instills a willing target creature with divine inspiration, prompting him to create art objects. For the duration of the spell, the creature gains +4 bonuses to all artistic proficiencies, and on the roll of 3 or less he creates a truly masterful work of art. During the time the spell is in effect, the creature will feel an urge to create art objects, but is not in any way forced to do so. Multiple works of art can be created with the above bonuses as long as the spell persists. Only willing creatures who are capable of creating art can be affected (thus most animals and mindless creatures are excluded); undead are also not affected. The spell does not make the target change his views on what constitutes art: thus, works of art created by an Orc would likely be quite strange to most humans, while works of art created by a mind flayer would probably include elements that are abhorrent to members of other races (the priest should be careful in such cases lest he himself become part of the art object).

Sources: Dungeon Magazine 39, Fountain of Health adventure, TSR1037—D&D—Gaz0—Dawn of the Emperors, TSR9159—D&D—M1—Into the Maelstrom, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, TSR1054/1401—D&D—HW0—Hollow World, Dungeon Master Sourcebook, Site of Pandius.

Arik

Arikha, The Banisher, Akhor

Patron of Imprisonment, ...of Forbidden Secrets, Traitor, Nightmare

Region:	Known World (Cynidicea), Davania and in many Beholder communities.
Sphere:	Celestial (IM 18) of Entropy
Home plane;	Prison Dimension
Date Ascension;	4500 BC
Sponsor;	Probably Thanatos
Statistics;	AC-13, HD 32, Hp 280, MV 150' / 50', FL 360' / 120' #AT 3 = Punch-3d6+6, AM 60%, Sv IM18, ALCE ST 24, IN 45, WI 15, DX 28, CO 30, CH 26,
Powers:	Leech, Control Undead, Fighter Options, Weapon Mastery. Ruby Sword of Arik-(currently unavailable).
Followers Alignment:	Neutral or Chaotic
Taxes;	Followers are taxed 0% of their annual income by the Church, but some bring what they can, as they think it would bring them more. These are mostly done in food, goods, or services.
Clerics;	Clerics, Humanoid (Beholder preferred) Shaman
Alignment:	Chaotic Evil
Powers:	At 1 st level, Arik's clerics gain the ability to cast one Locate Object spell per day. This is a special power, in addition to their regular spells. Beginning at 7 th level, Arik's clerics gain the ability to memorize the 4 th level magic-user spell Wizard Eye as though it were a 3 rd level clerical spell. Clerics of Arik are limited to the memorization of 1 st and 2 nd level spells and the use of their gifted special powers unless they are within the range of effect of one of Arik's various Artifacts (see below). Spells already memorized may be used anywhere, inside or out of the range of the Artifact.
Favored Weapons;	May use the Daggers of all forms, also allowed are other Piercing Weapons.
Armor;	Any.
Shamans:	Beholder followers of Arik are able to become Shamans of Arik through a long and tortuous process, which in the end blinds their central eye and eliminates the Anti-Magic power of that eye. In return, the Beholder becomes a Beholder cleric (called Shaman to distinguish from other Beholder Clerics, but there is no actual difference). Beholder Shamans are not limited to 2 nd level spell memorization as other clerics of Arik are, due to their alien mind and spirit.
Vestments;	His human clerics customarily wear blood-red robes with hoods hiding their faces, decorated with a hundred eyes - with plate mail underneath. All carry shields with his symbol - a single large red eye. As Clerics of Zargon the wear masks of gold with 4 long tentacles underneath, they wear gold and blue instead.
Adventuring Garb;	Any Red clothing accepted only.
Holy Symbol:	A singly large Red Eye.
Dogma / Daily Activities:	How's the priesthood doing, now that their god is unavailable ? Well, obviously, Commune isn't going to work all that well, but the clerics do have spells, and must be getting them from somewhere. This suggests that Arik created an Artifact to provide spells for his clerics if he was unable to himself.
Temples:	none as yet
Known History:	Arik is an ancient, evil being of great power. He is also known as Arik of the Hundred Eyes, and is sometimes worshipped as a god. For his many crimes, Arik was banished to a special dimension centuries ago to be imprisoned there for all eternity. Arik is an Ancient, evil being of great power. It is unknown how, what, and who he was as a mortal, but the evil spirit was already restless. It is rumored that he was a Beholder, or a Troglodyte slave of the Carnifex race or one of them self. He is also known as Arik of the Hundred Eyes, and is worshipped as a Immortal.



For his many crimes to the people of the pocket-Plane of Haven (Entry in Karameikos) and a direct attack upon the Hierarchy of the Immortals by trying to break the prison bonds reaching to the Carnifex, he was banished to a special dimension or Plane centuries ago to be imprisoned there for all Eternity. Arik has been seeking to escape from the prison dimension through the ages. And he desires to hake over Haven and enslave all its people.

He has at least managed to send one of his eyes across the Dimensional barriers into the heart of the Zargash Mountains (South-arm of the Altan Tepes Mountains between Thyatis and Karameikos) There, the local Dwarves found Arik's Ruby Eye and brought it into the palace of Haven nearby, not knowing the evil they were bringing to their beloved valley. The ruby, though larger than most gems, looks like any other ruby and though the Protector of Haven would have sensed the evil, by the time the ruby's influence was felt, it was too late. Arik had Already struck again.

The rubies (if more exist) are linked to Arik, and allowed him to channel some of his evil power past the dimensional barriers into the pocket Plane of Haven and the power of the ruby attracts evil, Chaotic monsters. Arik hopes to use the eyes when the time is right, to open the way and cross the dimensional/Planar borders. The power of the ruby has killed the crops and brought disease to the animals.

Two eyes have been verified to land on Mystara. The one which landed in the Zargash Mountains and another in the Hallowed Woods of Wendar north-west against the mountains of Heldann. They draw Humanoids of evil intend into the region to fight for its new master. It has in Haven brought the evil Cleric, Catharandamus into the palace, to prepare the ceremony that will allow Arik to cross the dimensional barriers.

In Wendar, he uses the Devil Shialynn, who shortly incorporated the body of one of the legendary High-Elves (thought to be extinct). The ruby turns most inhabitants to stone or Undead and traps the savior and ruler of the area in itself. It also created a magical field around the area of the pocket Plane of Halav or the Hallowed Woods to prevent help from arriving and stopping Catharandamus. In both events Adventurers tried to affect the course of action, but if they succeeded or not is not known. It is rumored that Dragons and their magic has something to do with it. This all as per 1006 AC. Nothing has been heard of Arik since.

In ages past, he corrupted the Beholders, who continue to be his servitors to this day. Arik also had a part in the corruption of the Nithians, as it was the knowledge that Arik's followers provided to the Nithians that helped them construct their horrible weapons of war and destruction. As with the case of the destruction of Nithia, Arik continues to follow in Thanatos' wake, as the plots of that Immortal often go hand in hand with his own. Arik is most successful in his plots in areas where chaos rules, but he also corrupts the innocent and plots against the forces of Law and justice.

A Timeline Of Cynidicea:

- BC 5500: Akhor, sole survivor of a Carnifex colony on Brun, and a sorcerer of renown, makes his way to the swampy region that will become Ylaruam, in the southeastern corner of that continent. He befriends local primitive lizard men, who revere him as a god.
- BC 5200: By this time Akhor has brought all lizard men in the region under his control, and he has educated the most intelligent ones in the ways of Carnifex magic. His Empire of Mogreth covers the whole Alaysian valley, and subjugates local Neathar and Oltec tribes. These tribes are put to work in the mines and in the fields, supplying the material wealth of the empire, while the lizard man over-class rests in relative luxury. Akhor, due to his long lifespan and great powers, is named Akhor-K'ha (Akhor the Mighty) by his subjects.
- BC 5100: A peace treaty is concluded with local dragons, in which Mogreth will remain unmolested so long as the dragons are not bothered. There have as yet been no conflicts, but Akhor wishes to avoid them at all cost. Mogreth at this time has no dealings with any cultures beyond the mountain ranges that constitute its borders, and none who enter the empire from outside ever leave.
- BC 5000: Akhor and his disciples implore upon the Outer Beings to present a sign that They are pleased with local developments. Zargon is created by Akhor, as if it is send as the Herald of the Outer Beings, and he obeys Akhor, and advises him in matters of faith.
- BC 4500: Akhor attains Immortality in the Sphere of Entropy, unknowingly guided by Thanatos. Even upon attaining Immortality, Akhor still believes that the Outer Beings are sponsoring him. A council of high priests and sorcerers takes over, as Akhor ventures to the Outer Planes in search of a way to free the Outer Beings. Some say that he is Arik the Banisher and his blasphemy and nonsense are the reasons for his imprisonment. It is typical that nobody has ever heard from him again, since this very moment.

Personality:

Arik hates all friendship, love, forest, nature, Dragons, Elves, Fairies and Humans alike. Arik uses giant rubies the size of a large man's fist as his eyes - the Hundred Eyes in his title. These are detachable at will, and functions as conduits for the Immortal's power. This conduit functions across dimensions, and allows Arik to wield Immortal-level power in a location without being actually present. Kobolds and orcs are attracted to his service, and he has some influence over minor undead like skeletons.

Arik is utterly vicious and unyielding in his thirst for knowledge and power. He will sacrifice anyone and anything to get what he wants, though he will not do so wantonly nor stupidly.

His priests on the Prime Plane tend to be insane due to the nature of their "communication" with their Patron, so many contribute this attribute to Arik as well (it must be remembered though that his priests are crazy, not stupid). His priests and followers strive toward the day of his release, and like their Patron, are willing to destroy anyone or anything to bring this about.

Arik could be the creator of Zargon, the demi-Immortal creature that caused Cynidicea's collapse and that now sleeps under that city waiting for the time to be free again. The cult of Arik has almost disappeared from the Multiverse, and now only some beholders (who are presumed to be his spawn) and some evil mad cultists (among which those living in the lost city of Cynidicea) still honor him.

However Arik has always tried to come back to the Multiverse to get his vengeance and drive his enemies insane. Currently his efforts are focused on retrieving the Eyes of Arik, a powerful multifold artifact he left on Mystara that could be used in a special ritual to break the chains holding him in prison. His immediate goal is to get new followers and thus new fresh power to escape his prison dimension, bringing the Multiverse into a new order made of chaos and folly.

Arik hates that he is being used like some kind of magic item. He feels that this is not the proper way to treat an Immortal. Of course, what is really bothering Arik is that he is seeing his powers being utilized much more effectively than he has. Arik privately admits that he is not smart or subtle enough to implement the plans that he is being used in. This only drives the already mad Immortal into a frenzy.

He wants to be free, but now he especially wants to be free so that he can get away from the knowledge that he has been an ineffective schemer. He has threatened, demanded, petitioned, and even pleaded with Ogdoban Treel to set him free, but nothing so far. Arik has recently struck a deal with the Shadow Lord, whom also shares a hatred of Treel, to set him free. Arik has promised the Shadow Lord vast powers and secrets upon his release. Of course, Arik will only drive him insane because Arik believes that Ultimate Power can only be found outside normal perceptions (i.e. stark raving mad).

Appearance:

The issue at hand is to decide what exactly Arik is. Obviously, he is an Entropic Immortal. But is he a demon? This is doubtful - the style of power seems too different. Demons are about grey hopelessness, grim destruction, decadence and corruption. He seems to be more interested in intelligent corruption than the bestial image the demonic entropics present.

The idea that he is diabolic (i.e. a devil) makes a certain sort of sense, in that the devils are said to derive more pleasure from tricking the clever, turning the tables on those who fancy themselves to be smart. But the flamboyant flair for grand-scale destruction that seemed present in Haven seems to be 'more' than any devil would do. Above all, the Devil works in devious ways. Filling a valley with orcs and undead, surrounding a palace in a ruby-red forcefield, and turning every man, woman and child in it to stone could be called many things, but subtle isn't one of them.



What was he as a mortal? Given the large number of eyes his Immortal form uses, it's easy to suggest that he was a beholder or beholder kin. It's very much against any sense of consistency in the to say that any lifeform with a visual cortex designed along human lines, i.e. basic stereovision - two eyes, would be able to integrate the input from a hundred eyes into a consistent image. While one could say that the Eyes always traveled in pairs, it would very much go against what happened in Haven had to say on the subject. A beholder or beholder kin are the only non-insectoid creature(s) with multiple independent eyes. One could say that the ascension to Immortal would affect one's perception and power of concentration in profound and non-intuitive ways, but there is some limit to the Laws of magic - that magic can't explain everything away. He'd need to be a kind of creature used to handle independent visual information and act on it - again, independent of what any other eyes are seeing at the time.

And yet—as told in the history—Akhon the Carnifex reached Immortality in 4500 BC, and nobody ever heard of him. It is more reasonable that this evil lizardlike creature hides himself from others in a swirl of identities, illusions and similar. It is known that the Carnifex used magic that rivaled that of the Immortals. That was the reason of their banishment to the pits. Akhon, as the last—and now Immortal—Carnifex could be a great risk and was imprisoned similarly.

What are the eyes really ? Given that the Eye in Haven seems to operate rather independently, and uses a lot of power where Arik himself is cut off from wielding it - one could begin to suspect that they are in fact semi-autonomous entities. In any case, they have to be fairly magical, and capable of gathering power for themselves and crossing planar barriers on their own.

What exactly is the prison ?

It's probably a trispace - a plane with only three dimensions, lacking the fourth and fifth necessary for magic to function. In all probability it was made into a prison by establishing a gate to it, removing all astral contact points, forcing Arik to enter the gate, and then closing it behind him. Without any Astral contact points, the plane is effectively cut off from the rest of the multiverse - nothing from the outside can open a gate to a plane that doesn't exist from the Astral point of view, and Arik can't do anything from the inside because mortal magic depends on the presence of a fourth dimension, while Immortal magics draw on the fifth - and sometimes even higher dimensions.

Or he could be imprisoned in a Baak, since they are five-dimensional critters actually able to confine an Immortal.

How did the Eye get out then ? Possibly the Eyes aren't really eyes at all, but the spell-generation artifacts created by Arik. The Eyes are with him in the prison plane, and generate Immortal Magic penetrating the dimensional barriers. People started calling him Arik of the 99 Eyes. And lately, it's become Arik of the 98 Eyes. The wizard-lord Pontus Dragunov has been wistfully considering the possibility of eventually calling him Arik the Blind.

Allies: None. There are few Immortals who are foolish enough to deal with any being trapped in the Prison Dimension. Thanatos is not so much an ally as an unwilling accomplice: the chaos and destruction that Thanatos wreaks is a perfect ground for Arik to sow the seeds of insanity. There are a few Exalted level Demons and other beings who have become his followers, as he promises them power beyond their wildest dreams should he be released. The Servitors of the Entities are also at his command, as are many of the denizens of the Dimension of Nightmares. On the Prime Plane, the Beholders are his main followers, along with several Human, Beastmen and Monstrous cults, which generally consist of drooling mad priests and worshippers (who are usually dominated by the Beholders or other Monsters). Thanatos did sponsor Arik into Immortality, but has no interest in him in any way, Arik however still thinks of Thanatos as a Teacher and ally.

Enemies: Pretty much everything else in the Multiverse despises the beings in the Prison Dimension, so his enemies are many and legion. There are a few Immortals, however, who guard against his cults and followers vigilantly, and these include Korotiku, who was his greatest enemy in the Great War between the Immortals and the Entities from the Void Between the Stars: Noumena, one of the more active members of the Council of Intrusion, who has made countering Arik and his activities a special goal: and Rathanos, who hates him for Arik's part in the corruption of the Nithians.

The Mage Ogdoban Treel from the happening in Haven. An interesting note, Treel does plan on setting Arik free. Treel is basically setting up Arik to take the fall for all of his schemes. Whether his current plans fail or succeed, Arik will be "revealed" to be the power behind this. The Immortals will then pursuit and punish Arik for once again violating the Prime Immortal rule. Arik will of course try and tell the other Immortals about Treel, but who is going to believe Arik? Also, the idea that an Immortal can stay hidden for so long is preposterous in their views. Also, the evidence points to Arik's guilt: it was the Eyes that were the Power source for just about all of the Plots that the Immortals may discover. As Arik is blamed and punished, Treel will slip away undetected. Treel still desires the anonymity of his Immortal stature and Arik is the key to this. This is probably the most important aspect of Arik's use to Treel. Treel also suspects the allegiance between Arik and the Shadow Lord, which is what he planned. The Shadow Lord is a part of Treel's plan to release Arik. How is the Shadow Lord going to learn to free Arik? With the information that Treel will secretly provide the Shadow Lord of course.

Holy Days: ▶ None as yet but when freed this day will be the Prime, the destruction of Elves the 2nd, the death of Elves and all Fairies the 3rd, the extinction of Dragons the 4th and the enslavement or death of all humans, Dwarves, Halflings the last.

Days of Prayer: ▶ none as yet, all prayers are done to get Arik free. Clerics pray in the evening.

Piety awards: Slaying 100 Demi-Humans, Fairies 1 Pip
Slaying 2 Dragons or 1 Large/ Great Dragon 1 Pip

Piety Penalties: Failing to slay, without dying itself -2 Pip/lvl

Habits: ▶ normal humanoid or troglodyte behavior and routines are taken as normal for any species following.
Cautious -5 Peaceful -4 Loyal -2
Reverent +1 Trusting -3 Honest -2

Dead: Cast away.

Birth: Baptized in blood

Colors:	Red in any variation
Incense / Oil:	Rose, Tulip.
Stone / Metal:	Blood Coral, Ruby, Bloodstone, Red Copper.
Plants:	Rose, Red Tulip, Vampire Rose.
Chant:	<i>Hail, Arik, The Last God far Beyond. Burn my Enemies Land, his skin and offspring. Giving only good things to me from your hand. Arik the Banisher, bring me the world to rule.</i>

Artifacts and Magic Items

Eyes of Arik:

To facilitate his release, Arik has discovered a way to create Artifacts and magic items and send them into the Nightmare Dimension and thence into the Multiverse (where they appear randomly). The Eyes of Arik, which appear as gemstones of surpassing beauty and value.

His clerics will be able to memorize spells above 2nd level if they are within a radius of an Artifact of Arik equal to 1 mile for every 10 PP of the artifact: thus, a Major Eye of Arik with 600 PP would have a radius of 60 Miles. Clerics may cast spells memorized anywhere, but spells above 2nd level may only be memorized within the radius of one of his Eyes. Arik's Eyes allow the owner of the item to memorize spells above 2nd level, so long as it is in his possession (worn or otherwise held): this ability only works for the owner of the item, and may not be "shared". In return for this ability, the magic item bears a Handicap as though it were a Minor Artifact!

So, Arik waited in the Prison Dimension for centuries. Over time, Arik was able to send a handful of his Eyes into the Prime. Ogdoban Treel discovered one such eye and learned the properties of the Eye and looked for more. Treel was able to gather knowledge of five of them, one which was used and destroyed in Haven. That means more Eyes are unaccounted for, which Arik is hoping that one of his servants will find and free him from the Prison Dimension.

Zargon

Contrary to the views of the Zargonites, their patron is not an Immortal, nor is he truly exalted in any way. In truth, Zargon is an artifact created solely for the destruction of Cynidicea. - a creature crafted by Arik's magics to serve as his eyes and ears on the Prime Plane.

As such, Zargon is a unique creature: he is not a member of a race, nor is he a supremely powerful being. While he served his masters' cause in Mogreth, Zargon was both a living avatar of Carnifex Immortals' power, and a conduit through which their



powers flowed. It was through him that the clerics in Mogreth received their spells, and it was he who presided over their dark ceremonies.

After Mogreth fell, and Zargon was sealed away, he was forgotten by his masters, who, seeing their dream of an empire devoted to their worship crushed, turned their attention to other plots. Though he was ignored, Zargon still received some measure of the powers granted to him by the Outer Beings, such that he could still grant spells in their name. While imprisoned for those long millennia, Zargon was able to influence the thoughts of susceptible minds in the area, and thus was able to convince humanoids and their ilk to venerate him, and through him the Outer Beings - though his loyalty to his masters was quickly waning.

Eventually, as the timeline indicates, Zargon was able to influence the thoughts of impressionable Cynidiceans, and through them began a following in his name. The Church of Zargon arose from this, and, unlike the other followers who worshipped Zargon, the Cynidiceans worship him directly, and not the Outer Beings Arik did believe in. Zargon is still able to grant spells to his followers as Immortals do, and in the process he is trying to build up a fanatical following. His ultimate goal is to use his followers to smash the other three factions, and finally unite the Cynidicean people under his rulership. If he ever accomplishes this, he will use his worshippers as pawns to spread the word of his power, by persuasion or by the sword. He not only plans to convert the remaining goblin tribes in the area: he is aware of the existence of the Emirates of Ylaruam, not far above Cynidicea. He remembers the time when he held sway over Mogreth: one day, he will reign supreme over that land again.

The one thing that Zargon fears is that, eventually, the Outer Beings (in effect thus Arik) will turn their attention to him once more, and realize what he is doing. By building a strong following, he believes he will be able to withstand anything they send his way. Zargon is unaware of Gaius or Barimoor, and has no idea what sort of machinations are being devised by these two potential rivals.

THE CHURCH OF ZARGON

Political Beliefs	The cult of Zargon sees itself as the force that should be in charge of Cynidicea. All the other various factions are deemed to be radicals aimed at upsetting the social order and stability that would come with the rule of the Zargon worshippers.
Rituals	There is no set system of when the followers of Zargon perform their ceremonies, but it is safe to say that whenever Zargon asks them to pay honour they are willing to do so. Just to stay on his good side, they worship him at other periods as well. The rituals are rather gruesome and will not be explained in detail, but it is known that sacrifices to Zargon are often required. They often use captives of the other three factions for such sacrifices. The Zargonites see the many-tentacled thing as the one true ruler over all. They consider the worship of former kings such as Gorm as rebellious heresy and idolatry.
Tactics	The Zargonites generally rely on brute force, as that has been enough to accomplish their goals so far. If any of the other three groups gain in power, they may try an all-out assault on the opposing stronghold. Similarly, if there are powerful newcomers to the city or if the three factions unite they will first meet the threat with an aggressive attack. Should these tactics fail though, they may resort to more devious schemes to rid themselves of their opposition. They will NEVER give up, and if Zargon is killed they only will become that much more spiteful of his enemies/destroyers. Of course, if Zargon regenerates they will cite this as evidence that they were right all along. Many semi-sane Cynidiceans may come to agree with them based on this proof.
Laws	Laws? For the Zargonites? Well, there is one. Namely, Follow the Will of the Mighty Zargon and his Clerics. Anything they say goes. Not following their orders means death.
Dream for Cynidicea	One day, all shall come to realize the power and truth of Zargon. They shall stop following false rulers and worship the mighty one. All will obey his will and Cynidicea shall become mighty, the center of his future kingdom. Those who have served him well will be rewarded with power. Those who have not served him shall die.

Composition of the Church of Zargon

Unknown. There are no full members and lesser members - the cult claims it treats all equally. This is more true than with the other groups, as all members are treated equally. Equally badly, that is, in a group wherein all seek power and fight over it, directly or through intrigue. Members of all classes exist among the Zargonites, as do a number of humanoids. Some Cynidiceans serve the cult for money, out of terror or because the insanity has got to them enough they believe the Zargonites mean the best. Most Cynidiceans, being in their dream world, pay the cult little heed. Those in their right minds often join one of the other three groups in the attempt to overthrow the worshippers of the slime-being.

Important Characters among the Zargonites

Arastotheles

History: Born in 965 AC to a family of devout Zargonites, Arastotheles has been deeply immersed in the lore and dogma of Zargon his whole life. Sent to the Temple to gain an education, as the eldest son of his family, Arastotheles had these beliefs reinforced. By the time he obtained membership in the Zargonite clergy at the age of 20, Arastotheles was a raving fanatic, eager to spread to faith, and just as willing to put down "heretics" ruthlessly. He assisted in crushing revolts on at least two occasions, relishing the experience of killing his fellow Cynidiceans, whose crime had merely been the adherence to a different faith. Soon, he chafed for more action, and so his superiors sent him into the far caverns known to the Cynidiceans, where he was ordered to make contact with various known goblin tribes and bring them under Zargon's influence. It was here where Arastotheles fought many underground monsters, and brought many a goblin to the "light" of Zargon - by force if necessary. Recognized for his achievements, he was recalled to Cynidicea, where he was assigned the post of Inquisitor, and was made responsible for rooting out subversives, and dealing with them in any way he desired. He remains at that post today.

Personality: Arastotheles is an utter sadist: there is nothing more he enjoys than torturing and killing those who are helpless to fight back, and bringing those whom he considers heretics to "justice". Blended with his sadistic tendencies is a fervent belief in the cause of Zargon. He believes that he is serving Zargon's will by seeking out and killing those who oppose his worship, and he feels that Zargon's principles are the ones guaranteed to provide him with the means to attain Immortality one day. Like many of his fellow drug-crazed Zargonites, Arastotheles has not stopped to consider that there are no real principles to Zargon's worship as such, unless one counts such ideas as "might makes right". This minor detail has not stopped him, however.

Appearance: Arastothelus is not very imposing, standing roughly 5'8" tall and weighing 147 lbs. He tends to wear dark clothing - usually dark grey or black, when he goes about his gruesome duties. With his stark white hair, and his piercing light green eyes, he has a very ghoulish appearance, which he has found unsettles most people around him.

Combat Notes: He is a 6th level cleric of Zargon. AC 4 (chain mail + DEX bonus): hp 35: #AT 1: D 2d4+2 (mace - Expert) or 1d2 (whip) or by spell: ML 11: AL C: S 12, I 13, W 18, D 13, Co 15, Ch 13. Languages: Cynidicean, Goblin. General Skills: Ceremony - Zargon (W+1), Survival - Underground (I), Orientation in Caves (I), Alertness (D), Leadership (Ch), Endurance (Co)

Radulfus

History: Born in 979 AC, Radulfus was the youngest of three sons. His eldest brother, as is customary among many Cynidicean families that worship Zargon, went to the Temple to become a cleric of the faith. His other brother ventured into nearby caverns in search of adventure - and has not returned since. His parents not being terribly pious, and spending most of their time in a drug-induced haze after the loss of their second son, pretty much left him to his own devices. Having been turned down at the Temple for not possessing the talent to become a cleric, Radulfus enlisted in the Cynidicean army, in the hopes that there would be a future for him there.

It was in the army that his superiors exposed him to the wonders of Zargon, and, through the use of additional drugs to enhance impressionability, made him into a drugged out, but useful, soldier. He spent over a year in this condition, scarcely being aware of his surroundings, and generally having a far greater concentration of drugs in his system than ever before - a large amount even by Cynidicean standards. It was during a botched raid on a nearby hostile tribe of goblins that Radulfus was separated from his fellow soldiers, and found himself lost in a series of strange caverns. After several weeks of searching, he finally found his way back to Cynidicea, but along the way many of the drugs had worked their way out of his system.

He noticed for the first time how clearly he seemed to be thinking, compared to his fellow Cynidiceans, and suspected that there must be something at work, which made everyone appear out of touch with reality. This was especially evident to him when he rejoined his army unit - no one noticed that he had been missing for several weeks! Though some of the ambient drugs have since found their way back into his system, Radulfus has managed to avoid taking the special drugs given to the soldiers, which he correctly suspected of turning them into zombies.

Personality: Radulfus is a soldier of Zargon because there do not appear to be any alternatives, and because it is the only existence he has really known. At the same time, he suspects that something is wrong in Cynidicea - something is inhibiting the ability of the people to function normally. His few weeks away from Cynidicea gave him the chance to see the world in a more or less "clean" state, and now he cannot help but notice how oddly people are behaving. He has no idea that there are drugs present in almost everything, or that the Zargonites are responsible for their presence. As a result, Radulfus is at a crossroads: if someone were to show him a better way to live, or that the Zargonites are responsible for Cynidicea's current problems, he would abandon his tenuous faith.

Appearance: Radulfus is a typical warrior - moderately tall at 5'10", and solidly built (177 lbs). He is rarely seen without his short sword at his side, and his chain mail armour is always neat and clean.

Combat Notes: He is a 1st-level fighter. AC 4 (chain mail + shield): hp 8: #AT 1: D 1d6 (short sword + strength): ML 10: AL N: S 14, I 13, W 13 D 12, Co 12, Ch 15. Languages: Cynidicean. General Skills: Military tactics (I), Survival - Underground (I), Alertness (D), Orientation in Caves (I)

G'tran

History: G'tran was born 980 AC, to the chief of the Cynidicean Thouls, and his wife, the most influential shaman. His mother taught him her spells, in addition to the reading and writing so rare among his clan. When G'tran was 16, both parents were slain in an uprising by one of his father's bodyguards. G'tran, already a powerful figure in his own right, defeated the usurper, and seized control. He now heads not only his Thoul tribe, but many of the cliff-dwelling humanoid, and works hand-in-hand with the Zargonites on many missions. He has not taken a wife, but maintains romantic relationships with several female Thouls.

Personality: G'tran has a need to be in charge, a combination of his heritage and his history. Having seen the danger of treachery from ones' followers, he runs a tight ship, brooking no dissent. He has personally slain any humanoid leader in his subject tribes who dares to question his rule. Given this nature, he is especially annoyed at having to take orders from the Zargonites, and looks forward to the day when the tables are turned. Until then, he plays the part of the loyal follower, all the while ensuring that the cliff-dwellers remain loyal to him foremost. He is willing to listen to those who may help him throw off the rule of Zargon, if his followers are granted independence.

Appearance: G'tran stands just 6'3", short for a Thoul, let alone a Thoul chieftain. He possesses a wiry strength from the troll-side of his heritage, but also is quite nimble, unlike any troll. He is an albino, with white hair and skin (*goblinus monstrum necrophagous*) and wears skins of important individuals he has slain. An amulet of Zargon adorns his neck, but is often removed when in the confines of his own cave. He is armed at all times.

Combat Notes: He is a 6th-level Thoul shaman. AC 6 (dexterity bonus): hp 47: #AT 2 claws or 1 battle axe+1 (basic training) or by spell: D 1d3+2+paralysis, 1d3+2+paralysis or d8+3 or by spell effect: save F8 (+1 vs. spells): ML 10: AL C: S 16, I 12, W 14, D 17, Co 13, Ch 13. Languages: Troll, Goblin, Hobgoblin, Cynidicean (the cliff-dwellers do not speak any other humanoid tongues, as the passing of time has caused a great deal of assimilation and cross-culture transfer). Spells: Daily: 2 1st, 2 2nd, 1 3rd. General Skills: Intimidate (S+1), Leadership (Ch), Mysticism (W).

Sources: TSR9190—D&D—B1-9—In Search of Adventure,
TSR9049—D&D—B3—Palace of the Silver Princess,
TSR9049—D&D—B4—The Lost City of Cynidicea,
Dragon January 2004—D&D3rd—Mystara, Return to the Lost City,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



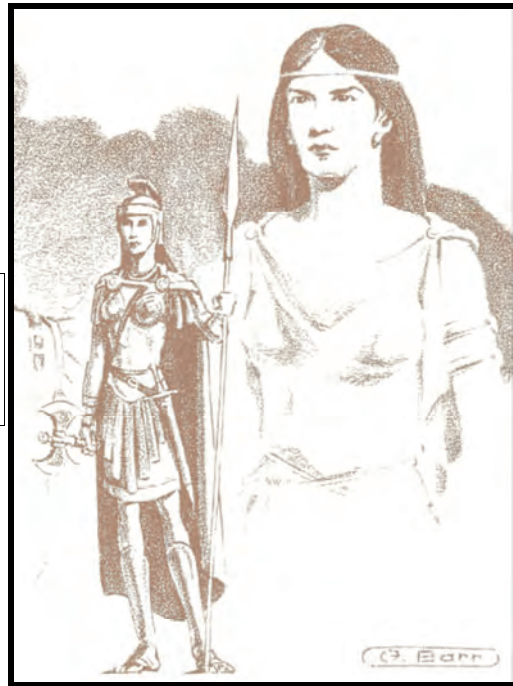
Arnelee

Patron of Calculation, Mathematics, and numbers.

Region:	Norwold, Bellisaria
Sphere:	Temporal (IM 7) of Thought
Home plane;	unknown
Date Ascension;	somewhere around 750 AC
Sponsor;	Unknown
Statistics;	AC-9, HD 21, Hp 110, MV 150' / 50' #AT 2 = Punch-2d6+3, or 4 Mystic "Hand" Attacks-5d12+3, or Bastard Sword-P3d8+13 / S3d6+11, or Spear-2d4+13, or Battle Axe-P3d10+17 / S3d8+15, or Hand Axe-P4d4+13 / S3d6+13, AM 50%, ST 18, IN 16, WI 16, DX 16, CO 11, CH 12, Sv IM7, ALN
Powers:	Weapon Mastery (Bastard Sword, Spear, Battle Axe, Hand Axe,), Mystic Abilities. Bastard sword+5, Battle axe+4, Spear+4, Hand Axe+3
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Druids,
Alignment:	any
Powers:	These cleric may reduce their normal casting time by 1 initiative segment to a minimum of 1
Skill effect:	Accounting skill extra
Allowed Weapons;	Standard.
Allowed Armor;	none
Holy Symbol:	an abacus
Vestments:	a grey robe with 10 sets of displaceable beads (a sort of abacus with memory)
Adventuring Garb:	as vestment (but beads may be worn wrapped around wrist or waist)
Temples:	small churches of stone, with lots of archival storage of accountable data (regional, political, senses, harvesting, taxes, earnings, etc.
Dogma:	knowledge can only be used when there is made some gain in the number applied to it, and the importance of losses are only known when accounted
Daily Activities:	recording all calculable data for farmers, rulers, merchants, tax-officials.
Known History:	<p>The daughter of well-to-do parents, she chose an adventuring life over a life of safety and boredom. Arnelee fell in early with loyal companions, and they became close and life-long friends. Though many offers came her way, Arnelee never married.</p> <p>While adventuring in a wilderness far from her home, Arnelee met an Immortal and created a drive to seek Immortality herself. She chose the path of the epic hero. Her petition was at first denied, but was later accepted, her sponsor... delighted with her tenacity.</p> <p>She quested for the Tome of Gambia, a magical book that contains all the knowledge of mankind in a single volume. She reused it from the hands of a cleric who sought to destroy it as an evil thing.</p> <p>She then sought the world over for the Gloves of the Demon, gauntlets that change their wearer irrevocably into a demon in the service of Entropy. She finally found them and destroyed them in the fires of a volcano. As her successor in her adventuring group she chose a young girl, like herself in many respects.</p> <p>She proved a natural with a bladed weapon, and was readily received into the group as an equal, though Arnelee's friends were saddened by her departure. Arnelee forged a new sword, one with the ability to tame any energy attack it touched.</p> <p>Her final task was to count all the grains of sand on the seven islands in the harbor of her home town. This was accomplished with the aid of a clever scale of her own devising that counted as well as weighed. This task took 10 years, but when it was over Arnelee was allowed to join the Immortals.</p>
Personality:	Brisk to the point of gruffness, Arnelee can easily alienate her new acquaintances until they get to know her. She is loyal to her few friends, and has learned over the years to be careful before making commitments. She is tolerant of others if their actions do not interfere with her own designs.

Appearance: Arnelee is a female warrior. She looks like a well-muscled women, 6'1' tall, 160 Lbs, and 50 years of apparent age. She is still a very capable fighter despite her age.

She wears her chestnut hair long. Her eyes are a vivid sea blue with a dreamy quality, though she is all business in her actions.



Mortal Statistics; ST 18, IN 14, WI 14, DX 14, CO 10, CH 10. Weapon Mastery Bastard Sword (expert), Spear (Master), Battle Axe (Expert), Hand axe (skilled). AC8, AV4, HD9, LVL F36, Hp 112.

Allies: Tourlain, Finidel, Iliric, Lornasen, Paarkum.

Enemies: Talitha, Brissard, especially, and Demons in common.

She has a great dislike for the Immortals Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares, due to their actions in Wrath of Olympus.

Holy Days: ▶ 1st day of each season, as most calculations of bygone and coming days are collected and reflected.

Days of Prayer: ▶ Lunadain, Every Day, early in the morning, and before any calculation a short prayer (1 round). Clerics pray in the morning for spells.

Piety awards: Loyalty +1/ 5 year to same person
Familiarizing a raccoon +3

Piety Penalties: Making calculation mistakes -1 to -5 depending on effect caused by it (DM).
Killing or harming a raccoon -1

Habits: ▶ enough calculation materials (paper, implements, abacus, beads, etc.) are carried along. These are stocked are reflected together with existing calculation records. Each cleric specializes in one area (taxes, harvest, census, creatures, weather patterns, travelers, crime, etc.) and collects all information connected to this specialization. (i.e.; a cleric specialized in crime records, collects all acts of crime reported, suspected, all victims, all stolen or destroyed materials, all sentences, etc.).

Cautious	+3	Reverent	+2	Trusting	+2
Peaceful	+2	Generous	-2	Loyal	-2

Dead: Buried in single graves

Birth: baptized in waving of hand and a stroking by each family member on the head.

Colors: Bleu—virtue
Grey—work
Brown—not at work (i.e. most adventuring clerics wear this color when the adventure is not paid for).

Incense / Oil: Alsem

Stone / Metal: Coral, Shell, Pearl

Plants: Nutmeg

Animal: Raccoon

Chant: none

Sources: TSR9189—D&D—IM2—The Wrath of Olympus, page 20.
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Asterius

Belnos, Belenos, Ashtiru, Asuradha, Munes, Asterios,
Melq-Ashtir, No Cha, Asgrod, Rudra

Patron of Trade, Merchants and Thieves, Healers, Journeys abroad, Halfings



Region:	Robrenn, Five Shires, Alpathia, Thyatis, Karamaikos, Darokin, Ylaruam, Northern Reaches, Sind.
Sphere:	Celestial (IM 27) of Thought
Home plane;	Mondara (free Outer Plane) and The Eternal Marketplace in the Outlands.
Date Ascension;	3500BC probably.
Sponsor;	Korotiku.
Statistics;	AC-14, HD 41, Hp 600, MV 150' / 50', FL 360' / 120' #AT 4 = Punch-4d6+3, Dagger 3d4+6, Gentle Touch 3d12+3, AM 860%, Sv IM27, AL N ST 19, IN 50, WI 33, DX 18, CO 20, CH 10,.
Powers:	Unknown or not developed or even removed by other Immortals. Four Daggers +3 of Flying
Followers Alignment:	Any
Taxes;	Followers are taxed 55 to 20% of their annual income by the Church, this depending upon their overall wealth. The more the higher the tithe.
Clerics;	Clerics, Druids, Paladins, Mystics.
Alignment:	The priests of Asterius are called Silverobes, because of their ceremonial garments. Any but if they are clerics of his aspect of Patron of Thievery, only Chaotic or Neutral.

Powers:	Have the ability to Move Silently, and Hide in Shadows as a Thief of the same level.
Extra Powers if also Merchant;	from 1 st Merchant level to 4 th , the priest receives one extra language per merchant level. The languages chosen must be those of sentient humanoid, the character has met in the time in which he acquired that level or earlier.
Skill Effects:	Honor Asterius, Extra, Required; Bargaining, Accounting and Appraisal, and further recommended; Etiquette, Modern Languages, Riding Land-Based, Reading/Writing
Allowed Weapons;	Standard and may use daggers (in effect all one-handed weapons) in combat.
Allowed Armor;	Up to chain mail, no shields
Holy Symbol:	The Moon (in all its shapes but mostly Full Moon), in other cults a Silver Coin.
Vestments:	Clergy of Asterius don garments with silver ornaments when performing special rituals.
Adventuring Garb:	Adventuring clergy wear a silver moon medallion on their neck.
Temples:	High large buildings with large windows to let in moon light (and daily sun light), often merges with other religions as long as they keep the moon windows (as Church of Karameikos). In addition to the temples, small altars to Asterius are found along side the major roads in the country. Prayers to Asterius are made before any business transaction or before and after a caravan journey. It is said that thieves utter a silent prayer to Asterius before picking a lock, but this isn't a certain fact. The dominance of the church of Asterius is the reason that thievery is not considered a major crime in Darokin. Asterius is worshipped in many places, since trade and thieves are part of many cultures. Asterius is the most important Immortal in Darokin. He is the patron of Darokin City and the most widely worshipped Immortal in the nation. Asterius is the god of wealth, of commerce, communication and travel, all the ideals that our nation is known for. Asterius is also god of the moon, and patron of thieves. His temples are found all over the nation with the most impressive one in the capital city. He has large followings in Darokin and Karameikos (he is one of the patrons of these countries' respective churches), Thyatis, and Sind (where he is known as Asuradha). Before the coming of al-Kalim he was honored in Ylaruam as Ashtiru, and he is still known by that name among the Ylari citizens of Tel Akbir and Biazzan. In Robrenn, he is followed by the druids as Belnos, patron of trade and healers. He is part of the Nithian pantheon as Munes. And the Traldar and Milenians know him as Asterios. Only one myth ever mentions the nimble Immortal Asgrod, who served as a messenger of Odin from Asgard. So quick in wit and feet was Asgrod that he could journey to the darkest depths of Hel unscathed. He was never truly worshipped, until recent cults imported by traders from Thyatis, Minrothad, and even far-off Darokin. Asgrod ensures safe, swift travel, and fair trades, but unlike his foreign counterpart, he wards against theft and trickery-misdeeds inspired by Loki! The Asgardian messenger Immortal is named Hermod, which sounds like the Greek. Asgrod is patterned after the Thyatian Asterius.
Dogma:	Asterius encourages his followers to seek wealth and profits. However, he dislikes excessive greed and discourages bringing utter ruin to others by seeking wealth (that is more in the domain of Talitha and Iliric). Instead, if by gaining wealth, his followers happen to bring profit to others as well, Asterius likes that most of all.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Priests who worship him as patron of merchants often engage in trade themselves: the priests of Asterius in Darokin are especially successful merchants. Those who honor him as patron of thieves are often members of thieves' guilds, administering to the religious needs of other members and helping them plan their activities. In Robrenn, druids of Belnos handle exports of goods from the country (most of these goods are nature's products).
Known History:	Asterius was a man of the Blackmoor Civilization, an ancient Technological culture which blew itself up around 3000BC. Born in Blackmoor before the Great Rain of Fire, as Cymorrak, never manifested the love for technology of his contemporaries. Instead he dedicated himself to master the arcane arts and the thieving profession. Cymorrak ignored his culture's fascination with technology and explored the ways of magic. As a youth he had been a fence for stolen goods, and all his life maintained strong friendships in the thieves' underworld. And later he became known as a respectable Merchant, and became fascinated with the ways of commerce. All this also thanks to the liaisons with the criminal organizations he had helped in his past. Thanks to his long journeys and the ancient artifacts he discovered in his adventures, he was able to unveil the secrets of the Path of the Epic Hero for the Immortal Korotiku. He successfully completed it around the 3200 BC, after destroying an Entropic artifact of Thanatos, the Spear of Destruction. He did this with the epic weapon he created, the Crystal Dagger of Cymorrak, thus preventing the end of the Blackmoor civilization way before the cataclysm, and so he earned the enmity of Thanatos. After achieving Immortality, Asterius has looked with the most kindness upon merchants and thieves (whom he considers two of a kind), and they make up the greater part of his followers.

Personality:

Asterius is extremely friendly and charming at first sight, but he hides a dangerous side that never shows and which helps him taking his enemies by surprise to achieve his goals. He considers himself the universal patron of thieves and merchants because they are two sides of the same coin, even though he despises the evil ones who act merely for self gratification or for envy (and for this reason he hates Talitha with passion).

He is also associated with travelers and those who bring information, since knowledge is a priceless good on Mystara. Asterius, in life, was a cheerful, merry man with a dangerous edge under the surface, and these traits have stayed with him. He is usually kindly and positive in his dealings with mortals but is dangerous when insulted or thwarted.

In the Hollow World, Asterius works to introduce trade between nations and tribes which do not enjoy his blessing, and to introduce thieves into cultures which do not have them. He has been successful on the first task: the Spell of Preservation hampers him in the second task. He will look kindly on characters who help trade-caravans cross dangerous territories: he may harass those who sack caravans and keeping them from their destinations.

This Immortal loves bargaining, and loves characters who bargain well. He also promotes the exchange of ideas between cultures through trade. And these, too, are the traits of his priests, who try to keep trade routes between nations open, free from excessive taxes, and mutually profitable. He also likes the Immortal of mischief and trickery, and he is also an Immortal for the worship of thieves and bards.

**Appearance:**

He appears as a middle-aged, black-haired, corpulent man in ancient robes: he is usually wearing a smile which does not quite reach his eyes.

Allies:

If Asterius has friends among the Immortals, they are Ixion (the two are as different as sun and moon but remain friends nonetheless) and Korotiku (his sponsor: each has an appreciation of the other's cleverness).

He works together with Rad, Rafiel, Vanya, Ka, Eiryndul, Rathanos and Korotiku in the Fellowship of the Ring in 1000-1009AC.

And is together with Valerias, part of the Church of Thyatis, Darokin and Karameikos. He is the main Immortal of last two these churches. But as she aligned herself with the Ring of Fire it caused a temporary break in these churches, with all corresponding effects on their followers.

Enemies:

Thanatos is Asterius' primary enemy, but Iliric, and Talitha are disliked also.

Holy Days: ▶

Klarmont 14th is the Mercantilia, a day celebrating wealth and its availability to everyone. It is said that on this day, worshippers of Asterius receive special boons from their patron: thieves may find their skills enhanced, merchants make especially profitable deals, and other followers come upon good fortune.

Days of Prayer: ▶

Lunadain, and beginning of any Market Day. Clerics pray in the morning.

Piety awards:

Becoming a Merchant in addition to existing class	+5
Making a profit of 100% over a base value of 1000 gp or more	+2

Piety Penalties:

Making a loss of 50% or more over a base value of 1000 gp or more	-5
Making a loss of 50% or more over a base value of 100 gp or more	-4
Making a loss of 50% or more over a base value of 10 gp or more	-2
Making a loss of 50% or more over a base value of 100 cp or more	-1
Bankruptcy	-3

Habits: ▶

All Followers, and especially Clerics are advised to become Merchants in addition to their class. (Read the Ultimate Spellbook).

Generous	-2	Reverent	+2	Loyal	-1	Honest	-1
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Dead:

Buried in single graves

Birth:

Baptized in lunar rays of light

Colors:

White.

Incense / Oil:

Curry, Lilac

Stone / Metal:

Crystal, Marble, Chalk, Platinum, Silver.

Plants: White Rose, Lilac

Animal: Magpie

Chant: *Hail, Asterius.
I, quest upon thee,
For I am to embark on a wage of Profit,
I ask for your Blessing
That what I do Brings us as much as possible,
For wealth is wisdom,
And with wisdom comes wealth.*

Special Spell
Transform Wealth

Range: 30'

Duration: Permanent

Casting Time: 1r

Area of Effect: All material wealth in a 1' cube

Saving Throw: Negates.

Cleric 2

This spell transforms one type of material wealth (coins, gems, jewelry) into another. Thus for example coins can be transformed into less unwieldy gems. Objects that are not purely material riches (such as art objects or an expensive house) are not affected. Five percent of the transformed items' value is lost as a sacrifice of transformed energy to Asterius. This spell can be cast on unwilling targets (e.g. to encumber them by transforming their gems into coins), but they gain a normal save. The spell must be cast on specific, visible items, not randomly in hopes of 'catching' some possible items into the area of effect. A visible item may be a money pouch or a wrapped gem or Silver-bar, but not items of value in a bag. Magical items, gold, uncut Gems or Ores, Finished Jewelry, Non-pure material Riches, Diamonds, Star stones, Corborundurum and Crystals are immune to this spell, in either way of transformation.


Sources: Dragon Magazines: 166,
TSR1037—D&D—Gaz0—Dawn of the Emperors,
TSR1094—D&D—Champions of Mystara,
TSR9303—D&D—HWA1—Nightwail,
TSR9310—D&D—HWA2—Nightrage,
TSR9311—D&D—HWA3—Nightstorm,
TSR2521—AD&D2—Savage Coast Campaign Book,
TSR2522—AD&D2—Orc's Head Peninsula,
TSR1054/1401—D&D—HWO—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Atruaghin

Atruatzin, Atrughanya, Quetzalcoatl, Vishnu, Kulkulkan.

Patron of Atruaghin, New-Way Azcans



Region:	Atruaghin Clans Azcan Empire (Hollow World New Way), Sind	
Sphere:	Hierarchy (IM 32) of Matter.	
Domain:	Beastlands / Krigala / Happy Hunting Grounds (Palace of Atruaghin)	
Date Ascension:	795 BC, although some debate that Atruaghin achieved Immortality much earlier.	
Sponsor:	Ka (most likely: though neither he nor Atruaghin have shed any light on the matter)	
Statistics;	AC-16, HD 46, Hp 900, MV 150' / 50' #AT 4 = Punch-4d6, AM 90%, SV IM32, AL LG ST 14, IN 78, WI 90, DX 12, CO 15, CH 80.	
Powers:	Call Other, Detection Suite, Improved Save vs. Power Attacks, Turn Undead. Tomahawk.	
Followers Alignment:	Lawful / Neutral	
Taxes;	Followers are taxed 100% of their annual income by the Shamani for their clan, or 10% by the temple clerics elsewhere.	
Clerics;	Clerics, Shamani, Paladin	
Alignment:	90% Lawful / 10% Neutral	
Powers:	Can't be deceived, they can automatically tell when someone isn't telling the truth.	
Skill effects:	Herbalism.	
Accepted Weapons:	Standard, but appropriate to Atruaghin Clans or Azcan culture	
Accepted Armour:	Any appropriate to Atruaghin Clans or Azcan culture	
Holy Symbol:	Among the Atruaghin Clans, this Immortal is known by his feather headdress (A war bonnet) or a tomahawk. The latter employed in ceremonies, as the war bonnet is generally associated with the Children of the Horse. Horse Clan Shamani use both symbols. The feathered serpent is associated with Atruatzin among his scattered Azcan adherents: it embodies the fusion of the hawk (symbol of Otzitiotl) and the Reptile (Symbol of Kalaktatla).	
Vestments:	Atruaghin's clergy dresses in the traditional garments of whatever culture they are operating in. They customarily carry a tomahawk, and occasionally wear a war bonnet (though this practice is rare outside the Horse Clan).	
Adventuring Garb:	The clergy's adventuring garb doesn't differ from their normal one.	
Temples:	Atruaghin does not use real temples but special huts (teepees) with sweat huts, burial grounds are well known. A constant burning fire mostly nearby. Atruaghin's major center of worship is the Atruaghin Clans, where he is followed by all clans except the Tiger Clan. From the Clans, his following has spread into Sind, where he is venerated by some people as the patron of longevity and safety. In the Hollow World Azca, Atruaghin is quietly gathering followers, but they are not yet nearly numerous enough to challenge the priesthood of Atzanteotl. Nature's Warriors is a group of rangers from the Bear and Elk Clans. The group acts as an elite fighting force whenever the Clans are threatened. They yearn for the day when they may lead the attack on Tiger Clan to show them the error of their ways.	
Dogma:	Atruaghin is not a very visible Immortal. He contents himself with quietly watching over his followers and only moves to protect them if they are seriously threatened. An important goal for him is the destruction of Atzanteotl and returning the Azcans back to their old Immortals. He is very subtle about it though, and Atzanteotl doesn't even suspect much yet.	
Daily Activities:	Atruaghin's priests are called Clan fathers. Both priests and Shamani work as protectors of Atruaghin Clans, keepers of wisdom and knowledge, and advisers to tribal chieftains. Rangers learn the way of nature and teach it to other people: they also act as elite warriors in defense of the Clans. Priests of Atruaghin in Azca work quietly to oppose the ruling clergy of Atzanteotl and to sabotage its efforts. They also seek likely converts among the non-evil Azcans.	
Known History:	Across the millennium and a half after the arrival of the Azcans in the Hollow World, among scores of priest-kings, one name stands out and is remembered: Atruatzin, who was called Quetzalcoatl, "the Feathered Serpent." Or also precious twin. A story of the New Way in Azca tells how he received his name, and what it signifies. One day Atruatzin was walking in the forest with friends and family. A flock of deadly flying snakes suddenly descended, threateningly, and there was no way the humans could escape. Atruatzin stepped forward and said: "Please, leave my people be, and I will offer myself, for surely my flesh is enough to satisfy you all." Instead of attacking, the snakes landed on the rainforest floor, bowing and prostrating before him. "O Quetzalcoatl, whose greatness will glorify our image, we shall await your return from Mictlan, to free us from the blasphemer." In some versions, the winged serpents kissed his feet, pricking him gently with their fangs. The poison did not kill him: instead, he ceased to age, and stayed in middle-age, even as great-grandchildren died of old age. No one, not even Atruatzin, whose wisdom went unequalled amongst mortals, understood then what the serpents meant. But the name Quetzalcoatl remained, and was remembered by the people.	

Only when Atzanteotl came, did people understand. Atzanteotl took the shadow of the Feathered serpents as his symbol, just as Atzanteotl works as but a shadows, a mockery of Atruaghin's crafts. The Flying Snakes, which had made peace with Atruatzin, never again spoke, but instead attacked people and poisoned them with their venom. But Atruatzin, the precious twin, will return to free and redeem his people, and his Chalchuiatl (sacrificial blood) will end Atzanteotl's wicked reign. (This story is told among people who only know of the bat-winged flying viper—Atzanteotl's beasts—and do not realize that friendly, intelligent feathered serpents once roamed the Azcan Empire. Nowadays these reclusive beasts have hidden themselves on the Floating continent of Ashmorian, rarely seen on the ground. Recently some captured examples were changed to become controlling devices on the Giant Burrowing Worms by followers of the Immortal Thanatos, to conquer all Mystara (HWA 1 to 3, Night Wail, Night Rage, Night Storm), but Asterius prevented this, with the help of some mortal adventurers.)

Atruatzin, say the legends, was master of every art known among Azcans: He was a clever craftsman, a shrewd trader, a wizard, a priest, and of course a warrior of stature befitting a great king. He was a great hero who came to power in the Azcan Empire deep in the Hollow world. As a priest-king, he ruled from the city of Chitlacan and served the Immortals Kalaktatla (Ka) an Otzitiotl (Ixion). When the evil elf Atzanteotl came into full Immortal status in the sphere of Entropy, Atruatzin was ruler in Chitlacan. He had ushered in an era of peace and prosperity, the like of which had never before been known. He promulgated wise laws, and ruled evenly and justly. To bind the empire together, he built an efficient network of runners who could carry news and messages throughout the land in a matter of days. His reign was long, just, and peaceful.

1494BC But ill winds brewed. Atzanteotl coveted the Azcan race, and would not rest until their hem were thoroughly corrupted to his way. Because Atruatzin resisted the dark Immortal's temptations, Atzanteotl manipulated others in the religious and government hierarchies, leading to an overthrow of the emperor. Atruatzin fled to the mountain fortress of Quauhnahuac, but eventually he was dislodged from there. They settled in fortress Quauhnahuac. The reign ended when the Chaotic Immortal Atzanteotl corrupted the Azcan culture.

1500BC Azcan priests turn to evil and entropy. Only Atruatzin, resists the Immortal Atzanteotl). As Atzanteotl consolidated his power over the Azcans, Atruatzin and his last followers fled through the earth, and finally built themselves a settlement underground. Atruatzin named it Mictlan, after the mythical home of the dead. For they were like unto wandering souls of the dead, and here we have found rest. In Mictlan they marveled that Atruatzin did not age. "Surely" they whispered, "he must be truly blessed, or cursed by the Immortals". The only building they had time to make of stone was a temple.

1468BC All too soon, a band of pale thin men (elves—the ancestors of the Schattentalfen, who were already being swayed by Atzanteotl's whispers)—came upon this place, took the settlement by force, and renamed it Aengmor: Once again, Atruatzin was dislodged by Atzanteotl's machinations: and now the last of his followers had perished. The evil Immortal saw to it that Mictlan was overrun first by Elves driven underground from the surface world, and much later then by Humanoids

1420BC He alone escapes. With his companions slain, Atruatzin wanders through endless caverns. As the years dragged on, Atruatzin was heartened by the third wizard's prophecy, and it gave him strength. He would again see his Azcan Land and people, whom he loved. As he remembered the first two wizards—the one's advice, the other's temptation—he tested and prepared himself so that, though in the guise of a babe, he would have the strength to overcome his treacherous, deceiving nemesis. until he came last to then surface world in search for the meaning of life. Here he found a race physically similar to those he had once ruled.

1410BC They are descendants of Azcans and Oltecs and he unites them under his new name: Atruaghin. Over the next several years he brought peace to the numerous warring tribes in the region. Eventually, in fact, he became their chief, governing as wisely and fairly as he had in the Hollow World. But still, he felt that something was wrong. Eventually, his alien nature became obvious to the people of the Atruaghin Clans. While his subjects aged and died with the passing of time, he did not.

1265BC Ahmanni Turtlerider and Atruaghin became lovers, and break of due his ageless nature. He seemed to be frozen at the peak of his physical and mental development. Determined to discover what was behind his unusual longevity, the wise ruler of the clans decided to travel the world in search of an answer. Appointing a wise and powerful ruler to govern the clans in his absence, he left his adopted nation behind and journeyed throughout the known world.

1260BC He studied the magics of Glantri, the gentle ways of nature in Alfheim, the harsh life of a warrior seafarer from the Northern Reaches, and the noble aspects of the Alphantian art. But he did not forget his native people. His journeys even took him back to the Hollow World, where he visited the deserted ruins of Quauhnahuac—his last stronghold in the days before Atzanteotl's machinations drove him into exile. Here he vowed to undo Atzanteotl's acts and began seeking Immortality as a way to make this possible. He began preaching the New Way (a rejection of Atzanteotl's teachings and a return to the old beliefs of their race).

900BC Aware that he could not yet challenge an Immortal, he swore an oath of vengeance against the evil creature that had so affected his life. To that end, he created Atruaghin's Mystical Conveyer—a powerful artifact linking his domain on the surface world with its inner counter part. One end in Quahuanac, and the other in the Atruaghin Clans. He intuited that it would serve good purpose in the distant future. He took care to insure that even the prying eyes of Atzanteotl would never learn of this device by shrouding the place in magics learned during his decades of wandering. The other great deeds of Atruaghin are too numerous to list here. Gradually, his two Immortal patrons revealed to him what he was doing, and what he was to become. He was following the Path of the Polymath, to become an Immortal himself. Atruaghin would be of great importance in the unfolding of destiny and in the great war of the Immortals that was seen to be coming. When he returned to his people with the Conveyer, he found that they had been overrun by evil. The dreaded Red Orcs, Wogar's Goblins and a host of humanoids now ruled the domain he had left behind. The proud races that he had united under his banner had been enslaved by inhuman monsters. He sensed Atzanteotl's hand in this, but could find no direct proof of it.

800BC Working swiftly, he assembled a force of powerful warriors and a cadre of dedicated Shamani. When the time was right, he led a great revolt against the Orcs and Humanoids. In battle after battle, the fierce monsters that had enslaved his people were driven back and defeated. the conflict was savage but in the end the Children of Atruaghin were successful. When the war had been won, and his people freed from the chains and the burning lash of their taskmasters' whips, he vowed that such a thing would never happen again. To that end, he called upon his patrons, the Immortals Kalaktatla (Ka) an Otzitiotl (Ixion), for help and began to weave a powerful spell. When all was said and done, the land on which the Atruaghin Clans had once lived were thrust high (1000'+) into the air atop a sheer plateau. Atruaghin was most unusual because he had two Immortal sponsors. When at long last: Atruaghin himself was elevated to the status of an Immortal, he chose to serve the Sphere of Matter.

He has numerous followers in the Azcan lands of the Hollow World. Organized in a group known as the New Way, they seek to overthrow Atzanteotl's high priests and butchers, restoring the Azcans to the just rule that is Atruatzin's Legacy. Although he devotes most of his attention to the welfare of his surface world followers, he has not forgotten his Azcan people. Thus he helps members of the New Way whenever he can, knowing that they will play an important part in his coming clash with Atzanteotl and his minions. In the Hollow World, meanwhile, the myths and prophecies of Atruatzin grew. They became a beacon of hope among those who raved for the end of Atzanteotl's diabolical rule. A Day of Reckoning, is coming soon, they say, when war will come amongst the Immortals, and Atruatzin will return to challenge Atzanteotl for the fiery throne in the sky. And so they wait for Atruatzin Quetzalcoatl, the master of all crafts, who will deliver them from the lies and illusions of Atzanteotl, that dark Shadow of a winged serpent. Atruatzin's might will peel away this world of illusion, bring it close, and usher in a new paradise in which they will live in peace and blessedness, is the new—though hidden—saying in Azca.

Atruatzin's Dream

There exists an ancient legend—suppressed by Atzanteotl's priests, but kept alive by those who hope and wait—that tells how Atruatzin was driven from Chitlacan.

In his age, wise Atruatzin fell ill, and for many days writhed with the fever. After wards, when he told what he had seen, he confessed that he could not know whether it was real, a dream, or some stranger thing spawned of Immortal will.

Three wizards had come to him, and prophesied Chitlacan's doom. The first was broad of chest, of raspy voice, and wore a mask of mottled green stone, adorned with the teeth of terrible lizards. "My child," said the wizard, though Atruatzin's life had marked



the movement of more calendars of stones than anyone was alive to remember, "you will leave this city, for there comes one whose power, in your infancy, you cannot withstand."

Atruatzin responded, "No! I am an old man and will never leave my city, nor betray my people, though it cost me my very soul."

A second wizard came before him, and was as though Atruatzin was looking upon clear pool, so like unto his own was this stranger's face. "My twin," said the wizard, "bow down before me, honor me, and I will deliver you all the world: hand in hand we will rule, as brothers, unto eternity!"

Again Atruatzin declared, "No! I will never bow down and honor any save our Immortals who have protected us and saved us from the end of the world. Nor will I ever acknowledge a twin, a proper equal, as my overlord. I would sooner snuggle for eternity than live in submission to such a one."

Finally there came a third wizard, shining like the sun, who spoke to him "You will wander many long and through and beneath the earth, so the great sea of reeds where, alone, you find a home. You will behold the rising and falling of chiefs and kings and nations, but you will not die of your age. You will return, made child again, to reclaim your people, your children. You must do this because you are the Link that closes the circle, you are both the son and the father. Though the world perish, you are seed of the next." A third time Atruatzin cried, denial. "No," he wept, "I am but a man, an old man, who will soon lie down to rest forever beside his father and brothers, who were mortal as am I."

When Atruatzin awakened from the fever, his mind was clear and his body was as though he had lost fifty years of aging. The disease had taken much of the city, however, and so Atruatzin and his people retreated to the clean air of the mountains. When he returned he found that liars and imposters had taken control of the land. Saying he was dead of the plague. These evil men blasphemed the temples with a new god whom, they claimed, had spared those who had survived, and would make the Azcan people great. Thus was Atruatzin left bereft of his kingdom.

Personality: Atruaghin has found friends, both in life and as an Immortal, because of his kind and wise nature. He is a soft spoken, kind, fatherly and patient man, as his survival through years of wandering and exile show. Although a stern and determined person, he appreciates the importance of diplomacy and negotiation. A peaceful man who always councils against violence as the last resort, he believes that the evil Atzanteotl has done can only be undone if the servant of Entropy is destroyed.

He never employs trickery or subterfuge to accomplish a goal, but is noted for honesty, open-mindedness, and a fatherly, commanding disposition that inspires loyalty. Although at heart a peaceful man, he recognizes the violent struggle is sometimes the only way to accomplish a goal. He does not kid himself about the destined showdown with Atzanteotl, for he knows it will be violent and final. Still, he does not consider it vengeance, simply a return to the natural order of the universe. Atzanteotl, he feels, is an aberration in the scheme of things and must, in time, be eliminated. He has been working patiently towards this goal for the last several centuries, but so quietly that Atzanteotl is not yet aware of any danger.

Atruatzin is an extremely patient Immortal. It is 1,900 years since he achieved Immortality (and that was after an unusually long path), and he has not yet exacted vengeance upon Atzanteotl. Like a good Azcan soothsayer, he waits patiently for the right moment, when all the right elements are in correct alignment, to make his move. Soft-spoken, yet quietly commanding, Atruatzin is a conciliator and a sort of diplomat. He is not the scheming, plotting kind of diplomat, but more of a mediator, disarmingly open, stingingly reasonable, and flexible in mind and attitude. He is not a weakling or pushover, however: When he recognizes that violent struggle is the only solution, he pursues it with the cold competence of an Azcan

Appearance: Atruaghin prefers not to present a stunning image, despite his heroic stature in myth and legend. He appears to his Atruaghin Clan people quite often, as a rule during the Gathering of the Clans each winter. Although he stays only briefly, he lingers long enough to insure that they know he is still devout in his dedication to their welfare. Also known to appear at other times. He usually appears in the form of a middle-aged Azcan with a noble, hawk-like nose and piercing eyes. His skin is deeply browned and weathered, crossed with millennia of pain and patience. He usually wears the skins and moccasins popular amongst the Atruaghin Clans, wearing either a Horse Clan war bonnet (Chieftain headdress) or, less frequently, a headband sewn with colorful beads forming geometric patterns reminiscent of Azcan architectural decor. For dramatic appearance he causes his body to rise up from a Shamani Campfire. Here in the shape of a great flaming warrior, he makes his wishes known, the vanishing promptly. He prefers the former method, but understands the need of the latter.

Allies: Ka (Kalaktatla) and Oztitotl (Ixion) who co-sponsored Atruatzin's path to Immortality, are his chief allies. He has also made numerous friends, not only within the sphere of Thought (in which Diulanna has taken an especial liking for him, admiring his tenacity and gratefully remembering the peace made with Neathar tribes during his mortal reign over the Azcans—a peace all too soon broken by Atzanteotl's minions), but amongst all spheres save Entropy. He's not extravagantly popular, but is well liked and widely accorded great respect. Some wonder if his sponsors had in mind some destiny even greater than Immortality. His own sponsored Immortals include: Ahmanni Turtlerider, Tahkati Stormtamer, Hattani Stoneclaw, Mahmatti Running Elk.

Enemies: Atruatzin's chief enemy is of course Atzanteotl. After years of contemplation, however, Atruaghin does not think in terms of vengeance. He is sorry that Atzanteotl is the bitter, cruel, being that he is: but still greater is the sorrow he feels for his people, still chafing under Atzanteotl's yoke. The responsibility to them is what motivates Atruatzin's desire to oppose Atzanteotl.

Atruaghin opposes all Entropic Immortals on similar grounds: the fact that they are inherently and irrevocably committed to the destruction of life and the other four spheres. This being so, Atruaghin has no choice but to apply all his resources toward restraining them and thwarting their evil plans. So he quietly opposes Atzanteotl's works at every opportunity. Danel Tigerstripes and Wogar are also on the not-so-friendly list.

- Holy Days:** ▶ Mid-Winter. All Clans come together and speak over what will happen and has happened or how it must or will happen. People make fun, invite family and friends, the festival, with much food (season and area bound) lasts several days to weeks. Then the normal life goes on again.
- Eirmont 17th is the date of the destruction of Mictlan by the Schattentalfen. It is a day of sadness, quiet contemplation, and fasting. Followers of Atruaghin do not begin new ventures on this day, fearing that they will be cursed with bad luck.
- Days of Prayer:** The night of death of a tribes man: Positive based- review of deeds and review of sins. Clerics pray in the morning.
- Piety awards:** Friendship, Love, Healing, Gifts, Sharing, Hospitality. +1 Pip/season at most
- Piety Penalties:** Totem Death or damage, Relation breaks, Selfishness, Greed, Not aiding -1/act
- Habits:**
- ▶ Burn the dead before they rot (any who doesn't must be wrong) .
 - ▶ don't hurt any totem animal
 - ▶ Slayers of totems shall be slain in a similar fashion as they did upon the totem.
- | | | | | | | | |
|--------|----|----------|----|-----------|----|------------|----|
| Modest | +1 | Peaceful | +1 | Reverent | +1 | Honest | +2 |
| Loyal | +3 | Dogmatic | +1 | Forgiving | -5 | Stubborn!! | |
- Dead:** Burned in a funeral Pyre
- Birth:** Blessed with milk
- Colors:** Turquoise, Purple
- Incense / Oil:** Rose, Cedar
- Stone / Metal:** Coral, Turquoise, Lapis Lazuli, Amethyst, Tin.
- Plants:** Avens, Rose, Polypody, Oak, Verbena.
- Animal:** Eagle
- Chant:** *Hail, Father of the Clans,*
 . . . , (place humble request here)
Thanks, Father of the Clans
For your Attention and your Blessing.

Special Spells

Natural Life

- Range:** Touch
- Duration:** Permanent
- Casting Time:** 3 Turns
- Area of Effect:** 1 creature
- Saving Throw:** None
- Cleric 3.**

This spell was created by Atruaghin in response of his Clerical followers who are not Shamani, in a response that they needed something against the attacks of local Ghosts, and the fact (according to the complaining—yet daring—mortal clerics who had visited the Atruaghin Shamani and seen their powers) removes unnatural aging that is caused by things such as a ghost's attack, casting certain spells, etc. It only removes one year per casting, and can't actually make the target younger than it should be. The material component is a sacrifice of any goods worth not less than 1000 gp. The caster can choose to transfer the unnatural aging to himself instead of the sacrifice (This aging on itself can't be altered without the Power of a Wish. What a caster imbues upon himself—he must carry himself). The spell can't bring back creatures killed by aging—they must be raised by other means first.

Wrath of Atruaghin

- Range:** 240'
- Duration;** 1 Turn
- Casting Time ;** 1 round
- Effect:** Special
- Saving Throw:** None
- Shamani 6 Quest spell.**

This spell draws Atruaghin's attention to some great threat to his people and causes him to direct his legendary sense of vengeance at the Target. Because of this, Shamani must be careful to use it in only the most important of situations. Atruaghin is free to punish those who would abuse this power in whatever way he likes. This spell can have many manifestations, (determined by the DM), but is certain to inflict a huge amount of damage on its targets. As a rule, the damage done is equal to 1d8 points per level of the caster, up to 20 Hit Dice of damage. The allocation of the damage, where applicable, is wholly up to the Shamani. Thus, a 35th Shamani who calls down the Wrath of Atruaghin on a band of 50 orcs might be rewarded with a stroke of lightning from the heavens that inflicts 20d8 damage. If the roll was, say, 150 points he could opt to inflict 3 damage on each Orc, 6 points on half the orcs, and so forth. This spell actually places Atruaghin in a predicament, because by use of this spell he actually breaks the first Immortal Rule: No direct interference on the Prime Plane to mortals. But by the use of a limited effect as this spell he doesn't actually break this rule, but after most uses of this spell, other Immortals think again about accepting this spell without punishing Atruaghin, especially due that no other Immortal uses this spell.

Atruaghin's Artifact

The Mystic Conveyor

Here two locations are important, The palace of Atruaghin, located south-west of the Atruaghin Plateau between the Turtle and the Tiger clan controlled lands, and Quauhnhuac.



The ruins of Quauhnhuac lie 90 miles north-east of the old lighthouse at Titlapoca in Azca Hollow World. These ruins are all but forgotten by the Azcans. They were the last Hollow World home of the ancient king, Atruatzin, before he was driven into the world's crust by the pretender elevated to the throne by Atzanteotl.

Near to the ruins dwells a tribe of Azcans who, like those of the Axateotl region, have devolved to an earlier cultural stage. They call themselves the Atruatolco, and claim to be the descendants of the few survivors of Atruatzin's last stand. Indeed, they are a small tribe, and their epidemic genetic defects speak of untold generations of inbreeding. Their oral tradition (all written knowledge is lost) speaks of Atruatzin's humble descent into Mictlan, the place of the dead, from which it is promised he will one day arise. The Atruatolco are consummate hunters and foresters, and have a strong taboo against contact with outsiders. Only the advice of their witch-doctor (who combines the roles of doctor, priest, and soothsayer) would they dare break it.

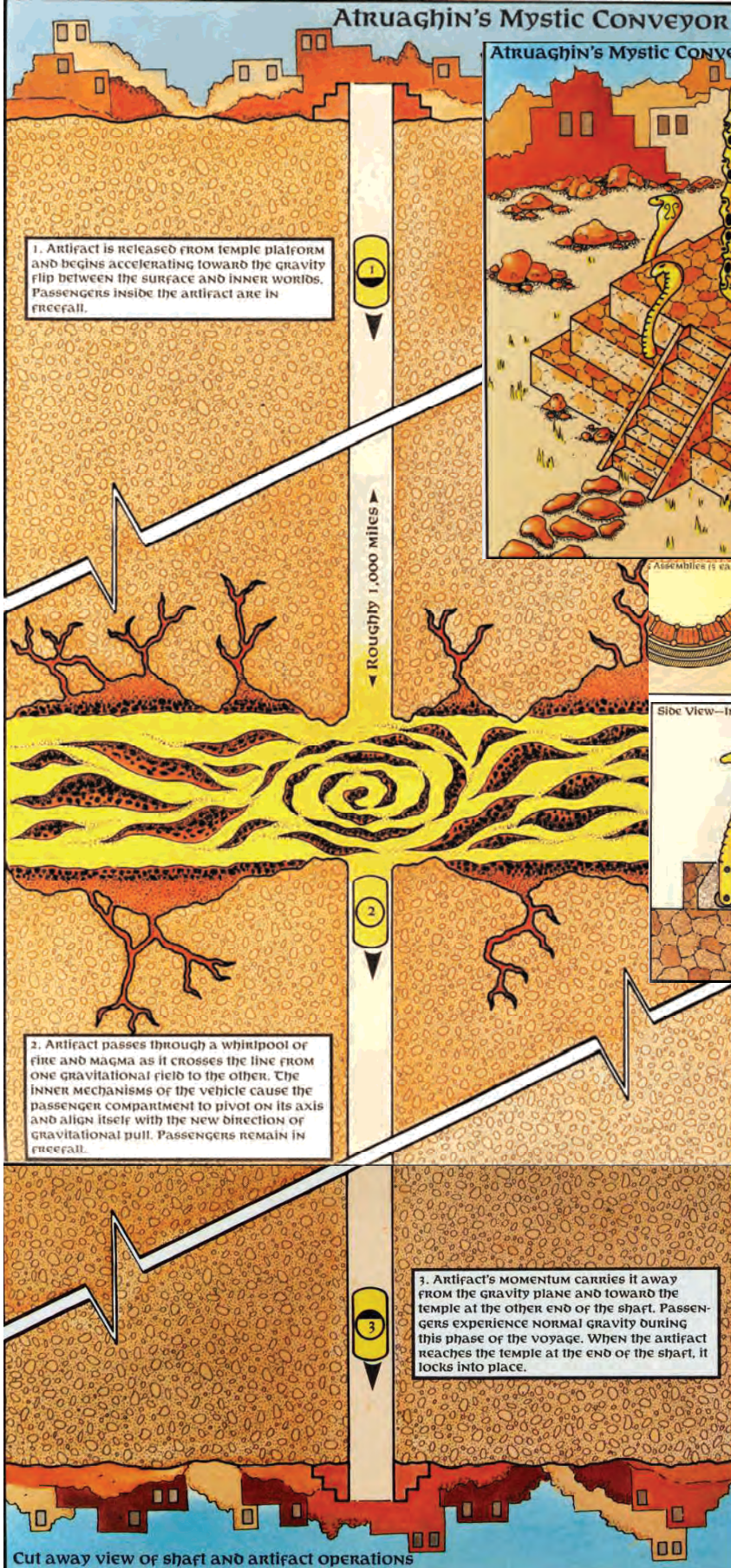
Besides being rich with myth, Quauhnhuac is home to a powerful artifact of Immortal manufacture, connecting this place with the outer world. This "elevator," installed by Atruatzin, may be a point of entry for outer-world characters.



Sources:

Encyclopedias of Mythology,
 TSR9306—D&D—Gaz14—The Atruaghin Clans,
 TSR9332—D&D—HWR1—Sons of Azca,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 TSR1054/1401—D&D—HW0—Hollow World, Dungeon Master Sourcebook,
 Site of Pandius.

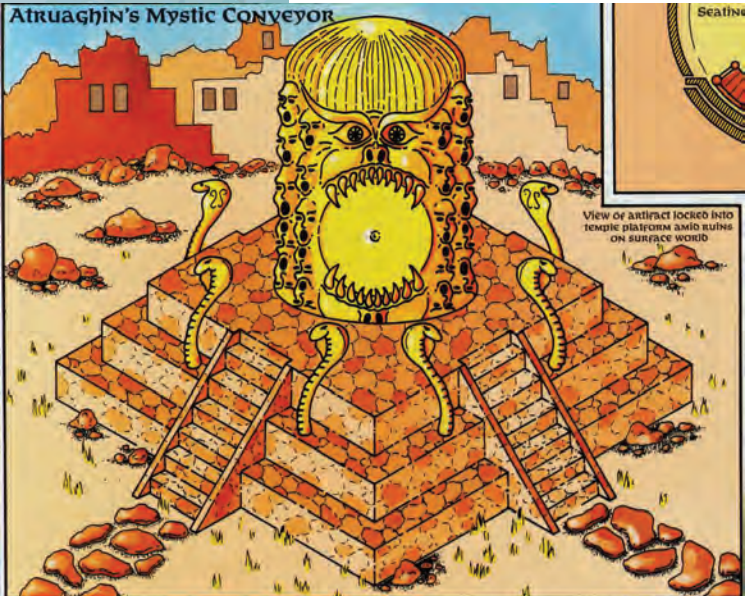
Atruaghin's Mystic Conveyor



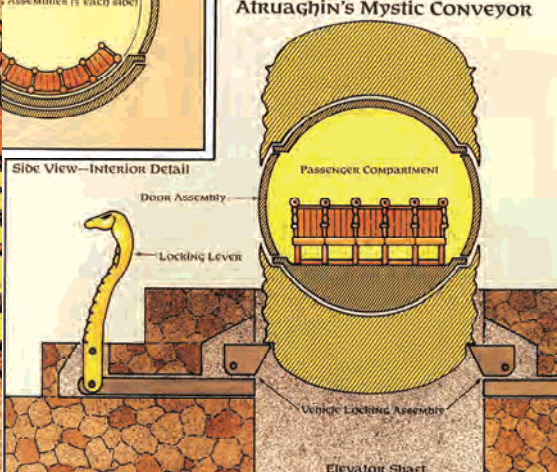
1. Artifact is released from temple platform and begins accelerating toward the gravity flip between the surface and inner worlds. Passengers inside the artifact are in freefall.

2. Artifact passes through a whirlpool of fire and magma as it crosses the line from one gravitational field to the other. The inner mechanisms of the vehicle cause the passenger compartment to pivot on its axis and align itself with the new direction of gravitational pull. Passengers remain in freefall.

3. Artifact's momentum carries it away from the gravity plane and toward the temple at the other end of the shaft. Passengers experience normal gravity during this phase of the voyage. When the artifact reaches the temple at the end of the shaft, it locks into place.



View of artifact locked into temple platform and shaft on surface world



Side View—Interior Detail

Top View—Interior Detail



Passenger Compartment Seating Assemblies (5 each side)

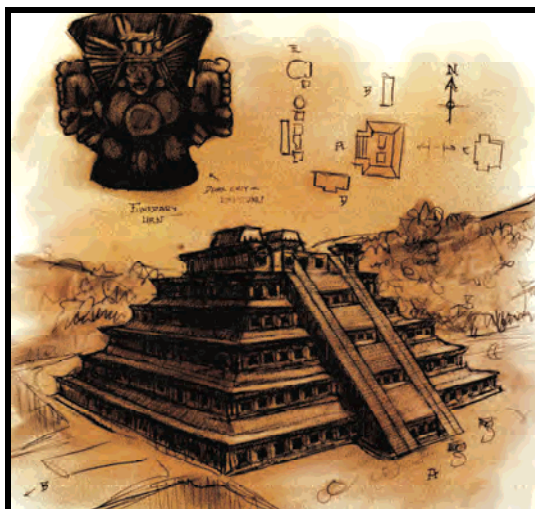
Cut away view of shaft and artifact operations

Atzanteotl

Screaming Demon, Menlil, Acchanital, Yama, Atziann, Ivaldi, Skorpios

Patron of The Process of Corruption, Betrayal, Rotting, Svartalfars.

Region:	Hollow World (Azcan, Schattenalfen, Nithia, Malpeggi), Atruaghin Tiger Clan, Shadowlands, Broken Lands, Northern Reaches, Jakar City-states on the Immortal's Arm, Savage Coast Nimmur, Davania on the Jungle Coast, Graahkhalia Skorpios (from "Pride of the Sky" adventure in Dungeon #20): this Immortal is the patron of Manscorpions, venerated by a tribe of these creatures whose lair is located in a weird cave in the Broken Lands. They've a temple of Skorpios there, and the tribe includes more than 50 adults.
Sphere:	Hierarch (IM 31) of Entropy.
Home plane;	Talxicco in Minauros in Baator.
Date Ascension;	1500 BC.
Sponsor;	Thanatos. (who now considers Atzanteotl a deadly rival).
Statistics:	AC-25, HD 45, Hp 800, MV 150' / 50' #AT 4 = Punch-4d6+4, Sword=3d10+7, AM 90%, SV IM31, ALCE ST 21, IN 51, WI 31, DX 47, CO 34, CH 76.
Powers:	Call Other, Control Undead, Enhanced Reflexes, Swoop. Normal Sword +3 of Draining
Followers Alignment:	Neutral and Chaotic, but not good.
Taxes;	Followers are taxed 15% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, Avengers
Alignment;	Called Corruptors, are Chaotic or any other but at least Evil aligned.
Powers:	All have a power (not spell) to cause Light Wounds 3x day in addition to any spells. They Control instead of Turning Undead. +2 to Saves vs. Snake Poisons. Can Cast Fire Ball Can cast Conjure Fire Elemental Can conjure by intricate (days lasting) rituals to summon Nightwings, Nightcrawlers or Nightwalkers. They're immune to ESP, Personality and Alignment Detections.
At 5 th level	Can Cast Fire Ball
At 9 th level	Can cast Conjure Fire Elemental
At 20 th level	Can conjure by intricate (days lasting) rituals to summon Nightwings, Nightcrawlers or Nightwalkers. They're immune to ESP, Personality and Alignment Detections.
Advised Skills:	Persuasion, Toxicology, Herbalism, Animal Handling (Snakes).
Weapons:	Standard, Short Sword, Blow-gun
Armor:	Any
Holy Symbol:	The silhouette of a Feathered Serpent in front of a dark damaged circle.
Vestments:	Priests of Atzanteotl use elaborate garments made of colorful feathers. They wear similarly made headgear, often with a sneering mask attached.
Adventuring Garb:	Adventuring priests of Atzanteotl wear the normal clothes of their home culture, if appropriate.
Temples:	Atzanteotl is worshipped in several cultures, most of which he has corrupted and stolen from other Immortals. His major follower bases in the outer world include the Manscorpions of Nimmur and the Tiger Clan. He has also swayed some Broken Lands humanoids and shadow elves to his worship, while the Sindhi have heard of him as Acchanital. In the Hollow World, Atzanteotl is the sole Immortal of Azcan Empire and Schattenalfheim. The Tiger Claws is a force of elite warriors of Tiger Clan (Atruaghin Clans—Outer World) who are all fanatics of Atzanteotl. They are notorious for their bloodlust and battle rages (in game terms, Berserkers). There are also warrior orders dedicated to Atzanteotl in the Azcan Empire.



Dogma:

Corruption (physical and moral), deceit, treachery, vengeance, destruction of life on the outer world, Azcans, humanoid, these are the basic traits Atzanteotl and his followers go by. Atzanteotl's doctrine is to corrupt people and even whole nations to the cause of evil.

He delights in secretly advancing his corruption, then springing it upon his enemies as a great surprise. He thinks nothing of abandoning those whom he corrupted to their fate, but often takes them as his own worshippers if they prove interesting or important enough. Atzanteotl also oversees the process of physical rotting, but it interests him much less.

Hunt or be hunted. Kill intruders, weed out the weak, terrify commoners and weaklings into propitiating Atzanteotl (under whatever name), dominate your fellows, and eventually turn the world into one vast swamp empire. Seek recognition for your acts in the name of your Immortal, for he is a powerful Immortal to be feared. You will be amply rewarded with choice prey, wealth, and territory when Atzanteotl finally assumes the role within the world he deserves.

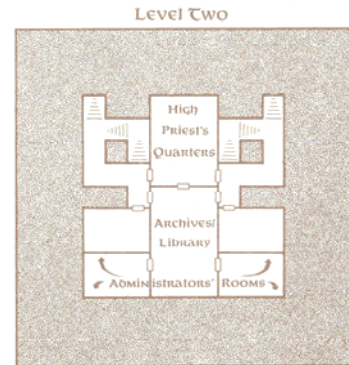
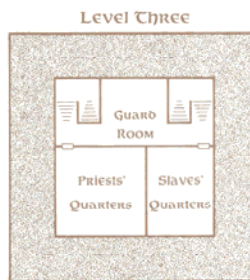
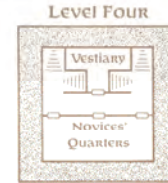
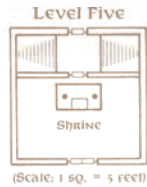
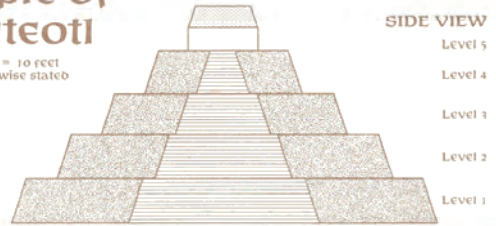
Daily Activities:

Atzanteotl's priests. They worm their way in as advisers to powerful or important figures, or as companions to famous good heroes. Of course, their advice is ultimately targeted to corrupt these people and destroy their reputation. Corruptors are pretty good at it, too - their granted powers of non-detection and personal skill in formulating advice (e.g. failing to mention possible bad consequences) make it very difficult to detect anything until it's too late.

Clerics of Atzanteotl (under whatever name) pray for their spells at dusk, when the hot sun fades and the time for hunting draws nigh.

A Temple of Atzanteotl

Scale: 1 sq. = 10 feet unless otherwise stated



As told by Atzoquilpac, Chief Historian of the Temple of Atzanteotl in Tenpocatliotl
Once the Azcan people lived on in the world of the moving sun. To feed the sun and keep it returning, the priests offered humans in sacrifice. But then, seduced by the softness of the Oltecs and their women, many Azcans turned to evil, selfish, weak ways. They inverted the proper order of things, and said that to be killed for the gods was not noble, proper, and the highest honor, but a waste, an evil thing itself.

As this heresy spread, the gods were denied the holy blood of sacrifice, and their thirst went unquenched. Without nourishment, the sun weakened and perished. This unleashed evil spirits upon the world: the Tzitzimime, nightmare creatures from the dimensions of perpetual twilight, which devoured and destroyed all in their path. The Immortals cursed and forsook the faithless people, letting the Tzitzimime destroy as they pleased. They sent evil spirits of drought, plague, earthquakes, and famine across the land. In this manner the wicked were obliterated from the face of the Known World.

Some, a very few, remained faithful: and although most of the Immortals paid them no mind as they unleashed the carnage, one Immortal, the great Atzanteotl, smiled upon them. He brought them to a new place, where the fiery red sun, his throne and palace in the sky, never set.

To show his people where to build Chitlacan, Atzanteotl sent them a sign. On an island there grew a cactus, reminding the people of Azcans of their ancient, desert homeland: and upon this cactus there perched a mighty eagle, devouring a serpent. "Here priests, "will we build our city, and our empire."

And so they did. Atzanteotl instructed his people to offer sacrifice before him and his celestial temple. He gave the people a calendar so that, in a place where there is no night, they could mark the passage of time and offer their lord his proper sacrifices. As long as they have continued to serve him, following the holy calendar and offering him human sacrifices as it prescribes, Atzanteotl has guarded his people and provided for their needs.

So long as they continue to do so, they rest well, knowing that they need not fear another cataclysm at the hands of a pantheon of vengeful deities. But if the people fall away, if the blood on the great sacrificial stone on the temple of Chitlacan ceases to flow, terrible indeed will be Atzanteotl's Wrath.

As Told by Telyveir, sergeant of the Schattennalf Army;

We Once captured an Azcan on a raid—which is no easy task, since they prefer to die in battle. This one was knocked senseless by a blow, but survived. We'd heard blasphemous rumors about the Azcans following our sacred Atzanteotl, so we thought we'd query this prisoner on the matter. He withstood torture surprisingly well—and this was cultured, expert torture, I should tell you. Nonetheless, the pain got to him eventually, and he broke his silence to cry out for the mercy of Atzanteotl.

We were all very offended that he would clam our Immortal as his own didn't he realize that Atzanteotl was Schattennalfen, and would never stoop to intercourse with mere Humans. By this point the poor fool was blubbing and babbling incoherently, and couldn't seem to make sense of our questions. Not that it have likely answered them, anyway.

The one strange thing we could seem to make out from his simperings was that—of all absurdity!—he wanted to be sacrificed to Atzanteotl! Apparently it would guarantee him some son of paradise, just like death in battle. Since he seemed past any value or use to us, we decided to fulfill his wish.

A report from Drineuvel, a Schattennalfen field commander, to certain priests of Atzanteotl, who desired information on the legal system of the Azcan Enemies:

Honored Lords:

It is my pleasure to respond to your query regarding Azcan laws. Our spies and informers, I must confess, have done little study of this question: but it is easy enough to infer the truth from the intelligence we have gathered for other purposes.

The fact is simply this: The Azcans have no laws: they are illiterate barbarians, relying on the supposed decrees of their false gods, which really amount to the whims of their princes and high priests.

You may have heard of Azcan writing—but it clearly is a myth. The “glyphs,” declared by Azcan sympathizers to be writing, are nothing more than conventionalized decorative artwork. It is likely that these small-minded savages endow their glyphs with a rude sense of symbolism, or superstitiously believe them to contain potent protective magic. They are obviously deluded. You may also have heard of the Azcan Immortals: in particular, the lunacy of Azcans following His Eternal Splendor, Atzanteotl. Nothing could be further from the truth!

A very reliable informant reports that many Azcans serve “the Four Hundred Rabbits,” which can be nothing more than primitive tribal totems or fetishes. Given that they serve such a patently false pantheon of “divinities,” it is logical to conclude that the notion that laws are derived from divine commands is a ruse. Countless reports over the years have found that “law,” in as much as that term can be used, is nothing more than the whims of the high priests and males of the royal family. Trappings of divine command, interpretation of glyphs, and the like are a smokescreen to delude and pacify the populace.

Everything confirms what we Schattennalfen have long recognized: The Azcans ace a crude, heretical, tyrannical, and lawless culture. If your Eminences should desire further data, such as original intelligence reports and interrogation transcripts, I would be honored to furnish them.

Respectfully, Field Commander Drineuvel

Known History:

Atzanteotl, born with the name Atziann, was an elf clan-lord living in Glantri about 2700 BC. At that time, some of his fellow elves found and accidentally triggered a dangerous Blackmoor device left in the Broken Lands. The resulting radioactive rain and the nuclear winter that devastated the whole region turned it into the current Broken Lands, and the so-called Glantrian Catastrophe affected even the farthest reaches of the nearby Ethengar Steppes forming the Land of the Black Sand. The cataclysm drove the surviving Glantrian elves underground. Atziann and his clan traveled the labyrinth of caves under Glantri for dozens of years, years during which all his clan-members perished. Atziann was the sole survivor of his clan, probably because they were responsible for finding the artifact and triggering its destruction, thus enduring the most losses. These experiences made him very dark, fatalistic, and bitter.

1650 BC

After these years of wandering lost below the earth, Atziann emerged once again into sunlight ... but it was the wrong sun. He found an exit into the Hollow World, in the lands of the Azcan Empire. With his magical abilities, he was able to conceal himself from their eyes and hide among the Azcans until he learned their language and culture. He gained quite an appreciation for the lethal, uncompromising Azcans, for their culture and architecture and sense of style, before continuing on with his wanderings.

After years passed living among the Azcans and building his net of conspiracy, Atziann finally left Azca when he made contact with one of Thanatos's Burrowers, who revealed him the path towards Immortality in the sphere of Entropy. When he returned in Azca after his travels brought him all around the Hollow World, he used his extensive net of spies, thieves and conspirators to usurp the priests' and Emperor's power and to create a new religion that would have helped him ascend to the top of the Azcan pantheon once he would become Immortal. Thanks to his lies the cult of the new god, Atzanteotl, established a sense of unrest and rebellion among the lower castes and later got hold also of the hearts and souls of the more corrupted priests, who organized a true upheaval against the established rulers and forced the rightful Tlatoani, Atruatzin, to flee from the capital city. This event marked the peak of Atziann's power of corruption as a mortal and guaranteed his ascension to Immortality.

1500 BC By now committed to doctrines of evil and pain, Atziann finished the Path of Immortality of the Sphere of Entropy and, within a couple of hundred years, his unrelenting evil had earned him that reward (such as it is). Now, he decided, it was time to return his attention to his original people (who were now called the Shadow Elves) and see what he could do to shape them into.

1400 BC He immediately took the role he had tailored for himself, and under the identity of Atzanteotl he began to spread his words of hatred and strife in the world. But Atzanteotl had not forgotten his old enemy Atruatzin, and he tried to corrupt him with promises of eternal life and power. When the wise old emperor refused to side with him preferring to defend the ways of the old gods, Atzanteotl sentenced him to death for his insolence. So he sent his lackeys to Atruatzin's fortress of Quauhnhuac to capture him, and they massacred all the resistant forces trying to capture Atruatzin, who however managed to flee below the ground. Atzanteotl's priests silenced all those who dared speak against the new order and crowned a new puppet emperor in the name of their god. They also rewrote the historical records of the Azcans, thus obscuring the importance of the old gods in favor of the new one. Atzanteotl became the only true sun of the new Azcan era characterized by human sacrifices and brutal rituals.

Under the name Atzanteotl, a name in the Azcan style, he began to turn the minds of shadow-elf clerics and Azcan clerics to his own twisted evils. He supplied great power and Wisdom to these clerics, and in both cultures they eventually took charge.

Atruatzin had disappeared under the ground after his defeat by Atzanteotl's armies in Quahuanac. He found a large rock in a huge cave, and decided to create a space of living here. Here they erected Mictlan (the city of the Dead).

1420 BC However, when Atzanteotl found out that Atruatzin was still alive together with a bunch of allies, and that they had found shelter in Mictlan, he went mad with rage. He contacted a group of Schattentalf and led the unsuspecting refugees through the caves leading to the Hollow World, with the promise of a new homeland. The Schattentalf clan found Mictlan and they assaulted the citadel, killing all the humans living in the sacred temple of their new god, Atzanteotl.

However, once again Atruatzin was able to flee and found refuge in Xochiquetzal's court, thus hidden from Atzanteotl's watchful gaze. Certain Shadow Elves, especially the Schattentalfen clan, began construction of a new city, Aengmor, built along Azcan lines and dedicated to the glory of Atzanteotl. The Azcans, both those in the Hollow World and those on the outer world, increasingly turned away from the worship of Otzitiotl (Ixion) and Kalaktatla (Ka the Preserver) and to that of Atzanteotl: they introduced sacrifices into their way of life.



1325 BC The City of Aengmor and the Great Temple of Atzanteotl is finished in his glory. Here their numbers slowly grew under the worship of Atzanteotl, sacrificing both Humanoids and even some of their own number to the evil Entropic Immortal.

1290 BC Atzanteotl was not entirely pleased with the Shadow Elves. They were a little reluctant to douse the altar with fresh blood as often as he would have liked. This may have been in part dependent on their relative slow population growth. Not enough worshippers came Atzanteotl's way quickly enough. For this reason, Atzanteotl was determined to acquire rather more fecund and numerous followers. In 1290 BC, the evil one caused a volcano to erupt, surrounding Aengmor with lava. This caused many elves to be slain, and the others to flee, without destroying the whole city (and in particular without destroying his temple). He caused great earthquakes that killed many of his followers, forcing the survivors to move away from the city and find another place to settle.

1150 BC Within a century or so, humanoids had re-discovered Aengmor and renamed it Oenkmar. Their Quest for the Blue Knife had been resolved in this place, they stayed and settled and treated the temple as a sacred site. Atzanteotl had finally gained worshippers as evil, depraved, and blood-lusting as himself.

1020 BC He then moved the city towards the surface of Mystara without destroying it, and placed it floating on a lava pool beneath the Broken Lands. The slowly growing population of his Dark Elven worshippers caused him to force them out of Aengmor into deeper caverns, where it was later discovered and inhabited by the more prolific Orcs, who renamed it Oenkmar and converted to Atzanteotl's cult. Nithian Priest visit the Humanoid Shamans of Oenkmar (Aengmor) Atzanteotl is increasingly offended.

500 BC Nithia Destroyed, where Atzanteotl had surely a finger in the dough. The Oenkmar rock sinks into the earth to further prevent outside incursions of his plans.

150 BC

First contact with Shadow Elves. Elven Spies infiltrate the lands below the Broken Lands, manipulating the humanoid tribal chiefs into attacking Alfheim. They further spread the hatred of elves. Since those days, Atzanteotl has driven his Schattenalfen further underground, and has continued to make his followers more populous and powerful. He has inspired all Shadow Elves with a hatred and envy of Alfheim, made them covet Alfheim for their own homeland. He works tirelessly to make his followers more populous and powerful, he ranks as one of Entropy's most active and effective agents. He rules over the souls of his unsuspecting Elven, Orcish or Tiger Clan Followers, reincarnating the Latter two of them into new Dark Elven Beings (a Trick he stole from the Immortal Hel). This ploy to boost the Dark Elven population growth has earned him the hatred of all Immortal entities of humanoid origin, especially Karaash.



Meanwhile the fleeing Schattenalfen emerged first in the caves of the Kogolor dwarves, beginning a vicious war against them. When Denwarf the golem was sent to help the dwarves and the elves were outnumbered, Atzanteotl guided the survivors to the grottos near the southern border with the Empire of Azca, beginning the eternal rivalry that turned into a perpetual state of war between the Schattenalfen and the Azcans, worshippers of the same Immortal (something Atzanteotl enjoys beyond belief).

Atzanteotl was later the sole responsible for the bloody feud between the Sohktari (Manscorpions) and the Enduks (winged Minotaurs) of Nimmur, and he managed to convince the Sohktari clerics to strike the old Enduk allies in their back, in order to drive them away from Nimmur and conquer the land for themselves. The Sohktari betrayed the Enduks and established Menlil (Atzanteotl's name in Nimmur) as leader of the new Nimmurian pantheon, thus earning Idu (Ixion)'s terrible curse that forces them to avoid direct sunlight or be burned to death.

Now Atzanteotl's master plan is the corruption of the whole Shadow Elves' and humanoid races. He wants to create a schism among Rafiel's followers and thus increase his influence among the inhabitants of the underground of Mystara, hoping that one day all the outcasts living underground will emerge unite under his banner to bring utter destruction to the creatures living above ground.

The Hollow World

About 1500 years after the arrival of the Oltec and the Azcans in the Hollow World by their Immortal patrons Otzitiotl (Ixion) and Kalaktatla (Ka the Preserver), a powerful evil Elf named Atziann entered the Hollow World in their midst's and was fascinated by these people. When he ascended to become an Immortal of corruption, he turned his sights back to the Azcans. Calling himself Atzanteotl, he worked to corrupt the Azcan King and turned him and his priests back towards primitive but still basically existing cultural darker ways. Their tradition of sacrifice, which was seldom practiced and consistently primarily of unintelligent animals, exploded again. Now the sacrifices were in the name of Atzanteotl, and the rituals included, Humans, Elves, and all other intelligent races. The sacrifices became the cornerstone of their corrupted society, and the Azcans began wage wars against their neighbours in order to expand Atzanteotl's influence and procure prisoners to be sacrificed.

Defilers of Ka

Generations came and went, and the Azcans found more difficult to wage war against the newer arrivals. These cultures brought with them new weapons, magic and skills they could not use (Because the Spell of Preservation—unaware to them). They called out to Atzanteotl to help them.

Atzanteotl answered. He had been exploring a new aspect of corruption, and now it was time to let his mortal pets experience it. he had discovered a way to steal miniscule portions of an Immortal's essence through the ritualistic killing of his followers. He decided to turn this new power to his eternal nemesis Ka. The details of the rituals came in fevered dreams to the Azcan priests.

Having been born a dinosaur in mortal life, and being the loving protector of them even now, Ka was intimately linked with the great beasts. Through the ritual of Atzanteotl, the Azcan priests would now be able to twist and to corrupt that link for their own evil purposes. Atzanteotl would not gain any of this power, but the sight of it being used in a corrupted fashion was a delight to his eyes.

The ritual has become known as Tchaltilka ("taint of Ka"), and involves the ceremonial sacrifice of a dinosaur and the mixing of its blood with various herbs and magical concoctions (at the cost of 1250 gp and one dinosaur per ritual). Six priests, one of whom must be at least 12th level, and the rest at least of 4th level, must perform this ritual. One person of any level is immersed in the mixture, and a minute portion of Ka's Immortal essence is absorbed into that person to be used in a corrupting way. The process is very painful, but the subject changes corresponding to the sacrificed dinosaur (see below).

The priests performing the ritual must constantly chant praises to Atzanteotl and curse to Ka throughout the entire hour lasting process, so none of the participants can be the beneficiary of its results. After the immersion, the components are expended and the mixture cannot be re-used. Only one creature can suffice from it, so multiple bathings will spoil the whole sacrifice, ingredients and ritual. Participating voluntarily in the ritual is considered an evil act. Involuntarily participating victims may make a Save vs. Dragon Breath to resist the changes, but they will be slain by the Azcans as they emerge the sacrificial pool.

Both warriors and Spellcasters can benefit in the ritual. These enhanced Azcans are informally known as Defilers of Ka (or by the Malpoggi as Ka-tainted), and are led by Prince Chilmoc (CL 17-Male-Tainted). He is second only to his father, king Moctitlapac, in power. Out on the battlefield away from the Azcan capital, Chilmoc's word is holy law. Many towns have learned to dread the site of Chilmoc's banner coming into view. The warriors in service of Chilmoc, defilers every one, are composed primarily of uncivilized barbarians called raptor warriors. They have achieved elite status among the Azcan army. They prefer to attack in packs, charging en masse at a single target and brutally attacking with blinding speed and ferocity until their opponent is slain.

Spellcasters under the prince's banner are predominately clerics, with a significant number of mages among their ranks (other Spellcasters are almost unheard of in Azcan culture). Even with their vastly different command of magic, the common populace does not differentiate between the two, and both Arcane and Devine Spellcasters have come to be called Clawed Shamans. These Spellcasters learn to use their spells to tear through the defenses and flesh of their enemies.



Ka-tainted Azcan Humans somehow acquire Dinosaur-like abilities and resemblances, after sacrificial slaying the dinosaur and bathing in its blood.

Ka-Tainted

Demi-Human-oids that undergo the Tchaltilka ritual gain special powers during their physical (and mental) changes. Though they appear as much as they did originally, except their skin takes on a scaly or rough and pebble appearance. The Demi-Human-oid might also exhibit other subtle characteristics based upon the dinosaur sacrificed in the ritual. Tiny horns and a bony ridge might appear on the top of the head, the creature's neck might lengthen, or its jaw might gain a snout-like appearance.

The following changes fall upon the character, all other statistics remain the same.:

HD 1 step larger (1d4 becomes 1d6, etc.),
 AC +2 AV +5 THAC0 +4 ST +3 DX +1 Initiative +1
 Infravision 30' (negate if having already)
 Saves as F x HD or by class + level whichever is better.

Jump +10' Hear Noise +8% Climb Walls +11%
 Scent (see In the Line of Duty under Lupin)
 AL CE or NE
 Blood; Corrupted and poisonous. Acts as contact poison (ST -1d6, DX -1d4 for two rounds) unless saved. Often coat their weapons in own blood (remaining potent for 24 hours). Physical Natural attacks are exposed to the poison.
 Immune to own (dinosaur related species) blood

Additional Changes by Dinosaur race sacrificed, only 5 dinosaur species are suitable according to the Priests;

Elasmosaur;	Swim 210' / 70' Hide in Water +20%
Triceratops;	Front AC and AV +4 bonus Two horns for additional gore attack (1d6) Charge + Trample (1d6 trample) THAC0 +3
Deinonychus or Raptor;	Two additional Claw Attacks (1d4 each) Hide in Shadows (bush only) +20% Hear Noise +20% Jump +10' running Jump +20' (High jump is not affected) Run 240'/80' Move Silently +5% (MV x 50%) even if running
Tyrannosaurus;	Bite additional attack (1d6) THAC0 +4

All Tainted ones;

Prince Chilmoc	Male Human CL 17
Tlaquihin	Female Shadow Elf 13
Atlotzin	Male Human F13
Prince Tzuicenoach	Male Human CL 10
Ornizrli	Female Human MU8
1 x F5	2 x CL5 1 x MU4
3 x F4	4 x CL3 2 x MU2
1 x F3	66 x CL1 26 x MU1
1 x F2	
98 x F1	

Personality:

Atzanteotl is a wicked, blood-thirsty entity, lacking any sense of honor dignity, or decency. He will destroy whoever gets in his way. He will lie, trick and destroy whenever possible to further the Dark Elven Cause. He will not hesitate to kill followers of any true humanoid Immortal. Through the Dark Elves, his goal is to destroy all life, especially Alfheim. Atzanteotl is fascinated by the process of corruption: he enjoys nothing so much as seeing good sentient beings turn to evil. Once they are turned to evil, he loses most of his interest in them. His ultimate goal is the destruction of all life on the Outer World, especially the Elves of Alfheim.

He has built up several cultures (humanoids of the Broken Lands, Schattenalfen, Tiger Clan Atruaghins, and Azcans) dedicated to his evil glory, and his only plan is to continue in the same vein until every sentient thing is corrupt and evil and chanting his praises. His ultimate goal is the destruction of all life on the outer world, especially the elves of Alfheim.

Atzanteotl still has a passing interest in the main body of Shadow Elves, now residing in the City of Stars and surrounding areas. His attitude is ambivalent and (as usual) half-mad.

Weirdly, Atzanteotl is satisfied if he thinks that they still follow evil practices even though he no longer seeks their devotions to himself. he knows that they are devoted to Rafiel and, because he believes Rafiel to be evil and Entropic like himself, he is satisfied with this state of affairs. This changed recently (1014 AC) when he discovered the truth.



Atzanteotl is one of the movers and shakers in the hollow world. He opposes the Spell of Preservation and the four Immortal sponsors of the Hollow World at every Turn. He works to expand the borders of the Azcan and Schattental territory in the Hollow Worlds, though he allows these two empires to fight to amuse him. Though he knows the Spell of Preservation will not allow him to wipe cultures utterly, he makes sure that his Azcans and Schattentalen enslave and dilute all other cultures they encounter.

Appearance: Atzanteotl has several manifestation forms: a handsome but sinister Elven hero dressed in black or a jet black feathered serpent with the face of an elf. The serpent form has two arms, but these are usually hidden within its feathers.

Atzanteotl frequently takes mortal identities for short periods, either Azcan, Elven or a dark Orc. His Immortal / demonic shape is that of a jet-black feathered serpent with the beautiful, solemn face of an elf—a face which occasionally twists with rage.

Allies: Atzanteotl has no allies, until the formation of the Brotherhood of Shadows in 1000AC by all corresponding Immortals. He is no longer a subordinate to Thanatos, and the two do not get along very well, in spite of their similar interests: in case of a pupil turning out too well for his former master's comfort. Danel and Hel are getting along very well with him, and he sometimes allies with Hel, Idris or Loki for mutual goals. He helped Crakkak to reach Nithia and built a place of greed and evil there.

Enemies: Atzanteotl's greatest enemies are Ilsundal (who detests his corruption of elves), Ixion and Ka the Preserver (who oppose his effects on the Azcans), and Karaash (who resents his interference with the humanoid races).

With Karaash he was until recently engaged in a power struggle. Karaash, revered by so many Humanoid races, and Atzanteotl, fought for the hearts and minds of these brutes. Shamans of Karaash spread the story that Atzanteotl is dedicated to furtherance of the Shadow Elves and wishes to use them as agents to destroy all surface life (a fact that Atzanteotl finally proved by chasing the Humanoids from Aengmor by diverting some of Rafiel's Shadow Elves away to discover Aengmor in 1014AC). Atzanteotl's own Shamans, led by Xilochtl of Oenkmar wholly refused this and sought out all those heretics spreading the story.

But also Rafiel (from whom he "stole" the worship of many Shadow Elves), Djaea (who hates his philosophy of Death) and Halav (an enemy of the patrons of the humanoids).

All the other Immortal patrons of the humanoid races, such as Bartziluth, can be counted as his secondary enemies.

Atruaghin is his nemesis, but Atzanteotl may not become aware of that fact until it is too late. Any other Immortal who opposes Entropy can be counted as among his secondary enemies.

Holy Days: ▶ Thaumont 11 is the day when Atziann reached the Hollow World after a long and hard track underground. In Azca and Schattentalheim it is called the Serpentsun. It is also celebrated in Nimmur as the day when the Manscorpions were led out of the caverns into the Land Above: there it is called Light of Menlil.

Days of Prayer: ▶ Any Moldain. Clerics pray in the afternoon.

Piety awards: Slaying 100 Demi-Humans, Fairies 1 Pip
Slaying 2 Dragons or 1 Large/ Great Dragon 1 Pip

Piety Penalties: **Failing to slay, without dying itself** -2 Pip/lvl

Habits: ▶ more explained in the traditions under Danel Tigerstripes.
Cautious +1 Peaceful -4 Courageous -2 Reverent +2
Honest -2 Trusting -2 Loyal -3 Dogmatic +1

Dead: Let be Scavenged if worthless, Bury if Low value, and entomb the better the more worthwhile.

Birth: Baptized in Blood of an enemy, or any predator.

Colors: Blood Red, or yellow-black dotted

Incense / Oil: Lime, Petroleum

Stone / Metal: Bloodstone, Ruby, Bronze.

Plants: any Vine, Orchids.

Animal: Skinwings

Special Spells

Atzanteotl's Hand

Range: Touch
Duration: Special
Casting Time: 2
Area of Effect: Paralysis
Saving Throw: None

Cleric 4

This is a variant of the reversed *Cause Serious Wounds* spell, available only to Clerics of Atzanteotl. This spell does not kill: rather, when a character has been reduced to 0 hp or less by this spell (which like *Cause Serious Wounds*, inflicts 2d6+2 damage per touch), he enters a deep state of paralysis. Any healing magic dispels this enchantment and restores lost hit points; otherwise the paralysis is of indefinite duration. Priests of Atzanteotl use this spell to incapacitate reluctant sacrificial victims. (In the *Hollow World* the regular *Hold* person or similar spells don't work.)

Corrupting Touch

Range: Touch
Duration: Permanent
Casting Time: 6
Area of Effect: 10 cu. ft./level of non-magical matter
Saving Throw: Negates

Cleric 3

After casting this spell, a priest can corrupt any matter, which then becomes deficient in some way. Magical matter and living creatures are not affected. The affected matter will become physically corrupted in some way—food becomes rotten, water becomes disease-ridden, plants become withered, stones become fragile and prone to crumble, etc. The matter receives a save vs. disintegration with a +3 bonus to avoid the effect.

Shadow of a Doubt

Range: 30'
Duration: Special
Casting Time: 7
Area of Effect: 1 person
Saving Throw: Negates

Cleric 4

This subtle but nefarious spell causes its target to begin slightly doubting his or her beliefs and convictions. For example, a priest may begin to doubt his religion, a soldier may question the orders of his commander, etc. The spell does not cause the affected person to abandon his beliefs right away—instead it works over time, slowly insinuating itself into the target's mind. The target initially receives a save to avoid the effect (*Wisdom* bonus applies). If this is failed, the doubting thoughts start to appear. When the target is next faced with a direct appeal to his beliefs (an order from a commander, etc.), he is allowed a new save, with a -1 penalty for every day he has had time to develop the doubts since the casting of the spell. Thus, a soldier who had this spell cast on him, then had 2 days to himself before being given a direct order from his commander, will have a -2 penalty to his roll. If this new save succeeds, the spell is broken. If it fails, the person will act contrary to his beliefs (though not necessarily in an obvious way: for example a soldier may appear to obey the order but will secretly disrupt it). Every such failure will bring an additional -1 penalty to future saves. Finally, after three such failures, the target abandons his beliefs completely, with all effects. In effect each failed save will remove 1/3rd of the character's *Pip*, but any successful save will restore this to what it was prior to the spell. Opposing religions (see enemies) can even gain 1d4 *Pip* by resisting this spell.

Sticks to Flying Vipers

Range: 120'
Duration: 6 Turns
Casting Time: 7
Area of Effect: up to 16 sticks
Saving Throw: None

Cleric 5

This is a higher-level variant on the common *Sticks-to Snakes* that produces bat-winged flying vipers who obey the Cleric's commands. This spell is only available only to Clerics of Atzanteotl. (although it is thought by some that this spell is itself an adaptation of a spell known by *Kalaktatla* Clerics, millennia ago). Flying vipers: AC 6, AV 0, HD 2**, Hp 2d8, MV 60'/20', FL 300'/100', THAC0 17, Att. 1 bite or spit, Dm. 1d6 or 1d4 (sv Poi for half), Sv F1, ALCN.

Important Personalities

Xilochtli High Priest of Oenkmar

Orcus Rebeus Vulgaris lvl 26 / Shaman 17, ST14, IN12, WI14, DX11, CO7, CH5, AL CE. Skills: Knowledge of Aengmorian History and Magic, Animal Training (Skinwing), Animal Empathy (Skinwing), Riding Air based (Skinwing)+3, Slow Respiration. Languages: Oenkmarian (Orcish dialect), Tharian (Thyatian-Orcish mixture dialect), Aengmorian (Shadow Elvish-dialect) and Darokinian (Thyatian dialect). He was the master of the Great Temple in Oenkmar (Mictlan, Aengmor) (area 23 on the Oenkmar map until 1012 AC, and now wanders around planning his revenge.

This Red Orc is the product of the Clerical School in Oenkmar. Raised since his youngest age at the school, he was carefully taught the Worship of Atzanteotl. Xilochtli spent a great deal of time meditating in the caves under the Great Temple. The noxious vapors and the sulfuric vapors emanating from the lava affected his skin to the point that he now looks like a walking mummified corpse.

He wears long robes that cover his feet and skeletal hands, and a hood conceals part of his dried, reddish face at all times. In public, Xilochtli always wears a mask of jade and an array of multi-colored feathers. The vapors badly damaged his throat and lungs, causing him to speak in a hissing, croaking voice.

Xilochtli was an evil creature devoted to the worship of Atzanteotl.

knows the origins of the city and did its best to conceal this fact. He spent a great deal of his time controlling the Orcish scholars of Oenkmar, accusing of Heresy those who get a bit too close too the truth. One of his other strategies did consist in preventing the expansion of the plantations under the city to keep the city supplies below the necessary. Then his caste of priests produced the rest of the needed food using their spells. Xilochtli used this method to ensure the city will not rebel against the clergy, for fear of famine.

Xilochtli can't be killed in a normal manner. So blind was his faith in Atzanteotl, he once willingly allowed himself to be immolated to Atzanteotl. After his death, Xilochtli met his Immortal Master in the Sphere of Entropy, and swore to follow his commands without question or hesitation. Xilochtli was then returned to the world of the living, and had no trouble becoming the high priest. Since then a large wound has stayed open in his chest. His heart is in a jar, at the center of a temple identical to the one in Oenkmar, but in the Sphere of Entropy (home plane of Atzanteotl). Xilochtli can be killed only when his heart is destroyed. Whoever possesses the jar and the heart can control Xilochtli completely.

Confident that he can't be killed so easily, Xilochtli sometimes left the city and wandered the surface world. He spend most of his time there observing the advances of the surface civilizations and humanoid tribes. His atrocious deformity and croaking voice prevent any identification of his original race. Xilochtli often hired adventurers to retrieve ancient artifacts related the Aengmorian era. He destroyed most of these items he so came across that may have presented a link to the Shadow Elven Origin of Oenkmar.

Xilochtli was always highly opposed to any major war between King Thar and the outside nations. Such a war could ultimately bring unwanted visitors into the area of Oenkmar. Here again, he was not above hiring adventurers to interfere with Thar's megalomaniacal plans.

But after the Wrath of the Immortals, Atzanteotl abandoned Oenkmar, and his humanoid followers. Xilochtli lost all Shamanistic abilities, Oenkmar was invaded by Dwarves, (as Xilochtli had expected), and later repopulated by Shadowelves (under influence of Atzanteotl), and brought back of the surface. Xilochtli feels intensively betrayed by Atzanteotl for this, and wants to destroy Oenkmar, but must first find a way to retrieve his heart, before doing anything else.

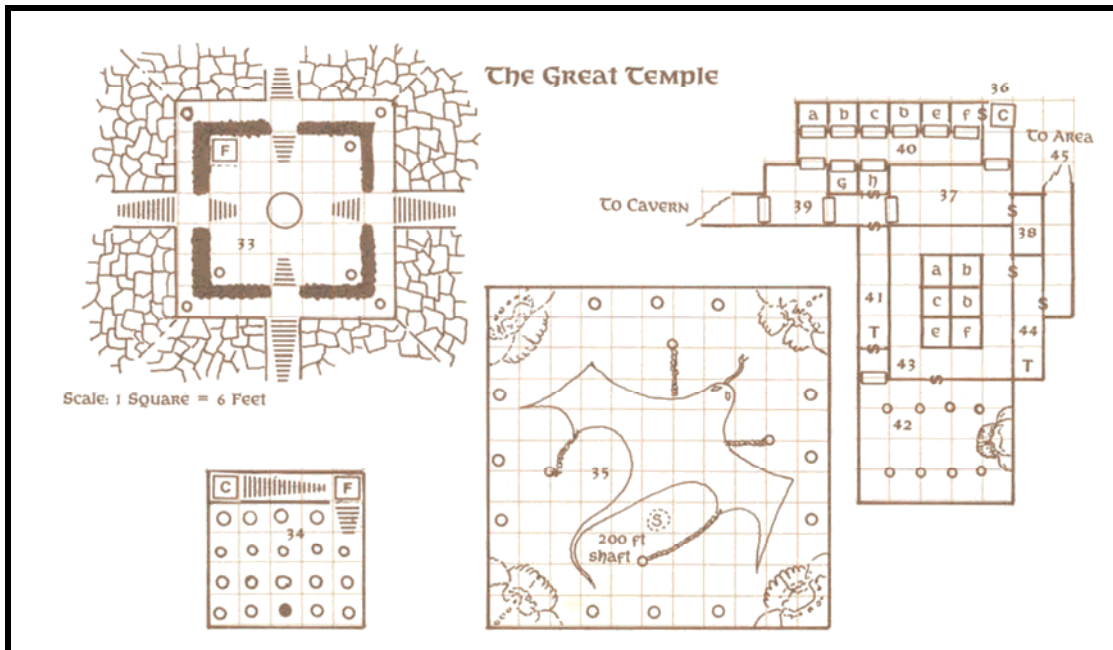
Xilochtli's Mansion (area 23 on the Oenkmar map). A squad of heavily armored troll guards this richly decorated building. Trolls are very uncommon in Oenkmar, due to their fear of fire they rarely arrived alive in Oenkmar. They are used as an elite troops by the priests who seem to have some control over them. In this case, Xilochtli coerced, or Quested, a number of Wiccass into Magic Jarring the Trolls. He took away the Wiccass' bodies and the magic jars. The Wiccass are loyal to him, fearing he might destroy their original bodies, or the magic Jars. Some of them are on the edge of insanity for being stuck for so long in such alien life forms, barely resisting the Trolls' instinctive compulses for a quick bite. Xilochtli usually remains in his abode during rain hours. Otherwise he uses a secret underground passage to the temple of Atzanteotl nearby (areas 26 and 44). Xilochtli never uses streets unless he has no other choice, and then only under escort. After the fall of Oenkmar, he fled to the Broken Lands with his Troll guards.



The Temple of Oenkmar



Atzanteotl's Great Temple is the legendary temple in Oenkmar, and the largest in the city (located at area 26). It is a four-sided pyramid with stairs running steeply on each side. The stone is of a deep, red color, with many inscribed scriptures and bas-reliefs. A smaller square building stands at the top, with an opening facing each flight of stairs. Braziers sit at each corner of the building.



Area 33. Ceremonial Hall. Four sets of stairs lead down this square room. Four bronze braziers softly glow in each corner. Wisps of incense smoke partially veil the round stone sacrificial altar in the middle of the hall. Red Orcs wearing colorful robes and large feathers are adding incense to the braziers, or meditating near the round table. Walls and ceiling are covered with blood. A glowing blue dagger sits on the side of the table. Priests occupy this room at all times. Both the dagger and the altar are magical (a +1 dagger). Creatures sacrificed on the altar do not actually die. The wound caused by the dagger, although bloody, inflicts no real damage to the victim. Instead, the victim is launched into the astral: Plane (see area 45) while its unconscious body remains on the altar. The priest then take the body and leave it in area 34 to be devoured by feathered serpents. The dagger is the fabled Blue Knife from Orcish and Goblin Legends. This is a sacred artifact for most Humanoids. Bringing it back would earn the character(s) great tribal status. A trapdoor is concealed under the north-western brazier, in the corner of the room, leading to room 34.

Area 34. Room of the Feathered Serpents. Stairs lead down from the trapdoor in the north-western corner of the ceiling. They reach a platform in the North-east before ending at floor level. Series of regularly spaced shafts open in the floor. The room seems unoccupied. Blood covers everything in the room and the horrible stench is unbearable. All the shafts except one lead to a room underneath, of approximately the same size. A dozen or so feathered serpents sleep there. The remaining shaft (see map) bypasses that lair, and connects with area 35, 150' below. The smell of fresh blood (weapons recently used will do) awakes the serpents, who then crawl up the shafts. They are similar to intelligent rock pythons with large, colorful feathers. Each can hypnotize one prey each day (sv TS negates) . victims are totally mindless and do not remember what happens during that time. Hypnotizing serpents then send mental orders to their victims to follow them into one of the shafts. Any damage could break the effect (new save). Sacrificed victims are devoured here, their souls will reincarnate into new feathered serpents in the lair below. They can't be raised from the dead at that point anymore. A secret trap door opens in the stairs on the north-eastern platform. A narrow, spiral staircase leads down 200' below to area 36.

Area 35. The Secret of Oenkmarr Chained in the middle of the room is a huge, dark, ghostly shape slowly moving. Four heavy chains seem to hold the creature down to the floor. Defaced statues of warriors with pointed ears stand at each corner of the room. This area was earlier a ceremonial hall for the Aengmorian Elves. Much of the scriptures have been rewritten by Orcish Shamans, but spells, or clues on the history of Aengmor can be founds after some research. Those who can read Oenkmarrian, could also discover clues on the consequences of the creature's release. The creature is a Nightwing, a Monster roaming in Limbo. Magical chains prevent it from leaving the room. They can be broken only by weapons or spells of +2 or lvl 2 enchantment or greater, at the rate of 20 hp per chain. The Nightwing can Levitate and move a bit about the room, unhindered by its chains, just enough to fight if needed. Atzanteotl placed it there before the Orcs' arrival. He has instructed his high priests to leave it chained, for great havoc would otherwise befall the city. In fact, the Nightwing has become a living portal to a Plane of Entropy from which the city drains energy to sustain the city over the lava. Anything it swallows ends up in that Plane. If freed it actually instantly enters the Astral Plane, pops up outside the pyramid, spreading death and destruction in Oenkmarr. Eventually returning to the Entropic Plane it was a connection to, after which the bottom of Oenkmarr solidifies and Immobilizes Oenkmarr, possibly sinking it in the lava. The same will happen if it is killed. This will happen at the rate of 1 yard each Turn. Some of the population could escape on skinwings however.

Area 36. The Spiral Staircase. The staircase leads to the bottom of the pyramid, connected with a short corridor it ends in a locked door to area 37. Any priest owns a key. A secret passage also connects with one of the cells in area 40. The orcs are unaware of the existence of this secret passage.

Area 37. Priests' Antechamber. All furniture in this room are elaborately carved and decorated in Aengmorian style. This is where priests don their colorful religious garbs, study ancient tomes, and get ready for ceremonies. Mostly some of them can be found here. A dairy lies on one of the tables, written in approximately Oenkmarrian, with many misspellings, and a crude handwriting, consisting of daily notes to the temple. The two doors to this area are always locked. The orcs are unaware of the existence of this secret passage.

Area 38. Aengmorian Treasure Vault. This small crypt consists of forgotten treasures left behind by Aengmorian elves. It includes old tomes about Aengmorian history and the origin of the city. Even some wicked rather high level and powerful, but evil in nature, Elven spells are written down here. The caster of any of these spells will be cursed (as Minor Curse) in some way as a side effect of the Entropic Aengmorian magic.

Area 39. Prison Guards. This square room is filled with Orcish Guards. None of its doors are locked. The passage leading west circles down the plantations and mines under the temple.

Area 40. Prison Any type of prisoners are held here awaiting sacrificial ritual killing, and know almost nothing of the temple. Spellcasters are bound and gagged and properly drugged with peyotl (highly alcoholic fungal beverage 8 ap/glass). The orcs are unaware of the existence of this secret passages.

Area 41. Secret passage. A phony treasure is all that is left as a trap by paranoid Orcish priests. An open chest is seen, with coins and jewels, weapons and armor, and all kinds of goodies adventurers would like to place their hands on. Anyone touching the 'bait' causes the two secret doors to slam shut in locked position, the ceiling to roll down slowly, with spikes coming out. The victim has 6 rounds to blast their ways out, destroying one of the stone doors (10hp) with blunt or magical weapons (sharp weapons don't affect the stone). Those trapped inside will die horribly. This will also alert the priests in area 37 or 42 by the sound, and they will try to intercept the profanitors. Guards will be called for help. The trap will reset itself automatically in 1 hour. Only the priests are aware of this passage, an information passed along indirectly by Atzanteotl.

Area 42. Hall of Worship. This hall is where some of the priests under Xilochtlitli meet to meditate, discuss their business, or hold private worship of Atzanteotl. The door is not locked. The statue of Atzanteotl here is magical. Anyone reading the runes carved on its base is sent through the Nightwing to the Plane of Entropy. Some clues of the statue's powers can be found in the Orcish scriptures covering the walls, as well as some rare spells and incantations for humanoid shamans. The scriptures also provide some clues on the Nightwing, and the fate of the sacrificed victims when devoured by the feathered serpents. A, to the priests known only, secret passage leads to area 43 to the north.

Area 43. Crypt of the High Priest. The secret door swings silently in the darkness. A passage leads left and right. A row of dried-up figures stand in man-sized alcoves on the opposite wall. They are almost totally wrapped up in old, tattered robes bearing Oenkmorian symbols and large, rotten, feather decorations. Their faces are covered with frightening masks. The place is deadly quiet, cold, and dusty. The 6 or more figures are the dried up remains of Orcish high priests. They are dormant undead mummies until disturbed. Behind each mummy is a small cache with the high priests' cherished valuables. (Jewelry, Magic items or weapons up to +2, strange clerical spells). As soon as one mummy is disturbed, they all attack the profanitors. All mummies have their original Shamanistic abilities, and attack with gut-wrenching shrieks. They will flawlessly track profanitors who escape. Priests of Atzanteotl are immune to them, but generally avoid staying close. A pile of bones lies on the opposite side of the corridor, remnants of more ancient Aengmorian priests, desecrated by Orcish Shamans. If sprinkled on by (un)Holy Water, a Chaotic Ghost arises and immediately attacks the mummies, ignoring any other in the room. Any effective pulling of a mummy in the astral plane causes it to crumble instantly. The ghost attacks all, after the mummies until nobody remains. The secret door is only known to Xilochtlitli, and has a small peephole to observe area 42.

Area 44. Eastern Passage. This passage contains a cursed treasure, located at the southern end of the passage. (various items of negative enchantment, weapons requiring saves to avoid berserk rage at the beginning of each battle., wands with humorous effects, very bulky books with phony spells, etc.. at least 1 scroll inside will reveal a secret way to reach Xilochtlitli's mansion, but could actually lead to the Serpents cave or the plantations instead. A secret door in the east wall, known only to Xilochtlitli leads to an unguarded room (cellar with dark corridor) in his mansion (Map area 23).

Atzanteotl's Realm

The souls of sacrificed victims end up in this Pocket Plane, materializing near the center. Meanwhile, their unconscious physical bodies remain on the Prime Plane. The place seems like a dense jungle, 100 miles wide, with no light. Whenever reaching its 'edge', one would reappear on the opposite site without noticing a change. Small villages can be found in various places (all souls of sacrificed victims). By now they have been converted to the worship of the only master of this world—Atzanteotl. The Immortal, or his powerful herald, can be found at the center of this pocket universe, in a temple with a ceremonial hall similar to the Oenkmorian Temple (area 33). The only escape is being Raised (Raised Dead (Fully)) by some ally on the Prime Material Plane, or by defeating Atzanteotl's Herald, a Nightwalker.

Raising a sacrificed victim from the dead, or defeating the herald must occur before the feathered serpents have devoured the victim's body. If this happens, the victim reincarnates as a feathered serpent in the Oenkmorian temple. If the body is destroyed by any other means, the soul is stranded in the Pocket Plane until it can strike a diabolical deal with Atzanteotl (or is captured by a Soul Eater, in a mummy summoning). A great quest in favor of chaos is then required, involving obvious alignment changes.

Making a deal with Atzanteotl causes the victim to wake up on the of the temple where the victim was sacrificed, just after sacrifice took place, as if time has backed up. If this occurs, friends who did belong to the victim's group and remained on the prime plane, are instantly teleported to the exact time and place they were when the sacrifice took place. Although they all remember what they did after the sacrifice, those events actually never did happen (yet)! Anything they have killed, destroyed, used, displaced is back to its original place and state. Characters killed during that time are back in time and state also, in the shape they were at the time of the sacrifice. Meanwhile, unhurt by its missing heart and gaping chest wound, the now Chaotic (Neutral or Evil) victim can walk free, causing great fear among the Orcish (and other) priests. 'He who returns from the dead' is thought to be Atzanteotl's avatar, equal in status to the high priest himself. This eventually could trigger a bloody civil war among the disciples.

*From a lecture by Gregoras Tarchaniotes,
instructor at the Alasiyan University, Tel Akbir, Thyatis:*

Scholars of the surface world are only just beginning to study the vast array of cultures which have recently been discovered to exist beneath our very feet. The cultures of the Hollow World have seemingly arisen in complete isolation from those of the surface, and as such unique societies, have their own fascinating religions.

We have very little information so far concerning the Azcan Empire. What little we do know is evidence of a highly advanced, but brutal civilization. Wars and human sacrifice are parts of everyday life in Azca. The religion of the empire is that of Atzanteotl, a dark Immortal worshipped on the surface only by the barbarian humanoid and Atruaghin Clans cultures (Tiger Clan in particular).

In Azca, worship of Atzanteotl is universal. He is venerated in a number of aspects, each of them more disturbing than the last. In this brief overview, I will tell you of the many known aspects of Atzanteotl, and of Azcan myths and beliefs which were recorded by Adrik Ivetscu, a member of the Karamaikan Hollow World expeditions of the last decade, and by members of our own ill-fated Thyatian expedition to Azcan lands.

Atzanteotl is also known as "The Plumed One," "The One Death," "The Enemy on Both Sides." Known aliases include Tezcatlipaca (The Mirror That Smokes), Necocoyauhtl (Sawer of Discard on Both Sides), Titlacahuan (He Whose Slaves We Are), Moquequeloa (The Macker), Ipalnermoani (Lord of the Near and the Nigh), Nahuaque (Storm Wind). Frightening as he may seem, he is also regarded as something of a patron Immortal, as "He Through Whom We Live," "He Who is Closest to the Shoulder," "The Lord of the Here and Now," "The Prince of This World," and "Patron of Princes." The origin of the Azcans' worship of Atzanteotl is unknown: some of their myths picture him as a mortal king who turned the Azcans' worship from "more corrupt" Immortals (hard as that may be to imagine). However, in Azca mythology, he is also known as Moyocoyani (Maker of Himself), which might imply a more ancient veneration of the Plumed One.

The Azca apparently believe most of the other Immortals to be figures out of myth. Atzanteotl is the true invisible Immortal who walked over the red sky and surface of the earth and afterlife. Wherever he went wars, anxiety, and trouble were sure to follow. He is thought to incite wars between his own followers and so is called "The Enemy on Both Sides." His cruel hand is felt to be at fault when a rich man is brought to misfortune. When Atzanteotl chooses to appear in the mortal world he brings destruction, and only rarely does he provide good fortune to an individual.

Atzanteotl is also worshipped under the name Titlacahuan, "He Whose Slaves We Are," who is the master of human destiny. He represents the eternal blood-red sky of the Hollow World. His name "Tezcatlipaca" was derived from the painting of his image with soot containing shining metal flakes which the natives called "Tezcapactli" or "shining smoke". Tezcatlipaca is often referred to in art as a shadowy jungle lurker (therefore, he is sometimes sculpted as a jaguar-faced serpent), and is represented by black coloring. His hair is often portrayed cut in two different lengths, characteristic of warrior classes. Tezcatlipaca is the patron of sorcerers. His "Nahual," or disguise, is that of a half-Jaguar, half-serpent. In this guise he is revered as master of men's destinies.

In some of the older mythology we have managed to piece together, he was the adversary of Otzitiatl (Ixion). The ill or afflicted would pray to Atzanteotl in his name of Titlacahuan in the hope of getting well by his mercy. On all road and street crossings a stone seat, called Mamuztli, was placed for this most revered Immortal, adorned with feathers and flowers which were replaced every five days.

There are many stories of the cunning and trickery associated with this most revered and worshipped deity. A lament to his mockery is as follows:

He is arbitrary, he is capricious, he mocks.

He wills in the manner he desires.

He is placing us in the palm of his hand; he is making us round.

We roll; we become as pellets.

He is casting us from side to side.

We make him laugh; he is making a mockery of us.

The Azca know that intercourse is necessary for conception, but the child is "seated" in the womb by Atzanteotl where it will receive its fate. Family characteristics are explained as the whim or fancy of Atzanteotl.

An obsidian highly polished black idol of Atzanteotl is the common form of veneration. In some smaller towns a wooden idol painted black from the temples down is used. The forehead, nose, and mouth are painted in a pale, sickly color. An intricate lip plug of crystalline beryl with a green or blue feather compliments the image. Around his neck is placed a huge golden necklace and on his arm, golden bracelets. In his left hand is placed a fan of blue, green and yellow feathers, surrounding a round plate of gold, polished like a mirror. His mirror is called Tlachiayaque, "Place from Which He Watches," as Atzanteotl could see all by looking into the mirror (perhaps some kind of magical scrying device). In his right hand the idol carries four arrows signifying punishment for sin he inflicts on the evils of man. On his ankles he wears twenty golden bells. Tied to his right foot is a deer hoof, which represents his swiftness and agility. His main temple in Chillican is reportedly a dark and mysterious place where the idol is kept behind a curtain with only special priests allowed to view and serve the image.

Atzanteotl is also said to wear a ring into which he can look into the hearts of men, like an eye. The mirror, ring and his ability to predict seem to be unique as no other references of this type of "seer" ability are credited to other Immortals. Seer ability among the Azca appears to only be practiced by Azca medical practitioners, which may imply that the practice of the healing arts is restricted to his priesthood.

Atzanteotl lives by no law, he is invisible, a mocker, a giver of disease, a player of men's destinies and fortunes. He is said not to hate or love; he holds total power, the Azca are his slaves and playthings. He is a withholder of rain when needed and is known as a sorcerer. He is also seen as a young ruler with seductive powers and elflike charm. He holds the knowledge of everything and everywhere and is considered malicious and yet at the same time forgiving, as he permits the Azcan Empire to survive and thrive. He is perceived as invisible, though perhaps not as completely ascended. He "lives" in caves, the red sky, and rural areas as well as in the main city. His faith rules with total authority. His power over the Azca is as a living presence, where as some of the other major Immortals of the Hollow World are considered as abstract figures of mythology. The world is thought to be a womblike hollow held in the hand of Atzanteotl and thought of as a place of exile and danger for mere humans.

Furthermore, Atzanteotl is also known as "He Who is Closest to the Shoulder", as he is thought to be ever present and resting on all shoulders, placing thoughts and ideas of trickery and violence into the minds of the Azca. In the records of the ill-fated first Chyatian expedition, two contrasting representations of this Immortal are depicted. In one he is red and in the form of Xipe Totec, Immortal of the Bloody Sun and sacrificial pain; in the other he is black and in the form of Tezcatlipaca, and is associated with death and magic. Both figures are dressed in robes and as warriors. The Azca do not think of this Immortal as evil, in our sense of the word, but rather a contrast between his representation of darkness or the dark side of humanity with the light.

According to the expedition's Azca guide:

Everywhere was his living place - the place of the dead, the earth, the heavens. When he lived on earth he gave life to vice, to sin. He revealed to his followers anguish and affliction. He created all, and he made it come down. He shadowed one with, he made one take all evils brought on one. He mocked one, he ridiculed one. But at times he gave one wealth, possessions, manliness, leadership, lordship, rulership, nobility, honor.

Chant: None

Atruaghin Phanteon Atzanteotl and Danel are the only two Immortals opposing the Atruaghin pantheon. However, despite the Tiger clan was founded by dissident Danel, it is Atzanteotl's clerics who wield the most power inside the tribes, while Danel's cult has been placed under Atzanteotl's worship as much as the four forefathers are below Atruaghin's power. Danel's clerics (20% of the total Tiger clan clerics) are especially concerned with war and hunting, while Atzanteotl's clerics (80%) rule the community and hold sacrifices and funeral rites.

Sources; Encyclopedias of Mythology,
TSR9241—D&D—Gaz10—The Orcs of Thar,
TSR9287—D&D—Gaz13—The Shadow Elves,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
TSR1054/1401—D&D—HW0—Hollow World, Dungeon Master Sourcebook,
WOC88643—D&D3—Forgotten Realms—Faiths and Phanteons,
Site of Pandius.



Audhumla

Old One, Nourisher, Mother Earth

Patron of Creation, Motherhood, Child-rearing, Home crafts.

Region:	Nowhere, but acknowledged in Northern Regions
Sphere:	Old One
Home plane;	Beyond Astral Boundary
Date Ascension;	Dawn of Creation or prior
Sponsor;	none
Statistics;	unknown and unlimited, Old One's have powers over Immortals as they have over Mortals.
Powers:	unknown and unlimited, Old One's have powers over Immortals as they have over Mortals.
Followers Alignment:	None
Clerics:	None
Holy Symbol:	None
Temples:	None
Dogma:	Birth, Creation, Evolution, Growth, Order
Daily Activities:	None
Known History:	Life began without any one creator. In the beginning there was a magic-filled gulf (Ginnungagap) bounded on the North by cold and darkness from Niflheim, and on the south by fire (Muspelheim). Life began at the place where the positive energy of Muspelheim melted the negative energy of Niflheim. These flashing sparks of life and hailstones of cold combined to produce the life seeds of all matter.

Ginnungagap will be an explanatory word for the Multiverse, where on the beginning of the Age of Creation two opposing Planes intertwined. Energy from Muspelheim and Matter from Niflheim. This caused Time and Thought to entwine also (the whirling can only be done in the air, which stands for thought, and the story itself is a clear declaration of the passing of Time) thus bonding the 4 elements together creating life.

From sun's warmth on the on the whirling life seeds came Audhumla, the Great Cow, and Ymir, a Giant. Audhumla licked a being, Buri, out of the salty ice. Both Buri and Ymir were asexual beings, capable of spawning offspring without a mate. Ymir perspired in his sleep, producing the Giant children. Buri produced a male being named Borr. Borr married Bestla, one of Ymir's Giantess daughters. Their children were Odhinn, Vili and Ve. These offspring created the first Human man (Askr or Ash) and woman (Embla or elm) out of the named living trees, by giving them a new for, intelligence and a soul.

Audhumla, stands clearly for the sentient image of life, and may even have been, the first and foremost Immortal, with the essence of all elements combined in her. A True fairy, from which Buri became the first Immortal. Ymir was clearly an Immortal of the former era of Chaos. As Audhumla created more life in the passing time, so tried Ymir to negate this by creating opponent who would slay this life ultimately. The animals, Trees, and such were the foundation of life, while Ymir only created the top. With every cruel and evil act of destruction, the power of Creation undid it a thousand-fold more.

From the creations of Audhumla, some reached the level of consciousness, and from these arose Odin the first Mortal who followed the Path to Immortality, together with Vili and Ve. They quested together and battled the Giants, and finally Ymir himself.

The few mortal witnesses tried to explain all this in their meager understandings and wordings. As there was everywhere blood in multitude, and dead giants all over, they thought that the Giants drowned all in the Blood. Some Giants survived and became the ancestors of the today Giants, some had become Immortal themselves, like Thanatos and Hel, sponsored by Ymir.

Odhinn, always thinking ahead, copied the thoughts he saw when he learned of the creation of the creatures of Life, by both Immortals. His thought was; "What they could do I can do Better". He succeeded to copy this task, by learning to understand the magic of the Elements. From the vermin living upon the corpses of the dead giants, he created the ancestors of the Dwarves. And learned them to study the world, four of them he send in opposing directions, to learn the world, and bring this knowledge to him. To them were named the wind-directions. The hill version of the dwarves was the most prolific, genetically consuming the other two species (which later were re-emerged by Kagyar for mountain Dwarves, and Modrigswerg by some unknown (Entropic??—Atzanteotl??) Immortal.

As Odhinn learned how the world worked he was not finished, he then started to study the skies. The North Star was intriguing for him, as everything seemed to revolve around that point. He found out that stars were in fact spheres of Energy, when he followed the children of Ivaldi, a vanquished rival race of Elven towards these worlds. One of them became Immortal like him as an Immortal of Energy, also sponsored by Audhumla, he called himself Ixion.

As Audhumla dissapeared (there were enough Immortals to fill the Age of Creation), she took with her all the knowledge of the era before this moment, to further spurn the creation to continue to expand and grow. She went beyond the Astral Boundary.

Personality:	As she is all and nothing, all elements, harbors all spheres, she is the beginning and the end. She is the one and Only Old One. What some Immortals and some (very rare) mortals have perceived were actually nothing more than Avatars of her. When the end of the Age of Creation comes, she will perish under the hand of the now gone Ymir, heralding the new Age of Chaos, until even that Era will pass and a new Age of Creation will commence, continually repeating itself into eternity. Ymir will be the Old One in the Age of Chaos, awaiting the same like Audhumla.
Appearance:	Last known, was a huge cow like creature.
Allies:	None
Enemies:	All Entropic Immortals, and influences.
Holy Days:	None
Days of Prayer:	None
Piety awards:	None
Piety Penalties:	None
Habits:	None
Dead:	None
Birth:	None
Colors:	Green, Brown
Incense / Oil:	Juniper, Jasmine, Lotus
Stone / Metal:	Quartz, Crystal, Smoky Topaz, Copper
Plants:	Loosestrife, Mugwort, Rose, Willow, Birch, Fir, Hawthorn
Animal:	Cow, Whale
Runes;	Uruz, Hagalaz.
Chant:	<i>Mather Earth, Nourisher, Great Mather of Old, Your Nourishment keeps from your children the cold. Mather Earth, Mather of Birth, Nourisher, Thought-Flourisher, Bless my family and my hands. Bless my home and all my lands. May my house be bright, my future right.</i>
Sources;	Historical Encyclopedia Encyclopedias of Mythology, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Aura

Maggie McGregor, Luca

Patron of (Artificial) Beauty and Magic

Region: local worldwide Norwold (Patera-Myoshima)

Sphere: Temporal (IM 7) of Time.
Home plane; unknown
Date Ascension; 1009 AC
Sponsor; Protius

Statistics; AC -1, HD 21, Hp 110, MV 150' / 50'
#AT 2 = Punch-2d6+2, AM 50%, SV IM 7, AL NG
ST 18, IN 17, WI 20, DX 13, CO 17, CH 17.

Powers: Detection Suite, Improved Save vs. Mental and Physical and Power Attacks.

Followers Alignment: Any
Taxes; Followers are taxed 15% of their annual income by the Church.

Clerics; Clerics, Healers, Paladins
Healers Alignment: All Healers are Male, Any good or neutral alignment, most true Neutral.
Others Alignment: All clerics are Female, Any good or neutral alignment.
Powers: Lactation 1 level earlier available
Charisma / Comeliness +1 per 10 piety (2 maximum over natural limit).
Skill effects; Hygiene, Allure extra to chosen skills
Allowed Weapons; Standard
Allowed Armor; Any, but no shield

Holy Symbol: small platinum circle imbued with radiant light 2" away.
Vestments; Figure toning shirts, Corsets, Girdles, boots and Shoes. With lots of jewelry and heavy make-up. The hair is long and either decoratively braided or loose (slightly cut into a long hair model).

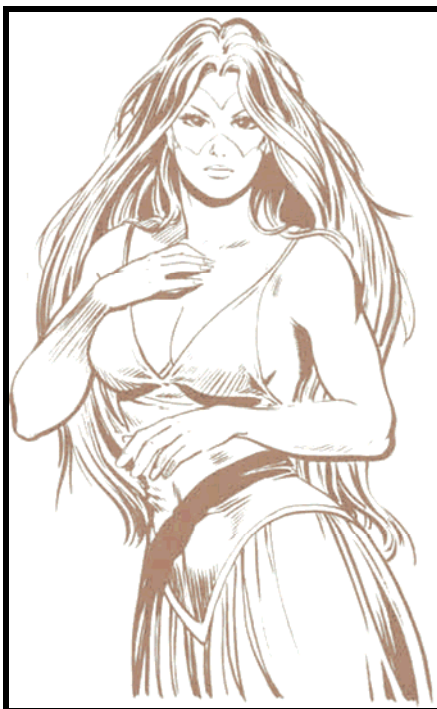
Adventuring Gear; The long Hair, is often braided and bound upon the head, the make-up is less striking, but still available

Temples: Large irregularly but fantastic buildings with many towers resembling fairytales. Many paintings, statues, sculptures make this building a lust for the eyes. The problem is that many rulers don't allow buildings higher than their own palaces. So clerics of Aura often endorse these with a similar beauty. Dwarves are the friends of Aura, although they abhor the artificiality of the beauty in the followers and all they live with.

Known History: Maggie McGregor was a Sorceress from Glantri, who—in her earlier carrier as adventurer—became severely wounded by fire. Her hair was burned down several times, as were her clothes. Her face heavily scarred made it for her impossible to stay active normally. With magic she changed her face, first with illusions and creams and ointments, artificial hair, etc., later with more powerful and durable magic. Her adventures finally led her to Norwold where she met King Ericall.

This son of empress Eriadna of Alpathia, did not see through the "fake" beauty and became heavily infatuated of her. She never married King Ericall officially, due to the inacceptance of Empress Eriadna the "wise—Ha !", but she managed to become impregnated while she was already far upon the Path of the Dynast.

She gave birth to a son Goram in the year 1009 when she already was Immortal for 8 months. The child imbued with Immortal power had to be protected and was send through time by the mother, only recognizable due a small necklace. The child, apparently already imbued by Immortal power later embarked easily on the Path of Polymath for the Sphere of Matter, and became an Immortal himself.



Aura, through her time travels and her Human followers in Norwold or Rakasta followers on Myoshima rapidly raced through the Initiate Ranks and became Temporal just after the Immortality of her son. Due the Immortal laws she must keep it secret until he himself will find it out.

Personality: Maggie was direct, impulsive, reactive, but also effectively revengeful when her beauty was attacked again. She was sponsored by Kallala of the Seven Veils, due her fight against ugliness with time. Many women still adore Maggie and the articles she invented (many creams, ointments, drops, potions etc.), and these are her most loyal followers. The few male followers are strangely often bards or Paladins.

Allies: Grund-Goram (unknown to him), actually the only mother sun Immortal combination.

Enemies: Alphaks Most Entropic Immortals

Holy Days:

- ▶ 1st Day of the Seasons - Festival of Joy, Love, and Friendship
- 1st Thaumont-Spring 1st Klarmont-Summer 1st Ambyrmt-Fall 1st Kaldmont-Winter. People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again.
- ▶ 5-20 Flaumont - Festival of Sex, Matrimony, and Relations. These are the days where Marriages will be made, and the bonds with the family will be Strengthened. Most children will be conceived in these days and although friends are welcome, the family will come first.

Days of Prayer:

- ▶ Full Moon: Positive based- review of deeds
- ▶ New Moon: Negative based- review of sins
Clerics pray in the morning.

Piety awards:

Curing a sick person with uglyfying symptoms or scars.	+1
Training a body with long flexible muscles	+1

Piety Penalties:

Dirt and groom on person in public, dirty house, Dirty clothing, no cosmetics used, beauty not enhanced, stench.	Pip-5/full moon
Obesity and Anorexic feeding patterns, scarring, hair cutting, Training with short thick muscles, dressing or behaving as opposite sex, or another race	Pip-1/full moon.

Habits:

Wash Daily with water and soap, apply heavy perfume and lots of make-up. Untidiness, dirt on the person and the living area is not accepted.

Hair should be long and combed, it may be braided or stuck up, but cutting is wrong. Any accident with loss of hair results (or nails, face or other beauty effects) in a day of personal sorrow, and may be revenged.

Any application of magic to enhance the body is not only accepted, but advised to use to the utmost effect when possible. The usage of the Lactation spell as a breast enhancement is thus a help instead of a crime.

Clerics will supply mages that follow this Immortal with information to easily (at 50% cost and time) study spells like:

Sexual Attraction	(Cantrip).
Fascination	(Power lvl 1).
Filth Bane	(Power lvl 1).
Layla's Beautification	(Component lvl 5).
Sexchange	(Component lvl 5).
Layla's Seductive Shapechange	(Power lvl 7).

In fact most magic user followers of Aura become Seducers. Most seducers on the world know of Aura, and more and more decide to follow her.

Forgiving -3 Honest +3 Modest +3 Generous -1

Dead: Bury (or burn) the dead before they rot with lots of colors. No dreary affair. (Any who doesn't must be wrong) and must be corrected as such.

Birth: Baptized in a natural well, with mother surrounded by flowers.

Colors: Blue, Green, Red and Purple, but dark and or bright.

Incense / Oil: Rose, Lily, Orchid, Mahogany

Stone / Metal: Pearl, Amethyst, Emerald, Gold.

Plants: Rose, Willow Tree (especially weeping), Hazel

Animal: Cat (long-haired by females, short-haired by males)

Chant:

*Aura, shine dine light upon me.
 Give me Beauty,
 Give me wisdom for my duty,
 Give me Breasts,
 Give me influence over the rest,
 Grow my Hair,
 Cure my illnesses anywhere,
 Color my Skin,
 Remove my curses deep-within,
 Grow my Nails,
 Heal my wounds from head to tails,
 And I bring your wisdom anywhere.*

Extra Spells

Death Candle

Range: Special
Duration: Special
Effect : 1 creature
Save; None
Casting Time: 1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

Color Skin (also known as Make-up)

Range: Touch
Duration; Permanent; until Bleached
Effect: applies color to an area of organic skin. (not plants!!)
Saving Throw: None
Casting Time; Up to 12 Turns (two Hours). Minimum 1 minute per square inch per single color.
Reading time : x 2

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

Clerical variation of the magic Color spell allows the caster to lay Magical color on a surface. The surface may be as small as the size of a zit, or as large as a single creature's whole skin (limited to a size of up to thrice human size). The casting time may be as short as a round for one simple color (for instance, tinting a room sky-blue) or may go on for a couple of hours. During that time the caster may vary the color of the whole area, or may color different parts of the area in different ways. The effect of this is that the caster can "paint" for up to two hours at a time, colors that are permanent and nearly imperishable by age and weather (this includes the bleaching effects of the sunlight). A Dispel Magic will remove color; as any Bleach or wish can. Different Spellcasters use this for different purposes. Cosmetic-Artists use it to make make-up that will not fade, to decorate themselves and others with brilliant body-colors and face-painting. If one casts color on top of another color, the 2nd spell has no effect... unless the 2nd caster is of equal or higher level than the original caster, in which the 2nd spell will cover the first. But the 1st spell is not gone; to get rid of it, one would have to cast a Bleach spell on both Color spells separately. Clerics may leave messages for one another this way; they choose an agreed upon message drop, and one cleric uses one application of Color to write a message, and another to cover it up to look like it did before. The next Cleric or Magic-User will use a Dispel Magic or Bleach spell to uncover the top most coloring, and then either cover it over again or use another Dispel Magic or Bleach spell to erase it completely. Just because a character can lay down color with this spell doesn't make him good at it. To be truly artistic with the use of this spell, a character must have some sort of Allure skill. Someone without this skill will be able to lay down color just like anyone with no artistic ability.

Sources; Encyclopedias of Mythology,
 Own Creation through 12 years PC development,
 Stats mixed with stats from; TSR1017—D&D—Set 5—Immortal Rules,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,

Avalanche

Krak of Korelin

Patron of Rock People and Adventurers



Region: New-Denagoth Black Mountains (Hule-Sind) Vulcania Rockhome Arm of the Immortals

Sphere: Initiate (IM 2) of Matter

Home plane; unknown

Date Ascension; 1016 AC

Sponsor; probably Ka

Statistics; AC-6 / AV 10, HD 16, Hp 80, MV 300' / 100'
#AT 3 = Punch-3d6+2, AM 50%, SV IM 2, AL LG
ST 17, IN 17, WI 15, DX 25, CO 24, CH 19.

Powers: Extra attacks/ round, Increased Damage, Increased Movement, Detection Suite.

Followers Alignment: Any Called: Sands

Follower Powers: Followers under the Rock creatures gain Thief abilities at 2 levels higher than their HD / Lvl.

Taxes; Followers are taxed 25% of their annual income by the Church.

Clerics: Clerics, Healers, Humanoid Shamani (last; Rock creatures only).

Healers Alignment: Neutral Called: Stones

Others Alignment: Lawful/Neutral Called: Rocks

Powers: Cure-all once a week, and Detect Lie at will on Natural Gem grounds containing Diamonds, Rubies, and such (called corborundum).

Skill Effects; Geology extra to chosen skills.

Any earthbound skill +2

Accepted Weapons;	Natural weapons preferred, but else standard.
Accepted Armor;	Any.
Holy Symbol:	A pure and clear diamond on a thin chain of platinum. (Poor Clerics may also use a glass and copper at -4 effect, or Crystal and Gold at -2 effect).
Vestments;	A Brown Robe for humanoids, wet sand for Earth-born creatures.
Adventuring Gear;	Non special, but any allowed.
Temples:	Round shaped caves (called as thus), with a lot of alcoves around the central area at all levels. The alcoves are connected to small corridors in the back, so that their open end views the central cave were the ceremonies are held. The walls are adorned with gemstones and metals of any kind, and the floor always is a natural base of corborundum. There are smaller and larger alcoves, measured for all Rock-people and Guests (Called: Dust) in different sizes, including sometimes Giant and Draconic (These are called: Mountains). The last two will then have their own access in to the temple, as a safety for the other followers or guests, due their massive mass. Around the Temple are build living centers for all these creatures, often grouped together by species, but always facing the temple. The temple is used as market to sell and buy goods, and as a hall of justice where justice is dealt swift but mostly fair (this due the special spells of the Clerics). Here are the many family shrines constructed of boulders.
Dogma:	Protecting the Elemental Plane of Air and aerial creatures. Furthering the Knowledge of Air and Thought. Establishing a private country for all Rock-born creatures to live in.
Daily Activities:	Reorganizing local stone Columns, Hills, Valleys, investigating earth activity, preparing against volcanic activity and its dangers.
Known History:	<p>Krak was a Geonid, his village was conquered and his family slain for their ruby hearts. In his quest for survival, and revenge he grouped together with some adventurers. During many adventures he learned much about other races. What he also learned is that most magic users don't think about the consequences of what their spells or side-effects of their spells will do to the world and its inhabitants. The main reason is that he found out that a Lich (Lothar of Keltharmium) forced other Kings (including King Jace of Denagoth and the Master of the Desert Nomads-Sind) to slay Geonids and Rockman for there Gem-stone Hearts. Lothar used these hearts to create a major artifact which conjured or created the one and only Tarrasque around it. The Pentagon shaped collection of Hearts became the heart of the Monster.</p> <p>Krak's Immortal Patron allowed him to stay in multiple identities at the same time on his Path to Immortality but was forced to have the same range of adventurers which he had with each different identity, with him all the time, and when they were slain he had to heal them somehow. One of these Identities (of the Geonid Mage Gor) worked against the Master of the Desert Nomads in 1005-1007 AC. His main Identity Krak fought for the same course in Denagoth. Another Identity was the Stone Giant named Gremlin who fought in the Hollow World against the evil influences of a Burrower right between Denagoth and Azca. And his fourth identity, a Rockmen named Ehhm, did re-establish communications of the Dragons of Wyrksteeth mountains in Norwold to battle the Evil Renegade and Undead Dragons consolidating with Lothar the Lich.</p> <p>His efforts became more and more clear and his monument is a Giant Crystal-shaped Heart in one of the Giant caves of the Plateau of Denagoth and Essuria. He Became such a experienced Geonid that his own heart turned into a Diamond of absolute clarity, pulsating with crystal-bright energy waves as a heart-beat, even before becoming Immortal.</p> <p>When he was ready to become Immortal he almost declined, because he could not let down his friends (The prime adventurers: Grund-Goram Frost Mage, King Olaf of New-Denagoth, Ballia the Healer of Oloron, Bruticus the Falconer from Thyatis), especially his buddy Grund-Goram was difficult to leave behind, but Kagyar let him knew they would meet again soon. Krak never expected that Grund-Goram was also on the path to Immortality. The other Geonid (the juvenile mage Gor) in the party was a dual identity of Krak, created especially for him to enable him becoming Immortal, it disappeared with the "Death" of Krak. It is not sure how Grund-Goram and Krak said Goodbye, but it was a great happening. It laid down a sorrow feeling on the festivities of the freedom of Denagoth in 1016AC, the day his body was placed in the corborundum mines of his home.</p>
Personality:	Krak, was in life, a harsh, active, impulsive and sometimes unforgiving creature. When he acted, it was mostly direct and very effective, even sometimes violent. Although cunning and very clever, he let others solve the problems, but always standing ready to help his friends.
Appearance:	Krak looks like a normal Geonid, a small intelligent Cave-dwelling Rock creature. He has two arms and legs, each ending in 3 fingers or toes, opponent from each other. He has a sturdy rock shell that gives him the appearance of a small boulder. The arms and legs come out of a small opening in the bottom front of the shell. His sharp and intelligent eyes can often be seen glinting like valuable gems in the darkness of his shell. When he draws his arms and legs within, and closes the opening, he cannot be distinguished from any normal boulder (surprise 1-4 on 6). In combat he attacked with his sharp claws, preferring to attack creatures 'weak' spots.
Allies:	Kagyar, Ka, Oloron, and lastly Tarastia, who does like his acts of revenge. When he finds out that Grund-Goram has also succeeded to become Immortal their friendship will be rejoiced.

Enemies:	All Entropic Immortals. He also dislikes Rad, and Rafiel for their misuse of Magic.
Holy Days: ▶	1 st Thaumont-Spring 1 st Klarmont-Summer 1 st Ambyrmt-Fall 1 st Kaldmont-Winter. People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again. These are the days where Marriages will be made, and the bonds with the family will be Strengthened. Most children will be conceived in these days and although friends are welcome, the family will come first. These days are also the days when the loss of friends or relations are remembered, but not with grief but proud remembrance.
Days of Prayer: ▶	Full Moon: Positive based- review of deeds ▶ New Moon: Negative based- review of sins. Clerics pray in the morning.
Piety awards:	Friendship +1, Sharing +1, Hospitality +1, Revenge on evil misdeeds +1. (all taken if not keeping behavior).
Piety Penalties:	Misuse of Magic -4, Relation breaks -1, not helping those who could be helped by you -1
Habits: ▶	Food should be shared to the hungry, even when one self can't eat that <u>one</u> day. Loyalty is of utmost importance, lying (or worse) is allowed to sustain loyalty. Forgiving -3 Cautious -2 Energetic +2 Loyal +1
Dead:	Bury the dead in (corborundum) ground to let them return to the Earth, for rebirth.
Birth:	Left alone until giving sound
Colors:	Brown, Grey, Spotted
Incense / Oil:	Petroleum, Sulphur, Salt
Stone / Metal:	Coral (as living stone), Corborundurum, Ruby, Diamond, Bloodstone, any rough Ore.
Plants:	Cactus, Lichens, Moss, Sand rose (actually a sandstone crystal).
Animal:	Friendly Fungus

Extra Spells

Death Candle

Range:	Special
Duration:	Special
Effect :	1 creature
Save:	None
Casting Time:	1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

Chant:

*Rocks Rolling Up the Hill,
Enemies Crushed at your will.
Stones under Stones,
Yet Friends be made,
With those of Blood,
No bone shale rule,
Where Avalanche Rolls.*

Sources; Own Creation,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,



Bagni Gullymaw

The Great Devourer, Yemekhershey

Patron of Eating, Cannibalism, Trolls, and Food

Region: Broken Lands, Norwold, Vestland, Yazak Steppes, Sind, Davania and wherever Cannibal Human(oids) may thrive.

Sphere: Celestial (IM 16) of Entropy
Homeplane: An unknown layer of the Abyss
Date Ascension: 1200 BC
Sponsor: Unknown (likely Orcus)

Statistics: AC-16, HD 30, Hp 240, MV 150' / 50'
#AT 4 = Punch-3d6+9, AM 70%, SV IM20, AI CN
ST 43, IN 17, WI 15, DX 37, CO 23, CH 15.

Powers: Extra attacks per round, Howl, Height Increase, Groan

Followers Alignment: Chaotic
Followers Powers: Gain a permanent +2 bonus to saving throws vs. poison when absorbing harmful food.
Taxes: Followers are taxed 30% of their annual income by the Church.

Clerics: Clerics, Humanoid Shaman.
Alignment: Chaotic
Powers:

Trolls aren't known for having any Immortal patron at all. Most Trolls have no idea what an Immortal might be, or what worship is. A Troll would probably try to eat an Immortal, if meeting one. Trolls have no real understanding of magic and spell casting, and therefore no fear of it. To become a Shaman of this faith, one must have eaten a number of personal foes equaling ten times his own HD. Foes are eaten at 1HD per Turn for Trolls (other species per Hour). Shamans recover spells by eating more foes, at the rate of 1 spell level per HD of eaten foe. Thus a 3rd level spell needs the eating of a 3 HD foe.

Extra Skill
Accepted Weapons:
Accepted Armor:

Shaman of Bagni Gullymaw double the effects on the Personal Sacrifice table.
They also gain the Odor Scenting Skill or a +2 bonus if they already have the skill.
Natural, Club, Boulder, Stone, Staff.
None

Holy Symbol: Bagni's symbol is a pair of teeth (Canines) dripping with blood.
Vestment: None, penis tube in some tribes in Davania.
Adventuring Gear: None

Temples: Simple caves decorated (littered) with the inedible remains of the eaten foes.

Known History: In Life Bagni was a Troll. He was the first (and perhaps only) Troll ever to reach Immortality in the Sphere of Entropy.

He did it by living a lifetime of destruction and pain, by killing and eating more good beings than any humanoid before him. He did so by smashing all eating records in a Troll's lifetime, slaying massive amounts of adventurers, humanoids, and monsters.

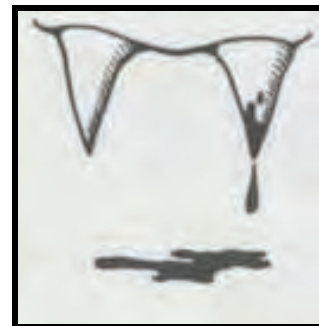
Thanks to his tremendous voracity, which led him to maim, massacre and devour thousands of living beings (including a whole elephant).

He thus attracted the attention of the Entropic lords, who guided him on the path of the Destroyer and welcomed him among the Immortals around 1200 BC, after he left on his path a long trail of atrocities and destruction.

Unfortunately Trolls, not being very smart creatures, have forgotten Bagni and who he was, but he is worshipped by many other humanoids. Jammudaru is a more often followed Immortal by Trolls.

He is largely unknown by Humans and Demihumans. Bagni arranges for deep-cavern dwelling Trolls to find their way into the Hollow World and begin eating the plentiful two-legged foodstuffs there.

Trolls don't thrive in the Hollow World (they don't like the fact that it is always daylight), and often they don't reproduce, so Bagni has to supply new Trolls continually and to modify them magically in hopes of creating a strain that will prosper there.



Fortunately, he isn't smart enough to be very efficient at this. After hundreds of years, he still hasn't created the perfect Hollow World Troll race.

Personality: Bagni is smarter than most Trolls (else he would never have found the Path to Immortality), but that doesn't make him clever. He is stupid, gross, and hungry—the ultimate Troll.

Bagni is the patron of trolls and he encourages any cult based on cannibalism and violent destruction. He's way smarter than common trolls, but despite being an Immortal he is not remembered for his wits or cunning. Bagni is the quintessential troll: huge, gross, brutal and always hungry.

Appearance: Bagni appears as a gigantic Troll with especially deep-green skin and hair like dippy algae.

His fangs and claws are oversized. He is always surrounded by a nauseating Stench. This form is the ultimate expression of Trolldom.



Allies: Bagni has no allies, but Masauwu sponsored him.

Enemies: Bagni's chief personal enemy is Halav, who opposes all Immortal patrons of humanoid races.

He is also a fierce enemy of Thor, who have always inspired their followers against Bagni's humanoids and have faced him directly more than a couple of times, leaving him beaten and humiliated.

Holy Days: 1st Sviftmont, Blood day, holy day of humanoids.

Days of Prayer: "uhhh". Clerics pray in the morning, after eating. (actually also prior and during, but who bothers).

Piety awards:	Forget what you ate just before	+1 (max +5/year)
	Eat triple your HD or more	+5
	Eat 5 times your HD or more	+7
	Eat a Dragon	+6
	Drink a lake	+5 (once only)
	Eat a field (corn / weed / vegetables)	+1 (max +5/season)
	Use an adventurer to bash opponents	+1 (max +5/season)

Piety Penalties:	Getting Drunk	-3
	Getting Knocked out by Alcohol	-6
	Regurgitate food	-1
	Getting Poisoned	-2
	Eat offspring	-3

Habits: Eat everything as soon as possible (ya find out if it is inedible soon enough), the same with drinks.
Cautious -5 Peaceful -3 Trusting -2 Reverent -3

Dead: Eaten

Birth: Left alone until giving sound, forget or eaten

Colors: Green and brown in variations

Incense / Oil: Burned Flesh, Animal Oil.

Stone / Metal: Salt, Tin.

Plants: Curbis.

Animal: Troll-Hound

Extra Spells:**Feign Death**

Range: Touch
Duration: 1 turn + 1 rd./level
Casting Time: 5
Area of Effect: Person touched
Saving Throw: None

Cleric 2, Humanoid Shaman 2.

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain doesn't affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under the influence of this spell, although a save is permitted. However, the spell offers no protection from causes of certain death—being crushed under a landslide, etc. Only a willing individual can be affected by a Feign Death spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again. Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell.

Death Candle

Range: Special
Duration: Special
Effect: 1 creature
Save: None
Casting Time: 1 round

Cleric 2, Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

Chant: Forgotten

Sources: TSR9241—D&D—Gaz10—The Orcs of Thar,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
TSR1054/1401—D&D—HW0—Hollow World, Dungeon Master Sourcebook,
Site of Pandius.



Baldur

Baldr, Balder, Shining God, Bleeding God, the Bright One

Patron of Rebirth, Renewal, Pacifism and Peace

Region:	Northern Regions and Norwold, Alphatia.
Sphere:	Celestial (IM 20) of Thought
Homeplane:	Gladsheim, Breidablik and has a seat amongst the "twelve" in Asgard.
Date Ascension:	644 AC
Sponsor:	Odin
Statistics:	AC-13, HD 34, Hp 333, MV 150' / 50' #AT 3 = Punch-3d6+5, N Sword-4d6+7, AM 70%, SV IM20, AI L ST 23, IN 17, WI 15, DX 27, CO 23, CH 15.
Powers:	Call Other, Detection Suite, Improved Save vs. Power Attacks, Turn Undead. Sword +2
Followers Alignment:	Any
Taxes:	Followers are taxed 10% of their annual income by the Church.
Clerics:	Clerics, Healers, Exorcists. Paladins(most are male).
Healer Alignment:	Neutral
Others Alignment:	Lawful or Neutral
Powers:	Charisma bonus of +1 when trying to gain friendship. Paladins who succeed to reach level 20 are no longer in need to wear armor, as Baldur's protection becomes active and gives a Armor value of 5. All the Clerics and Paladin's gain a Charisma bonus of 1/level achieved until they reach the maximum of 18. From 1 st level to 4 th , the priest receives one extra language per level. The language chosen must be that of a sentient humanoid race.
Skill Effects:	any visual skill +2. Required; Etiquette, Honor Baldur. Recommended; Modern Languages, Allure, Singing, Local History, Musical Instrument, Reading/Writing.
Accepted Weapons:	Lasso, Net, Man-catcher, Blow-pipe (sleep poison only).
Accepted Armor:	All non-magical armor and shields.
Limitations:	Priests of this sect receive 4-sided dice for Hp, not 6-side
Holy Symbol:	A twig of Mistletoe.
Vestment:	Whenever they appear in public they must wear clothing or badges which display their status as priests of the Immortal of peace.
Adventuring Gear:	Whenever they appear in public they must wear clothing or badges which display their status as priests of the Immortal of peace.
Temples:	The temples of Baldur are very rare, and also very difficult to recognize. On sea they are always burning ships, but on land they can be every building with roughly a ship shape. The Temple can be recognized primarily by the torches placed around it, to create the illusion of a burning ship.
Dogma:	Balder is the Immortal 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.) His priests, in turn, work to keep things peaceful. They intercede between nations which are on the brink of war. They suggest compromises and nonviolent ways of settling important issues. They do their best to keep things calm and civil. Remember, though, such priests, that they aren't stupid. Nor do they have to presume that every fight can be avoided: when it's obvious that a situation will descend into violence regardless of their best efforts, they don't have to continually badger others into not fighting. They do have to try to preserve peace when it can be preserved, and to prevent unnecessary violence when possible. A peace-priest character would do well to become party spokesman: this will allow him to do all the party's negotiations and thus head off combat situations on a more frequent voice.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Missions: The priest often accompanies parties of war or groups of adventurers to try to bring about peaceful solutions to as many situations as possible. He is devoted to the cause of peace. He prefers for all conflicts to be settled non-violently.
Known History:	Baldur is a highly Charismatic, beautiful and wise Immortal, very loved by most Immortals and people. He is also a good warrior. According to myth, he was the son of Odin and the Immortal Frigg (Valerias in mortal Shape). His mother let all things and creatures promise not to harm her son. But she forget the Mistletoe, and precisely with this twig succeeded the angry and jealous Immortal Loki too harm Balder with a deadly wound.

The death from the loved Immortal brought mourning over the Planet Mystara. His corpse was laid on his burning ship Hringhorne, together with his beloved wife Nanna who died of sorrow, where after the ship was sent to the sea. The Immortal Hel from the realm of Death Hellheim was willingly to return Balder to the living on condition that all on the planet would weep and mourn for him. But Loki, in the guise of the witch Thokk, did not show remorse, so that Balder had to stay in the realm of the Dead.

After the great war Ragnarok he would be enabled to return to the new world. In the mean time he lives as an Immortal in the realms of the dead (Limbo, Hell, Hellheim). What really did happen nobody knows but it was clear that Odin had been the sponsor of the Baldur, who was clearly a follower of Frigg. His beauty was unsurpassed, as was his Wisdom. Loki, as an Entropic Immortal was jealous of Baldur for all the attention and love he got from the people.

He found out that the Mistletoe was the only item that was not included in the protection spell of the Immortal Frigg, and from a large one he enchanted a spear and assumed another form. With this form he tricked the always friendly Baldur to go to a specific spot and open a door, with this the trap was sprung and the mistletoe spear went right through him.

And according to the legend, nobody did harm Baldur, it was his own doing with the one material forgotten in the enchantment. In Hellheim, an Outer Plane, Baldur spirit went on to adventure, and eventually ventured on the path of Immortality and succeeded several hundred years ago.

Still locked to the Domains of the Dead, he is still waiting for his time to (re)appear on the Prime Plane.

Legends;

Baldur is portrayed as an eternally young, handsome man with bright green eyes, and he rewards those who are self-sufficient, self-reliant, and enduring through hardships. His worship began in the Alphatian colonists of Norwold, but was eventually introduced to the Northern Realms. His curious myth revolves around his Immortal death, which will herald the end of the world or Ragnarok. But disaster is averted as Baldur always returns, reborn and renewed! Many Northmen elders discount this myth as mere allegory: the eternal cycles of nature, the resilience of life, such as evergreen through the harsh winters (Baldur's holy symbol is the mistletoe.), while the more politically-minded interpret Ragnarok as the invasion of the Alphatians. But the Godi of Baldur have demonstrated their Patron's will with miraculous powers of restoration, renewal, and even resurrection-a feat which has elicited mixed and powerful reactions. (Northmen consider returning from the dead as cowardly and even morally wrong, preferring to die courageously and enter Valhalla. Raising the dead and reincarnation are also the domains of the sinister Immortal Hel.)

Personality:

Baldur always wanted to help people, and even as a fighter he achieved values more and stronger than the average Paladin. Even in the Domains of the Dead he succeeded to help people, and for this Hel dislikes him thoroughly. He succeeded to help more people to go to their eternal resting place than anybody else.

Appearance:

Baldur is a light-blond haired and bearded warrior of the Northmen tradition, wearing their traditional clothing, hairdressing, weapons and armor.

He is highly charismatic, both in appearance as in the words he speaks. His vocal timbre is warm and caring.

Those mortal females that look upon this Immortal become immediately "enchanted" with his beauty and must save at -5 pr become charmed if the Immortal 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 Forsetti.



Allies:

Heimdall, Valerias, Thor, Frey, Freyja, Odin, Halav, Frigg

Enemies:

Hel and especially Loki who killed him.

Holy Days:

- ▶ 15th Eirmont: Last full moon of Autumn
This day is a day for the family, friends and relatives are invited to eat together, and have a jolly day. The day ends when all children go along the houses in the village to beg for food and sweets, dressed in spooky costumes. The night is also called "Fright Night". When the last children go home the dead are able to wander around and want to destroy the peace brought to the people. These Undead are brought forth by the Immortal Hel and sometimes even Loki, and they preferably harass the beautiful and friendly people until sunrise the next morning. Then the normal life goes on again. The population relies on heroes to destroy the Undead and protect the innocent but this doesn't always work, and some Undead (powerful) succeed to return every year, or even infest the local area somewhere somehow.
- ▶ 1-16 Klarmont- Days of Weddings

These days are the days when the marriages take place. This a period of joy and love.

- Days of Prayer:** ▶ Any day with an open unclouded sky: Positive based- review of deeds
 ▶ Any day a friend or relative died and is burned: Negative based- review of sins.
 Clerics pray in the morning.
- Piety awards:** Friendship, Love, Healing, Gifts, Sharing, Hospitality.
- Piety Penalties:** 1st strike, Violence, Relation breaks, Selfishness , Greed, Not aiding
- Habits:** Fire cleanses everything, the houses of the dead have to be burned and their ashes returned to the ground. Those items unharmed by fire or only molten are given to the families. These items do not include the items given away through their last will.
 Loyal +2 Trusting +1 Dogmatic +1 Peaceful +2
- Dead:** Burn the dead before they rot, so their Soul will be free to venture further along the path the Immortals have laid out for him or her.
- Birth:** Left alone until giving sound, name given at that moment, and sometimes after that moment, but more often after familiar tree names.
- Colors:** Gold, White
- Incense / Oil:** Frankincense, Cinnamon
- Stone / Metal:** Gold, Goldstone
- Plants:** Ash, Chamomile, Celandine, Marigold, Mistletoe, St. Johnswort
- Runes;** Sowilo, Fehu, Raidho.
- Animal:** Hunting Dog
- Chant:** *Bright One,
 Shining Godar,
 Light for all to see,
 Open up my inner eyes.
 Grant me harmony.
 Help me bring my life to balance.
 Give me wisdom and advice,
 To make the next incarnation
 A better, happier life*

Extra Spells
Interpret Runes

- Range:** touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into these tiles (mostly oak) by the Cleric who casts the spell.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
 Duration: 10 rounds unless otherwise specified
 Casting Time: 2
 Effect: One Power Rune inscription.
 Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Some of them are also listed. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
 Duration: Permanent
 Casting Time: 3
 Effect: One Power Rune on one single object.
 Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration: Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Baldur cult, the Cleric is forced to sit in trance atop a high mountain, without any help, food or drink for the period of nine days.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required(made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Sources: Mythological Encyclopedia,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Bartziluth

Hruggek, Modi, Vurmak

Patron of Bugbears, Courage, Warfare, and Berserkers

Region:	Broken Lands, Bugbears worldwide, Northern Reaches, Sind
Sphere:	Celestial (IM 13) of Energy
Homeplane;	unknown
Date Ascension;	somewhere after 500 AC
Sponsor;	Thor
Statistics;	AC-12, HD 13, Hp 180, MV 150' / 50' #AT 3 = Punch-3d6+9, Mace-3d8+13+43, AM 60%, SV IM 13, AI CN ST 43, IN 17, WI 15, DX 37, CO 33, CH 15.
Powers:	Call Other, Detection Suite, Improved Save vs. Power Attacks, Turn Undead. Huge Mace +5 of Smashing
Followers Alignment:	Neutral and Chaotic
Taxes;	Followers are taxed 10% of their annual income by the Church.
Follower Powers:	Gain a +1 to Fighting Frenzy skills for 1Turn/ caster level when blessed by a Shaman from Bartziluth.
Clerics;	Clerics, Humanoid Shaman.
Alignment:	Chaotic
Powers:	Gain the ability of wielding weapons made for a creature of one larger size category without penalty. They may use the Two-Headed axe. And they may cast the Berserk spell at lvl 2. They also can cast one Bless spell in addition to all memorized spells on all other than himself.
Skill Effects;	Blacksmith +2.
Allowed Weapons;	Standard,
Allowed Armor;	Any
Holy Symbol:	Bartziluth's symbol is a huge spiked mace.
Vestments;	Actually nothing more than ordinary fighters with several shawls bound as belts around the waist, each shawl stands for a spell of a specific level that can be cast. Each color depicts the different levels. (Red=lvl 1<it holds the power of Blood>, Yellow=lvl 2<it holds the power of Anger>, Orange=lvl 3<it holds the power of Wisdom>, Black=lvl 4<it holds the power of death>, White=lvl 5<it holds the power of Life, Bleu=lvl 6<it holds the power of the air, Green=lvl 7<it holds the power of the world, Golden=lvl 8<it holds the power of the Immortals.
Adventuring Gear;	As vestments, but the shawls may be combined into a single belt with all needed colors.
Temples:	Hand cut caves or wooden round rooms decorated with weapons of defeated foes.
Dogma:	Battle is bravery, fight is strength, defeat is certain—once. Honor depicts the Hero, Loyalty the Friend, Treason the Enemy, their crushed heads giving rest. Courage.
Daily Activities:	Training Bugbears, helping birth and marriages, and death.
Known History:	A majority of Bugburbians (Broken Lands Bugbears) are spiritual followers of Bartziluth, an Immortal Bugbear Hero. He is Patron of Strength and Bravery in the Humanoid Pantheon. Open worship of Ranivorus is forbidden in Bugburbia. Hruggek was a Broken Lands Bugbear, a wild fighter famous for smashing the heads of his enemies with his huge spiked mace. How he achieved Immortality in the Sphere of Energy is a mystery. He must have been extensively helped by his Immortal patron Thor. But achieve he did, and since then has been a Patron of Bugbears everywhere. He is seen as Modi, the son of Thor in the Northern Legends.
Personality:	Bartziluth is a Patron of warfare—foremost of Bugbears and their wars, but he is an admirer of well-fought fights everywhere. He especially likes Berserk, unrestrained fighters. In the Hollow World, Bartziluth acts as a minor irritant to Atzanteotl. Adventurers who oppose Atzanteotl's plans may find themselves unexpectedly aided by the Immortal Bugbear—a semi-berserk fighter is most likely to receive this Immortal's blessing.
Appearance:	Bartziluth appears as a huge Bugbear wearing shining leather armor (as though made from a golden fleece) and wielding his famous mace. His face is as savage as other bugbears, but his eyes are crafty and very intelligent.
Allies:	Bartziluth has no personal allies, yet Bemarris is a true companion, as both are brought into Immortality by Thor, they act as his sons.
Enemies:	Bartziluth considers himself an enemy of Atzanteotl, and is enraged by that Immortal's refusal to take him seriously. Halav, the Immortal enemy of all humanoid Immortals, considers Bartziluth his enemy.



Holy Days: ▶	Each year, at the dawn of winter, his followers make a tribute to him, by smashing the skull of a past foe. The pieces are the thrown into the Lava Flow, with the proper religious songs. Bugbears often conserve the heads of powerful enemies for this ceremony, as it is said to bring luck to the follower.	
Days of Prayer:	<u>New Moon</u> , or passing of a comet. Clerics pray in the morning or 1 Hour during or directly after the passing of a comet to receive spells. When during a comet prayer, they don't need to be fully rested, but must rest 1 hour after the ordeal of praying. This ordeal is so great they suffer 1d4 mental and 1d6 physical damage, of which only the physical damage can be healed. The other must be healed by natural healing through rest.	
Piety awards:	Berserk rage without magic trigger.	+5
	Break a fight to fight another day.	+3
Piety Penalties:	Showing Mercy	-3
	Get into Panic	-5
Habits: ▶	Smash the head of fallen foes, even if still living. Energetic +2 Courageous +2 Cautious -2 Modest -1	
Dead:	Burn loyal followers in a funeral pyre until the flames die. It brings doom to a corpse refused to burn.	
Birth:	Cherish with much food and milk	
Colors:	Brown, Black, White, Grey-Yellow.	
Incense / Oil:	Fungal, Fungal or Petroleum.	
Stone / Metal:	Sulphur stone, Amethyst, Geodes, Steel.	
Plants:	Fungals	
Animal:	Bear (any species).	

Chant:

Death Candle

Range:	Special
Duration:	Special
Effect :	1 creature
Save;	None
Casting Time:	1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

Extra Spells

Berserk

Range:	Touch
Duration:	10 rounds
Effect :	one follower of (allied) Immortal
Saving Throw;	None
Casting Time:	2

Cleric 2

Affects character touched or self, but only when the subject is a loyal (Dip 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. When the spell ends, the subject is exhausted for three full Turns, with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is to weary to use it); and the subjects movement rate is reduced by 50%. Two or more spells an affect the character in sequence. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

Sources: Mythological Encyclopedia,
TSR9241—D&D—Gaz10—The Orcs of Thar,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Bastet

Ba-steh, Bast

Patron of Combat, Myoshiman Rakasta, Cats, Instincts and Luck

Region: Savage Coast (Dunwick), Davania (Arypt), Isle of Dawn (Thothia and Thothian Plateau)
Hollow World (Nithia), Myoshima (Patera), Egypt

Sphere: Celestial (IM 14) of Thought
Homeplane: Egypt on Laterre in the Dimension of Myth.
Date Ascension: about 950 BC
Sponsor: Ka

Statistics: AC-9, HD 28, Hp 200, MV 150' / 50'
#AT 3 = Punch-5d6+3, AM 60%, SV IM 14, AI N
ST 18, IN 19, WI 22, DX 22, CO 24, CH 18.

Powers: Detection Suite, Increased Damage 2x, Enhanced Reflexes.

Followers Alignment: Any
Follower Powers: Detect Evil by sensation Automatically once a day, or permanent if Pip 100+
Taxes: Followers are taxed 15% of their annual income by the Church.

Clerics: Clerics, Humanoid Shaman, Healer, Paladin, Mystic (Ninja).
Alignment: Lawful or Neutral
Powers: 1 bonus to Dexterity
Extra Skill: Alertness Skill
Allowed Weapons: Standard, Natural claws and war claws, all types of dagger, javelin, spear
Allowed Armor: Any to Chain.

Holy Symbol: A cats head en-front, or the silhouette of a black cat.
Vestment: White Cloaks on white pants and shirt.
Adventuring Gear: Black Cloaks on White Pants and Emblazoned Shirt

Temples: Simple but warm, homely buildings with lots of pillows. And tables with Fish, fruits, meat and other beverages left and right. Several milky baths are in side rooms.

Dogma: Rest is riches to yourself, if you are fed and drunk. Family is important. Learn while resting. You are the emperor of your inner self.

Daily Activities: advise followers, help in acquiring food, drink, safety. Marriages, burials, offspring.

Known History: According to the Rakasta, their origins are ancient, even older than the Lupins'. A poem tells of a clever cat who fell in love with her Human master, Kum-rah—the Shaman of a tribe worshipping the Immortal Ka. The cat, named Ba-steh, endeavored to protect and serve her master, often supporting the Immortal's cause. As a reward, Ka transformed Ba-steh into a young woman who soon married Kum-rah.

The years passed and Ka decided to test Ba-steh to understand if she had matured into a normal human being or was still an animal inside. Ka sent a rat scurrying across the Shaman's sacred cave. Dismayed, Kum-rah observed his young wife who, forgetting herself, chased and gruesomely dispatched the hapless rodent. Ka was disappointed. At first the Immortal wanted to turn her back into a cat, but a herald pointed out this would be unfair to his faithful Shaman. Clearly, she could not remain a Human either. Therefore, Ka transformed them both into creatures neither Human nor cat. Thus were the first Rakasta born.

With the passing generations, the descendants more similar to Ba-steh became the Rakastodon Fatalis and those of Kum-rah' stock became the Cave Rakasta, ancestors of the modern rakasta breeds. In the following years Kum-rah died for minor accidents, but he was always so beloved by his patron that Ka brought him back to life nine times before he was finally admitted into the Immortal's paradise. Decades later, Kum-rah died. Nine times he had died serving Ka, and nine times Ka revived him to serve him more. At the tenth death, Ka finally allowed his Shaman to rest.

At that point, Ba-steh was left alone taking care of her pups. She started reading her husband's scrolls and became more and more interested in the mysteries of the universe, up to the point that she was able to undertake the path of the Polymath under Ka's sponsorship. The Immortal, to ease Ba-steh's inconsolable pain, allowed her to become his servant. There, Ba-steh learned about magic, the outer planes, and the ways of Immortals. Eventually, she out-grew her charge and left to learn about the rest of the universe. In her quest for knowledge, she finally attained Immortality herself.

The story does not end here. Before departing Mystara, Ba-steh left behind many sons and daughters. At long last pleased with the result, Ka made a final gift to the Shaman's descendants. After Ba-steh's departure, he transformed the most powerful Mystaran cats into rackets. In the millennia that followed, the original family grew, diversified, and left their home. They traveled to faraway lands and claimed them. Some traveled as far as Patera, a moon over Mystara, founding the most successful Rakasta Empire yet.

Meanwhile, Ba-steh, exploring the planes, found a world where she took her place as a powerful deity in a realm very similar to Mystara's ancient Nithia, where Humans worshiped cats and everything feline. And forgot about Mystara for a long time. She was known there as Bastet.

Alas, after many centuries of unrivaled spiritual leadership, the realm of her mortal followers collapsed before the onslaught of more organized eastern and northern conquerors. Her earthly kingdom quickly sunk into the depth of misery and mediocrity, her worship gradually supplanted by other faiths. Despite her great power, she still could not reverse the sad situation. Many cats died at the hands of infidels, and Bastet finally left. She returned to her native plane, that of Mystara, traveling across dimensions and time.

Upon her return, Bastet discovered thriving Rakasta communities along with several Immortal protectors. This was far more exciting than mere cat-loving Humans. With some help from Ka, at once she summoned all these Immortal patrons. Since there was no clear leader of a Rakasta "pantheon," patrons agreed to negotiate with her.

Powerful Bastet gave some of her permanent Immortal essence to these established Immortals, as a token of goodwill to appease the Hierarchs of the Spheres and obtain their approval of her return to the Multiverse. In exchange, these Immortals pledged not to interfere with Bastet's endeavor to establish her own following and eventually position herself as the leading Immortal Force behind all Rakasta.

She sided with Ka and Ninfangle as patroness of the Rakasta. She also got a cult of her own among the Nithians (the human civilization that more resembled the lost followers she had on the other world) as patroness of fertility, luck and prosperity.

Personality:

Bastet is an unpredictable creature who loves freedom and savoring life to its fullness. She does not like brute strength, but she teaches his followers to fortify in order to survive and defend themselves by exploiting their instincts. Bastet is extremely cautious, often lunatic and savage, and she trusts only those who have shown loyalty in the long time (like her patron Ka and Ninfangle).

She can break any weapon hitting her 75% of the time upon contact with her body, she is never surprised. She is the protector of all cat kind and becomes angered when she sees a being killing one of the cat race. When this happens she often comes and attempts to kill the slayer (by animating a statue, sending loyal followers, demand restitution, or similar).

Appearance:

Ba-steh looks like a very muscular woman with the head of a black leopard, or as a lithe and nimble female rakasta with sparkling emerald eyes and a black shiny pelt, wearing Nithian jewelry and a short-sleeved white tunic.

Allies:

Ba-steh has no personal allies, yet she is friendly to Ka who helped and sponsored her, and to Ninfangle who likes her for her character. She has an on-again-off again relationship with Anhur the Eternal General, but easily gets bored, irritated or just disinterested in him. Often due to his male dominated single-minded ego-centric thought patterns and behavior.



Enemies:	She is the bitter enemy of Set.	
Holy Days: ▶	The first week of spring. This is the great mating ritual. Most partners will meet this period, mate and go their own way after. Marriages are not set this period, but offspring will be raised as cleric class, sort of Holiness. When later pregnancies are becoming visible, females will choose the male or males they mated with and marry those that want to marry them.	
Days of Prayer: ▶	Loshdain. Clerics pray in the morning.	
Piety awards:	Protect a Feline	+1 / 10HD
Piety Penalties:	Slay a Feline	-1 / HD
Habits:	As can be seen under Holy Days. Females may be married to multiples of men (1 to 4 are most common, but some men are married to as much as 10 females). Men may refuse an proposal, but then they relinquish any rights to and from their children. Men sometimes are married to several women at the same time, as during the holy week of mating they found these females. The bond between the females will then become as one family, but the offspring will not necessarily do the same. Any accepted offspring has legal rights of both parents. Any non-accepted offspring has only the rights of the mother's side, but any of the other fathers may accept the children as his own, with all legal rights and duties.	
	Energetic	-3
	Courageous	+1,
	Cautious	-1
	Modest	-2
	Loyal	-3
Dead:	Entombed and Mummified	
Birth:	Baptized by licking by mother and Priest (after drinking Holy Water).	
Colors:	Any striping	
Incense / Oil:	Lion's Urine,	
Stone / Metal:	Half-Gems, Electrum.	
Plants:	Papyrus, Daffodil, Lily, Cat-nip.	
Animal:	Egyptian Wildcats	
Chant:	<i>My, my. Shy I, Wisdom in the Rye Rest at Home, Prey eaten till the Bone, Cats don't fly Rest assured Strength in my Paws Prey to Hunt Warmth to lavish Play for fun This is what I Crave This is what I need Can Bastet answer me Can Basteh grant this to me Can Bast give me this honor.</i>	
Sources:	Mythological Encyclopedia, Dragon Magazine 247, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, TSR2501—AD&D—MCa Mystara—Monstrous Compendium Appendix Mystara Site of Pandius.	



Bemarris

Ares, Mars, Ultor, Chao Kung Ming, Magni

Patron of Strength, Combat, War

Region:	Sparsely worldwide, temporally Darokin (Wrath of Olympus), Southern Continent.
Sphere:	Celestial (IM 11) of Thought
Homeplane;	unknown
Date Ascension;	after 1000BC.
Sponsor;	Thor
Statistics;	AC-6, HD 25, Hp 150, MV 150' / 50' #AT 2 = Punch-2d6+3, AM 50%, SV IM 11, AI C ST 19, IN 24, WI 17, DX 19, CO 25, CH 22.
Powers:	Detection Suite, Increased Damage 2x, Enhanced Reflexes.
Followers Alignment:	Any. His worshipers are those warriors who favor brute force over strategy, and plunder over fair play.
Taxes;	Followers are taxed 10% of their annual income by the Church. They are as likely to be female as male.
Clerics;	Clerics, Avenger, Exorcist. The priesthood is mostly male and is a bullying, unpleasant lot with little use for other clerics or non-fighters.
Alignment:	Any
Powers:	Called the Salii (the Jumpers). Salii roll their Hp on 1d8 instead 1d6.
Skill Effects;	1 week less training per weapon mastery training period. Required: Blind-fighting.
Accepted weapons;	Ares' clerics are interested in only combat-oriented skills like blind fighting or Charioteering, or ones that prove their toughness (e.g., endurance or survival skills). They have absolute contempt for skills involving the arts or manual labor.
Accepted Armor;	Recommended: Animal Training, Heraldry, Riding Land-Based, Healing, Reading/Writing, Religion, Charioteering, Hunting, Running, Tracking. Standard, Salii may use Normal Sword, Circlet and Longbow, but not other sharp weapons.
Holy Symbol:	A battle worn sword, or a bloodstone pendant shaped like a single drop of blood.
Vestment;	A small skirt and leather armor, light encumbered to enable jumping processions.
Adventuring gear;	any
Temples:	Simple shrines with a single pillared entry, a few fires inside and/or outside and a statue of Ares as a tough warrior inside. If a city has a temple of Ares it is called Mars Gravidus (He who precedes the Army in War). The Great Temple Ultor (Avenger) is standing in Thyatis city.
Dogma:	The war god Ares delights in carnage and bloodshed; the end justifies the means, as long as the end is war and victory. War will bring fertility, growth, and metal development. Most nations have priests of this Immortal, and in each of these nations the priests constitute a separate cult: they do not cooperate with one another in times of war, especially when their armies are opposed. They help train new warriors, teach battlefield tactics, and make records of the most valiant fights of any war or battle. In painful times of peace, these individual sects may cooperate with one another. However, they usually only do so to conspire and start up another war. These clerics often serve different aspects of war. One might use his Berserker Rages, his Battlefield Terror, or Confusion, another his Tactics, another his Cavalry... and so on.
Daily Activities:	Guide exercitations and sport training. Influence leaders to war. Duties of the Priest: Guidance, Marriage. Missions: The priests want to and are required to accompany armies on the march of war. At every war, priests of this sect will be in attendance on the officers and rulers of both sides. Vigilance: The priests of this sect must keep their eyes open against complacency and the tide of philosophies of peacefulness: if a land is too peaceful for too long, they must shake things up and get a war, even a small one, going.
	Ares' clerics are crass, brutal, and ruthless. They get what they want, and what they want is victory in battle, with glory and booty afterward. Clerics of Ares and Athena will oppose each other at every turn, except when they are on the same side in war (and even then, they hardly cooperate, they simply keep from killing each other).
	Clerics of Ares pride themselves on their fighting prowess; losing a fight is tremendously humiliating. Fighting dirty is quite acceptable, and cheating to save face is approved of (the world should not think that Ares' clerics can be bested), though it hurts the cleric's standing in the church to be so weak (cheating in this context involves drugging your foe or stealing his magical sword, as opposed to "honest" tactics like stabbing him in the back).

Known History:

Bemarris was an Alpathian fighter in Norwold. He is the grizzled veteran of many battles. There are some Immortals who choose not to heed the dictates of preservation of the Prime Plane, regardless of the logic involved. Seven such Immortals (Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares) descended to the Prime at the end of the War of the Immortals (1004-1009) and declared themselves the Olympians. This band of Immortals went to the Prime on a lark, ignoring all the admonitions they had received as novices. Such a hand-off attitude made no sense to them: would it not be more expeditious for Immortals to take the course of the Prime into their own hands to insure that foolish mortals could not damage it? They chose to emulate, gods, so they would be admired, respected... and feared. The scope of the project? To eventually rule all of the Prime Plane. Immortals personating gods and negating the Prime rule: No Direct Interference against Mortals? Unheard of and, as will be seen, the dangerous consequences of their deed caused turmoil throughout the multiverse.

The day that the imposters arrived on the prime, they appeared before the bewildered populace of Corunglain, in the Republic of Darokin. They demanded worship and tribute, claiming it as their due right. And who could deny them, these god-like beings encased in dazzling white light and speaking with ringing voices.

So worship was made and tribute offered. In keeping with the roles they were assuming, these Immortals ascended a mountain in the Broken Lands, dubbed it "Mount Olympus", and set about making it a permanent home. The summit was sheathed in rolling thunder and billowing clouds, through which Zeus would occasionally hurl a thunderbolt at some hapless mortal. An enterprising cleric was always handy to rationalize this divine retribution against the sins of the victim, no matter how trivial or insignificant those sins were.

The council of Darokin made obeisance to the gods and consulted the oracles, seeking a reason for this calamity and guidance for the best course of action. The gods remained silent. Sure in their hearts they were being tested by their Immortal deities, they dispatched an army to drive off the intruders. Fully 3000 armored elite marched off to do battle with the Gods of Mount Olympus".

Incensed by the effrontery of these mortals, the fraudulent gods blasted the host with all their Immortal might. The flanks of the mountain were covered with slain warriors, like dead leaves drifted by wintry winds. Few lived to spread the news of the crushing defeat.

But the use of so much power on the Prime Plane attracted the attention of their Immortals. Night, Hierarch of Entropy, and three other Immortals of Entropy (Masawu, Orcus, and Talitha) had long desired to hasten the advancement of their sponsored mortals to Immortality, they sought the removal of at least seven Immortals. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) would be brought along, eventually to replace the Immortals so removed. Since this would be a simple replacement, Night sees the project as furthering the goals of her sphere.

The dangerous tampering by the band of renegades calling themselves gods proved a stroke of good fortune for Entropy. They moved speedily to incarcerate the Immortals, but instead of bringing them to the hierarchy for discipline, they made a few modifications to Olympus. It is now apparent that Night is intent on eliminating the Olympians directly on the Prime Plane.

Demons descended on the mountain and, with the help of a gluttonous Jumper, erected an encircling barrier of Time and Air around part of the palace. Inside, the imposters found that their magic would not work, and all, save Athena, were quickly overwhelmed. She was not within the area enclosed by the barrier and fled, followed by Orcus and Talitha in hot pursuit. The foolish Immortals were bound with chains to the mountain. The metal of the chains was unknown to them and they could not break it. a feeling of weakness and lethargy came over them, as if the rock to which they were chained was sucking the power from their bodies.

Before leaving, Talitha released a tormentor upon them, a winged fury bearing the grinning visage of the Titan Prometheus (who Zeus had chained to the Mountain earlier). The demon repeatedly attacked the Immortals, ironically visiting on the Olympians the eternal punishment Zeus prescribed for the Titan.

The Immortals made a serious error in judgment in their haste to elevate their mortal candidates to Immortality. The hierarchs ruled that open slaying of Immortals on the Prime, to be witnessed by mortal eyes, would eventually jeopardize the replenishment of the Ranks of the Immortals. What mortal would aspire Immortality after observing such a thing, or even just hearing the tale? Clearly, this course of action was dangerous and had to be halted.

The Immortal Terra called for some other Immortals, as she captured the plea for help from a drained Athena, still followed by at that moment unknown enemies. She revealed repentance for her actions by making her whereabouts known to Terra with a last burst of power. She had sought sanctuary on the planet Coriot in the Outer Plane of Kryla. The other Immortals were charged by Terra to capture her and bring her back. After passing through displaced gates by Orcus, they found her and found out what happened. After a course of several actions they assumed he mortal identities of mortal heroes of Darokin (Balthac, Sinan, Aurum, Ascalon), battled the Entropic Immortals in their assumed identities of Calor Kazad, the Lich Mormon, and a Whispering Demon), and defeated the jumper on the displaced top of Mount Olympus.

Night was censured by the Council of Mystara for her dangerous exploit, and diminished in rank several levels, Calor, Kazad, Mormon, and Lecarkus were slain in the battle and finally never became true Immortals of Entropy, only Brissard survived as he had fled prior to the battle. The mortals' memory of the account was erased, but although a golden age, away from war to arts and culture started, their greater level of learning questioned the existence of the 'gods' they followed and replaced them with other deities. Only the blasted rock that was Mount Olympus remains as a reminder to all Immortals of the consequences of breaking the Prime Rule of no direct interference against Mortals.

Personality: He is followed by Amazons on the Southern continent since recently. Ares is quick to anger, and still isn't content with the prime Rule, and intends to break it where-ever and when-ever he can. He now intends to lead the Amazon warriors (remnants of ancient Milenian soldiers) to spread and conquer the world.

This Immortal is the deity of combat and warfare. He exists only to promote and participate in bloody battle.

Appearance: A helmed young man, clad in leather armor.

Allies: Ares has three spirits of his former sisters accompanying him Eris (standing for Twist), Phobos (Standing for Fright), and Deinos (standing for Fear). He was sponsored into Immortality by Thor but lived together with Zeus and Hera. He lives in separation with the other Olympians, since the Wrath of Olympus happening in 1007 AC. Bemarris (as Magni) has no personal allies, yet Bartziluth (as Modi) is a true companion, as both are brought into Immortality by Thor, they act as his sons in the legends of the Northmen.

Enemies: Talitha Starbrow Masauwu Orcus Night

Holy Days: Holy Month first spring month (many wars begin in this month).

Days of Prayer: ▶ (Tserdain) even dates Positive based- review of deeds. Clerics pray at High Noon.
▶ (Tserdain) uneven dates: Negative based- review of sins. Clerics pray in the morning.

Piety awards: Friendship, Love, Healing, Gifts, Sharing, Hospitality.

Piety Penalties: 1st strike, Violence, Relation breaks, Selfishness, Greed, Not aiding

Habits: A verility and cleansing ritual Suovetaurilia is held by the temple prior to any begin of war. It consists of sacrificing a Pig (Sus), Sheep (Ovis), and a bull (Taurus), hence the combined name. Then the Hastea Martiae (blessed lances of Mars) are divided under the warriors.
Cautious -1 Peaceful -3 Courageous +3 Loyal -2 Honest -1

Dead: Bury in simple graves.

Birth: Highly held up in and Blessed by the smoke of the temple fire.

Colors: Red

Incense / Oil: any heavy smelling, non smoking incense, no oils

Stone / Metal: Granite, Copper

Plants: Thorn holding Plants

Animal: Wolf, Woodpecker

Chant: none

Extra Spells

Berserk

Range: Touch
Duration: 10 rounds
Effect : one follower of (allied) Immortal
Saving Throw: None
Casting Time: 2

Cleric 2

Affects character touched or self, but only when the subject is a loyal (Dip 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. When the spell ends, the subject is exhausted for three full Turns, with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is to weary to use it):and the subjects movement rate is reduced by 50%. Two or more spells an affect the character in sequence. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

At 5th level: **Cause Fear**, not sooner.

Sources: Mythological Encyclopedia,
TSR9189—D&D—IM2—The Wrath of Olympus,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Benekander

Rheddrian, Gareth

Patron of restraint of Immortal Excesses, Defender of Mortals, The Old and the Young.

Region:	Darokin (add Sind and Savage Baronies after AC 1010)
Sphere:	Initiate (IM 1) of Energy
Homeplane:	Prime Plane Mystara
Date Ascension:	4000 BC, and 1004AC
Sponsor:	None, Benekander somehow became Immortal in the implosion of his starship and the Radiance emanating from it.
Statistics:	AC0/-6, HD 15, Hp 75, MV 150' / 50' #AT 2 = Punch-2d6+2, AM 50%, SV IM 1, AI L ST 17, IN 20, WI 15, DX 10, CO 13, CH 14.
Powers:	Detection Suite, Fighter Options, Improved Saving Throws vs. Spell Attacks, Thief Special Abilities. Shield AC -6
Followers Alignment:	Lawful/Neutral
Taxes:	Followers are taxed 15% of their annual income by the Church.
Clerics:	Clerics, Healers.
Clerics Alignment:	Lawful/Neutral
Clerical Powers:	Called <u>Shelterers</u> , have an infravision of 60'.
Healers Alignment:	Neutral or Lawful
Healer Powers:	Healers from Benekander heal +1 point / die for each spell of healing they apply.
Skill effects:	Local History +1
Allowed Weapons:	Standard, Light Mace Preferred.
Allowed Armor:	Any, Shield Preferred.
Holy Symbol:	His peculiar symbol shows a dog (Beagle) in a jumpsuit, wearing a hardhat, carrying a big adjustable wrench in one hand and wrapping it into the palm of the other hand (this was once the designation of the engineers' department aboard the USS Beagle).
Vestments:	Benekander's priesthood is quite young and not yet greatly organized, so no single formal garb has been established yet. As the priesthood becomes more organized, it is likely that the priests' vestments will include a pleasant light green color.
Adventuring Garb:	Any.
Temples and such:	Benekander does not have any centers of worship yet. He has small groups of followers in Darokin, Karameikos, Thyatis, and Ierendi. Some Immortals think that he is masquerading as Gareth (though Benekander himself has not commented on the matter), in which case he also has an active group of worshippers in Sind.
Dogma:	Benekander's philosophy is to let mortals govern their own life. While Immortals can be worshipped, their interference in their worshippers' lives should be minimal. He maintains that mortals are capable of great achievements by themselves, and should be given a chance to make those achievements. Benekander steadfastly opposes conversion "by the sword", as to him it represents the ultimate way of Immortal interference on the Prime. Related to this, he also opposes slavery and other forms of bondage.
Daily Activities:	True to his dogma, Benekander does not require anything major of his priests. They merely spread his word in a peaceful manner and attempt to prevent any disturbances caused by excessive Immortal influence.
Known History:	Far away from Mystara in another Dimension, a highly-technological civilization developed a Star-drive capable of crossing the void between the planets. Over a period of centuries, they colonized new worlds and allied themselves with other races on inhabited planets they came across. They established the Federation of Planets with open and peacefully based intentions towards other races.
5000BC	One of their survey ships, the USS Beagle, a Gigantic Spaceship was on a mission to explore and map an unknown area of their galaxy when it was caught in a freak energy vortex. The disabled ship was whittled through the dimensional barriers, where the crew managed a crash-landing on the surface of the Planet Mystara. Most of the people on board survived, but it was clear that the ship would never move again. The captain set up a distress beacon and waited for rescue, not knowing that they were in a whole other dimension or time whose boundaries their signal could not penetrate.

As time passed and no rescue came, the crew became divided over whether to wait in suspended animation until the inexplicably-delayed rescue ship finally arrived or to colonize this planet. One faction argued they should use their technology to enslave the native population. Tension broke out between the two groups until a mutiny broke out, with the 'colonizers' seeking to overthrow the captain and those who supported his 'sleeper' solution. After a bloody struggle, the mutineers were defeated and fled. Hiding in a distant swamp, where they eventually put their ideas into practice. Using their science to breed a race of semi-intelligent frog-men, they so terrorized the local human population that dark legends about 'The Order of the Frog' are still used to frighten children today, five thousand years later.

Back at the ship, the captain and surviving crew went into suspended animation, leaving behind automated defenses (electronically traps and robots) to prevent either the mutineers or the planet's natives from gaining access to the ship. Nevertheless, it was a matter of time before King Uther of Blackmoor learned of the ship's existence and heard rumors of strange treasures inside. He dispatched adventurers to explore the ship and bring back whatever marvels they could. Eventually the sages and mages of Blackmoor learned about the items recovered from the USS Beagle to create a technological culture of their own.

4025BC

Many years—perhaps centuries—later, Ogdoban Treel, one of the ship's crewmen in suspended animation, awoke as a part of a routine maintenance schedule. He discovered that some of the crew had disappeared, including the captain, and noted the intrusion by men of Blackmoor despite the dogged defense of the ship's robots—and decided to sell out. He greeted the next group of adventurers to enter the ship and offered them a bargain. In return for a life of luxury and wealth, he would voluntarily hand over the greatest technological secrets of the ship to the men of Blackmoor, secrets they would never be able to unravel without his help. Since he knew the other men and women of crew would stop him if they ever became aware of his actions, he sabotaged all other life-support modules to kill them while they slept.

At first the plan worked well, and under Treel's direction the systematic looting of the ship's core began. Then something Treel hadn't counted on happened. One of the other crew members interfered.

Unknown to Treel, Rheddrian Benekander, 1st Assistant Engineer on the USS Beagle, a



compulsive tinkerer, had made modifications to his own life-support capsule. When power was cut to the capsule, his modifications switched to back-up power and initiated its thawing procedure. Rheddrian awoke to find his fellows murdered and a traitor handing over to natives technology which could catastrophically alter their culture.

Unsure what one person alone could do to stop Treel and his allies, Rheddrian used his familiarity with the ship's maintenance ducts to spy out the situation thoroughly before acting. He then improvised a plan to halt Treel's activities and undo as much of the damage as possible. First he reprogrammed the defense robots to attack and repel the intruders, defeating them handily, then he planned to assess the damage to the ship itself, and repair the damage before the ship exploded as a result of their meddling, but he was already too late.

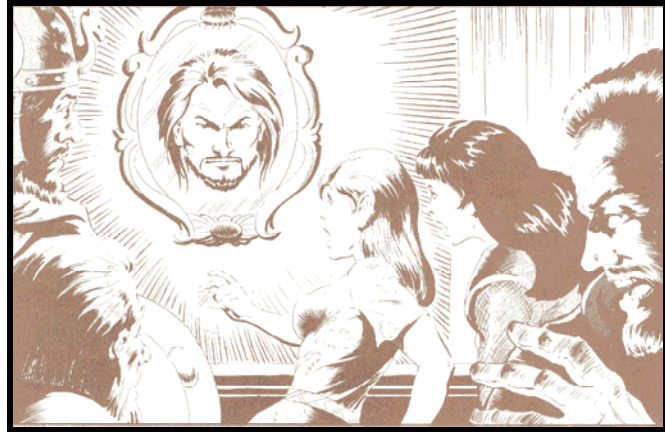
Treel was a linguist and diplomat, not a physicist, and he had unwittingly allowed the men of Blackmoor to detach crucial elements that stabilized the core of the ship's power system. Rheddrian was horrified to find a chain reaction capable of setting off an explosion big enough to vaporize the entire planet was already underway. It was too late to stop the core from going critical, so he focused all the escaping energy inward, turning the explosion into an implosion.

The resulting energy pulses vaporized all of the starship except the core itself, which melted through the molten very rock it had rested upon and sank several hundred of feet into the earth. Rheddrian, heroically working to the last second to prevent or contain the explosion and to stave off as much of the disaster as possible was caught up in the maelstrom of Mystara's natural magic and the ship's nuclear energy when the disaster occurred. Although his body was totally disintegrated, somehow Rheddrian's consciousness survived, becoming fused with a mirror-like security device. In the resulting meltdown, the ship itself was destroyed, but thanks to Rheddrian's efforts its engines did not explode. Instead, they rested deep into the earth, to later be made into the Nucleus of Spheres by the Immortals.

- What little energy did escape warped reality in all directions, causing animals, people, and plants exposed to it to mutate into strange new monster races. By the time investigators from Blackmoor came to investigate, all that was left was a smoking crater with a smooth, glassy bottom. They could only conclude that somehow the ship had taken off, never to return.
- 4000BC Several centuries later, a Red Dragon flying over the crater saw a strange shiny object exposed by the erosion of the fused sand. This brightly glowing disk two feet across looked valuable, so the Dragon carried it off to become part of her treasure hoard.
- Unknown to everybody, the mirror-disk is an artifact created by the bizarre energies that destroyed the USS Beagle. Once a small two-inch disk used as a security access device by the ship's engineers, it absorbed an enormous amount of power in the implosion and expanded into a shield-like disk two feet in diameter. It also had absorbed something else. The life-force and soul of 1st assistant engineer Rheddrian Benekander.
- 3000BC A thousand years after Rheddrian's sacrifice, Blackmoor's scientists rediscovered the principles upon which the USS Beagle had operated—only to find that the highly magical nature of Mystara made such objects volatile. Before they could learn how to control the new-found energy, their prototypes exploded with such force that Blackmoor was obliterated in the Great Rain of Fire, an explosion so powerful it shift the planetary axis, and caused an overlap in dimensional borders with the spirit world.
- When the USS Beagle was destroyed, the engine compartment of the starship burrowed its way several hundred feet into the ground in the resulting meltdown. The intense energy field of the implosion altered the engine to create an incredible powerful artifact, now Known as the Nucleus of the Spheres.
- At some point, an Old One discovered the device and became intrigued with it. he or she discovered that the strange magical energies emanating from the device, the Radiance, had the potential to enable mortals to achieve Immortality in the Sphere of Energy without help from an Immortal sponsor. As an experiment in creating a whole new kind of Immortal, he or she moved the artifact to its current hidden location, underneath today Glantri City, and changed it to make it capable of granting Immortality to those who fully mastered its secrets. Satisfied with the results, he or she left the device to do its work. To this day, no one knows who, or what, he or she was.
- 1700BC Thirteen hundred years later, a second smaller explosion turned an Elven homeland into the Broken Lands. Accidentally some elves triggered the unused forgotten Blackmoor device, with catastrophic results. The ash receded on the Black mountain of Ethengar, it also caused the overlap with the spirit world to open up, making exits and entries to either world in Ethengar.
- Meanwhile, the mirror-disk had become a sort of Dragon heirloom, passing from one hoard to another, its powers unknown and its origin forgotten, but never absorbed in the Dragon Growth rituals (this was because it was actually an artifact). Eventually it came into the possession of a great Dragon slayer named Balthac, who slew its owner and carried the disk away with him to his mountainside home. After Balthac himself died fighting the great Calor (Skeletal or Lich Dragon) the Great, the most powerful Dragon of his day, his abandoned fortress slowly crumbled into ruin.
- Thousands of years passed before anyone else noticed the artifact-engine, but eventually Noumena, a Hierarchy of the Sphere of Time deduced its existence. Disturbed to learn its ability to create Immortals that were not controlled by the current Immortal hierarchy, he took counsel with his fellow Hierarchs. Meeting secretly, a full council agreed that, left unchecked, the artifact would create an unbalance between the Five Spheres, as well as undercutting their own authority. They therefore altered the device so that everytime it was used, it leached power from the Sphere of Energy, diminishing the um total of magic available to the world Mystara. It thus became the responsibility of the senior Immortals to restrict the Radiance's use.
- 800AC A small keep was constructed on the same site by a Darokin Noble named Baron Alexander Corran. After being unconscious for millennia, Rheddrian awoke a few decades ago to find himself trapped within the disk, which was lying in a forgotten cave beneath the castle. Upon his awakening, the disk began emitting traces of strange energy, with unexpected effects on all creatures, living or dead, in the vicinity. Sprackles-birds, Lightning Zombies an Plopped-Spiders are among the most important.
- 845AC A brilliant and eccentric wizard named Ettiene d'Ambreville, one of the princes of Glantri, discovered the Radiance and used it to achieve Immortality. He founded an order of mortal sorcerers called the Brotherhood of the Radiance to study it. D'Ambreville was the first to achieve Immortality through its use...and it is he who is now known as Rad.
- 1000AC to 1004 AC Read Wrath of the Immortals on page... to find out the whole story behind the lines.

About 1004AC

Some adventurers traveled to the Keep of the Corran, defeated the Lightning Zombies who took residence here after being created by the powers of the Lightning Shield. The other two species Sprackles (a altered Crackle Bird) and plopped (altered multilegged spiders) proved no problems. The discovered the shield hidden in an ornate mirror frame and the entity residing within. After a short explanation by Rheddrian what did happen and how he came into the shield .



“Long ago, a traveled on a great ship between he worlds. Something happened to the magics that kept the ship aloft, and it fell from the skies to this world. Te ship’s magics did not work properly here. . .so they were stranded. The ship’s captain had to put down a mutiny of those who wanted to use their powers to enslave the pink-skinned primitives.

After sending out a message for help, the captain put all the crew so deep that they would not grow old while awaiting rescue. Only one at a time would stay awake to keep watch over the others and to protect the ship from intruders, aided by mechanical men. These armored knights were golem-like creatures who would obey the orders of the crewmember at work help defend the ship, and make what repairs they could. They agreed that each watch member would stand a watch of two years before waking his or her replacement.

When I awakened, I found out that most crewmembers had vanished, while the rest had been murdered by the man on watch. I survived because ways of protection that the murderer did not know about. The traitor had sold his services as an alien wizard to pink-skinned people from same place they called Blackmoor. He had let these men plunder the ship, not understanding that this would remove the protective wards that prevented the ship from exploding.

I managed to regain control of the metal men and defeated the traitor and drew away the thieves, but I was unable to stop the explosion. I don’t know what did happen then, but I assume the explosion destroyed the ship. I know I slept a long time after the explosion and found ,myself in the treasure of Lord Kazzak who refused to speak. I learned what I could from the small creature called Crackle—this was much easier than I would have expected. Crackle described the object I was in and I deduced that it looked like a larger version of the one I used to communicate with the ship. I don’t know how I came to be within the object, but this must have been a fortuitous side effect of the explosion.

The device I am locked within leaks dangerous energy, I think that this created the strange creatures around. I want to get out to stop the energy from escaping. I also sense that some devices from my ship are still operating, I can feel their radiation escaping. Somehow this energy has been altered in ways I don’t understand—perhaps it combined with other forces of this world. I suspect that the missing devices will have a far more deadly effect on this world than the energies of my shield. It is almost as if they’re draining the life-force out of this world. . .and the process is accelerating. But I don’t Know where the devices are, and can’t begin to look for them while I am trapped in this thing.”

The adventurers shortly used one of the to trade place with him for a short time only, after promised an ancient time piece and his friendship. Rheddrian in the flesh is a man of average height who looks just as he did in the mirror, wearing a smudged and oil-encrusted garment with black boots and belt, with a light, pleasant green skin color. Right at the moment that he thanked the adventurers and promised to keep his word he looked startled, folds over, and collapsed just as if someone hit him in the stomach. Suddenly surrounded by a bright, radiant golden light. The adventurers were struck with away for at least a half hour. When he regained control of his arms and legs he staggered on his feet. He was grown at least a foot. Shredded his jumpsuit and bursting his boots, still surrounded by the golden glow and confused he vanished with the shield. He later returned, with a old, sick man who would free-willingly take the place of the character who did replace Rheddrian. After that Rheddrian disappeared.

In his mortal identity of Rheddrian he learned what was happening on the world that had to do with the engines of his former ship. He consulted several adventurers to find out how Immortals affected the world with the mortals as unwilling pieces to squander and toy with.



Since 1010 AC he has accepted that he is an Immortal and went under the name of Gareth.

Personality:

Benekander did not seek his Immortality and still has a hard time understanding it. He still thinks of himself as a mortal, and he has devoted himself to interfering with Immortals who manipulate mortals for their own ends. He is uncomfortable with other Immortals and spends much of his time in his mortal identity form, as can seen in the picture above when he recruits adventurers for investigative goals.

Benekander's primary goal is to protect humanity from Immortals' interference. Since he is still quite uncomfortable around other Immortals and has not yet accepted his new state of existence, he prefers the company of mortals to his fellow Immortals, and for now has not revealed his presence to the hierarchs of the Spheres. He spends most of his time on Mystara under the mortal identity of Rheddrian, a well endowed merchant and an expert of the arcane arts, and has used his charisma and treasures to create a secret net of informers and allies. After AC 1010, he will also appear as Gareth to the Sindhi, using miracles to extend his base of followers and preaching freedom and respect among mortals.



Appearance:

Benekander's manifestation form is that of a tall (7'), lean man with black hair and a neatly-trimmed beard. His skin color is a light green, and his eyes are blue. He wears a jumpsuit with black boots and belt and carries a perfectly round shield with a mirror-like surface. His mortal identity as Rheddrian, a merchant recently settled in Darokin, has the same features, but is a foot smaller and lacks the unusual skin coloration. In mortal guise he wears rich clothes appropriate to whatever region he finds himself in.

Allies:

Benekander has no Allies, as none of the other Immortals know of his existence (till 1009AC).

Enemies:

Likewise, Benekander has no enemies, although this will change if his involvements in the Immortal's fury ever come out. These will easily be Hel, and any Immortals who encourage forcible conversion to their faith..

Holy Days:	Benekander does not have any major ceremonies. His only holy day is the 28 th of Kaldmont, the Day of Dread, that marks his formal ascension to the ranks of Immortals. First at 1014 AC, when he has accustomed to being an Immortal, he set up his holy day 2 Vatermont. It is a period of celebrations for him and his followers.
Days of Prayer:	None as determined as yet. Clerics pray in the morning.
Piety awards:	Healing, Peace, further none as determined as yet.
Piety Penalties:	None as determined as yet.
Habits:	None as determined as yet. Cautious +4 Modest +1 Peaceful +2 Generous -1 Reverent +2 Energetic +1 Dogmatic +3 Honest +1 Trusting -1
Dead:	Bury, Burn or disintegrate (any clean and respectful disposal is allowed). A small family shrine is used to remember the fallen as long it exists.
Birth:	Baptized by holy water
Colors:	Green, Orange and Yellow
Incense / Oil:	Sweet smelling incense and oils
Stone / Metal:	Amber, emerald, Bronze, Copper
Plants:	Daisy, Gold-Flower, Dandelion
Chant:	non as yet.

Extra Spells

Dragonbane

Range:	10 yards/level
Duration:	1d4 rounds + 1 round/2 levels
Casting Time:	1 round
Area of Effect:	5'-cube/level
Save:	Negates

Cleric 6, Exorcist 6, Druid 6, Dervish 6 spell.

This spell prevents any Dragon or Dragon related creature who fails its save vs. spells from entering the area of effect. The spell affects a cubic area whose sides equal the caster's level times 5'; thus, a 16th level caster could affect a cube whose sides each equal 80'. The Dragon can cast spells, blast breath weapon, or hurl missiles (if possible) into the area of effect. Dragons within the area of effect when the spell is cast are not affected. If such Dragons leave the area of effect, they must succeed a save to reenter the area.

The Mirror Shield of Rheddrian

Sphere of Energy

Major Artifact	750 Power Points
Immortal Life trapping	500TP (No unwilling victims are affected)
Teleport	50 TP (To any scene projected on to Mirror)
Lore	70 TP (Information gained restricted to USS Beagle technology).
Create Any Monster	100 TP (Create Sprackles from Crackles, Plopped from Spiders, and Lightning Zombies)

Handicaps / Penalties:

1 st time use powers	Mortal user glow slightly.
2 nd time	Mortal user loses 25% of his constitution and begins suffering amnesia of roughly 25% of his memory.
3 rd usage	Mortal user's Constitution and memory reduced once more by 25% and gives a distinct grey pallor to the wielders skin.
4 th use	Mortal user turns the user into a Lesser Lightning Zombie.
5 th Use	Mortal user turns into a Greater Lightning Zombie.

These effects can only be reversed by Immortal level magics.

Important Followers after 1010AC

Sitara Rohini:

Sitara became the Prophet of the Immortal Gareth in AC 1011 after receiving visions in her dreams. She has since wandered Sind, performing miracles in the name of her Immortal and spreading the faith of Gareth. Recently, Sitara has been forced out of her temple at Karakandar by the Huleans. She has since joined the Freedom Warriors of Sind and uses her skills to help overthrow Hule's grip on Sind.

Born: AC 993. Hair: Black, worn in a long braid. Eyes: Black. Height: 5'5". Appearance: Sitara is slight and very graceful. Kind and generous, she makes friends easily.

Combat notes: AL LG: AC 6 (Dexterity bonus): MV 12: human female Cleric 5 of Gareth: hp 31: THAC0 19: #AT 1: Dmg 1d6+3 (Staff of Gareth equivalent to staff +3) or by spell: S10 D18 C9 I13 W18 Ch15: ML 14. Magical Items: Scroll of illumination, Staff of Gareth.

Anand Brishnapur:

Anand is a fighting mystic of the Shehid Order in Sind. He has traveled throughout the land with the Prophet Sitara, righting wrongs and doing good. Although he dislikes politics and wars, the current situation in Sind has forced him to act as a military advisor and trainer for the Freedom Warriors.

Born: AC 980. Hair: Brown. Eyes: Clear, pale brown. Height: 6'. Appearance: Thin, with muscles like steel cords. Bears a scar on his chest from a past conflict with a member of Sind's ruling class. Always wears a serious expression. Anand dresses in beggar's rags to show that he is not ashamed to be mistaken for a Kuliya (the lowest caste in Sind).

Combat Notes: AL LG: AC 1: MV 12: human male Mystic of Gareth 11: hp 40, THAC0 14: #AT 2: Dmg special (as per Martial Art) or 1d6+4 (quarterstaff +3): S17 D14 C11 I12 W16 Ch12: ML 15. Weapon Specialization: martial arts, 3 slots (+3 to hit and damage, +3 chart bonus). Magical Items: Ring of quickness, quarterstaff +3, gloves of missile snaring.

Thurgg:

Thurgg is an Orc of the Dark Fangs clan living within the Black Mountains near Hule. He joined the military of Hule and participated in the conquest of Sind. There, he met Anand and Sitara. He became so impressed with their prowess and fierce dedication to their beliefs that he joined their order of Gareth. He has since returned to his clan and is attempting to "civilize" them: to bring them out of their violent ways and also turn them to the worship of Gareth.

Born: AC 996. Hair: Brown. Eyes: Dark green. Height: 6'4". Appearance: Thurgg stands straight and at attention, evidence of his military training. He has a large right fang which protrudes from his mouth at all times.

Combat Notes: AL LN: AC 4 (chain mail, Dexterity bonus): MV 12, Orc male fighter of Gareth 3: hp 16: THAC0 17: #AT 1: DMG special (as per martial art) or 1d8+2 (long sword): S18 D15 C16 I11 W12 Ch12: ML 15. Magical Items: None.

Sources:

TSR1082/1901/1902—D&D—Wrath of the Immortals, Codex of the Immortals, Adventure, Site of Pandius.



Brindorhin

Gunzuth

Patron Of Halflings, High Hero and Protector of the Five Shires, Patron of Abundance

Region:	Five Shires, Darokin, Minrothad, Karameikos), Alphatia, Davania.
Sphere:	Celestial (IM 13) of Time
Homeplane;	Faerdinel (free Outer Plane)
Date Ascension;	after 572 BC
Sponsor;	Unknown (likely: Khoronus).
Statistics;	AC-8, HD 27, Hp 180, MV 150' / 50' #AT 3 = Punch-3d6+2, AM 60%, SV IM 13, AI LG ST 17, IN 20, WI 15, DX 20, CO 13, CH 14.
Powers:	Detection Suite, Fighter Options, Improved Saving Throws vs. Spell Attacks, Thief Special Abilities.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Masters, Cleric.
Alignment:	Lawful
Powers:	+1 bonus to Charisma.
Skill effects;	Extra Storytelling skill. In this way the faith and its deeds and purposes are brought forth.
Allowed Weapons;	Standard, Rapier.
Allowed Armor;	Any, Shield Preferred.
Holy Symbol:	A golden ear of wheat
Vestments;	Any, as long as Holy symbol is emblazoned or worn on it visibly.
Adventuring Garb;	Any.
Temples and such:	None, Taverns and such locales are used for storytelling.
Dogma:	The Hin and the Shires must survive and a live of abundance must be created.
Daily Activities:	as any other Hin master (see class).
Known History:	In about 1500 BC, besieged by the more numerous Neathar tribes come from the north, Brindorhin's father Faranor led a great migration of Halflings from their homeland of Brasol to the southern coasts of Brun. He took the same path that a thousand years ago the elves of the second migration from Grunland had taken to reach Ilsundal. Faranor merely wanted to find a safe haven for his kin where to establish his new kingdom, and finally sailed across the Adakkian Sound, reaching the southern fringes of the Serpent Peninsula. Here they spotted some Sheyallia elves living in the jungles, and remembering well their good relationship with the elves of the past generations, Faranor convinced his kin to settle there in order to profit from the elves' protection.
The Early Days:	About 1300 BC Unfortunately, after a Hin generation it became clear that the region was ripe with dangerous flora and fauna, belligerent Tanagoro humans encroached their lands and even the elves did not behave that kindly towards them, refusing to aid the Halflings when they hoped it. So after finding out the trail followed by the majority of Ilsundal's elves, Brindorhin took all the Halflings under his guidance after his father's death and issued the Second Migration. After some months the Hins built another fleet and sailed eastward, reaching the Five Shires region where they landed. In this land still untouched by humans Brindorhin found the survivors of the Glantrian Catastrophe, the friendly and peaceful elves of the Gentle Folk (Truedyl clan), and he finally was convinced to have reached the promised land. So the Hins settled in the region they renamed Deepland, living side by side with the kind elves and building the Keep of Faerdinel, where they amassed all their treasures.
Othrong:	1000-965 BC The Gentle Folk Elves dissappeared. Orcs invade the land and enslave the Hin in 1254 BC, the Realm of Othrong is founded. To the east, Gnoll tribes invade Traldar territory and a great war begins, thus displacing the Orcs who came to the Halfling Territories. After repelling numerous raids organized by Traldar pirates against their coastal settlements. Brindorhin discovered an ancient Taymore artifact in the southern grottos at the end of 1200 BC, and when he activated it, he found himself nearly 250 years in the future. When he re-emerged from the caves, he discovered the elves had vanished around 1000 BC and that a horde of humanoids from the north had invaded and conquered his homeland.

The Rising: 965-964 BC Brindorhin immediately organized a resistant militia and led the First Upheaval in BC 965-964, dislodging the humanoids. The Orc King Raugh is overthrown at the battles of Hinskulls (965 BC), Orfall (965 BC), Spring Slaughter(964 BC), and founding the new realm of Hindon, by establishing the Rule of the Elders (964 BC). At this point, Khoronus contacted Brindorhin and explained him what he needed to do in order to advance in his path towards Immortality in the sphere of Time.

The Dark Years: 938 BC The fall of Hindon. Orcs burn down the Elderhall. Dwarves and Orcs fight for control of the Halfling land, in the battles of Bloody Sands (936BC), Fireaxe Field (932 BC), and the Hill of Cold Teeth (930 BC).

929 BC; Dwarven Rule begins, Loktal Ironshield crowned King of the Glittering Land. The Hin are again enslaved. Dwarven Kingdom grows rich, attracting Human and Orc invasions that weaken the Dwarves.

915 BC Brindorhin traveled again in the future and came back in 915 BC, when Hindon had been conquered by the Dwarvish tyrant Loktal and renamed the Glittering Land. In 912 BC, after years of skirmishes and intrigues, Brindorhin was able to issue the Second Rising and to end Loktal's tyranny. He defeats Orcs at Broken Fang Falls and rushed north to repel Gnoll invaders, but is too weak to withstand a Hin revolt. The Hins drove the dwarves and orcs from beyond their mountains and founded the new kingdom of Shaerdon, ruled by a Council of Hin clan lords.

The Clanstrife: 811 –802 BC Corruption and rivalries of Hin lords erupt in the Clanstrife, marked by the Bloodletting (811 BC), and the battles of Manycoats (809 BC) and Bell Horse Ford (807 BC). Orcs came down from the mountains in force (806 BC), and slowly crush Hin resistance.

The Time of Torment: 801-747 BC. Hin enslaved under the Orc king Thrail until 784 Gogkh takes over, and is himself replaced by Furgh Oorr in 770 BC. Furgh Oorr treats the Hin better than the torment they had to endure under the other Orc Kings. Furgh-Oorr is slain in the Orcstrife started in 747 BC, but no Orc can hold the throne. War erupts between Orcs across the country. Pestilence followed. Savage madness governs the Orcs, more bloodshed follows.

746 BC Hin discover the Blackflame deep under the mountains while the Orcstrife continues.

The Third Rising: 744 BC Hin defeat the Orcs, but humans, Gnolls, and Dwarves invade the land, lawless times begin.



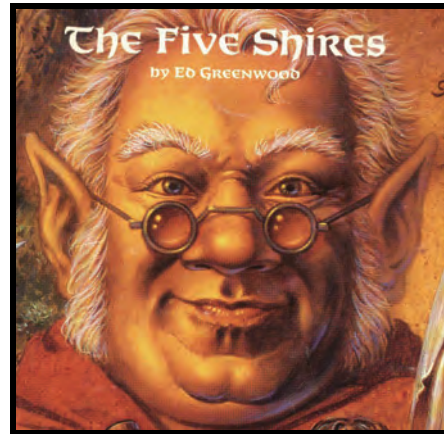
Time of Heroes:743-610 BC Hin warrior adventurers flourish in the land, Brindorhin appeared as

Gunzuth the Clanless. He led the Hins to revolt against the human and humanoid invaders, and eventually reclaimed much of it from the invaders.

The Restoration: 609-572 BC Gunzuth the Clanless was then appointed first Sheriff of Shaerdon, founding the town of Shireton. He ruled the Halflings wisely and well for over thirty years. The land prospers as the rebuilding of the Hin Kingdom begins.

The Golden Years: 572 BC; Death of Gunzuth. Shaerdon became the Five Shires when Gunzuth divided it among his five sons in BC 572, before resigning his position, and so the Shires were formed. Each Shire ruled by a son as Sheriff, ruled as a whole by this council of Sheriffs. This final act granted him Immortality in the Sphere of Time and he became one of the High Heroes, patron of the Five Shires and of the Hins all over the world. After some time, he sponsored Finidel, a human hero from Brasol, and helped him attain Immortality after founding a kingdom where the Halflings left in Davania could live in peace with the humans.

Appearance: An elderly Halfling with a noble appearance and a still strong physique, with curly white hair and long graying sideburns, clad in rich garments but barefoot, always smoking his favorite pipe and flashing an assuring and warm smile.



Personality: Gunzuth is a merry but pragmatic Immortal, deeply fond of traditions and laws. He loves life deeply and teaches his worshippers to enjoy the fruits of the earth and their job without trying to find cheap or unlawful ways to gain more wealth. The greatest treasure for any Halfling is in fact the safety of his home and the love of his family. Coberham and Nob Nar are his two inseparable allies, together with his protégé, Finidel. He strongly opposes the Immortal patrons of goblins and orcs, remembering the suffering that the Hins endured at the hands of these humanoids before his rise to power.

Allies: Coberham, Nob Nar, Finidel

Enemies: Karaash, Yagrai, Wogar

Holy Days: 15 Yarthmont

Days of Prayer: Any day, during the first hour of the rising of the moon. Clerics pray then also for spells.

Piety awards: non special

Piety Penalties: non special

Habits: non special, (as normal Hin culture).
Peaceful +1 Cautious -1 Energetic +2

Dead: Burial in the earth owned.

Birth: Blessed by passing through the hands of the whole attending village.

Colors: Copper-brown

Incense / Oil: Tobacco, Rose

Stone / Metal: Copper-ore, Copper

Plants: Marguerites

Animal: Goat and Sheep (especially young ones)

Chant: as wanted. Any song-story is accepted.

Special Spells

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save: None
Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.


Sources: TSR9232—D&D—Gaz8—The Five Shires
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Brissard

Bhrisrada

Patron of Smooth-Talking and Negotiating



Region:	Darokin, Thyatis, Norwold, Savage Coast, Alphatia, Sind
Sphere:	Temporal (IM 10) of Entropy
Homeplane;	unknown
Date Ascension;	somewhere around 500 AC
Sponsor;	Talitha
Statistics;	AC-6/-8, HD 24, Hp 140, MV 150' / 50' #AT 2 = Punch-4d6+4, AM 50%, SV IM 10, AI LE ST 20, IN 21, WI 17, DX 18, CO 19, CH 18.
Powers:	Extra Damage x2, Fighter Options, Thief Special Abilities. Shield AC -2
Followers Alignment:	Chaotic
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics
Alignment:	Chaotic
Powers:	Called Lawyers, can Charm Person or Monster (Whichever applies) once a day and once a day for each Wisdom bonus. This is used to enforce (terrorize) people to succumb to the law (whichever—as long the lawyers make money or any other profit) and become a subject to the lawyers. Normal saves do, however, still apply.
Skill Effects;	Smooth talking as an extra skill, and Accounting, Local Laws and Intimidate (this one based upon Charisma negatively opposed= a Charisma of 5, will be a 15 Intimidate Skill. These latter skills are used to enforce fear for punishment to those succumbed to it. Even Kings seem to be afraid of the Lawyers.
Allowed Weapons;	Standard.
Allowed Armor;	None.
Holy Symbol:	A set of well-shaped lips, slightly open, as if starting to speak,
Vestments;	Black or grey pants, with leather polished shoes, belt, and hair shining of cream, Black or grey jacket over a white blouse held together with a Tie with the Holy Symbol emblazoned upon it. Always kept in good or superb state clothing, or lose abilities
Adventuring Garb;	Any.
Temples and such:	Common Stone Thyatian Buildings with multiple floors, but the services are held on the higher floors.
Dogma:	The Law shall be followed—as long as the lawyers can profit, everybody shall obey, or suffer the consequences.
Daily Activities:	Enforcing Law and local rules, wanted, unwanted and enforced
Known History:	Brissard was a Thyatian Cleric as mortal, who was sponsored by Talitha to become Immortal. He had traveled to Soderfjord where he encountered a cult of Forsetta, with the use of Law a strict line of thinking. When he later visited the ultimate bureaucratic Glantri—where you almost need a license for everything—and incorporated, the Thyatian architecture, the Forsetta Law idea, and the might of the Glantrian Bureaucracy into a basis to enforce, pain, poverty and overall fear and misery where-ever he came. After earning enough followings, he erected his first office in Glantri, and succeeded to become Immortal after succeeding to create chaos and havoc with the installment of the currently used system of laws and rules for licenses and permits.

He was majorly involved in The Wrath of Olympus happening. As described as followed. There are some Immortals who choose not to heed the dictates of preservation of the Prime Plane, regardless of the logic involved. Seven such Immortals (Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares) descended to the Prime at the end of the War of the Immortals (1004-1009) and declared themselves the Olympians. This band of Immortals went to the Prime on a lark, ignoring all the admonitions they had received as novices. Such a hand-off attitude made no sense to them: would it not be more expeditious for Immortals to take the course of the Prime into their own hands to insure that foolish mortals could not damage it? they chose to emulate, gods, so they would be admired, respected... and feared. The scope of the project? To eventually rule all of the Prime Plane. Immortals personating gods and negating the Prime rule: No Direct Interference against Mortals? Unheard of and, as will be seen, the dangerous consequences of their deed caused turmoil throughout the multiverse.

The day that the imposters arrived on the prime, they appeared before the bewildered populace of Corunglain, in the Republic of Darokin. They demanded worship and tribute, claiming it as their due right. And who could deny them, these god-like beings encased in dazzling white light and speaking with ringing voices.

So worship was made and tribute offered. In keeping with the roles they were assuming, these Immortals ascended a mountain in the Broken Lands, dubbed it "Mount Olympus", and set about making it a permanent home. The summit was sheathed in rolling thunder and billowing clouds, through which Zeus would occasionally hurl a thunderbolt at some hapless mortal. An enterprising cleric was always handy to rationalize this divine retribution against the sins of the victim, no matter how trivial or insignificant those sins were.

The council of Darokin made obeisance to the gods and consulted the oracles, seeking a reason for this calamity and guidance for the best course of action. The gods remained silent. Sure in their hearts they were being tested by their Immortal deities, they dispatched an army to drive off the intruders. Fully 3000 armored elite marched off to do battle with the Gods of Mount Olympus".

Incensed by the effrontery of these mortal, the fraudulent gods blasted the host with all their Immortal might. The flanks of the mountain were covered with slain warriors, like dead leaves drifted by wintry winds. Few lived to spread the news of the crushing defeat.

But the use of so much power on the Prime Plane attracted the attention of their Immortals. Night, Hierarch of Entropy, and three other Immortals of Entropy (Masawu, Orcus, and Talitha) had long desired to hasten the advancement of their sponsored mortals to Immortality, they sought the removal of at least seven Immortals. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) would be brought along, eventually to replace the Immortals so removed. Since this would be a simple replacement, Night sees the project as furthering the goals of her sphere.

The dangerous tampering by the band of renegades calling themselves gods proved a stroke of good fortune for Entropy. They moved speedily to incarcerate the Immortals, but instead of bringing them to the hierarch for discipline, they made a few modifications to Olympus. It is now apparent that Night is intent on eliminating the Olympians directly on the Prime Plane.

Demons descended on the mountain and, with the help of a gluttonous Jumper, erected an encircling barrier of Time and Air around part of the palace. Inside, the imposters found that their magic would not work, and all, save Athena, were quickly overwhelmed. She was not within the area enclosed by the barrier and fled, followed by Orcus and Talitha in hot pursuit. The foolish Immortals were bound with chains to the mountain. The metal of the chains was unknown to them and they could not break it. a feeling of weakness and lethargy came over them, as if the rock to which they were chained was sucking the power from their bodies.

Before leaving, Talitha released a tormentor upon them, a winged fury bearing the grinning visage of the Titan Prometheus (who Zeus had chained to the Mountain earlier). The demon repeatedly attacked the Immortals, ironically visiting on the Olympians the eternal punishment Zeus prescribed for the Titan.

The Immortals of Entropy made a serious error in judgment in their haste to elevate their mortal candidates to Immortality. The hierarchs ruled that open slaying of Immortals on the Prime, to be witnessed by mortal eyes, would eventually jeopardize the replenishment of the Ranks of the Immortals. What mortal would aspire Immortality after observing such a thing, or even just hearing the tale? Clearly, this course of action was dangerous and had to be halted.

The Immortal Terra called for some other Immortals, as she captured the plea for help from a drained Athena, still followed by at that moment unknown enemies. Athena revealed repentance for her actions by making her whereabouts known to Terra with a last burst of power. She had sought sanctuary on the planet Coriot in the Outer Plane of Kryla. The other Immortals were charged by Terra to capture her and bring her back.

After passing through displaced gates by Orcus, they found her and found out what happened. After a course of several actions they assumed he mortal identities of mortal heroes of Darokin (Balthac, Sinan, Aurum, Ascalon), battled the Entropic Immortals in their assumed identities of Calor Kazad, the Lich Mormon, and a Whispering Demon), and defeated the jumper on the displaced top of Mount Olympus.

Night was censured by the Council of Mystara for her dangerous exploit, and diminished in rank several levels the Immortals of Entropy who assumed the identities of Calor, Kazad, Mormon, and Lecarkus were slain in the battle and finally never became true Immortals of Entropy, only Brissard survived as he had fled prior to the battle. The mortals' memory of the account was erased, but although a golden age, away from war to arts and culture started, their greater level of learning questioned he existence of the 'gods' they followed and replaced them with other deities. Only the blasted rock that was Mount Olympus remains as a reminder to all Immortals of the consequences of breaking the Prime Rule of no direct interference against Mortals.

Personality:	Brissard is a smooth-talking, high charisma negotiator for the Entropics. In life he was a Cleric of Talitha's, and she was his sponsor.
Appearance:	A black-haired smooth dressed male human, looking a bit like a now-a-days Lawyer.
Allies:	Talitha was his sponsor, and he still owes allegiance.
Enemies:	Hermes, Athena, Zeus, Hera, Ares, Apollo, Aphrodite, who he tortured to submission. But also Djaea who he tries to pester whenever possible since the happening.
Holy Days:	22- Flaurmont, Clerics pray in the morning.
Days of Prayer:	every Nytdain
Piety awards:	non extra
Piety Penalties:	non extra
Habits:	Many politicians are either followers or pawns of Brissard. Those belonging to neither group are opponents. Cautious +1 Honest -2 Trusting -2 Loyal -6 Dogmatic -3
Dead:	Buried, in the best clothing and/or equipment, with heavy tombstones
Birth:	Highly important ritual the first of each month where all babies prior are baptized in a summoned holy rain, just outside the temple. This lasts 1 hour, and is always between noon and 1'o clock. The range of this (by the might of the consecrated temple) conjured rain (even if freezing temperatures exist) is only 500 yards around the temple.
Colors:	Grey, Black striped, colorful ties or soberly depending on importance or joyfulness of situation.
Incense / Oil:	Musk, alcohol, tobacco
Stone / Metal:	none, any gold looking material except gold itself
Plants:	Thistle
Animal:	Parrot
Chant:	<i>Brissard, cunning speaker giving chill Give me the words to fulfill your will And empower my goals and plans Give me the chance Let others believe my every whim So mine and your power will grow within</i>
Sources:	Mythological Encyclopedia, TSR9189—D&D—IM2—The Wrath of Olympus, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Calitha Starbrow

Tallivai, Barramundje, The Mother, Shan Hai Ching,
Felidae, Kalithasi.

Patron of Oceans And Sea Elves

Region:	Faith called Elendaen (meaning The Ocean Path). Undersea, Minrothad, Hollow World Undersea Globally, Wallara, Ochalea, Sind.
Sphere:	Celestial (IM 18) of Time
Homeplane;	Unknown
Date Ascension;	approximately 2500 BC
Sponsor;	Ordana.
Statistics;	AC-6, HD 32, Hp 280, MV 150' / 50' #AT 3 = Punch-4d6, Trident-3d6+3/+5, AM 60%, SV IM 18, AI N ST 10, IN 38, WI 23, DX 12, CO 15, CH 16.
Powers:	Extra Damage, Height Decrease, Enhanced Reflexes, Turn Undead. Trident of Defending+3,+5 vs. water-breathing creatures.
Followers Alignment:	Any. Predominantly water elves
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman,
Alignment: Neutral	(Called Elendyan=Ocean Walkers or Ocean Keepers)
Clerical Powers:	Cast water-breathing once a day as a power, not a true spell.
Skill Effects;	Storytelling extra. In this way the faith and its deeds and purposes are brought forth.
Allowed Weapons;	Standard, Rapier.
Allowed Armor;	Any, Shield Preferred.
Holy Symbol:	A giant pearl lying in Nacre (a bed of mother-of-pearl).
Vestments;	Keepers and others dedicated to Elendaen wear only garments and accessories derived from products of the sea.
Adventuring Garb;	Keepers and others dedicated to Elendaen wear only garments and accessories derived from products of the sea.
Temples and such:	open pillared circle (no roof or walls) with an altar within. Laid on a small luscious isle or underwater in a luscious reef. Either is accompanied by birds or fish of many species and colors.
Dogma:	Elendaen: Meaning: The Ocean Path. This philosophy honors Calitha Starbrow, a water elf from ancient times who ascended to Immortality in the sphere of Time. She is especially fond of the water. She taught water elves the art of seafaring and led them to their home in Minrothad. Adherents of Elendaen believe the ocean is the cradle of all life, for even trees thrive on rain from storms that form over the sea. Elendaen followers desire to exploit the land and sea wisely so they may continue to prosper. Spells affecting the sea are granted to keepers and other followers of the Ocean Path. The Alfasser clan relic is central to these beliefs, but is a secret matter not spoken about with outsiders.
Daily Activities:	Barramundje's main concern in Wallara remains that of rivers and billabongs (small lakes and similar) in general, and fertility in particular. Her sphere of interest includes the element of Water and all that grows, such as trees and grass. Her symbol among Wallara Medicine Men is a fish. One who harms her forests, abuses the wealth of her rivers and billabongs, and befools the land runs the risk of being cursed (in Wallara only, and they mostly only on holy places, but this is rarely known) and become a Gondaman, a frilled lizard condemned to wander the outback and perish under the hunter's boomerang (the latest record of this happening is to Admiral Haldemar Haaken from the Princess of Ark in the year 1001AC.
Known History:	In the ancient Elvish homeland of Evergrun, Calitha was one of the first generations of Elves. She was fascinated by the sea, with its ebb and flow, with its relation to the behavior and time, and when she decided to quest for Immortality, she took the Path of the Dynast for the Sphere of Time. As an aspirant to Immortality of that Sphere, she traveled to three occasions to help her descendants, in her case the water Elves of Minrothad, to retain their Kingdoms.
Personality:	Calitha's primary interest is the sea. The Philosophy she created and sponsors is called "Elendaen" which is Elvish for "The Ocean Path". This philosophy expresses the belief that the ocean is the cradle of all life. It encourages her followers to act as the stewards of the seas, using them wisely and not exploiting them.

In the Hollow World, Calitha is the Patron of undersea sentients and the dwellers in sunken lands. She has become aware that there are Entropic forces malevolently interested in the undersea realms, and may prompt characters to investigate these things for her.

Appearance:	Calitha appears as an Elven maiden with lustrous, mother-of-pearl skin, wearing garments of sea-plants and sea-shells, and with a glittering diamond star worn in the center of her forehead. She sometimes carries a Trident, symbol of the Immortals of the sea.
Allies:	Calitha is a friend and follower of Ordana, who was her sponsor.
Enemies:	Calitha does not get along with Protius, the more elemental lord of the seas, because he is a wild thing whop appears unconcerned with the careful preservation of the seas and sea life.
Holy Days:	Full moon. Believers take a full day off work.
Days of Prayer:	any morning. Clerics pray at awakening 1 Turn (and receive spells if fully rested= 8 hours).
Piety awards:	non additional
Piety Penalties:	spoiling nature -5
Habits:	Adherents of Elendaen believe the ocean is the cradle of all life, for even trees thrive on rain from storms that form over the sea. Elendaen followers desire to exploit the land and sea wisely so they may continue to prosper. Spells affecting the sea are granted to keepers and other followers of the Ocean Path. The Alfasser clan relic is central to these beliefs, but is a secret matter not spoken about with outsiders. Water elf characters know the Secrets of the Water Elves. Further as local culture Modest -1 Reverent +1
Dead:	Return the dead to the waves, where the sea and its life will take use of it.
Birth:	Baptized in soft waves
Colors:	Bleu, Green, Pearl-white
Incense / Oil:	Palm
Stone / Metal:	Coral, Shell, Pearl, Platinum.
Plants:	Lily, Sea-rose, sea-weed.
Chant:	The waves, cometh and goes. The Time slacks and grows. Life blossoms and withers, but the sea flows forever, wave upon wave creating life anew till eternity.
Guwarris	These are Barramundje's spirit servitors. Guwarris sometimes take the shape of a fish, a platypus, or a kookaburra to watch over rivers and billabongs. Guwarris equal Nixies in abilities and statistics. Chameleon Medicine men say it is bad luck to disturb waters known to be inhabited by Guwarris. They are in fact another Fairy species, a split-off the genetic stem of the Nixies, with further equal statistics.
Sources:	Dragon Magazine 186 TSR2421—AD&D2—Savage Coast Campaign Book, TSR9500—AD&D2—Red Steel Savage Baronies, TSR9189—D&D—IM2—The Wrath of Olympus, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Carnelian

Glinmir, Yu Shih

Patron of Vegetation

Region: Rarely locally here and there in the Outer World (Ochalea), some enclosed environments of Milenian or Traldar could worship Carnelian

Sphere: Temporal (IM 7) of Time
Homeplane: Unknown
Date ascension: 855 AC
Sponsor: unknown, possible Khoronus.

Statistics: AC-1, HD 21, Hp 110, MV 150' / 50'
#AT 2 = Punch-2d6+2, Mace 3d6+6, Sling-3d4+6, AM 50%, SV IM 7, AI L
ST 17, IN 13, WI 18, DX 10, CO 14, CH 16.

Powers: Detection Suite, Thief Special Abilities, Turn Undead, Improved Save vs. Physical Attacks.
Mace +4, Sling+4.

Followers Alignment: Any Good or Neutral.
Taxes: Followers are taxed 10% of their annual income by the Church.

Clerics: Clerics.
Alignment: Any Lawful Good or Neutral.
Powers: Can cast Protection from Evil/Good once a day extra.
At 3rd level; The priest can identify plants of any local sort with perfect accuracy.
At 5th level; The priest can pass through overgrown areas as if momentarily immaterial to these plants.
Skill effects: Law and Order +1,
Required: Herbalism, Honor Carnelian.
Recommended: Agriculture, Reading/Writing, Survival Forest or Jungle, Tracking.

Allowed Weapons: Standard, Mace and Sling Preferred.
Allowed Armor: Leather, Banded, Scale, Chain mail only.

Holy Symbol: A silver Sling.
Vestments: Priests of this sect may not wear leathers or furs in their clothing.
Adventuring Gear: Priests of this sect may not wear leathers or furs in their clothing.

Dogma: This is a Immortal of nature who is devoted specifically to plant-life. He is an admirer of vast forests and plains and all sorts of plant growth, especially that which is wild and not fettered or trimmed or tamed by mankind.

Daily Activities: Priests of the Immortal try to make sure that there are always tracts of wilderness in abundance for the Immortal to admire. They work hard to keep civilization from making inroads too deep into wilderness. They do this by spreading tales of the forest as a deep and dangerous place. They often sneak around in the wilderness using their spells on traveling city-folk, or stock the forest with dangerous animals, in order to reinforce this impression. They do not impede those who know the forest (elves, gnomes, rangers, hunters, trappers, woodsmen), but will terrorize innocents and city-soft travelers. Duties of the Priest: Guidance, Marriage.

Temples and such: Simple one room sanctuaries. The church hierarchy is thus not particularly highly organized,

Known History: Born to a Karamaikan aristocratic family of wealth and influence, Glinmir commands adoration and obedience. Haughty and regal, she proceeded through life along a path strewn with admirers and subjects. As a child, she inherited her family holdings, and administered them with wisdom and unquestioned dedication. In mid-life, after marriage to a powerful noble (of a small but distinguished family), and an unblemished career of service to her dominion and in the Council of Nobles, she joined the military order of a Lawful church.

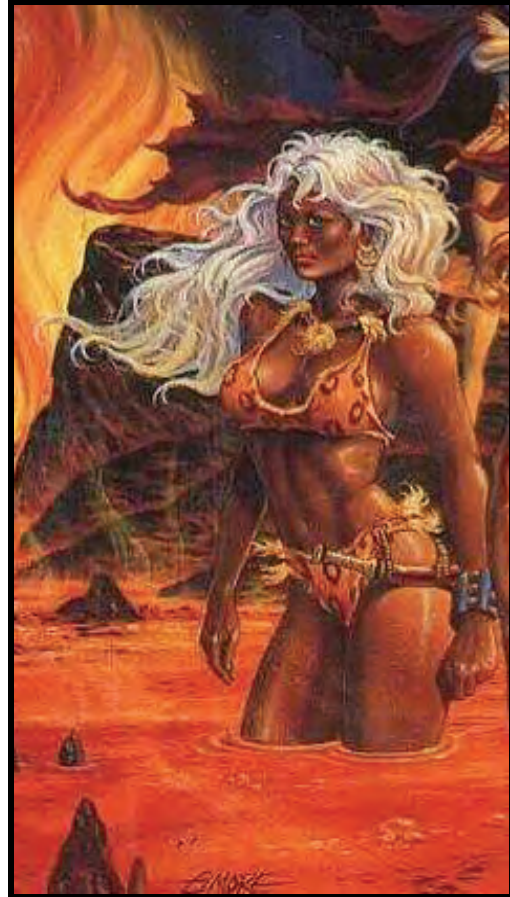
Her martial training as a noble and her administration and diplomacy skills carried her to the top of the church hierarchy. Her decision to follow the path to Immortality rested more from a sense of duty than from personal interest—she felt those most capable of furthering the Principles of Law were obligated to seek Immortality, regardless of the cost to personal satisfaction. As a result, Carnelian is not actually happy about becoming an Immortal, though it is unquestionably what she chose. In fact, Carnelian was never happy with her life. She is admired and successful because she was born with talent, and because she feels obligated to be admired and successful.

Personality: Carnelian is intolerant of failure, in others, and even more, in herself, and impatient with the excuses or failings of her companions. She is driven and joyless in her championing of the cause of Law. However, Carnelian has reached a crisis point. Looking around her, she sees other driven, humorless Immortals, and realizes what she missed in her mortal life—pleasure, humor, spontaneity, and an acceptance of limitations.

Carnelian moves in one of two directions during this personal crisis. She might follow the example of the Eternal General, joyfully championing Law, yet realizing the restraints off too narrow a view, accepting her own and others limitations. Or she might find inspiration in Raven's example, learning to enjoy an occasional good joke, to loosen up, to recognize the narrowness of her experience and perspective.

Appearance:

In both mortal and Immortal form, Carnelian is a painfully beautiful woman. Rich, lustrous red or white hair flows over her tanned shoulders. Her eyes are red like her namesake gemstone: her nose sharp, thin and aristocratic. In normal form she wears a white, draped full-length gown with a chain mail hauberk and white Surcoat emblazoned with the symbol of law.



Allies;

Carnelian's patron is a wise and understanding Immortal whose only concern is Carnelian's self-contentedness. Whichever direction she chooses will satisfy her patron. Carnelian's experience makes her well-suited to provide leadership and diplomacy, even among such disparate personalities as other Immortals. Her patron awards her power bonuses for effectively fulfilling this leadership role. The Eternal General belong to her best Immortal friends.

Enemies:

Non as yet, opposed to Entropic Immortals

Holy Days:

21st and 26th of Ambyrmont. Representing her proposal and ascending to Immortality (several years after the proposal).

Days of Prayer:

Gromdain. Clerics pray in the Evening

Piety awards:

non additional

Piety Penalties:

non additional

Habits:

as culture local
Generous +2 Forgiving -4 Trusting -1 Dogmatic -1

Dead:

Bury the dead in the ground to let them return to the Earth.

Birth:

baptized in holy water

Colors:

Brown and white

Incense / Oil:

Sulphur, any smokes generated by wood. Pine and oak are preferred, but mahogany is used only during holy rituals. No oils are ever used

Stone / Metal:

Carnelian, Coral, Bronze

Plants:

Carnelian, Ferns, Wall-crawlers

Animal:

multipedes

Chant:

Variable

Sources:

TSR9207—D&D—IM3—The Best of Intentions,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Chardastes

Namyats, Thendara, Æsculapius, Balsam, Dioncecht, Eir, Khridasa, Chang Dang-Su, Imhotep.

Patron of Healing and Medicine, Freedom

Region:	He has a small following in Karameikos and Darokin (most under the auspices of the Church of Karameikos as the church of the Holy Sanctuary), but otherwise his followers are scattered around the world, acting as doctors to follow his example. In Thyatis, Chardastes is known as Æsculapius. Æsculapius was a follower of Chardastes, believed by many Thyatians to be a reincarnation of the Immortal. In fact, Æsculapius failed on his quest for Immortality, and Chardastes assumed this second name as a sort of gift to the deceased, faithful and unlucky follower. In the Hollow World he has a small but loyal following in Traldar and Nithia under the name Thendara. Eir is his name in the Northern Reaches. Khridasa in Sind, and Chang Dang-Su in Ochalea.
Sphere:	Celestial (IM 18) of Time
Homeplane:	Elysia. As Eir she has a place among the Asinye.
Date ascension:	1360 BC
Sponsor:	Illsundal
Statistics:	AC-11, HD 32, Hp 280, MV 150' / 50' #AT 3 = Punch-3d6, Staff-4d8+4, AM 60%, SV IM 18, AI N ST 11, IN 48, WI 43, DX 22, CO 15, CH 16.
Powers:	Detection Suite, Thief Special Abilities, Turn Undead, Improved Save vs. Physical Attacks. Staff +4 (see under Special under Mortal Identity).
Followers Alignment:	Any Good or Neutral.
Taxes:	Followers are taxed 10% of their annual income by the Church.
Clerics:	Healers
Alignment:	Any Race of Neutral or Good Alignment. Chardastes has few clerics, although many lay folk pray to him when seriously ill. Chardastes' followers are mostly part of his Healing Order in the Karameikos. These clerics don't use his granted powers but may use his Mend Bones spell.
Powers:	Cast 1 Fortify in addition to other spells, if Pip 100+ 3 Fortify spells. May use Druidic items.
At 4th level;	Can cast 1 extra Cure Disease.
At 8th level;	Each Healing attempt or cast spell has a minimum power (any rolled 1 becomes a 2 instead).
At 12th level;	Can cast Protection from Evil / Good once a day extra.
At 16th level;	Automatic save against reversed Healing Magic and Necromantic based Spells.
At 20th level;	Each Healing attempt or cast spell has a greater minimum power (any rolled 1 or 2 is counted as a 3 instead).
At 24th level;	Each Healing attempt or cast spell has a greater minimum power (any rolled 1, 2 or 3 is counted as a 4 instead).
Skill Effects:	Extra Herbalism and Healing
Allowed Weapons:	Recommended: Herbalism, Reading/Writing, Honor Chardastes or Church of Karameikos. Any Bludgeoning only, Quarter staff favored. Priests of this order are supposed to use non-damaging weapons. However, since the staff is their symbol, many of them end up learning how to use one as a weapon, and the Immortal gives his assent to this knowledge by not punishing them for using the staff in a damaging way. Lasso, Mancatcher, net.
Allowed Armor:	Leather, Banded, Scale, Chain mail only, no shields.
Holy Symbol:	The Bell, (Silver or Platinum). Or as Æsculapius, a snake twisted around a Healers Wand.
Vestments:	Healers of the Immortal of Healing must wear a symbol indicating their calling whenever they appear in public. They may not ever deliberately take non evil sentient life.
Adventuring Gear:	Healers of the Immortal of Healing must wear a symbol indicating their calling whenever they appear in public. They may not ever deliberately take non evil sentient life.
Temples and such:	Simple one room sanctuaries. The church hierarchy is thus not particularly highly organized, and priests are allowed and encouraged to return to their families and help their communities after their initial training with the Order. They must never ask payment for their deeds, and so must have another way of earning their living. This is a major problem that keeps the number of clerics of Chardastes low: because his priests are always helping the needy, they do not have much time to devote themselves to other activities. Many are sustained by the community, though, and this is permitted by the Immortal. Clerics or priests of Chardastes are not allowed to resurrect people who have died of natural causes.

This Priest is a doctors, medicine maker and other healing functions, all at once. He cures the sick and passes on his healing knowledge to his mortal doctor/priests. He is the enemy of disease and injury, and no admirer of war. The priesthood is devoted to healing and are not allowed by their order to turn away a patient in need: if they can help him, they must.

Daily Activities: The School of Healers in the Dymrak forest, not far from the Vyallia elves' settlements, is the first school founded by Chardastes around 600 BC. It is the only "official" center of worship in the Old World, and is a small school where novices learn to heal in the name of Chardastes. Not only priests and clerics are found there, but also humans, elves and centaurs willing to learn to be doctors. It's both a religious center and a technical school for doctors.

A well equipped library is found here, with several volumes on anatomy, biology, botany, and virology. The school survived mainly because of the interest of elves of the region, and thanks to Chardastes' interventions during his quest for Immortality. The priests of Chardastes that act as teachers, and non-cleric scholars of the School of Healers are called the Healing Order of the Karameikos.

Duties of the healer: Guidance, Marriage. Curing the sick and injured. Education: Teaching the flock, indeed anyone who is interested, the arts of medicine, sanitation, and healing. Missions to sickness-infested lands to help in the healing process. Vigilance against the activities of the priests of the Immortal of disease.

Dogma: Healing, Medicine, Health. Chardastes promotes the ideas of freedom and mercy, and teaches that one should oppose cruelty and tyranny. Life must be loved in all forms, from cradle to grave. Men and Immortals alike cannot break the circle of life, and one day everyone and everything must die. Animals and men are equal, and Healers and Clerics must help both in an equal way. To kill someone or something is to meddle with the natural forces of Life, deciding who should live or die, and is to be avoided unless absolutely necessary. The same is true of resurrecting those who have died naturally, or of prolonging lives in Undeath. Speak always the truth, but lie if a lie can help save a life without doing any harm, and if possible reveal and repent for it.

Legends of History: A native Traladaran Immortal with a small following in Karameikos, especially along the shores. Chardastes was, in life, a Traldar magic user who focused his spells on the use of herbs to cure diseases, trying to find ways for non priestly magic to cure people. He was a follower of Protius several hundreds of years prior to the following, but his travels brought him to Thyatis where he learned about the Church of Thyatis. He switched religion, and became a well known clerical healer. After long years spent in trying he succeeded, and founded a Healing Order in the old Traladara, not long before the rise of King Halav. The idea of special hospitals were his. But Chardastes soon discovered that most of his followers were not really interested in the healing possibilities of magic, but rather in the use of magic to further their dreams of power: many, when they understood Chardastes couldn't help them, left the order. He became King-Priest of a richly realm in the riverbanks along the River Nithia.

His stepbrother Apophis, who was lord of a northern and poorer Nithian realm and deeply envious of his step-brother's luck, devised a plan to eliminate him and take his throne. Invited by Apophis to his palace to celebrate the anniversary of his ascension to the throne, Chardastes and his escort were attacked in the Wildlands by a band of mercenaries paid by Apophis to kidnap the king and sell him as slave in some faraway land. After years spent serving a cruel and mean noble in the delta region, Chardastes was finally freed by the heroic paladin Maat, at that time near completing the path of the Polymath. Chardastes revealed her his sad story, asking her help to return to his kingdom and reclaim his crown. Maat agreed and accompanied Chardastes together with the rest of her adventuring group.

Back in Nithia, Chardastes discovered that Apophis had united the two kingdoms, but when he introduced himself to the court and tried to voice his claims, he was rejected and accused of being an impostor and a spy. Apophis tried to capture him, but Chardastes understood his stepbrother's treachery and was able to flee into the desert with his allies. In the following months he visited the neighboring duchies to make deals with the rulers that Apophis had alienated with his military campaigns. Chardastes created a strong alliance of nobles and troops to back his claims to the throne of Nithia, but he knew he had to act cautiously before striking, because he would have had only one chance.

For this reason he sent spies in Nithia before attacking, and he got word that his brother had created a great army of undead with the help of the priests of Thanatos, to face any aggression from the inside or the outside. To counter this move, Chardastes went to the most powerful wizard of the region, Pflarr the Divine, and swore fealty to him in exchange for his help against Apophis and his necromantic troops. Pflarr, near to accomplishing his path of the Paragon, agreed to help Chardastes and Maat in their quest in exchange for an eternal peace treaty with his kingdom and for a public acknowledgment of Rathanos's supremacy over all other gods even in the Kingdom of Nithia.

Thus, armed with Pflarr's magical knowledge and enchanted troops, Chardastes began his campaign against Apophis, and finally defeated the usurper and reconquered his kingdom. Apophis was then bested by Pflarr in a magical duel, but he managed to flee turning into a horrible snakelike creature and digging under the sands, carrying with him Pflarr's curse.

1500 BC To thank Pflarr and Maat for their invaluable help, Chardastes agreed to build the Pyramid of Light, a monument to the justice of the great Ra. This way both Maat and Pflarr became acknowledged deities together with Ra, supreme god of the new pantheon of the Kingdom of Nithia. Shortly after his ascension to godhood, Pflarr gave his permission to unite his kingdom to that of Chardastes, making the restored Kingdom of Nithia more powerful and richer.

King Chardastes, inspired by the example of his allies, continued the unification attempt bringing other duchies under his banner, and was finally able to crown himself first Pharaoh of the Empire of Nithia in 1500 BC, building the new capital of Ranak in the heart of the fertile Nithian valley.

After creating a set of laws and codes for all Nithian monarchies, ruling wisely backed up by the nobles and the peasants, Chardastes reorganized also the different Nithian cults, creating an organic religion that considered all the various mysticisms and legends of the Nithians. Chardastes became famous as the most enlightened Pharaoh of early Nithia, and was also remembered for his knowledge in the medical field, always fascinated with the mysteries of the human body and soul.

As the years passed, Chardastes remained with very few followers, and retired deeper into the forests of Traladara to continue his magical studies, helping the small communities that lived around him. He earned the admiration of Ordana, who liked the great respect Chardastes showed towards the plant races that he studied and used as components for his spells.

Chardastes decided to search for Immortality, to continue from his new position to fight diseases that could harm the mortal races. With his most loyal friends, Chardastes traveled across Traladara and confronted a black dragon who possessed an artifact which allowed to travel through time: in his great respect of life, Chardastes managed to defeat the creature without killing it. Then, after his return, he gathered his few disciples and told them he had to leave for a long time, but he said he would have returned in case of need.

When he finally discovered a way to become Immortal, he sought the patronage of his Immortal, Nithys, and left his throne to his son. He then built a monumental tomb similar to Pflarr's and Maat's pyramids as house for his soul in the Afterlife and place of personal worship (a habit adopted by all the following pharaohs).

1455 BC

When he died, Chardastes was entombed with a special ritual he had devised following the guidelines found in an ancient secret scroll that had belonged to Pflarr. In fact, this ritual of embalming brought him back to life as a mummy, and this enabled Chardastes to secretly start his quest for an artifact to travel through time. He visited Nithia in three different timeframes to help his descendants and he is especially remembered for his last appearance, when thanks to his medical knowledge he saved the imperial family and the Nithians from a terrible magical plague brought by the followers of Apophis.

He then promoted the creation of many different schools to educate clerics and physicians to the science of medicine, so that the Nithians could always count on a valid help to purify both their bodies and souls. He became a legend and an Immortal in the sphere of Time in 1360 BC, transmitting to the future generations the belief that every pharaoh could come back to life to help Nithia if entombed with the proper mummification rituals.

600 BC Chardastes came back three times not only to Nithia, but also to Traldar lands, to keep his small community alive and he managed also to save many of the small village of the surrounding from destruction, first during a werewolf invasion, second when a Nithian Lich attempted to submit the order to his evil plans, and finally when clerics of Thanatos, who had discovered his hidden base, and had entered in the order to destroy it from the inside.

The Healing Order of Chardastes had, by that time, slowly passed from the hands of magic user to those of druids, joined by clerics when Chardastes finally achieved Immortality. He did succeed at the second try under Ilsundal. Ilsundal did not allow him however to enlist himself in the Church of Thyatis, he had to prove himself of acquiring his own following without leaning upon those belonging to an existing fate.

500 BC

The corruption brought about by Thanatos and Ranivorus caused the collapse of the Nithian Empire and the vanishing of all the cults associated with it. The few remaining worshippers of Chardastes who lived in the Traldar kingdoms (descendants of the Nithian Traldars who settled the area many centuries before) were definitely killed and massacred by Leptar in the fifth century BC. His cult remained therefore active only among the Nithians and Traldars surviving in the Hollow World.

700 AC- 970 AC

The order of Chardastes grew out of an incident that happened around 700 AC. At that time there were many places in Traladara dedicated to Church of Traladara worship. A small sanctuary in Marilinev (later renamed in Specularum, still later in Mirros) was one of those sites. Chardastes chose to appear to a peasant women, alone and very sick that went to the sanctuary and prayed to have her health returned. He healed her wholly, He told her that the religion of her people was false, and that his way was the only true religion. To prove this he laid his hands on the women and cured her of here illness.

He also left behind on the altar a wonderful magical bell. The bell, of ordinary size and shape was made of the purest platinum. What made it so remarkable was that it had no clapper. Instead, it rang magically whenever it was picked up. From that moment his cult bloomed once again and spread in nearby Darokin. It was later added to the cult of the Church of Karamaikos when Stefan Karamaikos took possession of Traladara and renamed it the Grand Duchy of Karamaikos in AC 970.

Ilkundal, Asterius, Valerius and Kagyar were content and allowed Chardastes to become member of the new Faith of the Church of Karameikos. Actually the same religion in base as the Church of Thyatis, but no chance to problems of newly incorporated Immortals. In this new religion everybody was equally important. When the Thyatians settled in Karameikos, they incorporated the Church of the Holy Sanctuary into the Church of Karameikos. The story of the bell has spread far and wide. Each year, on the anniversary of the miracle, hundreds of people flock to its small building, hoping to be cured by Chardastes. They crowd into the sanctuary, a hundred or so at a time, and pray as the clergy sings the sacred words and lifts the magical bell. Most are disappointed, but so many have had their prayers answered that the Order has flourished ever since.

995 AC

All that changed. At that time, there was a cleric in the order whose name was Elwyn. Elwyn was very dedicated to the Church, and had been well rewarded by the patriarch of the church. But that, apparently, was not enough. There were rumors that Elwyn had begun practicing with edged weapons and researching the spells of magic-users, trying to learn the abilities of the other classes. This was a serious charge, indeed. But before anyone could prove the charges, Elwyn vanished without a trace. And to the horror of the people, the sacred bell of Chardastes that was kept in the sanctuary was gone, too! The order has been in a state of crisis ever since. The faithful still come to the sanctuary on the holy day, but there have been no miracle cures since the bell has vanished. The numbers of the faithful have been decreasing in recent years.

Some time ago, rumors of a powerful hostile force began to spring up. It was said that someone had built a large, monstrous fortress in a distant section of the country of Karameikos, and that those who attempted to investigate it had not returned. Recently, rumors have been circulating that Elwyn might be behind this mystery. The Patriarch Sherlane Halaran of Threshold is interested in having the fortress investigated, if Elwyn was involved, and to recover the bell if possible, and to apprehend Elwyn and bring him (somehow everybody believed wrongfully Elwyn to be male) to justice. This was ordained on the anniversary of the miracle in 1000 AC, Felmont 2.

Elwyn had slowly become insane by the detrimental effects of the Bell artifact, as she—even before stealing it—handled it more than needed or accepted by the faith of the Church of Karameikos. She worked together with Troglodytes, Red Orcs, animated Golems and statues, and Serpathar, a young Black Dragon. She maniacally defending her fortress of evil. But finally she was defeated. The bell was returned to a newly to be build shrine in Threshold , or to be brought to the Temple in Specularum.

Personality:

Chardastes is a extremely good Immortal. He has an immense love for life, and views his Immortal condition only as the situation of a man of a higher rank that can help in a better way his fellows. He often visits Mystara, and is somehow embarrassed by the formal rituals clerics devote to deities. He often does not understand why Immortals plot and plan behind the shoulders of mortals, forgetting what they were.

He is a peaceful creature like his friend Koryis, although he believes that sometimes it is impossible to avoid the use of violence. He hates the most destructive Entropic Immortals and the most selfish and plotting Immortals of all spheres, but has no hate for Entropy as a Sphere. He merely states that many Immortals don't understand that the role of Entropy is important as a part of the Universe's balance: among these unknowing Immortals are most of the Entropic themselves.

Chardastes is scrupulous, patient and completely obsessed by protecting life, which he holds as the greatest mystery of universe. For this reason he hates death and destruction with passion, and the outmost form of aberration to his eyes (and those of his followers) is obviously Undeath (which he himself experimented personally when he became a mummy). He teaches his followers to protect life at all costs and to respect the natural life-cycle, and encourages them to study the secrets of the human body and soul to better understand their nature and cure them.

Chardastes hates Bachraeus, his envious and treacherous stepbrother become Immortal, and holds him together with Thanatos and Ranivorus responsible for Nithia's downfall. He also despises Hircismus, since he destroyed one of his artifacts and the last remaining cult he had on the outer world in the Traldar lands, and he does not get along well with Nyx because of her obsession for Undeath and necromancy, the antithesis of life

Mend Bones Agreement

Chardastes is the Immortal inventor of the Mend Bones spell. Since the Wrath of the Immortals (1004-1009AC) he worked on it and since 1009 the spell is available to all followers. To other Immortals with Healers Chardastes shared his knowledge, as long as it would positively sponsor and respect his cult. As thus no Entropic Immortals will have access to this spell. Chaotic Immortals, or those against (the risk of) pain refuse to use it. Chardastes captured the spirit of the Paladin Darya Sukiskyn from Limbo, and enabled her to become an Angel protector of the hidden Valley dimension of Haven. Chardastes is a protector of Haven since the date that adventurers, led by the spirit of Darya, defeated the gem-stone of Arik another (Entropic) Immortal, which was intended to restore him to power. Again this failed, and Haven was restored.

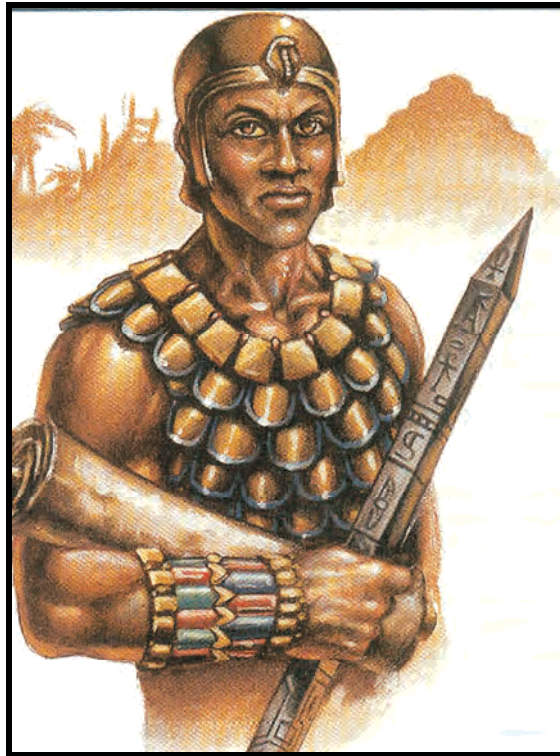
Appearance:

It has also been unclear whether Chardastes is male or female, but she is in fact female.

Chardastes appears in the Outer World as a typical male Traladaran native fisherman.

In Nithia (Hollow World) she is depicted as a tall man with a noble posture, high cheekbones, deep black eyes, a receding chin and a snub nose, always clean shaven, wearing a long white linen robe of Nithian fashion, or a Nithian scale armor, a small silver bell hanging from his necklace, and holding the symbols of the pharaoh's power (crook & flail) in his hands.

As thus she often appears there, but instead crook & flail, scribe implements and scrolls are worn. as thus he is named Imhotep.

**Mortal Identity**

Chardastes appears to be a normal man of Traladaran ethnicity, about 40 years old. He has brown hair and beard, dark intense eyes, and a healthy appearance. He is dressed as a scholar, preferring green and light brown colors.

Chardastes favors Divination and Alteration magics, and never use necromantic spells. He can use all the (clerical, and magical) spells of healing.

Mage 25: AC -2, MV 150'/50', HP 47, THACO 2, Dm (battle staff+4=1d8+4), ST 10, IN 18, WI 18, DX 12, CO 15, CHA 16.

Special: Chardastes (in male mortal identity) can cast a Heal spell on himself or any non evil creature in sight, three times a day per person, in addition to memorized spells. He is never attacked by forest creatures and animals with intelligence of 4 or less. He is immune to all reversed forms of healing spells and to all negative necromantic spells. If forced to combat, the mortal identity uses a Battle Staff +4 with the power to Stun every being hit (save versus paralysis -4 penalty to avoid this effect). While holding the Staff, Chardastes regenerates 4 hit points per round. The Staff also gives him an AC of -2

Other Manifestations:

Chardastes rarely appears in a form different than this identity, and even still carries his own name, and is often present on Mystara, because he dislikes the use of symbols and cryptic messages that could not be easily understood. He sees such cryptic manifestations to be silly jokes on the part of Immortals, who should either be clear in their statements or remain silent. And because he comes in a mortal identity, it is no break of the No Direct Interference to Mortals. The rare times he uses these manifestations are only in times of great calamities, like to prevent an incoming plague. In this case, the viewers might see healthy plants die suddenly in the front of them, and then immediately come back to life (Chardastes would never stand that a plant has to die to allow him to send a message).

Allies:

His only true allies are Pflarr and Maat, faithful friends during his mortal life, and he has a deep respect for Protius (His Failed Patron), Rathanos and Ixion (ancient patrons of the Nithians). Chardastes, but he failed under Protius, and continued under Ilsundal. All the Immortals of the Church of Karameikos belong to his friends. He also greatly respects the Immortals of the Church of Traladara: Halav, Zirchev and Petra. Also Koryis and since the finale of the Wrath of the Immortals also Benekander.

Enemies:

Chardastes has no true enemies other than Leptar and Bachraeus. Loki and Masauwu, Thanatos, Ranivorus, Hircismus and Nyx want him out of the way as he reverts their damages to the mortal world. And there is a growing dislike between Halav, Petra and Zirchev about his behavior toward their followers and religion, but this is unknown to him.

Holy Days:

Felmont 2, the day Chardastes became Immortal and created the Bell Artifact. Priests of Chardastes especially revere the full moon day of Klarмонт. This day is believed in legends to be the day Chardastes found proof of the presence of evil spies in his first school, when Chardastes was forced "to show the strong fist," a thing that he seldom does. This day, all priests and clerics of Chardastes can't heal, so in the previous week they are double as active as normal in order to prevent any problems on this day. Followers and priests of Chardastes alike on this day show their dislike toward hated people and enemies, using yew tree leaves to form crowns that they put on the head (or throw in front) of the people they dislike, during all the day.

Days of Prayer: Every Lunadain, Clerics pray in the morning.

Piety awards: non additional

Piety Penalties: non additional

Habits: Only Healers are "clerics" of Chardastes, no true Clerics of Chardastes will ever exist. However, Chardastes does support the other Immortals and their followers of the Church of Karameikos. Healers of this faith are directly supported by Chardastes, and less by the other Immortals.
Chardastes dislikes people changing the course of their life, and profession or class, this is regarded as not accepted, and a great sin. As long as the basics of a character remain the same, characters may act along it. This means that a blacksmith may not become dentist, but may become teacher (of his profession or related information), and a mage may not try to become a thief, but a thief may research scrolls to enable casting scrolls, as is an ability of thieves of higher level.
Modest +2 Peaceful +2 Forgiving +1 Dogmatic +3 Helpful!!

Dead: Bury the dead in the ground to let them return to the Earth.

Birth: No special ceremony

Colors: Light-Green, Light-brown, White-Yellow

Incense / Oil: Mahogany, Pine

Stone / Metal: Chalk, Limestone, River-clay, Silver or purified steel

Plants: Yew, Elm, Chamomile, Bread-Fungi

Animal: Cuckoo

Chant: *Holy Chardastes, Great Healer,
Great Doctor, Surgeon of the Gods,
Mender of Bones, Soother of Skin,
Claser of wounds, Puller of Teeth,
Easer of Pain, Giver of Life,
Banisher of Death,
Steer My hand,
In the cuts I am going to make,
To heal this Patient.
And return him from Limba's Doorstep.*

Mend Bones

Range: touch

Duration: Permanent

Casting Time: 10+ (1 round per Break point cured)

Effect: cures broken bones

Save: Negates pain

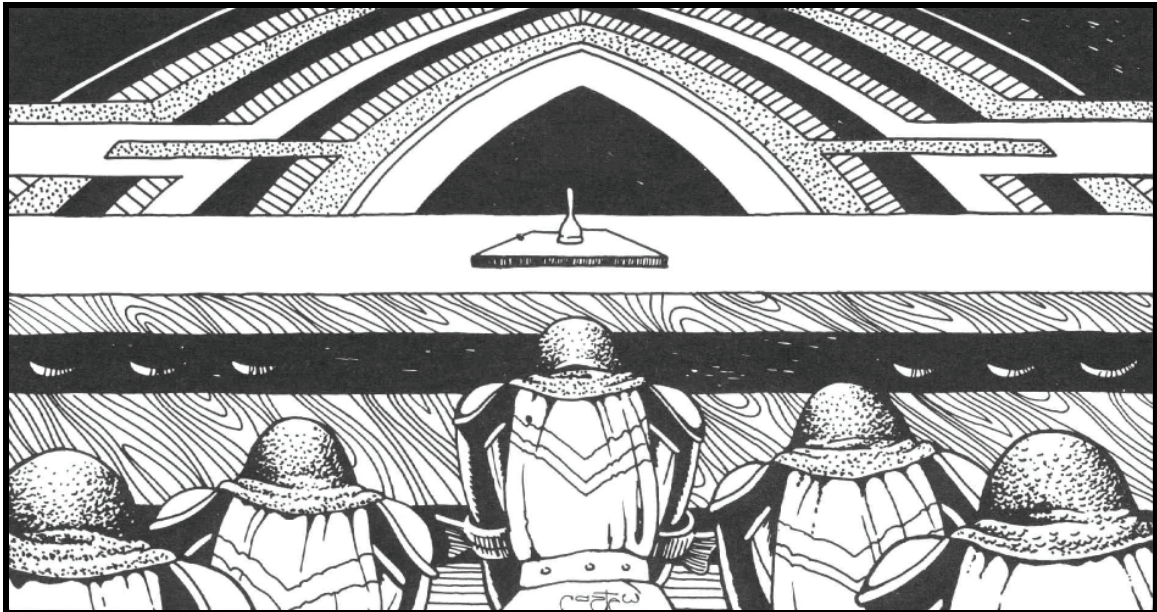
Cleric 3, Healer 2, Exorcist 4, Humanoid Shaman 3, Druid 3, Derbish 3 spell Since 1009 AC Especially by Chardastes who invented the spell, but some rare Immortals with healers also grant this spell to their followers.

This spell will cure broken bones as according the following basic rule. Any bone that could be restored by a Cure Wounds effect counts as according the table.

The character generates a Curing Power equal to his level adjusted by its Wisdom adjustment. The character can restore break points for each Curing power point. But a break will not be cured if not all its break points are removed this way. A broken Neck needs a Mend Bones together with a Cure Paralysis, and a broken Back needs a Cure All/Heal respectively. The conscious character may make a Save vs. spells penalized by the Pain Factor (see table) to negate the pain. If failed the curing will cause such tremendous pain that the character can't remain silent unless restrained somehow, and silenced. This recent (1009 AC) addition to the Healer spell list is spread over all Immortals which make use of Healers, or which followers promote a healthy life. Other Immortals refrain of granting this spell to their followers by diverse reasons.

Broken Bone	Break Points	Pain Factor
Skull	1	1
Jaw	1	2
Neck	Special	4
Keybone	3	3
Shoulder	2	5
Arm	1	3
Hand	2	4
Back	Special	8
Rib	1	6
Hip	3	5
Leg	2	4
Ankle	1	5

Artifact;



The Bell a.k.a The Sacred Bell of Namvats

Sphere of Thought

Minor Artifact	110 PP	
Cure Blindness	20 TP	A maximum total of 5 persons with a Pip of 25+
Cure Disease	20 TP	A maximum total of 5 persons with a Pip of 25+
Heal	100 TP	A maximum total of 90 hp of persons with a Pip of 25+
Ventriloquism	10 TP	Bell sound but only if lifted up.

Handicaps / Penalties:

The bell's powers work only when sounding, and thus lifted. The acoustics of the room must be thus that the sound seems to reflect from all walls, as in the original sanctuary.

A person handling the bell longer than a single bell sound slowly becomes an insane megalomaniac, the character becomes obsessed to be able to do anything.

A single use of the bell once a year will be no problem, but when used more than once a month the character affected become sullen and down-trodden for at least a year.

When rung anywhere else it magically summons two Gargoyles and two Shadows.

Sources:

Mythological Encyclopedia,
TSR9193—D&D—Gaz1—The Grand Duchy of Karameikos,
TSR2500—AD&D2—Karameikos, Kingdom of Adventure,
TSR9143—D&D—B9—Castle Caldwell and Beyond,
TSR9190—D&D—B1-9—In Search of Adventure,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Cheiron

Cheimos

Patron of careful Magic Use

Region: Sparsely spread worldwide. (rumored that some mages in Glantri are secretly followers of Cheiron).

Sphere: Temporal (IM 8) of Energy
Homeplane: Unknown
Date Ascension: unknown (somewhere in the 14th Century).
Sponsor: Tothys (Ssu-Ma)

Statistics: AC-1, HD 22, Hp 120, MV 150' / 50'
#AT 3 = Punch-2d6, Staff-3d6+3, AM 60%, SV IM 18, AI L
ST 10, IN 25, WI 23, DX 12, CO 15, CH 16.

Powers: Detection Suite, Improved Save vs. Spell attacks, Mental attacks and Power attacks.
Staff +3 of Creation (Can generate any ...Form spell once a day)

Followers Alignment: Any, but Neutral preferred, not evil.
Taxes: Followers are taxed 10% of their annual income by the Church.

Clerics: Healer, Druid, Druidic Knight.
Alignment: Neutral
Powers: Each Divination spell prayed for and cast may be chosen to be the one Divination spell to be used again that day as normal.

Skill Effects: extra History (of nation or area or culture or family)
Accepted Weapons: Blunt only
Accepted Armor: none

Holy Symbol: A Floating eye-symbol with clear lashes.
Vestments: A simple Linen Cloak, and Linen skirt. Unkempt beard, braided or shaven hair. Bare feet.
Adventuring Gear: As vestments. Sandals may be worn.

Temples and such: none existing, places of prayer are mostly open places in the forest or Druidic sanctuaries.

Dogma: Learn what can be learned use it wisely

Daily Activities: Study, teaching (especially careful use of magic)

Known History: Cheimos was born in Taymore when the Nithians began to move the first steps towards their greatness and the Taymore (nowadays Ierendi / Minrothad) were going downhill. Man of great intelligence and very talented in the magical arts, he quickly became apprentice of one of the wisest sages of his time, the venerable Eldrian, living in its tower on the northern borders of the empire, safe from the fiery political and military conflicts between the various sorcerer kings and necromancers.

However, after one century Cheimos understood that he had learnt all that his master could teach him, and he reasoned that only two possible ways stretched in front of him: either remain in Taymore and enter the fray that by now was extended to every region of the nation, trying to defy weaker sorcerer in order to steal their secrets or to gain more political power, or leave Taymore and wander across the world looking for other secrets and hidden magic.

Lacking ambition or a warlike soul and being thirsty for knowledge, he packed up and started to wander in the lands north of Taymore (basically in present day Karamaikos and Ylaruam). He then came upon the newly founded Kingdom of Nithia, where he struck friendship with the local king, Orisis, and settled down there, becoming court Magist at the service of Orisis and Maat. There he became acquainted with the cult of Tothys (Ssu-ma) and became first a devout follower and then one of its high-ranking ministers.

During her mortal life, Maat was a brave paladin renowned for her beauty, her courage and her virtue at the dawn of the Nithian civilization. Being a worthy warrior, she took command of a numerous tribe in the fertile Nithian valley, her virtue and faith in justice a shining example to her followers during her life. So great was her dedication to the cause of Goodness and her respect of life that she succeeded to impress her patroness, Terra, finally discovering the path of the Polymath. After being reincarnated three times to recover the Ivory Plume, she finally set out for her last deed: the unification and the pacification of the tribes living in the Nithian basin.

Orisis on his part was a very wise and capable man, and his desire to give the Nithians a wide set of laws to prevent injustice and to allow the creation of a real nation with firm beliefs led him to seek for Maat's alliance. After a long military campaign she finally decided to join forces with the enlightened chieftain of the Western Tribes, Orisis, and she married him.

After a series of oaths and political weddings arranged either by sheer force of the arms and or by diplomatic talks, the pair was then able to proclaim the foundation of the Kingdom of Nithia around 1600 BC. Later the pair started to know each other and they fell in love, thus strengthening their leadership over Nithia.

However, Bachraeus coveted his older brother Orisis' power and so started to spin a conspiracy in order to assassinate the king and take his place both on the throne and on the wedding thalamus. Bachraeus lured Orisis outside the royal palace by inciting some eastern tribes to revolt against Nithia. He then set out to subdue the rebel tribes, but once there he faked his own kidnapping. Worried about his brother, Orisis traveled to that region personally to parlay with the rebels, and there he was first poisoned and later murdered by Bachraeus, who then cut his body into different pieces and scattered them along the river Nithia. Bachraeus then killed all of the people who had participated in his coup to eliminate uncomfortable witnesses, and traveled back to Nithia with sad news. After his brother's demise he made his claim on the throne of the kingdom and thanks to his allies' support and the lack of a heir, he was granted the title of Prince Regent.

When unfortunately Setis revealed his true intentions and Orisis was destroyed, Cheimos decided to flee Nithia, with the minions of Setis following his trail. Running for his life he came to the mountains of the northwest, in the broken lands created by the Glantrian catastrophe that had occurred a century before, where he succeeded in evading his pursuers. Unfortunately after rambling in this cold desert he contracted a terrible disease that began to corrupt his flesh and to eat away its memory, pushing him on the brim of the madness. Fortunately he was saved by a group of Elven Wendarian scouts, and later carried in their forests, where they cured him with the Elvenstar.

From his rescuers, Cheimos came to know that a terrible magical catastrophe had turned the southern lands into that cradle of diseases and aberrations, and this revelation hit his mind in a very odd way. Cheimos (remembering his experience with Setis and the Taymore sorcerers) became convinced that magic was too much dangerous and powerful to wield, and that it should have been taught only to the wisest and most responsible people in order to avoid its misuse.

Obsessed by this idea, Cheimos undertook a solitary quest in order to recover as many artifacts with arcane and divine powers and as many tomes containing precious secrets and knowledge as he could, so that they did not fall in the wrong hands. During this epic quest he got hold of an artifact of the Sphere of Thought that he used to hinder the plans of an ambitious Nithian wizard who lived in the Northern Reaches (who was trying to create an army of created Undead using the souls of his slaves to power them), destroying the Entropic artifact that was the source of his power and therefore his infernal army.

Finally Cheimos built a hideout on the mountains between Glantri and Wendar in a totally isolated zone, and an Endless Stair through which only the chosen ones could reach his hideout, where he hid and guarded all the artifacts he found in his voyages. Then, after choosing the wisest among the Elven wizards as his assistant, he created an item to defend his shelter: the Throne of Power.



After this feat Tothys (Ssu-Ma) appeared and announced him that he had completed the path of the Epic Hero, and in the 14th century the doors of Immortality opened for Cheimos. Cheimos gave his tower and his inheritance to his apprentice, who became the Cheiromar, keeper of the secrets of the Endless Stair.

This Apprentice became a Great Mage, magically sustained his life until the year 980AC, when he finally died and was laid to rest in the Tomb of the Cheiromar by the Mage Halazar, who died soon thereafter.

The apprentices of the Cheiromar (Lathkoon, Zelazel, Ulthorn and Shaleen) went into the world with some of his magics. Ulthorn and Shaleen married, but Halazar and Zelazel hungered for the powers of the dead mage, but failed to the defenses of the tomb.

Adventurers around the year 1000 AC finally entered the endless star, but it is unknown if they survived today.

Personality:	Cheiron can become quite obsessed with any idea, or puzzle presented, when the goal seems to be intriguing, or better. In this he reflects his followers, and they him, but it is also the reason he rarely has direct contact with any follower or cleric. A Commune spell thus has 25% greater chance to fail when cast directly at him.
Appearance:	Cheiron looks like the typical Nithian mage. Tanned skin, a short unkempt beard, long hair, twirled and knotted, often braided up and kept under a cap. Or completely shaven off. His linen robes are free-falling, unheld by belts or robes, revealing the Nithian skirt underneath. He wears never any footwear.
Allies:	Cheiron is an individualist, but still has a good relationship with Tothys (Ssu-ma).
Enemies:	Any who opposes his research. Especially Bachraeus and Setis. Thanatos and Ranivorus are hated due what they did to his former Nithian culture. He is unaware of the continued existence of Nithia in the Hollow World.
Holy Days:	New year (the return of Magic)
Days of Prayer:	none (any day may be prayed, when not studied). Clerics pray in the morning.
Piety awards:	non additional
Piety Penalties:	non additional
Habits:	non additional Cautious +2 Generous -_5 Energetic +2 Individualist
Dead:	Bury the dead in the ground to let them return to the Earth.
Birth:	No special ceremony
Colors:	Light Brown
Incense / Oil:	Almond
Stone / Metal:	Granite, Steel and Iron (unknown to him as Nithia was still in the Bronze age in his life).
Plants:	Palmtree, Dade, Olive
Chant:	none
Sources:	TSR9192—D&D—CM8—The Endless Stair, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Chiron

Patron of Forest Races, (especially Centaurs), Healing

Region:	Undersea, Minrothad, Hollow World Undersea Globally
Sphere:	Initiate (IM 1) of Matter
Homeplane;	unknown probably Myth or Brynn
Date Ascension;	1010AC
Sponsor;	Unknown (probably Ka)
Statistics;	AC-3, HD 15, Hp 75, MV 150' / 50', SV IM 18, AI L #AT 3 = Punch / Hooves-2d6+5, Longbow-3d6+8, Normal Sword-3d8+9, AM 60%, ST 22, IN 27, WI 21, DX 19, CO 18, CH 16.
Powers:	Turn Undead, Enhanced Reflexes, Summon weapons, Extra attacks per round (as Centaur he has the natural ability to attack also backwards with his hooves, or trample over an opponent for double damage) Longbow+3, Normal Sword +4.
Followers Alignment:	Any, but Neutral preferred, not evil.
Taxes;	Followers are taxed 25% of their annual income by the Church.
Clerics;	Healer, Druid, Druidic Knight (including Centaurs)
Alignment;	Neutral
Powers;	Cast Haste Three times a day on Self and one loyal follower (Pip 32+) per Wisdom adjustment.
Skill effects;	Herbology +2
Allowed Weapons;	Standard
Allowed Weapons;	Leather, Plate or banded, but always organic.
Holy Symbol:	A Horseshoe
Vestments;	Simple cloak-Bardings, adorned with jewelry. (see picture here).
Adventuring Gear;	Any
Temples and such:	none existing, places of prayer are mostly open places in the forest or Druidic sanctuaries.
Dogma:	Knowledge of Races, and Healing, friendship and wisdom, Development and defence of these targets are needed.
Daily Activities:	Study, Healing, Travel, Learn. All without a cultural or biological preference for any race, or culture. Defend those worthy from evil in any form.
Known History:	Ixion, the Immortal Sun-prince, is said to have impregnated Nephele, a being of the Element of Air, with his mortal identity, or together they decided to Create a new species. The child she bore, named Centaurus, was the father of the Centaur race. As his father represented the sun, and his mother the clouds, Centaurus corresponded to the mists. Therefore Mist is sacred to the Centaurs, and is taken as a Good Omen, an indication of the favor of the Immortals.



The semi-legendary historical figure who exemplifies the cultural aspect of Centaur nature is Chiron. (Father of the current Alfheim Centaur King Olyrrhoe). In life, a wise and nearly-Immortal centaur, a great teacher and healer, skilled in Hunting, Medicine, Music, Prophecy, Astrology, Languages, and almost every other intellectual field. Revered by all the forest races, they see the hunt as an intellectual pursuit, an art form, as well as a practical discipline.

Chiron's accomplishments were many. He personally tutored a host of heroes and great physicians of all races, and on this account he appears in the legends of most peoples, including Humans, Demi-humans, Fairies, and even some Humanoids. Chiron taught his pupils Forestry, Music Medicine, Hunting, Warfare and good morals. He was particularly knowledgeable about medicinal herbs, and authorized at least one important volume on the subject, Titled Herbarius (nowadays stored in the Libraries of Alfheim refugees in Norwold).

Chiron was Immortal (But did not have status in the Immortal Hierarchy (probably—like Atruaghin originally—poisoned by a Feathered Serpent of special stature). He could not be slain by mortal magic nor might (more a fact of abilities than Anti-magic). He lived for centuries, and is recognized by all as the pinnacle of Centaur culture.

His life finally came to an end, however, in a tragedy: when a certain human hero visited his home, an argument with other Centaurs turned into a brawl. The human hero slew many Centaurs with barbed, poisonous arrows, in trying to stop the fight. Chiron was accidentally struck. Chiron could not die, but the poison's pain was so intense that he wished to. At that time an Immortal was being tortured as punishment after he had disturbed the cosmic balance by assisting human-kind .

It had been decreed that this Immortal would be freed only if another would surrender his own Immortality on that one's behalf. Chiron gladly did so, and passed away. Accidentally poisoned and doomed to suffer eternally, he gave up his life.

Chiron's death illustrated the nobility of his character, even unto his death, he went far beyond the service of justice and mercy. Humans, on the other hand, generally relate the incident to 'prove' how violent and impulsive the rest of the Centaurs were. Many humans believe that Chiron was not a 'real' Centaur, but was the offspring of an Immortal and by coincidence happened to be Centaur-shape.. but the Centaurs disagree this vehemently, with a genealogy (though of admitted doubtful value) from Chiron back to Centaurus and Ixion.

Later, Immortals of the Sphere of Matter decided that his death was unfair and premature, so they fabricated him a new body and returned his life-force to it. Very recently he won Immortality and is now a patron of the forest races, especially centaurs, his still living mortal children.



Personality:

As most Centaurs Chiron is more or less predisposed toward passion, excess, and violence. He, likes his offspring, embodies cruelty, cunning, lust, and beastliness, complementing this crude, animal nature with speed and vitality, wisdom and intelligence.

Appearance:

Chiron looks like a standard Centaur, he took the appearance of a young adult Centaur, in the strength of his vigor, on the rim of Wisdom. He wears a Leathery copper-plated barding, and carries a magical bow, and Normal sword. His slender face is adorned by long dark brown hair, just as the color of his pelt, and tail. A single Atruaghin Headband reveals the bond he had with that Immortals followers or even Atruaghin himself.

Allies:

Any Forest Immortal (Zirchev, Ordana, Ilsundal, Atruaghin, and Chardastes are best known.

Enemies:

Any Entropic Immortal.

Holy Days:

15th Kaldmont. Clerics pray in the morning.

Days of Prayer:

Every Full moon, and Gromdain

Piety awards:

Non additional

Piety Penalties:

Break trust, loyalty or promises -1

Habits:

Only Healers or Druids are "clerics" of Chiron, no true Clerics of Chiron will ever exist.
Peaceful +2 Generous +2 Honest +2 Courageous +2

Dead:

Buried under a bush or tree

Birth:

non special

Colors:

Green, brown, yellow, golden

Incense / Oil:

smelly flowers only. (i.e. Roses, Mahogany bush, etc.)

Stone / Metal:

none, copper, gold

Plants:

any plant with healing abilities.

Chant:

none as yet

Sources:

Mythological Encyclopedia,
TSR9254—D&D—PC1—Tall Tales of the Wee Folk,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Coberham Shadowglint

Shadowflame, Raith

Patron of Hins, Protector of the Five Shires, First Master



A still mortal Coberham discovering the Flitterlings

Region: Five Shires, Minrothad, Norwold and wherever a Crucible of Blackflame is present.

Sphere: Temporal (IM 10) of Energy
Homeplane; Faerdinel (free Outer Plane)
Date Ascension; 6th century BC
Sponsor; Unknown (Likely Ixion)

Statistics; AC-2, HD 24, Hp 150, MV 150' / 50'
 #AT 2 = Punch-2d6, AM 50%, SV IM 10, AI CN
 ST 12, IN 21, WI 13, DX 12, CO 19, CH 20.

Powers: Enhanced Reflexes, Dragon Breath-White Dragon or Blackflame, Height Increase, Thief abilities.

Followers Alignment: Any, but Neutral preferred, not evil.
Taxes; Followers are taxed 15% of their annual income by the Church.

Clerics; Masters
Alignment; Coberham his clerics can only be Hin, and males are preferred, Neutral
Powers; Hin Master: +1 Intelligence bonus. Some belong to the caste of the Keeper of the Blackflame.
Skill Effects; Nature Lore Hills or forests +2 (either one not both).
Allowed Weapons; Standard (small to medium sized as all Hin).
Allowed Weapons; Leather, Plate or banded, but always organic.

Holy Symbol: A Black Flame
Vestments; A Simple Hin Cloak
Adventuring Gear; any

Temples and such: none existing, places of prayer are mostly open places in the forest or Druidic sanctuaries.

Dogma: Halflings, Magic, Blackflame, Mysteries, Knowledge, Protect Forests, Fairies and other creatures.

Daily Activities: as master class

Known History: In life he was probably the first Hin Keeper who discovered the secret of Blackflame under the Black Peaks Mountains, after following the traces of the smallest of Fairies; the Flitterlings. He then creating the first Crucible and harnessed the magical powers of Blackflame in the 7th century BC. Thanks to the Blackflame powers, the Hin resistance finally got the edge over the humanoids, and led by the brave and charismatic Gunzuth (Brindorhin) the Hins finally earned their freedom in 610 BC at the end of the Time of Heroes.

After Coberham taught the mysteries of Blackflame to a small cadre of loyal followers creating the first Hin Keepers and he became the most powerful mage of the whole area. He then proceeded to create a unique magical network all around the Shires to protect them by exploiting the Crucibles of Blackflame. This way he finally succeeded in his quest on the Path of Paragon and reached Immortality in the Sphere of Energy in the 6th century BC.

Personality: Coberham is as much wise as he is silent. He loves to ponder the deep issues of the Multiverse and to study all unique and innovative forms of magic. He never stopped to examine the Blackflame and learn about its origins and powers, inviting all his followers to handle these mysteries with care and secrecy.

Appearance: A middle sized Hin clad all in black, with an aura of black flames flickering around him constantly which obfuscates his features: the only unmistakable feature of his visage is his silver-sparkling eyes and his magnetic gaze.

Allies: He's a loyal friend of Brindorhin, who shared with him the epic deeds of the Time of Heroes, and finds Nob Nar and Raven the perfect embodiment of the typical merry and easygoing Hin. He's got a deep respect for Ixion and Noumena, although he cannot really count them among his allies.

Enemies: His only enemies are the Immortal patrons of orcs and goblins: Karaash, Yagrai, Wogar .

Holy Days: 15 Sviftmont. Clerics pray in the morning.

Days of Prayer: Tserdain uneven dates

Piety Awards / Penalties: Non additional

Habits: Only Hin Masters are 'clerics' of Coberham, no true Clerics of him will ever exist.
 Peaceful +2 Cautious -1 Energetic -1

Dead: Buried at the feet of the hillock or in a secluded hill valley

Birth: child introduced to clan, and baptized with great party

Colors: Black, Dark-green, Dark-blue, Dark-Red

Incense / Oil: Jasmine, Mint

Stone / Metal: Crystal, Gold-stone

Plants: Feverfew, Fir, Mint, Ferns, Tree-fern, Palm

Chant: any song or story commemorating Brindorhin

Sources: TSR9232—D&D—Gaz8—The Five Shires,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Saimpt Clébard

The Holy King

Patron of Loyalty

Region:	Five Shires, Minrothad, Norword and wherever a Crucible of Blackflame is present.
Sphere:	Initiate (IM 1) of Thought.
Homeplane:	Plain of Lilies, Olympus, Arborea.
Date Ascension:	954 AC
Sponsor:	Korotiku
Statistics:	AC-2, HD 15, Hp 75, MV 150' / 50' #AT 2 = Punch-2d6+3, Sword-3d8+4, AM 50%, SV IM 1, AI L ST 19, IN 18, WI 13, DX 17, CO 25, CH 17.
Powers:	Turn Undead, Detection Suite, Increased Movement, Summon weapon Holy Sanctimony-silver long sword +1, slay Undead/double damage to lycanthropes
Followers Alignment:	Any.
Taxes:	Followers are taxed 10% of their annual income by the Church.
Clerics:	Clerics, Paladin
Alignment:	Called Clébardite. Any Lawful.
Powers:	Can cast Calm Others 1/day extra.
Advised Skills:	none
Allowed Weapons:	Sabre, rapier, dagger, staff, lance, spear.
Allowed Weapons:	Any.
Holy Symbol:	Fleur de Lis on Azure Field
Vestments:	Priests of Saimpt Clébard wear pure white tunics with the symbol of their patron, a white lily on blue field.
Adventuring Gear:	Most priests of Saimpt Clébard aren't great travelers, but those who enjoy adventuring often dress as the upper classes do (priests of Saimpt Clébard often are nobles).
Temples and such:	Saimpt Clébard is revered in all Renardy, the major centers of worship being Mons-en-Plécy and Louvines. Most Lupin nobles are followers of Saimpt Clébard or Saimpt Renard, and many monasteries are held by Clébardite clergy. There is no affiliated order, but Lupin Honorbound commonly follow Saimpt Clébard's teachings, in addition to the Warrior's Code.
Dogma:	Loyalty, fidelity, family, the law, love between those of good breeding. Loyalty and goodness are the main concerns of this Immortal, who stands as the paragon of the civilized Lupin. Followers must be loyal to their liege, and should be peaceful, but ready to defend their lord and their families.
Daily Activities:	Clergy of Saimpt Clébard preside over weddings and other ceremonies related to family life. Individual priests also act as advisers for noble families. Even though Clébard has been acknowledged as a Saimpt only half century ago, his clergy is now quite powerful, mainly thanks to the support received from the royal family and other noble houses of Renardy.
Known History:	<p>In mortal life, Clébard de Clairvault was a wizard and one of the Lupin followers of Sire Claude d'Ambreville. After his presumed death (and the disappearance of Château d'Ambreville) in 896 AC, Clébard left Glantri, as he already disagreed with the Glantrian succession laws that excluded Claude from inheritance of his title.</p> <p>He reached Renardy with other Glantrian lupins, and there he became Baron de Marmandie. Clébard married Princess Ralon of Renardy and inherited the throne, starting the feudal age of his country.</p> <p>It was under Clébard's rule that most of the current Renardois law was codified, unifying ancient Lupin traditions and the legal principles that Clébard learned from Sire Claude. Clébard also gave his name to the royal dynasty and added his Fleur de Lis to the old Golden Fox in the kings' coat of arms.</p> <p>Having ruled his country for nearly twenty years, he abdicated in favor of his eldest son Gaston in 928 AC. He attained Immortality only in 954 AC, under Korotiku's sponsorship.</p>
Personality:	This is the patron of loyalty, fidelity, and family. He represents the law and also love among those well-thinking beings of acceptable canine pedigree.

Appearance: Clébard looks like the typical common Lupin, with a royal air in his attitude. he has a light tan fur with a yellowish wolfish beak, and slender muscles. He dresses in golden scale mail armor, with an Elven tabard over it. he commonly uses a thin long spear, but this can't be used as a weapon, it is more a royal symbol. He uses his longsword as weapon if combatting enemies.



Allies Korotiku, Saimpt Malinois, Saimpt Ralon.

Enemies: His only enemies are the Immortal of the Yazak pantheon and Saimpt Loup.

Holy Days: Many marriages are celebrated on the day of Saimpt Clébard, the 1st of Klarmont.

Days of Prayer: 1st Soladain of every month. Clerics pray in the morning.

Piety awards: Slay a Lycanthrope
+1 for 1 month

Piety Penalties: Mercy to a lycanthrope
-1 permanent

Habits: Only cultural.
Modest -5 Reverent +2 Forgiving -2 Loyal +3

Dead: Buried

Birth: Baptized in Holy Water

Colors: Green, Gold, Red

Incense / Oil: Storax, Cedar

Stone / Metal: Emerald, Lapis Lazuli

Plants: Celandine, Hawthorn

Chant: none

Extra Spells

Compared Analyze Balance

Range: 10' radius

Duration: 1 round

Casting Time: 1 round

Area of Effect: 2 persons

Saving Throw: Negates

Cleric 3

This is a variant of the first level spell *Analyze Balance*. Clébardite priests use it during the betrothal ceremonies. The spell allows the caster to sense the difference of the alignments (on each axis) of two creatures in a 10' radius from the priest (who can't be one of the two affected creatures). This spell never shows the direction of variation, but the priest has a 5% per level chance of forecasting the possibility of a dissension within the couple, and the approximate time of such event. The priest must then do his best to keep this event from happening.

Sources: Dragon Magazines 179, 273,
TSR2421—AD&D2—Savage Coast Campaign Book,
TSR9500—AD&D2—Red Steel Savage Baronies,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Crakkak of the Sharp tooth

Sebek, Sobk, Kabaluh

Patron of Shark-kins and Sharks, Crocodiles

Region: Undersea, Hollow World Undersea Globally

Sphere: Celestial (IM 18) of Matter
Homeplane; unknown
Date Ascension; 2776 BC
Sponsor; unknown

Statistics; AC-8, HD 32, Hp 280, MV 150' / 50'
#AT 4 = Punch-3d6+7 / Bite 3d8+7, Trident-4d6+12, AM 60%, SV IM 18, AI N
ST 30, IN 33, WI 13, DX 17, CO 35, CH 11.

Powers: Extra Damage, Extra attacks, Enhanced Reflexes, Control Undead.
Trident +5 vs. water-breathing creatures.

Followers Alignment: Any
Followers Powers; Crakkak changed the Shark-kin species in such a way that they can contract Lycanthropy of the Shark (Wereshark-Lycanthropy), an originally deadly disease to Humanoids, but now seen as a blessing from Crakkak.

Taxes; Follower get a +1 to morale by the Orc Shaman when sharks are near.
Followers are taxed 20% of their annual income by the Church.

Clerics; Clerics, Humanoid Shaman,
Alignment; Any

Powers; Crakkak's shamans (Shark-kin or other species) can turn into a Mako Shark-like creature once per month (4 weeks not possible after transforming to normal self), not affected by the full moon in any way. This creature is no Wereshark and does not transmit Lycanthropy, it is just an Immortal granted ability with a resemblance to Sharks. The shaman retains his Intelligence, Wisdom and memories in this Mako Shark-like creature-form, but can't cast spells nor handle items (see Lycanthrope Dexterity), or speak (not even Shark—unless a Speak with animals is cast upon the shaman prior his changing to Mako Shark, but this lasts as the spell normally would last). Clerics of Sebek/Sobk can turn into a Crocodile instead.



When the shaman returns (which can be done anytime after transforming) to his original-natural form and hit point total prior to the change (even when further wounded in Mako Shark form) all further damage will be gone, and in Mako Shark form he cures naturally at 1d4+con.

A shaman may decide to live as a Mako Shark for long periods or even permanently, but how he will explain this to his tribe and to Crakkak, and yet still give his loyalty, is his own problem. He further has no Lycanthropic abilities or handicaps. This ability is immediately and permanently lost when the shaman is truly infected with real Wereshark Lycanthropy, as Crakkak finds that a better reward to its follower.

Orcish shamans of Crakkak can cast an unique protection from Crocodiles and Sharks 30' radius spell in addition to their normal complement of spells.

Skill Effects; Bloodlust Control advised.
Allowed Weapons; Standard
Allowed Weapons; Any.

Holy Symbol: The dreaded Shark-fin, or as Sebek a Gator-man Head adorned with a set of horns and feathers.
Vestments; none or (humans) simple linen robes of green or white.
Shaven heads.

Adventuring Gear; as vestments.

Temples and such: Any large sunken ship with a large holding space.



He is also known in Nithia as Sebek, lord of crocodiles. The Church of Sebek (Nithia only) is loosely organized, its hierarchy little more than a constant changing pecking order.

Shapechanged clerics or Gatorman (both are possible—as Crakkak transported several Gatormen from the Outer World to Nithia) spend their days bullying their fellows, hunting, luring humans to their doom, and designing fantastic schemes to seize power in Nithia, and eventually Jennite lands and Millennia.



Dogma:

Hunt or be hunted. Kill intruders, weed out the weak, terrify commoners and weaklings into propitiating Atzanteotl (under whatever name), dominate your fellows, and eventually turn the world into one vast swamp empire. Seek recognition for your acts in the name of your Immortal, for he is a powerful Immortal to be feared. You will be amply rewarded with choice prey, wealth, and territory when Atzanteotl finally assumes the role within the world he deserves.

Clerics of Crakkak / Sebek pray for their spells at dusk, when the hot sun fades and the time for hunting draws nigh. Villagers seeking to ward off the attack of crocodiles hope to appease Sebek by the monthly sacrifice of animals (and occasionally sentient creatures—i.e. criminal as murderers) outside shrines located deep in the swamp. The remains of the sacrifice are left within the shrine for the crocodiles. Many a worshiper has failed to leave quickly enough after making a sacrifice and fallen prey to the jaws of the crocodiles attracted to the site.

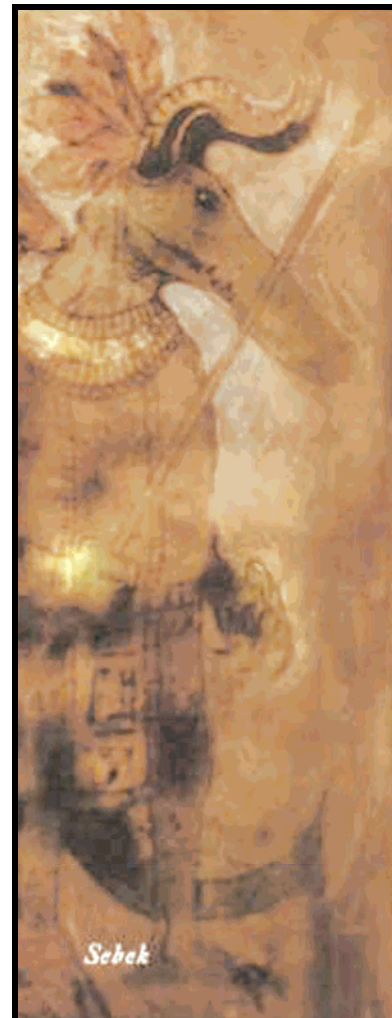
Daily Activities:

Storm Bringer Orcs adopted Crakkak as their chief Immortal after witnessing numerous ravenous sharks attacking helpless human sailors from a group of sinking ships. So impressed were the orcs with the sharks' feeding frenzy that they began honoring the "Great Shark Spirit." This caught the attention of Crakkak, who created a new following of shamans by sending dreams and visions. He rewarded his followers with the tribal ability to affect high winds at sea and with a new protection spell.

There is a 10% chance of sharks being present at a naval battle near the Orc's Head Peninsula (1d4 shark per ship or war canoe in the battle). This is a sign of luck for the Storm Bringers, who then get a +1 bonus to their Morale. Those orcs eaten by sharks anyway are believed to have been called to serve Crakkak.

Known History:

The seas and oceans of the world are a cruel place to live, but only if you are weak. The strong hunter does not fall prey to the Orca or the shark. Instead, he delights in the thrill of the hunt and the joys of the kill. The shark-kin's interpretation of Manwara is a uniquely private one. Manwara gave them the ocean to hunt in. In return they agreed to explore the land and report on events there. When they completed this appointed task, Manwara returned them to the waters. But Manwara always has need of news, and so the leaders of his people must always be chosen upon the land. There they can revel in their superiority over the other sea races, and report the latest events to him. Crakkak of the Sharp Tooth swims high in shark-kin mythology. Not only did this mighty warrior and shaman slay over a thousand dolphins in one day, but by so doing, he impressed the sharks so much that they rushed to join the shark-kin. Since that day the two races have been one. And Crakkak had become an Immortal, famous as a slayer of Dolphins. Now he is the Shark-kins' Immortals' patron.



Sebek is second only to Set and Thanatos in cruelty in the Nithian Phanteon. He is strong, but also cruel and capricious. He enjoys killing people, but can be swayed by piteous begging (if it is accompanied by the promise of bigger meals).

He enjoys cruel humor and mean-spirited pranks. He loathes genuine displays of heartfelt emotion and is said to have a heart of ice. The lord of the crocodiles has a strong streak of insecurity toward his status in the new Nithian Phanteon, a fact that has been exploited by daring mortals in the past.

Appearance:

Crakkak looks like a common Shark-kin, but has horns on his head instead of a singular lacerated fin. He has changed his face in his corporeal manifestation form to appear more human-like, to enable to attract more followers, even of different races.

His second manifestation form is that of a cross between a Nithian Pharaoh and a crocodile. All royal regalia are worn, and he is mostly displayed with an ankh and a snakestaff held.



Allies:

Crakkak was helped by Atzanteotl to reach the Hollow World and build up a portion of Evil influence there, and though, Crakkak is cruel, he is actually not truly evil. He truly enjoys this position in the Nithian Phanteon.

Most Nithian Immortals view Sebek with condescending scorn, and the Lord of Crocodiles returns their antipathy. Sebek has worked with Set in the past and uses him only as a temporary ally of convenience.

Enemies:

Malafor the Dolphin friend, Protius, and Yav. All who have stood in his way of ascension.

Holy Days:

22-26th Eirmont. These are the feasting festivals

Days of Prayer:

Nytdain 12 of each month. Clerics pray in the morning.

Piety awards:

Slay 100 dolphins	+5
Slay 10 merrow or other Shark or crocodile enemies	+1

Piety Penalties:

Slay a crocodile or shark without eating it	-5
Slay a crocodile or shark with eating it	-1

Habits:

only local cultural	
Cautious	+1
Peaceful	-2
Courageous	+2
Loyal	-1

Dead:

Sacrificed to Sharks or Crocodiles

Birth:

Baptized with Holy Water. When born or living with Crocodiles as a baby, without being eaten (extremely rare) this is seen as a Holy Omen, and will prophecy a great future for the child. Gatormen are therefore seen as Holy warriors, and defenders of the church.

Colors:

Grey, Bleuish grey, Light blue, Black-grey, White-grey

Incense / Oil:

None.

Stone / Metal:

Blood coral, Steel

Plants:

Kelp

Animal:

The Great White Shark, or any other Shark (except the Whale Shark)

Chant: *Teeth in a row,
Let it be so,
That I defeat my enemies,
Without suffering injuries.
And when I do,
I ask you,
To heal me swift,
Before my soul takes adrift.*

Extra Spells

Crocodile Tears

Range: caster
Duration: 1 Hr/1d1 or until attacking
Effect : 120' radius
Save; Negates
Casting Time: 5

Cleric 2, Humanoid Shaman 2 spell.

This spell makes the priest appear weak, sick, injured, and motionally distressed so as to engender a sympathetic response in anyone encountering the priest. It effectively disguises any unusual physical characteristics of the caster that might be taken to be menacing (fangs or claws, for example) and makes any drawn weapons or worn armor appear to be non-menacing objects or heavy, but tattered, clothing (such as making a sword appear to be a walking staff). While the spell is in effect, any creature of Intelligence 5 or greater—except a crocodile, or Lizardmen species—that enters the area of effect must make a successful saving throw vs. spells or immediately move to the priest's side at its full normal movement rate or faster to offer assistance (thus even when the approaching creature is an egoistic self-centered bastard, he will now help when his save failed, this is an effect of the spell). Weapons and shields are dropped in haste to provide aid unless already sheathed or strapped on. Should the priest choose to attack as would-be benefactors approach, the latter are automatically surprised, and the priest has a +4 attack bonus during the round of surprise. Those observing the priest casting the spell are also immune to this spell. The priest needs to splash a handful of water in his face (if not cast underwater).

Protection from Sharks or Crocodiles

Range: caster
Duration: 1 T/1d1
Effect : 30' radius
Save; None
Casting Time: 3

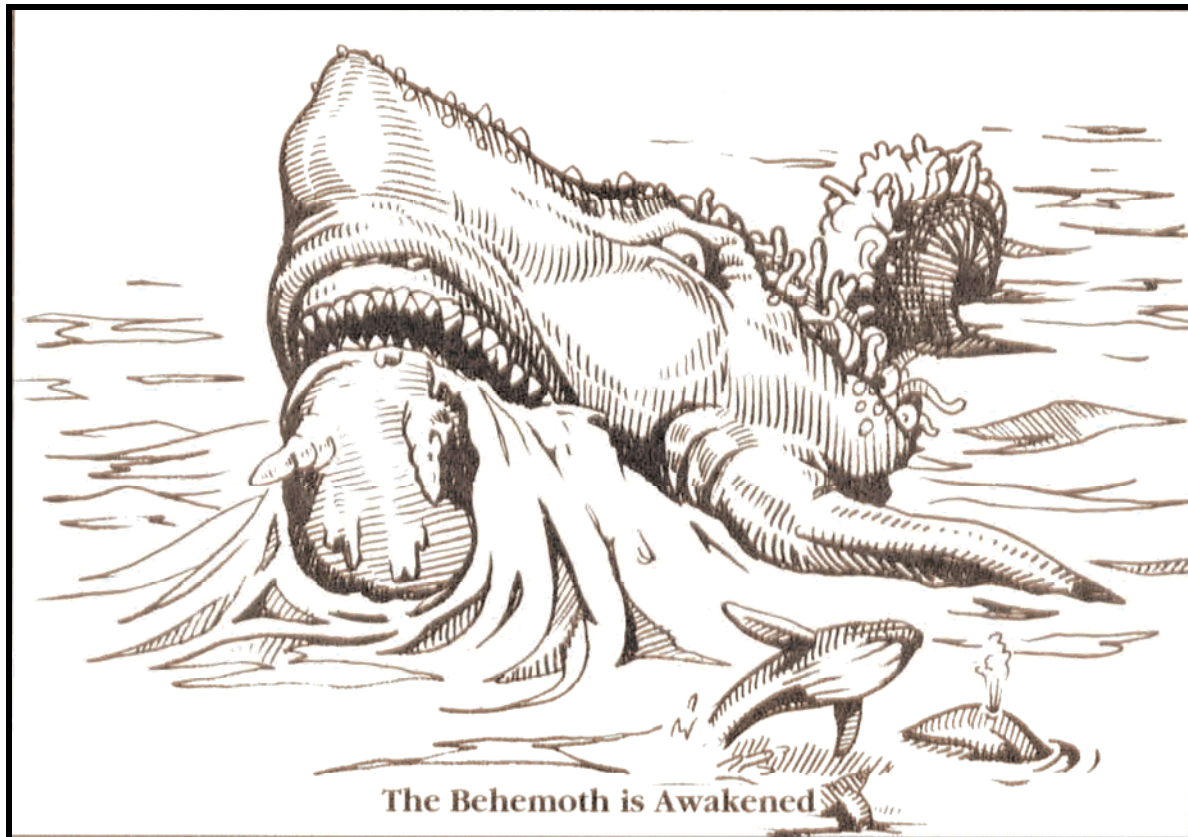
Cleric 2, Humanoid Shaman 2 spell.

This spell creates an invisible magical barrier all around the caster's body (30' away). All attacks against the caster are penalized by a -1 to their hit rolls, and the caster gains a +1 to all saves while the spell lasts. In addition, all Sharks if Cleric or Shaman of Crakkak or Crocodiles if cleric of Sebek can't even enter the area. The attacks thus completely prevents all from attacks from those creatures unless they use missile weapons. If the caster attacks anything during the spell's duration, the effect changes slightly. The creatures are then able to touch the caster, but the other adjustments still apply until the spell duration ends. If a Magic missile is shot at the caster protected by this spell, the caster may save per missile for no effect. They can enter the area of effect, but greatly dislike the taste, scent and overall feeling the area gives to them. This aura radiates 30' away from the cleric's Holy Symbol, but is dispelled instantly if he loses physical control with it. Sharkkin, Sahuagin and Meresharks are slightly affected by this spell when cast by a cleric or shaman of Crakkak; they suffer a moral penalty of -3 when befriended with the caster. Satormen suffer the same penalties when the caster belongs to Sebek. This moral penalty last for 1 Turn after the spell ends.

Creations;

Crakkak has taken use of the Destruction of Alphatia (1009A C), and from the matter of all dead animals and drowned creatures he created a single entity: the Behemoth. A Titanic gargantuan Shark with a ravenous appetite. This creature was primarily created to eat the Whales and Dolphins, Crakkak so hates, but is also a great asset against the Devilfish of the Undersea. It appeared in the Alphatian Trench on Sviftmont 22 in 1010 AC, where it at first was enclosed in an underwater cave under Alphatia. The creature is large enough to swallow ships whole—entire fleets, if you listen to the tales of seafarers.

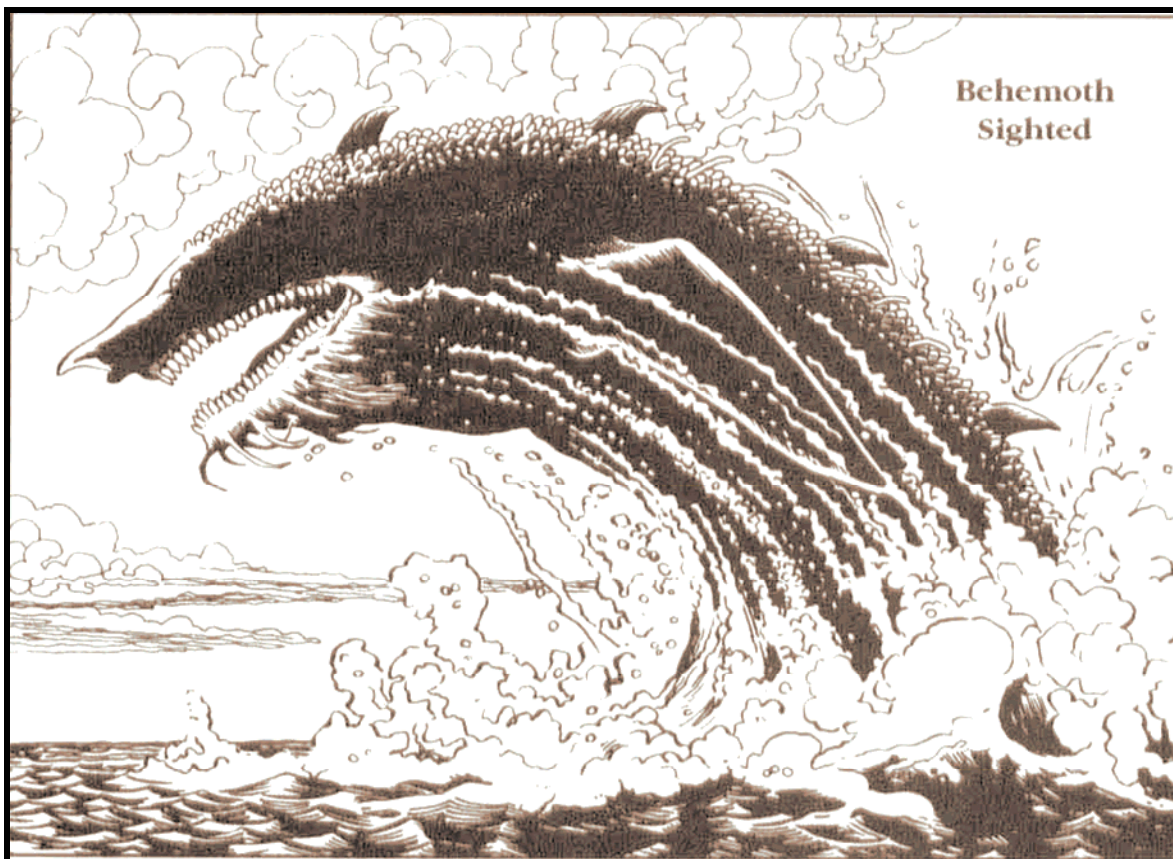
Crakkak, has, however, lost all control of the creature, after it was awakened in its creation cave, probably due remnants of Alphatian magic. Its unsure if the monster will still follow its commands, its natural (shark-based) bestial instincts, or some Entropic command, placed upon by some Entropic Immortal (possibly Alphaks). The a miles-long monster plagued the waters around the Isle of Dawn throughout 1011 AC.



It was sighted again Fyrmont 1012 AC in the Sea of Dread, between Kastelios of Davania and N'Goro of Yavdlom by a merchant vessel making the crossing between Kastelios and N'Goro. It suddenly surfaced four miles from the vessel, thrashed violently, and the abruptly dived back under the waves. Fierce waves caused by the monster's struggle nearly swamp the merchant vessel. When the turbulence died down, it did not appear again

Ambyrmont 8, a large, battered metal cylinder (a magical, submersible craft) damaged beyond repair washes ashore near the village of Orji on Thanegia Island. Villagers are startled to find six adventurers in diving hems and suits inside alive, who request for dire help.

Eirmont 25, in the Northwestern Sea of Dread. A large convoy of Yavdlom merchant vessels braving the season's rough seas on their way to trade with Sind comes under attack of the dreaded Behemoth. The monster's gaping maw engulfs two ships as it rises from the water; a slap of its tail crushes three more ships as it disappears once more beneath the waves. Every ship in the convoy suffers damage in its wake. Many people had believed the creature dead or gone, especially in the light of the story of the people who'd survived being in the creature's belly while there. Perhaps it was recovering from the indigestion they caused; or perhaps it had turned its attention to other prey for a while. Now that it's attacked again, sailors and fishermen will once again live in the fear of the dread Behemoth.



Sources: Historical sources (especially Egyptian)
TSR9277—D&D—PC3—The Sea People,
TSR9372—D&D—AC1010—Poor Wizard's Almanac
TSR9441—D&D—AC1011—Poor Wizard's Almanac
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Cretia

Lord of Chaos, The Great Destroyer, Kritya, Misafir

Patron of Tricks and Jokes and Storms

Region:	Ethengar Northern Reaches Norwold
Sphere:	Celestial (IM 13) of Thought
Homeplane;	Spirit Realm
Date Ascension;	2876 BC
Sponsor;	Korotiku
Statistics;	AC-4, HD 27, Hp 180, MV 150' / 50' #AT 4 = Punch-4d6+7, AM 60%, SV IM 13, AI CN ST 30, IN 33, WI 253, DX 45, CO 20, CH 20.
Powers:	Extra Attacks per round, Fighter Options, Wind Howl (like Howl, but takes form of Hurricane blast), Increased Damage.
Followers Alignment:	Any
Skills advised:	Deceive and Detect Deception
Taxes;	Followers are taxed 100% of their annual income by the Church, for use for all followers.
Clerics;	Clerics, Humanoid Shaman, Shaman
Alignment;	Chaotic Read the Chapter about Human Shaman page in Pages of Virtue
Powers;	Receive access to the 3 rd level Wind Blast spell and the 4 th level Lie spell. They may learn reversed forms of Clerical spells at 1 st level (normally learned only at 4 th level and above). Clerics of Cretia may Move Silently as a thief of the same level. they are rabid Chaotics with strong anti-social tendencies.
Skill Effects;	Extra Deception skill. Mandatory skills: Honor Immortal, and Mysticism. Deceive, Detect Deception
Allowed Weapons;	Standard
Allowed Weapons;	Any.
Holy Symbol:	A cloud blowing Wind.
Vestments;	any, but adorned with drums, feathers, beads, and other knick-knack.
Adventuring Gear;	any
Temples:	While Temples do not exist in the Sea of Grass of Ethengar, Clerics honor the Immortals using small portable shrines that they carry with them on their travels (800 cn+). These shrines are set up in the clerics' Yurts, transforming them thus into temples.
Dogma:	Cretia's primary interest is in keeping his Ethengarian ancestors hardy and fit. He occasionally gets involved elsewhere in the prime, causing some random havoc here and there and testing the mortals ability to survive. Lately, his interests have been expanding to encompass the lands around the Ethengarian Steppes to the Northern Reaches and Heldannic Territories. The appearance of two Immortals there, Vanya and Forsetta, both bringing law and order (though in very different manner) to their respective territories, have Cretia's interest. For one thing, it is good for his people, as there are new threats to keep testing them with, and for another, here is new territory for him to begin to extend his influence into. The going is very slow in the Heldannic Territories, as Vanya has her followers so dead set against ideas other than her own, but among the original Heldannic peoples there, he is gaining a small following. The going is easier in Vestland, where he has some temples in the Ethengarian sections of a few towns, particularly Rhoona.
Daily Activities:	Keeping the Ethengarian ancestors hardy and fit. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Known History:	Cretia was one of the first Spirits who achieved Immortality in its own Outer Plane after near collision with Mystara due to the disasters caused by the Blackmoor artifacts. But he was already seduced to the way of Entropy and tried to become an Immortal in that Sphere. Following the destruction of that civilization, Cretia's people were forced to endure many hardships in the cataclysm that followed. Many of the Ethengarians died in the centuries that followed, but Cretia came to see this as a good thing. He believed that the Blackmoorians destruction came about as a result of their own decadence and reliance on order and law. He saw that they had become to stagnant as a society to survive, and thus their destruction was inevitable. First at a later time he turned his back on the Entropic sphere and tried to become an Immortal to the sphere of Thought under the guidance of Korotiku, a fellow trickster. This after long debating with Odin who gave him a chance to change his ways.

His own people managed to survive the cataclysm by virtue of sheer staying power, and their ability to adapt to new and often strange and dangerous circumstances. He helped to guide his people through the hard times that followed Blackmoor's end, and eventually gained Immortality.

Personality: Cretia is totally dedicated to the concept of Chaos. Though not actually evil, he sees chaos as a means to prevent the stagnation brought about by Law. He concentrates his efforts on the Ethengarian people, bringing random troubles into their lives and constantly forcing them to adapt to adversity in order to stay alive and prosper (You might say he is the ultimate Darwinist, forcing survival of the fittest). He is honored as the bringer of chaos as well as a prankster and the Immortal patron of war among the Ethengarians.

As the Mischief maker and the Great Destroyer, Cretia plays an Important part in the lives of the Ethengars. His Clerics are found throughout the Ethengar Khanates causing trouble and mischief. They see themselves as entertainers who prevent life from becoming too static and boring. Cretia is often worshipped before a battle as the Immortal of War: in this role he aids the Ethengars in defeating and destroying their enemies. He is a trickster and warrior of the Ethengar people. He is devoted to tricks and jokes that bring chaos to lives he considers too ordered or humorless. (X3 pages 13-20, 23-25)

Appearance: Cretia's manifestation form is that of a man sized, sloth-like creature with large eyes and fangs.

Allies: Cretia gets on well with his sponsor, Korotiku as well as their fellow Immortal Eiryndul, another prankster, though they rarely cooperate on projects, due to Cretia's solitary interests. Other allies include his fellow Ethengarian clique- Tubak (Ixion) and Yamuga (Terra).

Enemies: None, as all Immortals are accepted, because no true way exists, no Immortal is placed above the other. Cretia has no real enemies. He and Forsetta have been at odds of late, as Cretia expands his interests to include Vestland (the town of Rhoona, particularly). Their ideas are at odds, and when their paths collide, problems result, but neither Immortal takes it personally, respecting one another even if they don't agree on their beliefs. Vanya and he are often at odds of late, as the Ethengarians constantly raid the Heldannic Territories.

Holy Days: ▶ 22nd to 28th The great horse Fair
Marriages are proposed, new tribal members introduced stories told, news exchanged, and rumors started. Great quantities of food and drink are consumed, steam huts are filled with chattering, sweaty Ethengars

15th The White Horse Ceremony.
This day is of the utmost importance to the Ethengars, for its success is vital to tribal fortunes for the coming year. It is a day when the presence of the whole tribe is required and the skills of their Shamans are tested to the limit.

▶ 1st Eirmont.
On this day the Ethengars play tricks on each other. They are mostly harmless, but some of the rabid Chaotics who follow the Immortal too far, dreaming up pranks that result in real hurt and misery. This is a remaining of the time that Cretia was still an Entropic Immortal.

Days of Prayer: Nytdain- review of deeds. Clerics pray when they need, and receive spells after the body is fully rested (averagely 8 hours).

Piety awards: Tricks, Pranks and Jokes, rabid, anti-social behavior

Piety Penalties: Treason in any form, unnecessary violence

Habits: Read the Chapter about Human Shaman page
Burn the dead.
Dark Colors in contrast with Bright colors are good.
Cautious -2
Energetic +1
Honest -2
Trusting -2
Loyal -3

Dead: Burn the dead on standing platforms, so their spirits will more easily travel to the spirit world.

Birth: No special Ritual, except an food festival by the family.

Colors: Any Colorful

Incense / Oil: Many variants, but all strong scented.

Stone / Metal: Basalt, Agate, Ivory, Brass

Plants: Grass, Corn
Animal: White Horse
Chant: none, other than the tunes of a flute

Extra Spells

Wind Blast

Range: 120'
Duration; Instantaneous
Casting time: 3
Effect: 10' wide wind.
Saving Throw: none

Cleric 3, Human Shaman 3.

This spell causes a blast of wind to rush from the vicinity of the Cleric and move in the direction chosen. The wind will extinguish all unprotected torches, candles, etc., and has a 50% chance of extinguishing protected ones. The wind can be made to whip up dust, branches, and small stones that either obscure vision for 1d3 rounds, or cause 1d4 damage/level caster (up to a maximum of 10d4). A Cleric of 10th level can use this spell to overturn Hurts, carts, and similar structures. It doesn't affect stone or wooden buildings. The wind Strength generated will be equal to a squall.

Lie

Range: Caster Only
Duration; 1 Turn
Casting time: 1 round
Effect: Enables the cleric to lie without Detection.
Saving Throw: none

Cleric 4, Human Shaman 4.

This spell is the opposite in effect of the Detect Lie spell. It enables the cleric to tell outrageous lies and to counter the Detect Lie spell or any other Lie Detection effects. It also disables enforced truth by magical effects, such as Zone of Truth. However, the duration is short and the spell must be cast out loud before, so the chance is small that it will be used in court completely unnoticed (yet maybe not understood).

Sources: Mythological Encyclopedia,
TSR9246—D&D—Gaz12—The Golden Kahn of Ethengar,
TSR9218—D&D—X13—Crown of Ancient Glory,
TSR9056—D&D—X3—Curse of Xanathon,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Danel Tigerstripes

Danal

Patron of The Tiger Clan (Atruaghin)

Region:	Atruaghin Tiger Clan, Sind
Sphere:	Celestial (IM 18) of Entropy
Home Plane;	Unknown
Date Ascension;	After 800 BC
Sponsor;	Atzanteotl
Statistics;	AC-9, HD 32, Hp 280, MV 150' / 50' #AT 3 = Punch-4d6+6, Tomahawk-5d6+10, AM 60%, SV IM 18, AI N ST 24, IN 38, WI 27, DX 18, CO 35, CH 22.
Powers:	Extra Damage, Height Decrease, Enhanced Reflexes, Turn Undead. Tomahawk +4 of returning.
Followers Alignment:	Chaotic Evil. The Children of the Tiger are remarkable for their ferocity in combat. As such, they are all required to take the Bravery Skill. Any other military skill they can acquire is recommended while those regarding healing, diplomacy, or bargaining are forbidden.
Skills advised:	Deceive and Detect Deception
Taxes;	Followers are taxed 100% of their annual income by the clerics, for use for the glory of the temple and the tribe.
Clerics;	Clerics, Avengers.
Alignment;	Chaotic Evil. The Children of the Tiger don't use Shamani, but do have Totems. Therefore read about totems and family under the chapter of Shamani. All of its mystical power is in the hands of evil clerics loyal to Atzanteotl and Danel Tigerstripes. These individuals are required to take the Intimidation and Leadership skills. There are no druids or healers or other clerics of other Immortals among the Children of the Tiger as such characters are put to death when they are found.
Powers;	Receive access to the 3 rd level Wind Blast spell and the 4 th level Lie spell. They may learn reversed forms of Clerical spells at 1 st level (normally learned only at 4 th level and above) Their clerics don't receive the Animate Dead, or Create any Undead, Clone, Raise Dead, Raise Dead Fully or Reincarnation spells.
Skill Effects:	Advised Deceive and Detect Deception
Accepted weapons;	Standard
Accepted Armor;	Any
Holy Symbol:	A Tigers head upfront
Vestments;	Brightly colored gowns with feathers and beads.
Adventuring Gear;	As all others.
Dogma:	Revenge is a great honor, battle is a greater one.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and tactical learning.
Temples and such:	A squat, stone step-pyramid built so that its top just clears the foliage above.
Known History:	Danel lived along the Children of the Bear when Atruaghin was there. Heavily infatuated by his appearance she tried to become his friend, partner, lover. But Atruaghin had other plans, he rejected her offer kindly. She became so angry that she turned away from his faith. When she stumbled upon the faith of Atzanteotl, she eagerly agreed. With her newly found help, she turned the Tiger Clan Away from Atruaghin towards Atzanteotl. By this she later earned her Immortality, sponsored by Atzanteotl himself.
Personality:	Danel still holds her grudge against Atruaghin for defying her, and still wants him to defeat, so that he will beg her to become her partner. This hatred has brought her sofar away from Atruaghin as is possible, but she still sees this as his fault. All she does, is actually still in his name, all deaths, wars and hatred are his fault, let he not rejected her before.

Appearance: Danel appears as a 8' tall female chieftain, with long-flowing black hair partially covered by her war bonnet. Her richly colored cloak, jewelry reveal that she originally belonged to the Children of the Bear.

Allies: Danel still serves Atzanteotl.

Enemies: Atruaghin, Ahmanni Turtlerider, Hattani Stoneclaw, and Mahmatti Running Elk, the other Patrons of the Atruaghin Clans are his bitter enemies.

Holy Days: 15 Yarthmont and 4 Kaldmont. These are the day of ascension and rejection of Danel. The first is a festival of joy, the other of seeking revenge. Followers try to start most wars on this date, as they believe to be blessed by Danel on their intentions.

Days of Prayer: Lunadain, the whole day, and every sunset a prayer of 1Turn long. Clerics pray then also for spells.

Piety awards:

Incite a war	+ 3
Prolong a War	+ 2
Win a War	+ 3

Piety Penalties:

Being raised from the dead	-25
Raising someone from the dead	-50
Surrender, or offering peace	-2

Habits;

Cultural only	
Peaceful	-4
Courageous	+1
Forgiving	-3
Energetic	-1
Honest	-1
Trusting	-2
Loyal	+3 to non-tribal -6 (xenophobic racists)

Dead: The Tiger Clan's fascination with death and warfare is clearly displayed in their funeral practices. The way in which a person lives his life is meaningless when compared to the way he dies. If a lowly slave whose life had been one of crime, suffering, and hardship were slain while battling an assassin about to attack the high priest, he would be remembered as a great hero—his meager status and wrongdoings not only forgiven but utterly forgotten. The Tiger Clan recognizes several categories of death, each more noble than the last. They are given next.

Tzak-ti

The lowest form of death, Tzak-ti translates as 'the cowards death' and is reserved for those who take their own lives or criminals who beg for mercy during their executions. Those slain while fleeing from a battle are also said to have suffered Tzak-ti. Those who die Tzak-ti deaths are stripped of their possessions, which are later sold at an auction. Their bodies are carried to the edge of the village and dumped in a swamp or other foul lace. There is no ceremony and no concern for such persons. To the Tiger Clan, these corpses are so much carrion for the jungle scavengers to feast upon, if they will stoop that low in their eating habits.

Cho-ti

Also known as 'the lingering death'. Cho-ti includes all manner of deaths resulting from torture or injury not sustained in defense of the Tiger Clan. Thus, those who are executed by the high priest, whether they are Tiger Clan criminals or captured outsiders, are said to have suffered Cho-ti. This assumes, of course, that the character faces his execution calmly if not defiantly. Those who cry for help or pity suffer Tzak-ti. Characters who die Cho-ti deaths are buried in common graves without pomp or circumstance. Their possessions are thrown into the grave along the body, but no care is taken to preserve either the corpse or its material objects.

Tchat-ti

Roughly translated as 'the common death'. This includes any who die from illness or old age. There is no great shame in Tchat-ti, but no great honor either. Most who die from accidental death causes also fall into this category. Persons who die in this manner are mourned by their families—not because they have died but because their deaths had no importance. The body is placed atop a stone altar outside its former home. The character's important belongings are gathered around him and the entire mass is set alight in a funeral pyre. The ashes are disposed of by the family in whatever way they see fit, although they are usually discarded along with other refuse.

Slaz-ti

Known as 'the soldier's death'. Slaz-ti is reserved for those who die in battle defending the Tiger Clan from its enemies or attacking and raiding other societies. This assumes that the dead character fought until the end, neither asking for or granting mercy. Soldiers caught of guard or slain in an ambush have died Tchat-ti not Slaz-ti, for none worthy of this death could be taken unaware. Persons killed in either Daraxi or Eschxixi game also fall into this category.



Those who die the Slaz-ti are placed upon a stone altar outside the temple. In addition to their own belongings, they are surrounded by gifts presented to them by their former companions.

After lying in state over a period of two days while mourners pay their final respects, the body and its material belongings are set alight. The ashes from the fire are returned to the family and kept as a reminder of this noble sacrifice.

Tlol-ti

To the Tiger Clan, there is nothing more noble than 'the hero's death'. Those worthy of Tlol-ti have died with glory and honor. In general, their death has accomplished a great thing that most would have considered impossible. Outsiders who die Tlol-ti are posthumously adopted as members of the Tiger Clan.

Characters who die in an adventurous way are thus rewarded as well. As one might expect, the Tlol-ti funeral is a grand thing to behold. The body is placed atop a stone altar outside the high priest's central pyramid. Here it rests for three days. On the first day, friends and companions of the deceased assemble to mourn and offer gifts to the fallen hero. On the second day, those who did not know the hero come to mourn and also offer gifts. On the third day, after a long ceremony by the high priest, the body is set alight in a bonfire that illuminates the entire city. The ashes from the pyre are removed the next day and interred in a special vault inside the city's central pyramid.



Resurrection and Undead

To the Tiger Clan, there is nothing more sacrilegious than the use of magic to bring back the dead (**their clerics thus do not receive the Animate Dead, or Create any Undead, Clone, Raise Dead, Raise Dead Fully or Reincarnation spells.** The reverse of these spells are granted normally however, but can't be changed to their normal variation). They find the whole concept wholly offensive, and those characters who claim to have raised others from the dead or to have been raised themselves are instantly branded as criminals. As a rule, such people never see a trial of any sort. They are simply carried by a mob to the edge of a piranha-stocked pool and hurled to their deaths. Undead are handled the same way (if they can).

- Birth:** no special ritual
- Colors:** Bright Yellow, Red and Green
- Incense / Oil:** Blood, Verbena
- Stone / Metal:** Firestone, Brimstone, Steel
- Plants:** Choking Vine
- Animal:** Tiger

Children of the Tiger.

Like the Children of the Turtle, these people do not live atop the Atruaghin Plateau. Rather, they dwell in the lush forests located along the coast of the Malpoggi swamp. They are also distinct from the other tribes in that they wage a constant war against the other clans. Having long ago been perverted by the evil influences of Atzanteotl, the Children of the Tiger are now nothing more than pawns under the guidance of the forces of Entropy.

Appearance and dress

The warm climate that the Children of the Tiger live in promotes the light clothing. They are noted for their wearing of large golden earrings and similar jewelry, looking much like the Azcans of the Hollow World. Brightly colored feathers are another standard feature of their dress.

Names

As a warrior people and servants of Entropy, the Children of the Tiger take names that glorify destruction, chaos, and similar traits. Examples of common names might include Burning Heart, Death Seeker, and Grave Maker. To say that the Children of the Tiger are marked by morbid names would be an understatement.

Classes

Fighters are the pride of the Children of the Tiger. Such characters are required to take skill in either Daraxi or intimidation. Magic-users, and similar persons of such power are, clearly, a threat to the ruling theocracy and, as such, are put to death whenever found. Thieves are much more like their cousins in the Known World than they are among the other Atruaghin Clans. The professions of hired killer, rogue, and ruffian are all well represented among these chaotic, lawless, and evil people.

Weapons and Armor

The Children of the Tiger carry metal shields in combat that look like the flaming disc of the sun. The curling tongues of fire that border these shields, however, are deadly blades that allow them to double as weapons. As one might expect, these people also employ a number of purely offensive weapons as well. They often coat these weapons with poison. The Children of the Tiger are the only clan to maintain forges and work metal into weapons. In this respect, they are much like the so-called civilized nations around them.



Melee Combat

The typical Tiger Clan weapon is a special short sword with a wicked looking scalloping edge. In combat these weapons function just as normal swords do, but inflict 1 point of extra damage per attack. Other Tiger clan weapons include barbed spears and javelins that also inflict an extra point of damage when used. The Children of the Tiger don't use blunt weapons, believing such items for the weak.

Ranged Combat

For ranged combat, they use a number of special weapons. Chief among these are the bola and blow gun. As one might expect from these people, these weapons are more deadly than similar items found elsewhere in the world.

The xitchi, or tiger bola, is a special version of this traditional hunting weapon. While its basic construction remains the same—three heavy metal weights lashed together with long leather cords—the Children of the Tiger have added their own special touch: each of the balls is covered with slender needles. When thrown, the needles cut into the target's flesh causing 1d4 damage. In addition to the normal saving throw vs. death ray required to become entangled by such a weapon, the Children of the Tiger often coat the needles in poison. If they are hunting, they use a deadly toxin that causes the victim to die painfully in a matter of seconds (a variant poison X). When at war or on a raid to capture prisoners for the High priest, they use a paralytic agent that causes the victim to become immobile 1d4 rounds after being hit by the weapon, a saving throw vs. poison will negate the effects totally.

The Tiger Clan blowgun, known as xitchen, is also more dangerous than its Known World cousins. The darts fired from the xitchen are unusually long and fashioned from the spines of a species of puffer fish that lives in the Malpeggi Swamp. The small barbs that run along these darts are almost invisible to the naked eye, but are enough to cause 1 damage when they strike their target. In addition, an attempt to remove the dart causes an additional point of damage. As one might expect, the Children of the Turtle often poison these darts with the same toxin as they coat their bolas.

Another innovation of the Tiger Clan are their aztaxi or 'long arms'. These spear throwers increase the effective length of a warrior's spear and allow him to hurl the weapon farther and with more force. In game terms, they increase the range by 25% and it gives a +2 bonus on all damage rolls. Attack rolls are unaffected.

For defense in combat, the Children of the Tiger make use of small metallic shields known as daxan or 'sun-faces'. Circular in shape, they have rough edges fashioned from numerous blades. The surface of these shields is covered with gold leaf, making them gleam brightly in normal light. Like those found in the rest of the world, these reduce their AC by 1 as bucklers when used in melee. In addition to their defensive role, however, the keen blades along their edges make them useful weapons. In addition to their normal melee attack made by a person skilled with a daxan can make a dexterity skill check. If successful, the character can make an additional attack with his shield, inflicting 1d4 damage if he hits.

The typical Tiger Clan fighter wears a metal breastplate that gives him an AV of 2. Like the daxan, these are generally plated with gold leaf to make them gleam in the sunlight.

The Clan of the Tiger

Perhaps the most alien of the Atruaghin Clans to both outsiders and the Children of Atruaghin themselves, are the harsh and violent Children of the Tiger. Living in the dense jungle regions of the south-east of the plateau, they are the only clan to use metal weapons and shields. They do not follow the scriptures of Atruaghin, and have been known to make bloody and violent attacks against the other clans—particularly the Bear Clan that lives to the north of them and the Turtle Clan that lives to the west. For this, and other reasons, the Children of the Tiger are considered savage outlaws unworthy of Atruaghin's protection by the other clans, who feel no compunction about killing the Children of the Tiger whenever they are met. If it were not for the superior weapons of the Tiger Clan and their own tenacity in battle, they would certainly have been hunted down and slain long ago. As things stand now, an uneasy truth has been established. Thus, while skirmishes are frequent between this clan and its neighbours, outright war is avoided.

Environment

The lands controlled by the Children of the Tiger stretch along the coast of the Sea of Dread from Malpoggi Bay and the Republic of Darokin to the East to the edge of the territory inhabited by the Turtle Clan in the west. The ground in this area is rough, broken apart by the mystical energies releases when Atruaghin called upon the power of magic to elevate the Great Plateau. This does not, however, mean that the land is lifeless and shattered. Small streams and rivers are common trickling lazy courses southward to meet the Sea of Dread. Lush vegetation fills every nook and cranny, with vines, trees, and wild flowers making a home for numerous amphibians and reptiles. An almost infinite variety of mammals, ranging from mice and rodents to monkeys and great cats, fills the jungle. High above, drifting on the graceful winds that blow off of the Sea of Dread and swirl around the base of the Atruaghin Plateau, birds of every size, shape, and color fill the sky with their songs.

Tiger Clan Cities

While some of the other clans have homes that are light and easily moved, the Children of the Tiger build strong cities that will, they claim, stand when the civilizations in the rest of the world turn to dust. Their buildings are not tall, however, for they keep their peeks below the dense green canvas of the treetops. In this way, monsters and enemies flying over their cities often pass by them without ever noticing them.

The center of every tiger Clan city is a squat, stone step-pyramid built so that its top just clears the foliage above. This temple serves as both a home for the city's ruling cleric and an altar about which the villagers gather for mystical ceremonies. From the top of this building, on a specially camouflaged balcony, it is possible to see out above the thick flora and watch for aerial attackers.

All the other buildings in the Tiger Clan cities are built from stone blocks as well. The larger ones follow the same design as the central temple, although in a lesser scale. For the most part, these are important civic centers or the homes of the city's most powerful nobles and clerics. Smaller buildings, generally homes, shops, and the like, are build from stone sheets or blocks and sealed with abode.



Streets in these cities are paved with flat rocks to make them solid in the wet season that comes with spring every year. Gardens and flower beds stand at various points around the cities, as do other decorative features like sculptures and statues. Here and there, stone pools have been built that measure as much as twenty feet in diameter and average five feet in depth. Most of these pools are filled with a variety of puffer fish imported from the Malpoggi Swamp and used by the Children of the Tiger in making Blowgun darts.

Scattered among the puffer fish farms are pools filled with schools of deadly piranha. Criminals or other condemned people to die are often lowered slowly into these pools for execution. Those whose crimes are less or who are too important to kill are often rescued from the Diezercha, or Pools of Blood, before they die. Usually these individuals have lost one or more limbs and been badly scarred by the time they are drawn from the water, most survivors of the Diezercha insist that it is far worse to be rescued from these pools than to be left to die in them. Of course, the high priest knows this and uses the threat of a quick dip in the Diezercha to keep order among the populace.

As one can see, the Children of the Tiger are far more technologically advanced than their counterparts among the other Atruaghin Clans. The reason for this is debated by many scholars, but there seems to be some link to an outside force. Whether this force is natural or super-natural in nature, and whether it controls or is controlled by the Children of the Tiger, remains a mystery.

Culture

In the outside world, the Children of Atruaghin are generally thought of as savages, often little more than animals. While those who know them well will argue against this view whenever confronted with it, none will defend the culture of the Tiger Clan.

Everything that these people do is governed by the reigning high priest, always a powerful cleric of chaotic alignment, who demands proof of their devotion at every turn. This proof often takes the form of self-torture or brutal punishments that must be endured with dignity if the citizen is to prove his devotion. Failure to pass these tests often results in a slow and agonizing public execution.

As has been said, the Children of the Tiger follow a warlike series of traditions. When they attack the other clans or make raids into Darokin, they do so with the intent of taking prisoners. Unlike the Children of the Turtle and some of the other clans, however they do not force their prisoners of war to serve as slaves for a time in hopes of earning their freedom. Prisoners of the Tiger Clan armies are fated for only one end: a slow and painful death staged for the greater glory of the high priest and his dark Immortals.

Sports and Recreation

To many outsiders, the most horrific aspect of this culture is its fascination with death and warfare. To the members of the Tiger Clan, all other people and races are inferior. It is not only their right, but their duty, to seek out these weaklings and destroy them wherever they are found. If they can be killed in such a way as to spread fear of the Tiger Clan, so much the better. The Tiger Clan fascination with these things has spread from its mystical origins to become a part of every tribesman's life. It is shown most obviously in their favorite pastimes—Daraxi and Eschxixi.

Daraxi



The name for this sport comes from a Tiger Clan word that means 'ball of stone'. In fact, this game is not played with a ball made out of stone, but fashioned from a dense, rigid rubber. Every Tiger Clan city has at least one Daraxi court located in its wealthiest district. This playing area is a sunken stone pit some 25 feet deep. Rectangular in shape, it runs some 250 feet in length and stretches nearly a hundred feet across. At each end of the court, a recessed goal is cut into the stone wall some 15 feet above the playing surface.

The game is played by two teams of five men each. Usually, the two teams are each sponsored by a different city and travel the land playing each other in a complex, round-robin fashion. Unsponsored teams, akin to a Daraxi mercenary unit, exists that travel from city to city and play for money, glory, or fun do exist, however. At the start of the lay, each team is lowered down to the playing field by robes. They cannot leave, even if injured, until that phase of the game is over. Once both teams are in place, the visiting team is given the ball near their own goal.

The object of Daraxi is for a team member to maneuver the ball from their end of the court to the other and toss it into the opposing team's goal, thus scoring a point. Each time a goal is scored, the team returns to their own ends of the field and a new ball is introduced into the game to the team that just scored against. Apart from that, and the requirement that all contestants be wholly unarmed and unarmored, there are a few rules. As one might imagine, the play can become violent.

At the end of ten minutes, a break period is called. Wounded players are removed from the field and replaced with able ones. The balls are counted and removed from each goal. The side that has gotten the most balls in its opponent's goal scores a victory. At the end of five such periods, the number of victories is compared and the team that has won the most rounds wins the game. It is important to note that this does not mean that the team with the most points wins, only the team that has won the most rounds.

Successful Daraxi players are considered heroes by the Children of the Tiger. They are awarded with respect and admiration reserved for nobility in other lands. Even the high priest treat the Daraxi teams with respect.

Eschxixi

As much as the Children of the Tiger would like it to be otherwise, they are not always able to be at war with outsiders. This does not, however, excuse them from their cultural obligation to pursue the arts of war and face the cold reality of death. In order to keep in practice during times of relative peace, the Children of the Tiger stage mock wars known as Eschxixi.

A confrontation of this type begins when a messenger from one city travels to another with a challenge. He delivers his invitation to the high priest of the city and carries the response back to his own people. As the challenged city has the right to select the territory in which the battle will be fought and decide how much warriors each side can bring, the messenger also bears this information to his people. It is unheard of for a city to refuse the honor of Eschxixi when such a challenge has been offered.

The Eschxixi begins within a week and is literally, a war. The city issuing the challenge has the responsibility of placing a valuable prize, usually a great treasure or magical object, at the center of the 'playing field' and preventing the other side from capturing it. If they retain it at the end of the day, they have won and the challenged city must match the value of the prize with one of their own. If the defenders fail to hold onto the prize, it is lost to the attackers. As with the Daraxi game, there are few rules in an Eschxixi match. No poisons or magic can be employed, but apart from that all is fair. It is not uncommon for an entire team to be slain trying to win the war.

Atruaghin Phanteon

Atzanteotl and Danel are the only two Immortals opposing the Atruaghin pantheon. However, despite the Tiger clan was founded by dissident Danel, it is Atzanteotl's clerics who wield the most power inside the tribes, while Danel's cult has been placed under Atzanteotl's worship as much as the four forefathers are below Atruaghin's power. Danel's clerics (20% of the total Tiger clan clerics) are especially concerned with war and hunting, while Atzanteotl's clerics (80%) rule the community and hold sacrifices and funeral rites. The most clerics among the Tiger clan are clerics of Atzanteotl. But they proceed to give them homage to their own patron Immortal, Danel Tigerstripes. How does he still exist, if he has no clerics? Though he is not allowed clerics by decree of Atzanteotl, the majority of the people of the Tiger clan (the non-clergy) pay homage to Danel rather than Atzanteotl. He also has a small following in Sind as a vengeance God.

Chant: many different chants depending on request

Sources: Cultural and Mythological Encyclopedia
TSR9306—D&D—Gaz14—The Atruaghin Clans,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



*Praise Demogorgon
the Death Knights Return!*

Demogorgon

The Child, Bane of Souls, The Lizard King, Argnboda,
Lu Yeuh, Dhamurgana, Chokorku, Shiva, Gullveig, Heid,
The Dark Lady, Baal-Moloch, Spectre, Gorn, Goron

Patron of Corruption, Diseases, Witchery, Monsters and Demons

Isles of Woe!

Region: Savage Coast (Ator), Davania (Addakia, Jungle Coast, Izonda, Meghales Amosses), Hollow World (Malpheggi), Cynidicea, Darokin, Northern Reaches, Norwold.

Sphere: Eternal (IM 30) of Entropy
 Homeplane; Pyts, Demogorgonia: Abyss 35th to 62nd layer
 Date Ascension; Somewhere in the first millennia's of sentient life of Mystara.
 Sponsor; Unknown (likely Thanatos).

Statistics; AC-31, HD 44, Hp 750, MV 150'/50',
 #AT 4 = Punch-4d6+17, Scimitar-5d6+21, AM 80%, Sv IM 30, AL CE
 ST 95, IN 95, WI 95, DX 95, CO 95, CH 95

Powers; Call Other, Howl, Groan, Leech (special variant)
 Scimitar (Normal Sword) +4

Followers Alignment: Any Lizardmen, Monsters, Evil Dragons, Fiends, Evil Karamaikans.
 Taxes; Followers are taxed 40% of their annual income by the Church.

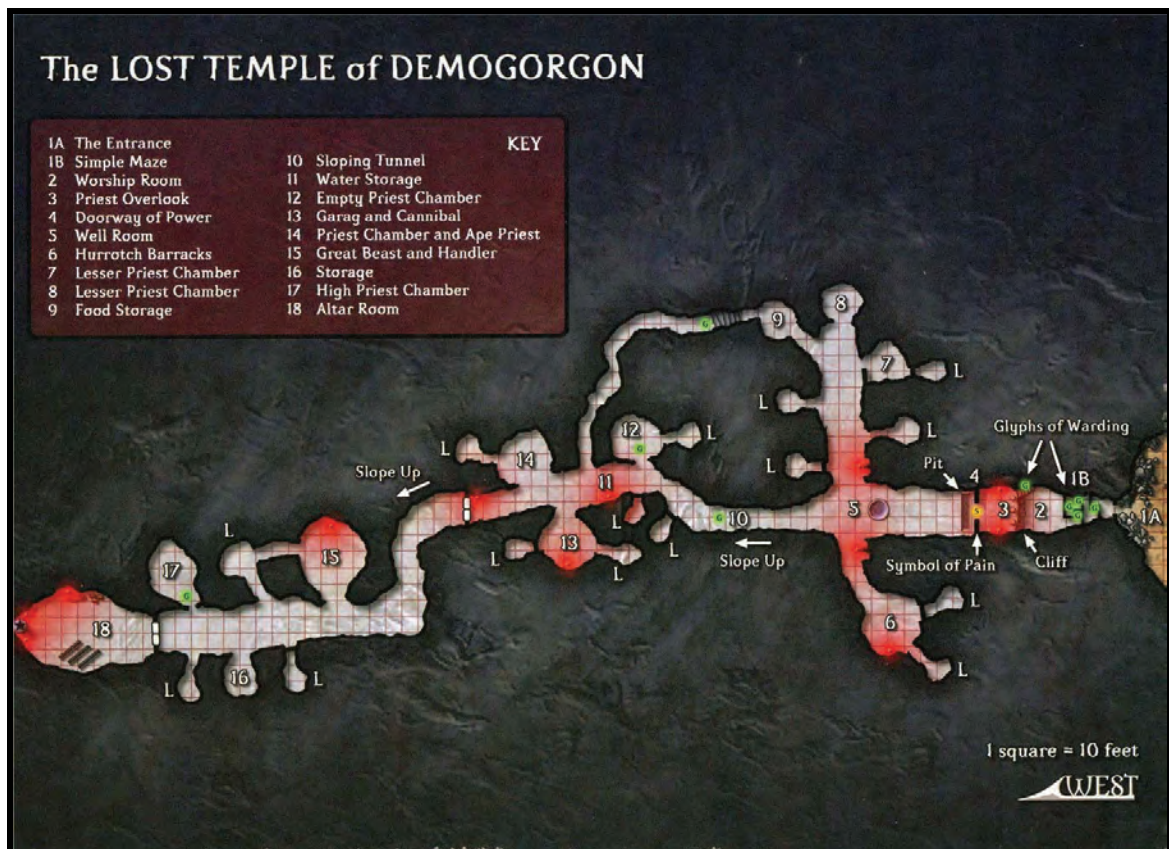
Clerics; Clerics, Avenger, Humanoid Shaman.
 Alignment: Lawful/Neutral
 Powers: Clerics can Cause Disease with touch once a week, Immunity to all diseases.
 Skills effects; Has power to control undead as Liege with HD equal to double Cleric's level (max 40 HD).
 Bonus +2 to general skills Necromancy and Demonology
 Required: Herbalism, Honor Demogorgon.
 Recommended: Reading/Writing, Ancient History.

Accepted Weapons; Standard, Bows (all), dart, scourge, scythe, sickle, whip, Spear preferred.
 Accepted Armor; All non-magical armor, all non-magical shields.

Holy Symbol: A two-headed baby or lizard. Witches use a Black Pentacle on a Red Field to contact Goron.
 Vestments; No clothing, jewelry, shoes or anything else.
 Adventuring Gear; Any

Dogma: Goron promotes lizard-like monsters (Lizards, Lizardmen, Evil Dragons) anywhere. Beyond that he is only interested in death and destruction and end to so-called civilizations. This is an evil Immortal which dislikes mankind and other sentient races. It creates new and ever-more-terrifying illnesses to inflict upon the sentient races.

Daily Activities; To bring illness to communities which are too healthy and joyous. Priests of the Immortal of Disease must remain celibate and chaste. The priests of this Immortal spread illness and ignorance. They carry infected victims and rats infested with disease-bearing insects to new ports. Through their actions, they deny their victims an honorable death and can sometimes topple entire civilizations. This is not a character class for PCs to take unless the campaign is very unusual.



Temples and Such: Goron's temples are found underground or in swamps. Rituals often involve sacrificing humans or demihumans to monsters living in these areas.

Known History: Thanatos had sponsored this monster to Immortality, but it is forgotten who he was, and what kind of species. He thinks he was probably a human, succumbed to the Troglodytes when they reigned the world, or a Troglodyte battling the upcoming humans. Demogorgon's background is shrouded in mystery like that of the most ancient Immortals. Some says she's a force of nature like Thanatos and Hel, the embodiment of evil of the sphere of Entropy. Other rumors say she was a reptile being (maybe a Carnifex) that reached Immortality under Thanatos's sponsorship after corrupting her own race, cursing all her kin to extinction or exile out of Mystara before the coming of the human race.

What is known for sure is that she's been around way before the Great Rain of Fire, that she's got a liking in necromancy and witchery and all the reptile races, and that she's got a double soul and double aspect: as female she's patroness of corruption, deceit and witchery; as male, he's patron of necromancy and destruction.

Upon reaching Immortality, Goron has seen it as his task to bring many of the lizard races back. He has succeeded in bringing back the Gator Men on the Savage Coast and is now considered a patron of these. Among the Immortals, Goron is seen as one of the Demon Rulers and frequently uses Demons or Fiends as servants.

During the 4th century AC, Demogorgon devised a plot to spread the Entropic influence over the eastern part of Darokin, but thanks to the timely intervention of a bold group of servants of Valerias, Ixion and Maat her plot was thwarted. In the end, her Temple of Evil was assaulted in that temple which lies in the southern area of the Orclands, and she waits there to take revenge on those unwary adventurer looking for the secret treasures of her temple. (Temple of Elemental Evil adventure).

Largely concentrates on the outer planes, however has been linked to Mystara by some sages as part of a frog / toad cult. Sages vigorously debate whether three cults discovered on Mystara revered Demogorgon, or something else. The first cult dates back to the Blackmoor era and concerns the Temple of the Frog. The second cult also involved a group of evil Traladaran monks revering a frog-like Immortal in a monastery on the west bank of the Castellan (formerly ShriII) River. Humanoids overran the monks circa 960 AC. Another cult was recently discovered in the Black Spires of Darokin in the Blizzard Pass. A group of goblins was found to be praying to an ice toad Immortal and keeping various toads as pets. Unaware to these sages is that these belong to Stodos, another—yet unknown—Immortal. Demogorgon is more secretive in his works, but works together with Stodos.

Gorn is the Gator men's patron, and their embodiment of evil and destruction. It was Demogorgon who interfered in the Herathian experiments on Gatormen. He's the one responsible for instilling in the gator men's minds the racial instincts that make them brutal and bloodthirsty. He's also the one at the source of the Gatormen revolt against Herath. For the warlike Gatormen, Gorn is the patron of victory, bravery, and ultimately death.

Personality: Demogorgon not only likes to look like a child, he acts like one also, giving in to tantrums of immense rage, and a terrible sound as he uses his vocal abilities of Howl, Call Other, or Groan. Demogorgon not only opposes the Immortals of Law and Good, but she's in open competition with Orcus and Alphaks for the crown of Absolute Lord of Destruction. She considers her rivals too brutish and savage, devoid of the necessary malice and cunning useful to corrupt the mortal souls and bring the annihilation of the living beings to its completion. In her opinion, Alphaks and Orcus concentrate too much on the physical aspect of destruction, while she wants to break the mortals' soul too to do a perfect job.

Appearance: This demon often polymorphs into the form of a human child, apparently the essence of youth and innocence. When she chooses to fight, however, she assumes her normal form—an 18' tall reptilian monster, with two monkey heads atop sinewy necks, two great tentacles in place of arms, and a forked tail.

Demogorgon is sometimes referred to as female. This may be because one of the heads is male and the other female, although whether that is in fact the case or not is open to speculation.



She can attack with one tail and both tentacles each round. The tail can strike as if a whip (either for damage or entanglement), but any hit causes a Leech ability which drains of 1d4 levels/HD. Any Immortal struck loses 1 HD permanently (and the corresponding amount of PP, hp, etc.), and must successfully save vs. Power Drain or lose 100 PP permanently.

Each tentacle hit inflicts a horrible rot (no save) which destroys 25% of the victim's (original) hp immediately and permanently. Only a wish will permit curing of this damage. The blow affects mortals and Immortals equally (but an Immortal can create a new, undamaged form at a later time).

This unique demon can create two magical effects in a single round, one with each head. Either head can instead be used to gaze to a 120' maximum range, producing a special effect as follows. The left head's gaze can charm any mortal: the right head's gaze causes insanity for 1-6 turns. Either effect may be avoided if a successful save vs. Spells is made. Both gazes can also affect Immortals, causing a permanent drain of 1-6 ability score points. The left head affects Wisdom, and the right, Intelligence. The Immortal may attempt to save vs. Mental Attack for each gaze, and success indicates that the effect is avoided.

If Demogorgon does not create any magical effects in a round, both heads may gaze in unison while twisting about. Against mortals, this has the effect of charming up to 300 HD of creatures within a 120' radius. A mortal victim with 30 or more HD or levels of experience may attempt a save vs. Spells at -5 to avoid the effect. For mortal characters, use levels, not HD. Mortal victims with less than 30 levels or HD (including all demi-humans) have no save. All charmed victims will obey Demogorgon's commands for 1 turn, but of course will not perform any self-destructive activity. This double-gaze attack affects all Immortals in range as if each victim were attacked by both gazes. Demogorgon can affect a mixed group of mortals and Immortals simultaneously with this attack form.

The following abilities are usable at will by Demogorgon, at no cost in Power: Detect Magic, Detect Invisible, Know Alignment, True Seeing, Read Languages, and Read Magic. He is telepathic, able to send and detect thoughts, and immune to mind-reading. He has all the standard abilities and immunities of other demons, and are also immune to poison, paralysis, Petrification, and fear. They can be harmed only by weapons of +3 or greater enchantment. The physical form described here is that most commonly employed by the demon prince. However, he commonly shapechange to any form convenient to his purpose.

The (mortal) identity Angrboda is the mother of the monsters Fenris Wolf, and Jormungandr by Loki, and of Gerda by a frost giant. Though she prefers to use spells or assassination against her enemies, Angrboda occasionally does battle with a skull capped staff of striking that does 4d6 hp damage. This staff can slay living by touch, once per day. The witch is resistant to heat and flames as if she were wearing a double-strength ring of fire resistance. She regenerates lost hit points at a rate of one per round. The only way to stop this regeneration is to reduce her to -10 hp and then burn her entire body completely to ash (a process which takes at least one full day). Angrboda is a fearsome giantess-witch who dwells in Jarnvid, a forest within Jotunheim. There, she and her fellow witches plot the ruin of the Aesir and await the day of Ragnarok. Though her natural form is that of a hideous giantess, she can appear as a stunningly beautiful woman. In the latter form, she often walks among both gods and men.

Allies: Technically the leader of all fiends and even Orcus. As well as lesser fiends, Demogorgon may summon and command reptilian followers: snakes, lizards, small chaotic dragons, purple worms, dragon turtles and wyverns (including gargantuan snakes and lizards).

Goron has little contact with his sponsor Hel, but they are on relatively good terms. One of the most powerful Fiends and a deadly rival of Orcus and Alphaks. Demogorgon (commonly called The Child) commands most of the Immortals demons, and may technically command even Orcus, though great and sufficient cause must exist. The two rulers are nearly equal in power.

Enemies: Alphaks, Orcus

Holy Days: All Loshdain in Klarmont, Clerics pray before the morning sun.

Days of Prayer: All Loshdain

Piety awards: none additional

Piety Penalties: None additional

Habits: Too chaotic and variable to enlist. Has many variant or even opposing habits.

Cautious	-4	Peaceful	-6	Generous	-6
Forgiving	-6	Honest	-6	Trusting	-5
Loyal	-8	Dogmatic	+2	Reverent	+1

Death; Consumed by Gators, snakes or other Lizards.

Birth: No special ritual

Colors: Gold

Incense / Oil: Frankincense, Cinnamon, Amber

Stone / Metal: Topaz, Jacinth, Chrysolite, Gold, Copper

Plants: Ash, Chamomile, Celandine, Marigold, Mistletoe, St. Johnswort

Runes; Sowilo, Ehwaz, Dagaz, Tiwaz This Immortal does know the usage of Runes but never acquired it's wisdom and powers. Therefore it uses runes in rituals, but is unable to grant runic spells, and as thus has no personal material for runic enchantments like Odin, Frey or Thor.

Animal: Alligator and Monkey. (predator and food)

Call other effects

Instead of the standard random Call Other ability, Goron may choose the types of creatures to be called, with varying chances of success (as listed on Table). If a Gargantuan is chosen, roll d% to determine the exact type responding, and refer to Table. Unlike other demons, a demon ruler may Call many lesser demons. The following table gives statistics which may respond to a Call from a demon ruler.

Call Other called for	Responding		Responding Type			Number Appearing
	Chance succes	Type	A 1d100	B 1d100	C 1d100	
Croaking Demon	85%	B	01-20	-	-	1d4+1
Groaning Demon	85%	B	21-70	-	-	1d3
Hissing Demon	55%	A	-	01-35	-	1d3
Howling Demon	85%	B	71-95	-	-	1d4+1
Roaring Demon	55%	A	-	36-00	01-02	1
Screaming Demon	85%	B	96-00	-	-	1d4+1
Whispering Demon	95%	C	-	-	03-00	1

Special Followers

Select one type only for each call, and roll to determine the number appearing. The response is automatic.

4d6 Horned Chameleons or 3d6 Tuatara Lizards or 3d6 Wyverns or
 1d4 Purple Worms or 1d4 Small Renegade Dragons or 1d2 Dragon Turtles or
 1 Gargantuan Lizard (see next)

Type of Gargantuan Responding

1d100	Type	AC	HD	MV	THACO	Att	Dm	XP
01-28	Spitting Cobra	7	8**	180' / 60'	12	1 bite	3d4 +poison	1750
29-51	Pit Viper	6	16**	180' / 60'	7	1 bite	2d8+poison	3250
52-69	Gecko	5	25*	240' / 80'	3	1 bite	4d8	9500
70-83	Rattlesnake	5	32**	240' / 80'	2	2 bites	2d8+poison each	14.750.
84-93	Python	6	40**	180' / 60'	2	1 bite / 1 squeeze	2d8 / 4d8	20750
94-99	Horned Chameleon	2	40**	240' / 80'	3	2 bites	4d8 / 4d6	20750
0	Tuatara	4	48*	180' / 60'	2	2 claws / 1 bite	2d8 each / 6d8	35500

Chant: *Great Gargon, Great Demon,
 Pestilence, Plague, and Death, Given gracefully to your foes,... They denied,
 Heartfully you gave them more,... They did not replied'
 You sent your followers who came,... They Cried,
 You came,... They Died.*

Or *Golden Branch, Gleaming One,
 Guide of Seers and Prophecy,
 Vanir Sorceress, Healer Divine,
 Aid and Instruct me.*

Extra Spells

Plague

Range: 10 yards
Duration: 1 Hour
Effect : Special
Save; Negates
Casting Time: 7

Cleric 4 spell.

This spell inflicts a virulent, infectious disease on any single creature if it fails it's saving throw vs. spells. The creature becomes immediately affected by the Plague, bypassing the incubation time. He becomes febrish, and disorientated with illness for a full hour. During this time he also loses 10% of its original hp, and any effect belonging to the by the caster chosen disease. All creatures within 10' of the affected creature must make a constitution check each turn or contract the disease themselves (but effecting them after the normal incubation time). Only one plague at a time can be chosen, and if the target is already suffering a plague (in incubation time or beyond) he will be immune to this spell. When the duration expires, the creature is no longer infectious. He must then make a constitution check at -1 per level that the caster is higher than the target, to become immune to that particular disease. The effects will wear of in 1d6 days.

Sources: Mythological Encyclopedia,
 Dragon Magazines 20, 42, 85, 126,
 TSR1017—D&D—Immortal Rules,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.

Diamond

The Star Dragon, Seshat, Rohin, Xing Long

Ruler of All Lawful Dragons
(Crystal, Sapphire, Ruby, Gold)



Region: Norwold, Wallara Tribelands, Ochalea, Sind and all Lawful draconic communities of Mystara.

Sphere: Celestial (IM 16) of Matter
Homeplane: Sterne (1/3rd of the shell of the Draconian Cluster, Diamond's Home.
Date Ascension: 400 BC
Sponsor: Great One

Statistics: AC -10, HD 30, Hp 240, MV 180' / 60', FL 420' / 140'
#AT 9 (2 bites- 6d8+8, 2 Claws, 2 wing strikes, 2 kicks, 1 tail-swing= each 2d8+8, AM 60%
SV IM 16, AL LG
ST 35, IN 20, WI 20, DX 23, CO 35, CH 23.

Powers: Dragon Form, Improved Save vs. Spell Attacks, Turn Undead.

Followers Alignment: Lawful
Taxes: Followers are taxed 20% of their annual income by the Church, but this may be done in services instead.

Clerics;	Clerics, Paladins, Exorcists.
Alignment:	Lawful
Clerical Powers:	Clerics of Diamond receive a +2 to their Turn Undead Rolls
Extra Skill;	Draconic Language extra, and a +2 bonus on Dracology if chosen
Allowed Weapons;	Standard, Dagger and natural weaponry.
Allowed Armor;	Any
Holy Symbol:	A crown sculpted to resemble a snake swallowing its tail, with a huge diamond set in the top of the snake's head. Poor clerics may use a crystal with diamond dust instead for only 500 gp, the original Holy Symbol would cost at least 5000gp.
Vestments;	Gold clothing with ruby, gold, crystal and sapphire gems.
Adventuring gear;	Any
Temples:	Large yellow stone domes decorated with as much gold as possible.
Dogma:	Lawful dragons, order, wisdom, justice, tolerance
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Known History:	<p>Diamond was born the child of a gold dragon and he was confined to an High Elven shape by his parents in order to protect and save him from those same renegade dragons that eventually killed his family. Under the identity of Thelvyn Foxeyes, oblivious to his own heritage, he grew among the Flaems as a simple peasant. He was a very curious Gold Dragon, curious about the civilizations of Humans and Demihumans. He spent years wandering through these cultures using his magical abilities to maintain human/Elven identities, testing them for traits of mercy and generosity and punishing those who failed the tests.</p> <p>In the last decades of the 5th century AC he became involved in the war against the renegade dragons that threatened his homeland. After a long quest that carried him throughout the continent of Brun, he retrieved a fabled Blackmoorian artifact (the Dragonlord Suit) in the lost outpost of Dragonwatch, and this allowed him to become the second Dragonlord of Mystara.</p> <p>Thanks to his new powers, he was able to defeat the renegade dragons and later he prevented an all-out war between Alphatia and the Norwold dragons, that could have wrought havoc across all the Known World.</p> <p>Finally, after traveling to the Great One's home plane, he discovered the truth about his origins and turned into his original shape, that of a gold dragon, becoming a King among the Mystaran dragons of Wyrksteeth.</p> <p>When a few years after a powerful entity organized an all-out invasion of gemstone dragons to conquer Mystara, Thelvyn led an army of dragons against the invaders and repelled them, killing their Overlord.</p> <p>While adventuring like a human or elf, he discovered the existence of the Path to Immortality and decided that he wanted to be able to study and learn throughout eternity. He swiftly found a patron, a mysterious master known as "the Great One". In the defense of Glantri against evil planar mages and the Gemstone Dragons he finished his last quest. (Read the Trilogy Dragonlord, Dragonmage, Dragonking published by TSR to learn the exact story). After this last epic deed, the Great One acknowledged to raise him among the Immortals, and in about 400 BC he became Diamond, the current Star Dragon, patron of Lawful dragons and of wise and benevolent mortals. Since becoming an Immortal, Diamond has continued to study human culture in mortal form, and has acted as a Patron of Lawful Dragons (Crystal, Sapphire, Ruby, Gold).</p> <p>Around AC 1001, Diamond was challenged and defeated by the new Master of Dracology, Prince Jaggar von Drachenfels. The Glantrian Wizard-Prince, Lord Jaggar von Drachenfels, became the Star Dragon and discovered the truth behind his power. Prince Jaggar, however, decided to spare Diamond's life, abstaining from the chance to gain Immortality, but thus gaining an ally for life. He withdrew his claim on the rulership of all lawful dragons, in exchange for which he earned the Great One's absolution. He now refrains from abusing Dracomancy in order to spare the dragon souls. He presently works on a project to reform the Circle of Dragon Mastery to further goodwill toward dragonkind rather than the misuse of draconic power. For this, lawful dragons have become more respectful of the High Master and his disciples. The same does not hold true for chaotic dragons, and as a result of the reform proposal there is great dissension among the three branches of Dracomancy.</p>
Personality:	Diamond is a very inquisitive creature. He is an interesting combination of kindly curiosity and ferocious rage. He is polite to mortals who demonstrate generous and noble natures (even those of opposed alignments), but responds with anger to pettiness and selfishness. Diamond is patient and has a great deal of goodwill, always ready to mediate and talk, but only when he finds somebody who is willing to talk. If otherwise he finds that somebody is lying or cheating on him, his wrath comes as unexpected as lethal. He is deeply irritated by those who lie, cheat or deceive the benevolent people and his punishment is always swift and merciless (and he teaches the same to his followers).

Appearance: Diamond is shaped much like a Gold Dragon with a particular noble head and commanding gaze, except that he is not gold in color. In fact, his scales would appear white except that they have the refractive qualities of faceted diamond. They shine with so much reflected light that it is hard to stare at him. In the initial picture the redness of the heat of his breath lets him glow reddish.

Allies: He is a loyal ally of the Great Dragon and Ka and likes Terra's companionship, since she has always shown her admiration towards the draconic race. Diamond's chief allies include also Ka, who enjoys the company of another Lawful reptile, and Terra, who is fond of Dragons. Diamond socializes mostly with other Immortals of the Sphere of Matter.

Enemies: Diamond despises Pearl, one of the fellow Dragon Immortals, but refrains from direct action against her, and secretly oversees her actions. The Great One has ordered the three lesser Dragon Immortals to leave one another alone, especially in his presence.

The draconic Immortals (Sun, Moon and Star Dragon and the Great One) are replaced by other candidates when the previous ones die, so that position in the draconic pantheon is never vacant (otherwise the universal balance could be altered).

The Draconic Lords are not part of the common Elemental spheres (although linked to the Sphere of Matter), acting outside of them and balancing the nature of the universe.

Draconic Ascension.

There is but one Immortal lord for the draconic kin that belongs indeed to one of the Spheres: the Great One. He's a true deity, and has existed for millennia.

The other three Dragon Rulers (Sun Dragon, Moon Dragon and Star Dragon) are Exalted Beings that have succeeded in their Sublimation Ceremony and attained this rank many centuries ago.

Essentially, all dragons strive to reach their ultimate age category in order to perform the Sublimation Ceremony that will take them beyond their mortal shell and transform their soul. If this ceremony fails, they become ethereal entities and must wait for the Dragon Rulers to pick them up and reincarnate them into mortal dragon hatchlings. If the ceremony succeeds, they are immediately taken to the Four, the Outer Planes of the draconic race, where they have two choices:

1. To dwell in the Four in harmony with the draconic souls and Lords for as long as they lived as mortals (that's why it is so important for a dragon to age!). In the Draconic Cluster all their personal wishes are granted, all desires sated, it is a true paradise and they live partaking of the essence of the Great One. All dragons live for this moment. Once their time is up, they are reincarnated into mortal dragons at the Great One's whim and must begin anew.

2. To Challenge one of the Draconic Lords (the ruler of the dragons of his own alignment) for his title. If the challenger wins, he becomes the new Star/Sun/Moon Dragon, otherwise he is sent back to the Prime where he is born again and must start everything from the beginning.

Also, any of the dragons dwelling in the Four (including the three Dragonlords) can even challenge the Great One: if the challenger wins, he absorbs the Great One and gets his powers, becoming the new absolute ruler of dragonkind. If he loses, the Great One absorbs him. In any case, the essence of the Great One gets preserved and transmitted to his successors.

Dragon Sleep; Dragons sleep a lot because when they sleep they dream of the Draconic Cluster. Their soul travels to this place and sees its wonders, but is not able to fully partake of the essence of the planes. This also drives them to reach the ultimate age category and perform the ritual in order to be accepted into the Four.

Holy Days: None, Clerics pray in the morning.

Days of Prayer: Any

Piety awards: None additional

Piety Penalties: None additional

Habits: Depending upon species
Peaceful +2 Generous -6 Reverent +2 Dogmatic +2

Dead: When a dragon dies without attaining Immortality, it lives on as a dragon soul. A dragon soul normally returns to the plane dragons have claimed as their sacred grounds. They remain there as subjects or servants of the Immortal dragons. Dragon souls are instrumental in the Ceremony of Sublimation and the Omens of Coming. Unseen and unheard by living dragons, they act from other planes to generate the magic or the events behind these fantastic occurrences. Dragon souls are the ones who allow the binding necessary in the acquisition of dragon might. The dragon souls also provide magical power to the living dragons. Sometimes, dragon souls act as heralds or messengers of the Immortals. In some cases, they perform unusual missions for one of the four dragon rulers. If they do well, dragon souls may be reincarnated on the Prime Plane as hatchlings, gaining new chances at Immortality.

These souls lose all memory of the other world and their previous lives upon their rebirth. Those dragons that attain Immortality become guardians, lieutenants of one of the three lesser dragon rulers. If one of these three rulers is ever destroyed, the oldest and most powerful dragon guardian may take his place. The guardians are the ones who determine whether a Ceremony of Sublimation should succeed or fail, and how drastic the Omens of Coming should be, depending on what the living dragon achieved.

Each of the three dragon rulers (the moon, sun, and star dragons) is a champion of its ethos. They struggle for the supremacy of their own dragonkind on the Prime Plane and on the Outer Planes. The Great One is concerned with the balance of the three ideals, representing the voice of dragonkind among other Immortals in the universe. Dragonkind belongs to none of the Spheres of Power (Matter, Thought, Time, Energy, and Entropy).

There are very rare cases of dragons attaining Immortality and retaining followers on the Prime Plane. When this happens, the Immortal dragon becomes a Maverick—not really a renegade, as far as the Great One is concerned, but nonetheless a pariah that will remain forever out of the great spiritual order of things among dragon-kind. A maverick cannot call upon any guardian or any of the rulers for help, but on the other hand is not limited in power among the Immortal hierarchy. Should its following cease on the Prime Plane, a maverick will go dormant. Each maverick must choose one of the Spheres of Power as its ethos.

Finally, there are renegades among dragons who deliberately choose to serve one of the Spheres of Power during their existence on the Prime Plane. They can no longer conduct the Ceremony of Sublimation from the moment they become renegades. Spells (possibly clerical) may be granted by their patron Immortal in the chosen sphere. Renegades either become mavericks if they retain followers, undead creatures if followers of Entropy (such as the Night Dragon in the series, "The Voyage of the Princess Ark"), or are destroyed at the end of their lives in the Known World.

Birth:	Depending upon species
Colors:	Gold, Yellow, Black, White
Incense / Oil:	Sulphur, Heavy scented Perfumes
Stone / Metal:	Pyrite, Gold ore, Gold
Plants:	Dandelion.
Animal:	Golden Sheep.
Chant:	None

Dragon soul

AC 9, HD 1-3*, MV/FL 420' (140'), Att None, Dm: None, No. Appearing: 0 (1-400), SV: F20, MR: 6, Tt: Nil, Int: High, AL Any, XP: 50

Dragon souls are the simple life forces of deceased dragons, each serving the dragon ruler of its alignment. Dragon souls appear in a variety of shapes and colors, ranging in size from a small apple to a large pumpkin. A dragon soul's appearance, based on its color in life, could be a translucent ball of golden light, a flickering red flame, a crackling node of blue lightning, a throbbing green haze, a billowing puff of white smoke, a gloomy shadow, etc.

Dragon souls can be found only in the region of their dragon ruler. They have no physical attack or defense. If harmed, they flee to the closest dragon guardian and report the aggression. When guided by a guardian, large numbers of dragon souls can generate a frightening amount of magical energy, duplicating either clerical or magical spell effects reaching up to seventh level. Every 10 souls can contribute one spell level in this fashion. Once a spell is cast, the dragon souls must withdraw or be drained and die. It takes about 24 hours for a dragon soul to recover from "casting" a spell in this manner. Dragon souls communicate by telepathy. They have the ability to see and cast spells into the Prime Plane. Their primary uses are to provide the power and effects for living dragons' Ceremonies of Sublimation and Omens of Coming. The dragon souls also physically reach for a living dragon's life force and bind it to that of its suzerain, thereby generating dragon might. Their secondary function is to provide the power living dragons need to cast spells.

Their least important function is to bring comfort to the dragon, guardians and their rulers, or to act as their messengers, eyes, and ears. Dragon souls retain memory of their previous life until they are sent back to the Known World.

Dragon guardians

Dragon guardians are the archetype of their color and ideal. They have the statistics and abilities of the largest possible dragon in their category, with maximum hit points and spell-casting ability. For example, if a red dragon attained Immortality, it would be a 20 HD creature with 160 hp. A dragon guardian retains its former appearance, with the exception of an aura that surrounds its body. The appearance of a guardian's aura is comparable to that of the dragon souls in its service. Dragon guardians have the same spell immunities as a lesser dragon ruler. Dragon guardians are in charge of dragon souls, directing their efforts toward furthering the development of living dragons. A single dragon guardian can call up to 1d4x100 dragon souls a day for combat purposes or to effect a major occurrence on the Prime Plane. They report to their dragon ruler any irregularities on their plane or on the Prime Plane.

In cases of great need, a dragon guardian can be sent to the Prime Plane to bring a particular message or omen during a gathering of dragons of the same ethos. Dragon guardians are treated with awe and respect during their rare appearances on the Prime Plane, as befits messengers of the Immortals.

Pocket dragons

Some dragons commit grave mistakes during their life on the Prime Plane. Such errors in judgment normally cause a dragon to become a renegade. Dragon rulers occasionally allow a dragon a last chance to atone for its deeds and learn a further lesson in draconic life. This often leads the dragon to be reincarnated—with memories of its previous life intact—into a pocket dragon hatchling. If the dragon learns the reasons for its reincarnation and accomplishes a particular mission, it will be accepted as a dragon soul upon its death. Otherwise, the dragon's soul is forever destroyed.

The Draconian Cluster a.k.a. the Four

The home planes of the Dragons are part of the Outer Planes. They are four-dimensional Standard Planes. All have guardians near their edges so as to keep out all nondragons. However, each is very different from the others. The Outer Plane dragons claimed as their spiritual home is a finite dimension that occupies a large sphere mostly filled with air and clouds. In its center shines a golden sun that beams rays of light spanning the entire spectrum of colors. The outer reaches of the sphere is coated with vast layers of watery, mineral, or metallic matter. Gravity affects the entire plane, pulling "down" toward the outer edges of the sphere.

The plane breaks into colored layers starting from the sun and expanding toward the outer reaches. For example, souls of blue dragons live in an area of azure skies with semi-solid clouds that they and their guardians use for lairs. Red dragons have an area of permanent twilight, with red and amber dominating the local spectrum. The change from one layer to another is very gradual, allowing for an infinite number of color combinations.

Colors belong to three realms corresponding to the alignments of each realm's souls, each realm remaining under the authority of one of the three lesser dragon rulers. Sea dragons are located in the watery layer in the plane's outer edges. Many areas display dominant colors not yet connected to known dragon types. Dragon souls do exist in these regions. The Great One could decide to send these souls to the Known World to create new species and colors of dragons not yet encountered in the Prime Plane (purple, metallic, or mineral-colored dragons for example).

All types of dragon souls can be found in the central area of the plane, as that is the Great One's realm. This region is made of solid light attuned to respond to the wishes of the Great One. The Great One has the ability to control the size of the draconic plane to accommodate the population of dragon souls and their guardians. This usually creates anger and resistance among neighboring Immortals. Living creatures can enter this plane only if so wished by any of the dragon rulers.

The Draconian Cluster is arranged so that the three lesser planes surround the Great One's home plane, making it inaccessible from the Astral Plane. In order to reach the Great Dragon's plane, one must simply continue to travel in one specific direction through one of the lesser planes until the landscape inevitably changes into dull waste. This is difficult to do from the Sun Dragon's plane of evertwisting tunnels, but on Pearl's or Diamonds planes it is marginally easier. There is no set border between the lesser planes and the greater one.

Magic (both clerical and magic-user) functions strangely in the Draconian Cluster. On the lesser planes, magic of the first level does not function at all, probably because these planes are so ancient that they repel such weak enchantments. The same is true for 2nd and 3rd level clerical spells and 2nd, 3rd, 4th level magic-user spells on the Great One's plane. Also, any magic that changes the nature of an area, such as earthquake or summon weather simply will not work in the Cluster, as the enchantments that created these planes are too powerful to be so altered.

The Cluster:

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Diamond:

In the vast palace of Diamond, the Star Dragon, pure order and good hold sway, with every dragon spirit having a job to do. There are always guests in Diamonds shining palace, be they powerful Immortals or Archons. The Star Dragon itself sits on a huge throne of platinum and receives all visitors civilly, though Chaos is not tolerated and those who oppose Law are kindly, but forcefully, made to leave. The Star Dragon's plane is the most welcoming to visitors. Dragon spirits here exist to serve the guests of Diamond. When characters arrive, they will inevitably be discovered by one of the many dragon spirit guards in the citadel and observed to determine their dispositions. Should the visitors prove hostile, hundreds of Lawful dragon spirits descend on them, more to drive them out than to kill them. However, if trespassers do nothing to arouse suspicion, the spirits greet them and provide an escort to the throne room of Diamond, where they are asked their business. Though the Star Dragon rarely grants requests personally, he is glad to send a servant to aid in the forwarding of a Lawful cause, should it prove to be significant. Outside the palace are vast golden fields where other dragon spirits live when they are awaiting their turns to serve Diamond in his palace.

But even dragons die

In their might and glory, even the mighty dragon rulers sometimes fall victim to some party of adventurers or Immortals. In such a rare occasion, some sages have compiled what they know to form a theory about what the dragons do when their leaders die. Of course, much of this theory is based on speculation, but some are beginning to believe that the rulers are not offspring of the Great One, but were once average dragons themselves!

From what has been seen and heard following the alleged death of the Sun Dragon several centuries ago, it is said that thousands of neutral dragons fought in the presence of the Great One for Opal's position. Supposedly these battles lasted for an entire year, but they were subduing battles, so that no candidate was killed. It is true that the sightings of neutral dragons were decreased that year, but this could well be luck or coincidence. After this time, sages believe a new Sun Dragon was chosen, though nothing is known about how the winner of the contests was given the power of his predecessor.

A similar circumstance was recorded in ancient scrolls of nearly 2,000 years ago. This time, however, it was the Moon Dragon's position that was fought for. The scrolls say that the former Moon Dragon had not died, but had lost favor with the Great One or had somehow forfeited its position, which seems to suggest that the Great One has something to do with the vesting of power in prospective dragon rulers.

In an even more unclear story, handed down for centuries by certain Alphatian sages and hinted at in the writings of the Dracologists of Glantri, the Great Dragon himself was killed in some sort of dispute with Immortals of Entropy. It is said that the three dragon rulers competed for the Great One's position during this time. While there was no Great Dragon, there was no order on the planes of the dragons: open war raged across the Draconian Cluster for a century, with the only rule being that the survivor would win. In the end, no one knows which of the dragons actually became the new Great One, but some of the most ancient Immortals say that there was a ceremony near the Dimensional Vortex for the winner. In this little-known meeting, Draedens were also said to have attended. However, even the Immortals know nothing more of this ceremony, except that the Great Dragon never showed any alignment tendencies after coming to power, so that whatever goes on during the ceremony must somehow affect the dragon ruler's mind.

The dragon rulers themselves rarely go forth from their planes, as it is generally against their code of ethics. The Moon Dragon is the most likely ruler to involve itself in world affairs. But the rulers may leave their planes on occasion, sometimes to seek help from powerful characters or Immortals against some enemy to dragonkind. Conflict is not permitted against another dragon ruler, for the Great One prohibits open fighting among them (unless, of course, the Great One dies). The Great Dragon himself has never been known to leave his plane or seek help from any being, but depending on the nature of the threat, this could change.

The dragon rulers are especially interested in extraordinarily powerful characters. Those seeking Immortality for the first (or second) time may find the attention of powerful beings focused on them. The rulers may have any reason for this, but the most likely one is that since dragons existed at the beginning of the Multiverse, they are curious about what the "great experiment" will yield. Curiosity is, after all, at the heart of dragons' natures.

Adventurers may also stumble upon the secret ceremony of sublimation conducted by a dragon. Should the adventurers be so indiscrete and also be discovered, you can be assured that some dragons will not rest until the characters are silenced.

If the dragons sprang from the original matter of the Multiverse, they might gain power from earthly materials such as gold and gems. Such information, leaked out to a party of loud and boisterous humans, could be disastrous, to the mysterious and awe-inspiring image that dragons project. Everyone knows that dragons keep treasure, but to think that such treasure could make one a god is another matter entirely. It would spell the end to any kind of privacy dragons might enjoy, as anyone who could pick up a sword races off to slay the mighty beasts and get a share of the dragons' hard-earned wealth, ignorantly hoping for godhood.

Draedens, too, may appear in campaigns involving dragons. Draedens, the ancient kin of the dragons, appeared at the same time as dragons (and probably from the same source). Their constant ties with the dragons have bewildered sages for centuries. If indeed these stories of the origins of the dragon rulers are true, where do the Draedens fit in? Are they, as some wise men suspect, the descendants of the beings that created the entire Multiverse?

Perhaps the Dracologists of Glantri are closer to the truth with their theory that the Draedens, having been created along with dragons and having changed very little if at all since then, are the eyes and ears of their creators, observing the progress and development of the dragons. If this is true, it would seem to indicate that the focus of the creators' "great experiment" concerns not only humans and demihumans, but dragons as well!

Dragons never attack Draedens for any reason, and those creatures treat dragons with the same respect. Immortals believe that dragons and Draedens are closely related, despite the extreme differences in their physical forms and abilities. Dragons certainly predate Immortals, as they were neutral bystanders during the great Draedens-Immortal war of the distant past. Dragons consider history to be irrelevant: they merely exist, fulfilling their function in the multiverse. They are part of the natural cycle of life. They provide a challenge to mortals to strive toward greatness in Immortality.

If a dragon ruler's form is slain on any plane but its Home, its life force returns to the Home Plane, just as that of any Immortal. Each ruler has the ability to create a new physical form by destroying the spirit of one loyal follower and converting the resulting essence. Although this totally destroys the victim, the dragon spirits of the Home Plane find it a great honor to sacrifice themselves for their liege. It is a joyous occasion, not a sad one. Luckily, it is rarely necessary, as the dragon rulers care deeply for their subjects and avoid damage whenever possible.

The Glantrian abomination

A sect of Dracomancers exists in Glantri (see GAZ3 The Principalities of Glantri or the Ultimate Spellbook for details). Dragons harbor absolute hatred toward Glantrian Dracomancers. The latter wield a formidable magic that allows them to mimic dragon attributes and abilities. Worse, at high levels they can control dragons in great numbers with virtually no way for dragons to resist or strike back. The wizards leech their power from dragon souls, which are sometimes totally drained of their life forces by these Dracomancers.

Adding insult to injury, the High Master of Dracomancers may challenge a lesser dragon ruler and replace it. In so doing, the High Master does not attain Immortality but merely gains the ability to rule dragons of the corresponding ethos. Although dragons abhor this blasphemy, they have no choice but to submit to their much despised suzerain. Of course, dragons will always follow his commands to the letter, often endeavoring to pervert the meaning of his orders and bring the downfall of this human impostor. By draconic law, only the Great One can intervene if the Dracomancer abuses his powers as a lesser ruler.

Sources: Dragon Magazine 170, 171, 174,
TSR2503 Dragonlord of Mystara,
TSR2514 Dragonking of Mystara,
TSR2508 Dragonmage of Mystara,
TSR2421—AD&D2—Savage Coast Campaign Book,
TSR9500—AD&D2—Red Steel Savage Baronies,
TSR1021—D&D—Master Rules,
TSR1017—D&D—Immortal Rules,
TSR1071—D&D—Rules Encyclopedia,
TSR9211—D&D—AC10—Bestiary of Dragons and Giants,
TSR9156—D&D—AC7—The Spindle of Heaven,
TSR1054/1401—D&D—HW0—Hollow World.
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Diulanna

Arduinna, Diu Nan-Liang, Dhalani, Neith

Patroness of Will, Archery, Hunting

Region: Neathar (Hollow World), Hinterlanders, Ochalea, Sind, Worldwide (especially Women).

Sphere: Celestial (IM 18) of Thought.
Homeplane: Einion (free outer Plane of Thought).
Date Ascension: Somewhere around 2500 BC, at least prior to 2000 BC
Sponsor: Korotiku

Statistics: AC-13, HD 32, Hp 280, MV 150'/50',
#AT 3 = Punch-3d6+9, Spear-3d6+13, AM 60%, Sv IM 18, AL N
ST 40, IN 33, WI 28, DX 28, CO 45, CH 50

Powers: Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage.
Spear +4

Followers Alignment: Any
Taxes: Followers are taxed 10% of their annual income by the Church.

Clerics: Clerics.
Alignment: Lawful / Neutral
Powers: These clerics receive a +1 on individual initiative
Skill Effects: Extra Endurance skill.
Accepted Weapons: Standard, and Spears
Accepted Armor: Any of AV5 or lower.

Holy Symbol: A spear thrust clean through a boulder.
Vestments: Multiple silken robes over each other (impeding running speed by 25%) in the colors bright red or purple. The holy symbol is worn as a heavy chain around the neck.

Adventuring gear: Any and of any color, as long as at least the shirt(s) are silken and in the allowed colors. The holy symbol is smaller and may be worn on the belt on a chain.

Temples: Highly architectural structures of great design, but of great variation. Many are cathedral-like.

Dogma: You can achieve anything as long as you truly want it.

Daily Activities: Guiding the followers along the paths chosen, by their will and that of Diulanna. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.

Known History: Diulanna was a women of the Ancient Neathar tribes on the southern continent of Mystara. Her folk eventually became the Hinterlander tribes. Though in her tribe women were chattels, she defied tribal customs and became an independent warrior and huntress. Her defiance and strong will earned the admiration of the Immortal Korotiku, and Korotiku sponsored her on the Path of the Epic Hero. Through ability and sheer determination, she achieved Immortality in the Sphere of Thought in less time than any human before her. Since that time, she has acted as the special patron of the descendants of her people, the Hinterlanders, though she does not confine her blessings to these peoples.

Personality: Diulanna is a determined being. Her determination and drive are her primary characteristics. She is called the Patroness of Will because she favors those willing to take on impossible odds, because they believe in what they are doing. She often intervenes indirectly for such heroes. in the Hollow World, Diulanna is the Patroness of many Neathar clans, and will often intervene to help strong-willed, independent Neathar women who adventure on their own or with heroes from outside their tribes.

Allies: Diulanna is an ally of Korotiku, her sponsor, and Tarastia, whose determination she admires.

Enemies: Diulanna's chief antagonist is Rathanos, who believes she should cease all her agitating, lay down her weapons, and submit to the will of the Male Immortals. Diulanna will also oppose any Immortal and any plan that threatens the tribes and nations she favors.

Appearance: Diulanna appears as a young red-headed women clad in tunic, loincloth, bushins and headband of lion-skin, carrying a stone-tipped spear. When appearing to mortals, she always wears a serious, severe expression.



Holy Days:	20 Yarthmont, the day of Reckoning. This day is set with feasts and most plans have their endings now. Many cases of revenge are done in the time prior, and now redemption is made (if necessary). Many marriages are made, ownerships exchanged, items bought or sold, slaves freed, testaments made or changed, children adopted or disowned, but also many houses burned, violence or riots incited. It is truly a time of reckoning, anything tends to become finished now.
Days of Prayer:	Lunadain, Clerics pray in the morning
Piety awards:	none additional
Piety Penalties:	none additional
Habits:	These followers are much more stubborn and less fearful reactive than most other cultures. Cautious +1 Modest -4 Energetic +6 Strong-willed
Dead:	Burned
Birth:	baptized in Holy water
Colors:	Orange, Yellow, Green
Incense / Oil:	Storax, Pine, Coconut, Palm oil
Stone / Metal:	none, alloys
Plants:	Mistletoe (it is thought to be so determined to grow even on other plants).
Animal:	Mule, or Lama
Chant:	Many variable depending on request.

Extra Spells

Fortunate Fate

Range:	Touch
Duration:	Until Target is reduced to 0 Hp or less
Effect :	one follower of (allied) Immortal
Save;	None
Casting Time:	2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands *Dispel Magic* and other magic-destructive spells and lasts until expended, and is only suppressed only by *Anti-Magic* for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Sources:	TSR1054/1401—D&D—HW0—Hollow World, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.
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Djaea

Mother Nature, Satet, Erda/Fulla

Patron of Survival of Worlds

Region:

All around the world (especially Brun, Davania and Skothar where druidic orders are well established), Hollow World, even on other planets in the Prime Plane and on some outer planes.

Sphere:

Hierarch (IM 34) of Matter

Home Plane;

Ge: (Free outer plane of Matter). As Erda/Fulla she has a place among the Vanir.

Date Ascension;

2930 BC

Sponsor;

Terra

Statistics;

AC-24, HD 48, Hp 1250, MV 300'/1050',
#AT 4 = Punch-5d6+13, War Hammer-4d6+18, AM 90%, Sv IM 34, AL N
ST 75, IN 60, WI 38, DX 25, CO 49, CH 40

Powers;

Groan, Height Increase, Improved Movement Rates, Increased Damage.
War Hammer+5

Followers Alignment: Neutral

Taxes;

Followers are taxed 15% of their annual income by the Church.

Clerics;

Druids, Druidic Knights.

Alignment:

Neutral

Powers:

Djaea has only Druids, they get a +1 to their Wisdom after initiation (reaching level 1)

Skill Effects;

Nature Lore extra

Accepted Weapons;

Any organic standard.

Accepted Armor;

Any organic armor.

Holy Symbol:

A large white stone with a serpent curled around it.

Vestments;

They dresses in long, white gowns of classic design.

Adventuring gear;

Any

Temples:

Druidic Groves are in effect temples of Mother Nature .

Dogma:

Respecting nature and life, balancing the ecosystem, survival of the worlds and of the living races, druidism. Nature, Fertility, Plants, Animals.

Daily Activities:

Maintain the balance of Nature in all its ways. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.

Known History:

In life, Djaea was originally a magic-user of a primitive Neathar Tribe which occasionally traded with the technological city of Blackmoor. Djaea soon became well versed in the arcane arts and refused to follow the alluring way of the Blackmoorian technology. Djaea kept herself and her protégés at wide berth from Blackmoor's shadow, not liking the way it was changing and corrupting the world, and this attitude never changed during her whole life.

She was already on her Path to Immortality, with Terra as her sponsor, when the men of Blackmoor blew themselves up and changed the very face of the world. She managed to survive, but she was deeply shaken by the devastation that she witnessed in the world around her.

After saving numerous tribes from an untimely extinction, she became Immortal around 2930 BC. This event horrified her—the idea that humans could become powerful enough to destroy a world was abhorrent to her.

Since becoming an Immortal, she has devoted much of her time and effort to learning about planets and how they survive catastrophes. She is, in effect, an Immortal environmentalist who perceives planets as living creatures. She has already determined that Mystara was originally a Megalith, a living Planet named Urt, but how it died is as yet unknown to her.

She swore she would have done all to protect nature and the living races from utter destruction. She began then to teach some enlightened souls the Way of Nature, and they learnt how to respect the natural balance between the forces of the universe, to protect nature in all its aspects as the cradle of life. This way she introduced druidism on Mystara for the first time, and her worship grew tremendously with each passing century, bringing her on the top level of the Immortal hierarchy.

Personality: Djaea (or Mother Nature, as many call her) is not tied to any particular element. Instead she preaches to respect all of the forces of nature. She tries hard to get all the information she can gather on the nature of the Multiverse to understand it better, and encourages her followers to do the same on a smaller scale. Djaea doesn't like to act instinctively and always tries to recollect her mind before taking action.

She's terribly worried of all the negative repercussions that a hasted decision could bring to the environment, and for this reason she's always trying to suggest a path that will involve the less possible danger for living species and worlds. This is why is often accused of being slow and meditative.

To mortals and many of her Immortal subordinates, Djaea appears to have the personality of a stern schoolmistress. She doesn't appreciate rambunctiousness or acting up, and she is infuriated by misunderstanding, misinformation, and ignorance. She wants to learn as much information about the way the multiverse works, especially what sustains and nourishes entire planets. To her few friends, she shows other traits as well. She's never lost her understanding of what it was like to be a mortal, and she agonizes about making choices, worries that errors she makes could be responsible for death, catastrophe, etc.

Why is Djaea so much powerful when she's so much younger than Terra and less known or active on Mystara. It turns out that Djaea is Mother Nature, the "force" responsible for granting godless druids (i.e. druids who do not worship one of the nature oriented Immortals) their spells! So Djaea has a lot of cults all over Mystara, only they don't call her Djaea, but simply Mother Nature. She only wants to preserve the ecosystem and the balance in the worlds, not to force certain laws or habits like Terra.

Appearance: Djaea appears as a stately, charming, beautiful Human or sometimes Elven women, not quite middle-aged. This lady has a complexion that is still in her primer, with a long white tunic of ancient style. Cuir-bouilly leather bracelets are worn at each wrist.

Allies: She greatly respects Khoronus and the two have become a pair (Father Time and Mother Nature). She also cooperates often with Terra, sharing her love for the living species.

Enemies: Djaea directly opposes most activities of the Immortals of Entropy. She is especially antagonistic toward Atzanteotl, Orcus, Alphaks, and Thanatos, who promotes destructiveness and the end of all life. She's a fierce enemy of any Immortal who tries to bring destruction or to alter the universal balance.

Holy Days: 24th Ambyrmont. This day is seen as the beginning of the worst period in the life of Djaea. Followers cower in their houses and clerics protect them. Their spells will this day work at the maximum of strength.

Days of Prayer: Tserdain. Clerics pray at Dusk or at Dawn for spells, when fully rested (8hrs).

Piety awards: none additional

Piety Penalties: None additional

Habits: as culture, but nature in any form is respected, protected or sometimes even feared.
Generous +2 Honest +2 Trusting +1

Dead: Buried in the ground, often under a tree or one is planted above the deceased.

Birth: Baptized in a spring

Colors: Green in all variations, and white, and yellow, often following the seasons. Spring light green, Summer Dark green, Autumn Red/Yellow/Brown, Winter Grey and Brown.

Incense / Oil: Rose

Stone / Metal: none, none

Plants: Any plant, especially Oak, Elm, and Wild Rose.

Animal: Ginny-pig

Chant: None

Sources: Mythological Encyclopedia
TSR1017—D&D—Immortal Rules,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.





Drekk

Winged Fury, Screaming Demon

Patron of Study and Protection of Nightshades

Region:

All around the world (especially Brun, Davania and Skothar where druidic orders are well established), Hollow World, even on other planets in the Prime Plane and on some outer planes.

Sphere:

Temporal (IM 10) of Entropy
Home Plane; An unknown layer of the Abyss.
Date Ascension; about 800 AC
Sponsor; Night

Statistics;

AC-6, HD 24, Hp 150, MV 300'/150', AL N
#AT 2 = Punch-2d6+6, Short Sword-3d6+6, AM 50%, Sv IM 10
ST 20, IN 20, WI 20, DX 20, CO 20, CH 10

Powers;

Call Other, Enhanced Reflexes, Swoop, Control Undead.
Short Sword+5 of Paralyzing

Followers Alignment:

Neutral

Taxes;

Followers are taxed 10% of their annual income by the Church.

Clerics;

Clerics, Humanoid Shaman

Alignment:

Neutral

Powers:

Cast Fly (generate Vulture-Wings) Once a week per Wisdom adjustment (negative Wisdom is a doubling of the weeks not able to do this.

Skill Effects;

Knowledge of Nightshades extra.

Accepted Weapons;

Standard, Short Sword.

Accepted Armor;

Any.

Holy Symbol:

A Golden Belt resembling short pants.

Vestments;

They dresses in dark purple tattered cloaks

Adventuring gear;

Any

Temples:

Any temple of stone that was formally owned by an other religion.

Dogma:

What is not used may be used by us, and be owned like that.

Daily Activities:

Steal, rob, confiscate, search and find unused stuff to enhance the temple. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.

Known History:

Unknown.

Personality:

Drekk is not hostile, nor truly evil. He cooperates in all ways, with Immortals of other Spheres, never interfering with the overall goal. His behavior is, of course, in the interest of his sphere above all others, when such actions don't interfere with the overall goal. He refuses to be an uninteresting, non-participatory status. He is an important Immortal, and a force to be reckoned with. He is foolhardy and risky. Devious, traitorous, and nasty as you can imagine. But able to behave for the goal to be attained. Often waiting until caution from others in his group has waned to turn, the goal best for his sphere.



Appearance:



Drekk appears as a pale-skinned male human, dressed only in a golden short pant with his artifact short sword on the right sticking out. He also wears a tattered dark purple cloak. He prefers to use a mortal identity of Dark colors, as that was his original form also.

His secondary form is that of a Screaming Demon. Here he can attack with two claws, two talons and one bite for 1d4 each, 1d8 each and 1d6 respectively. He can now also fly 180' / 60'.



This demon is part bird and part man in form, standing over 8 feet tall on stork-like legs. Powerful claws adorn humanoid arms. Its feet are taloned. Its large feathered 30' wingspread provides quick flight.

If he can gain surprise, he Swoops down on one

opponent. In a Swoop, he attacks with two talons (only), gaining double damage on each hit, and can carry off a man-sized or smaller victim as per the Swoop attack rule. Lacking surprise, he screams in birdlike fashion as he dives to the attack.

In melee he swings both claws, leaps and strikes with its foot talons, and bites as well. As winged fury he can be damaged by any sort of weapon. When he uses his call other ability he has 95% chance to call another screaming demon, 4% to call a croaking demon and 1% to call a Howling Demon.

Allies: Unknown

Enemies: Unknown.

Holy Days: None of its own. As it uses temples of other religions, it uses their holidays (in a somewhat corrupted form though) for themselves.


Days of Prayer:	Clerics pray at night, prior to resting, but the spells become active only after resting.						
Piety awards:	none additional						
Piety Penalties:	<table> <tr> <td>Lose an object</td> <td>-1</td> </tr> <tr> <td>Lose a building</td> <td>-3</td> </tr> <tr> <td>Lose 10 or more followers</td> <td>-5</td> </tr> </table>	Lose an object	-1	Lose a building	-3	Lose 10 or more followers	-5
Lose an object	-1						
Lose a building	-3						
Lose 10 or more followers	-5						
Habits:	<p>As local culture, but much more selfishly and egoistically. New object are seen as inferior, only used ones have proven their use. Thus, as they refuse to use new objects, their growth (economically and technically) thus must stem only from taken objects, used by others and left behind, forgotten or similar.</p> <p>Generous -4 Forgiving -3 Trusting -3 Loyal -6</p>						
Dead:	Buried or entombed						
Birth:	nothing special						
Colors:	Purple, Violet, Dark-bleu, Dark-Red						
Incense / Oil:	Lotus, Rose, Sandalwood						
Stone / Metal:	Amethyst, Ruby, Bloodstone, Steel-blackened						
Plants:	Lily of the Valley, Tansy, Brambles, any parasite or vine.						
Animal:	Crowse (a magical crossbreed between a crow and a horse—created by Orcish Spellcasters, often “stolen” from them and regularly used.						
Chant:	none						
Sources:	TSR9171—D&D—IM1—The Immortal Storm, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.						



Earth Elemaster

Earthlord

Patron of all Elemental creatures of Earth



Region:	Elemental Plane of Earth and some outer planes
Sphere:	Hierarch (IM 32) of Matter
Home Plane;	Plane of Earth, Planet Cueball (see IM 2 the Immortal Storm-page 17).
Date Ascension;	2930 BC
Sponsor;	Terra
Statistics;	AC-22, HD 48, Hp 1250, MV 300'/1050', #AT 4 = Punch-5d6+13, War Hammer-4d6+18, AM 90%, Sv IM 34, AL N ST 75, IN 60, WI 38, DX 25, CO 49, CH 40
Powers;	Groan, Height Increase, Improved Movement Rates, Increased Damage. War Hammer+5
Followers Alignment:	Any
Taxes;	Followers are taxed 45% of their annual income by the Church, for use for all followers.
Clerics;	Druids, Druidic Knights
Alignment:	Any, but lawful is precedent.
Powers:	+1 bonus to Constitution, and all have the ability to make a Smash attack with their known weapons. (Haymaker with unarmed attacks).
Skill effects;	+2 bonus to three general skills related to Construction, Building or Earth Required; Knowledge Minerals, Honor Earth Elemaster. Recommended: Fire-building, Astrology, Reading/Writing, Mining, Knowledge Seismic Force Build-up.
Accepted Weapons;	Standard and natural weapons.
Accepted Armor;	Any
Holy Symbol:	A brown circle.
Vestments;	They dresses in long, brown gowns of classic design.
Adventuring gear;	Any
Temples:	Any cave
Dogma:	Protecting the Elemental Plane of Earth and earthbound creatures. This force is a representation of all pure, natural power, including forces of nature (such as Volcanoes, Earthquakes) and magical energies.
Daily Activities:	Order and similarity, to withstand destruction and decay (Entropy), Opposing Time's (water) attempts to change, resist the attacks of Energy (Fire), forces Thought to be practical (Air). Because they are devoted to powerful natural forces, priests of this force tend to be magically powerful. The priests of this force learn as much as they can of magic and try to pass that learning along. They also don't like to see natural forces extensively channeled by man: they often destroy dams, for instance. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning. Missions: These priests often go on voyages to observe phenomena and learn more about the forces that bring them about. Vigilance against any beings that might interrupt, divert, or channel great natural forces for those beings' own gain.
Known History:	The current Earth Elemaster is an elemental that found the way to become Immortal in the dawn of times, asserting his rule over the Elemental Plane of Air to grant balance and stability inside that plane. Nobody knows whether he was sponsored by another Immortal or not (and he is not telling anybody), not even the ancient Immortals can testify it, although they assert he's been holding this position as far as they remember. Aside from his home plane and a few outer planes aligned with Matter and filled with airborne creatures, he does not care about the existence of other creatures or other planes of existence, and for this reason his cult is not present on Mystara. The Earth Elemaster has given Land the duty to protect the Plane of Earth from Immortal intrusions and from invasions from other planes, but he keeps two open eyes to oversee his movements, not trusting him completely. In fact, he even went so far as sponsoring another earth elemental, Ground, to higher status, hoping the two would eventually come into conflict and annihilate one another. Unfortunately, his plan went awry when Ground was killed some years ago by a group of marauding high level mortals from the Prime.
Appearance:	A colossal androgynous humanoid (around 20' tall) made of earth, rocks and stone

Personality:	<p>Like all Elemasters, he is a Neutral being that rules his subjects leaving them a great degree of freedom. He leaves the day-to-day administration of the various regions of the Elemental worlds to the many nobles in his court, which has a pyramid-like organization, and he prefers to concentrate on the extraplanar relationships with other Immortals and Elemasters.</p> <p>He tolerates the infighting and the occasional intraplanar wars among its nobles since it's useful to limit the power of the most powerful nobles, as long as this does not threaten the overall stability of the plane. For this reason he alternates long periods of silence to periods of constant edicts and iron fist policy.</p> <p>As much as all other Elemasters, he does not like to share his position with power-hungry nobles and for this reason he hinders any possible attempt at challenging his rule over the Plane of Earth. This paranoia goes up to the point of preventing any of his subjects to discover the path to Immortality and become Immortal, for fear of being replaced (since he knows there can be only one Elemaster for each element to maintain balance in the Multiverse).</p>
Allies:	<p>The Earth Elemaster is biased by his own nature to be friendly with the Immortals of the sphere of Matter, and opposes the Elemaster of Water because of the laws of elemental opposition.</p> <p>His only ally against Terra and Land, now is N'grath, the Lord of Hordes, whom he sponsored to Immortality millennia ago and has always obeyed his commands, albeit a bit coldly.</p> <p>Land and Terra (although he distrusts them a bit) are actually his only allies, but he's unaware of this.</p>
Enemies:	<p>However, he does not like the ruling Hierarchy of Matter, since Terra was once one of his subjects and he does not forgive her for surpassing him. He is afraid that Terra could one day assume power over his Homeplane or sponsor the ascension of an elemental to replace him. In order to avoid an open feud between the Hierarchy of Matter and the most powerful lord of elemental earth, Terra has acknowledged to never enter his Homeplane and has instructed his own relative Land, whom she sponsored to Immortality, to remain there serving under the Earth Elemaster.</p> <p>In truth he does not know that even N'grath has plans of his own for the future of the Elemental Plane of Earth and is perhaps his most powerful enemy, a wolf in sheep's hide. (see IM-2 The Immortal Storm).</p>
Holy Days:	Tserdain
Days of Prayer:	Clerics pray at Dawn for spells.
Piety awards:	None additional
Piety Penalties:	None additional, but clerics are punished not double, but at triple rate.
Habits:	As culture locally
Dead:	Buried in the ground, often under a tree or one is planted above the deceased.
Birth:	Baptized in a spring
Colors:	Green in all variations, and white, and yellow, often following the seasons. Spring light green, Summer Dark green, Autumn Red/Yellow/Brown, Winter Grey and Brown.
Incense / Oil:	Rose
Stone / Metal:	none, none
Plants:	Any plant, especially Oak, Elm, and Wild Rose.
Animal:	Ginny-pig
Chant:	Any low, vibrating humming psalms
Sources:	<p>Mythological Encyclopedia, TSR9189—D&D—IM2—The Immortal Storm, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.</p>

Eiryndul

Eyris, Shaibuth, he Adventurer, Ayodhal, Buyuqulmek

Patron of Elves, Mischief, Forest Races, Shiye-Lawr, Cleverness and Adventure.

Region: Shiye-Lawr Elves Alpathia, Forest Races Globally, Globally individual, Immortal's Arm (Aeryl), Savage Coast (Eusdria, Herath), Hule & City-states, Isle of Dawn (Redstone), Midlands.

Sphere: Empyrean (IM 20) of Energy
Homeplane: Eirysia: (Free Outer Plane of Energy).
Date Ascension: 1200 BC
Sponsor: Rathanos.

Statistics: AC-8, HD 34, Hp 350, MV 150'/50',
#AT 3 = Punch-3d6+3, Short Sword-2d6+6 / +8, AM 70%, Sv IM 20, AL CG
ST 18, IN 20, WI 38, DX 15, CO 25, CH 40

Powers: Detection Suite, Height Decrease, Enhanced Reflexes, Thief Special Abilities
Short Sword +3 / +5 vs. enchanted monsters

Followers Alignment: Any
Taxes: Followers are taxed 10%-25% depending on mood patriarch of their annual income by the Church.

Clerics: Clerics, Avengers.
Alignment: Any, but Chaotics and Neutrals are more common than Lawful.
Powers: Eiryndul's clerics are able to detect secret and hidden doors by passing them within 10' by on 1 on 6, or if searching 1-2 on 6 and 1-3 on 1d6 to find concealed portals. Elven Priest improve their already available skill by 1 point.
They also have the Find Traps skill as a Thief of the same level.

At 8th level: Shapechanging. Eiryndul chooses the three animal forms, or can allow the priest to make the choice.

Skill Effects: Either Trapbuilding, Acting or Deceive extra.
Required: Disguise.
Recommended: Dancing, Etiquette, Modern Languages, Reading/Writing, Religion, Forgery, Reading Lips, Set Snares, Ventriloquism.

Accepted Weapons: Standard and short sword, dagger (any small sized weapons) and Blowgun.
Accepted Armor: All non-magical non-metal armor: no shields.

Holy Symbol: A white, smiling set of teeth, like the Cheshire Cat of Alice in Wonderland, against a black background.

Vestments;
Adventuring gear; Any

Temples: Sylvan creatures, elves, illusion, deceit, cleverness, tricks, amusement, curiosity, adventure.

Dogma: This Immortal delights in trickery for trickery's sake. He loves fooling people, animals, other gods just to show them how much more clever he is, just to see the looks on their faces, for just about any reason.

Naturally, this Immortal is the favorite of rogues, especially thieves. But don't think that he's a Immortal of cowards: To pull off the best tricks and plots, his followers must be brave indeed. However, many cowardly rogues do worship this Immortal anyway, in admiration of his ability to get out of rough spots without resorting to combat.

His priests, in addition to extolling this Immortal's virtues, also love demonstrating cleverness. Some perform harmless pranks for comic relief. Others become polished military tacticians for armies. Others learn that let them become proficient trapsters or stage magicians.

To be a priest of this Immortal, a character is not supported to be nasty or mean to others. The priest might demonstrate his cleverness through sleight of hand or by executing clever plots that straighten out problems rather than cause them. On the other hand, some priests of this Immortal are just sly troublemakers who create problems for everyone. That's a choice left to the priest. As long he is not evil Eiryndul doesn't really care about him or her.

Daily Activities: Duties of the Priest: Guidance, Marriage, Missions: Priests often choose to go on adventures where they will have the opportunity to participate in some great plot or caper: it can be a deadly serious mission, so long as the priest gets to be involved in intricate planning and clever tactics. Vigilance against forces (mostly of society) that make people too responsible too young, that mature them too quickly.



Known History:

Eiryndul was an Elvish warrior in the Sylvan Realm when Ilsundal was king there. Eiryndul was a skilful strategist and a talented elf wizard during the reign of Ilsundal in the Sylvan Realm (2100-1800 BC). He wasn't much of a warrior, his fighting abilities were negligible. He was a clever thinker, and an accomplished magic-user.

A near outcast among his own people, he was a friend of the Forest Folk such as Centaurs and Dryads. Ousted because of his swift tongue and boisterous attitude, and especially because of his constant pranks let alone of his insufficient martial skills, he ended up befriending the sylvan creatures that lived in the forest. His anger at the treatment he received from his own people led him to study magic intensely so that he could figure out how to avenge himself.

He eventually left the Elven settlements and chose to live among the dryads and centaurs, furthering his magical studies while waiting for the opportunity to get a revenge on the elves that humiliated and exiled him. This has led him to find and undertake the Path of the Paragon under protection of Rathanos. However, during his trials he abandoned all his bad feelings and purposes of vengeance against his people and he became more thoughtful and merry, even if he still disliked Ilsundal's boring philosophy.

As part of his path towards Immortality, he convinced the small fraction of his former clan mates (the youngest and most adventuresome elves) to follow him on a mysterious trek towards a new heaven he had discovered, where they could have been free from the short-sighted restrictions of Ilsundal's lot. In his quest for Immortality, he found wisdom and abandoned his plan for revenge, though he was still no friend of Ilsundal's people or the kind of boring, pacifistic philosophy that Ilsundal promoted.

Thanks to his magics he transported them to Darkwood and they settled on the shores of Lake Tros, where he had already built a small village. Here he modified the surrounding area by opening breaches into reality and by imbuing the forest with the magic of Illusion, thus transforming Darkwood into a unique place. He later bested the most powerful Spellcasters of the region, who threatened his pupils and his dreamland. He gradually influenced them to become more secretive, more mischievous, more dangerous, and independent than he perceives the Alfheim Elves to be.

He did everything he was asked by Rathanos to complete his path and was finally able to become Immortal around 1200 BC after crafting a powerful artifact that he left on the bottom of Lake Tros as a relic for the new clan he had established, the Daendur.

He has also acted as the friend of the forest races, with whom he feels a special kinship.

He later appeared to all the other Elven communities of Brun which lived in the Savage Coast and the Immortal's Arm, recruiting new worshippers also among the mysterious aranea of Herath (true masters of Illusion and Deceit) and thus increasing his power. When Mealiden Starwatcher (Ilsundal's protégé) led the majority of the Sylvan Realm's elves eastward using the Rainbow Bridge, Eiryndul saw a great opportunity to lure his former clan, the Shiye, away from Ilsundal's influence. With clever words he convinced the Shiye leaders to abandon Mealiden during the crossing and he guided them beyond Brun's eastern coasts, making them settle in the dark central forests of the Alphantian continent, where in 800 BC they founded the Kingdom of Shiye-Lawr. These elves, influenced by Eiryndul's teachings, became more mysterious, independent, sly and dangerous than those of Alfheim.

As Shaibuth he took on the cause of Araneas as an afterthought, merely a means to compete against Korotiku, his old rival. Eyrindul, however, prefers those Araneas who decided to remain creatures of the forest. He still tries to create a druidic Aranean philosophy but with little luck so far. His devout eight-legged followers have decidedly proven much too pragmatic and cynical for Eiryndul's hopes.

Personality:

Eiryndul is a prankster. He occupies himself playing tricks on Immortals and mortals alike. These pranks are inventive and sometimes malicious, but not dangerous or lethal. A mortal who withstands his mischievous attention for several pranks without becoming abusive or breaking under the strain will earn Eiryndul's respect and may receive a favor from him at a later date. Eiryndul likes to taunt the other Immortals with pranks and tricks carefully planned to embarrass them without hurting them, and he indulges in these jokes targeting especially Mealiden and Ilsundal

Eiryndul is also known for his romantic escapades. There are few female Immortals with whom he has not flirted at some point, and he is rumored to spend much of his time pursuing attractive mortal adventurers who caught his eye. Recently he has developed an understandable passion for Valerias, who laughingly spurned him. He has vowed to seduce her one day.

The heated rivalry of Eiryndul against Valerias, guilty of refusing more than once his advances and ridiculing him in front of the other Immortals, caused her to avenge him she sponsored Kythria, a young Immortal so similar to Valerias in many ways and a former cleric of the goddess of love, whom the goddess had repudiated out of jealousy.

In the Hollow World, Eiryndul is one of the special patrons of the Centaurs, Dryads, Fauns, Imps, and other forest Dwellers. Since races like the Schattennalfen and the Azcans capture and kill the Forest Folk, Eiryndul opposes them, and will often prompt adventurers to help his chosen folk against those empires.

He is also in competition with Harrow, a young Immortal of the Nightmare Dimension who hindered his plans too many times and is now threatening his authority on the Daendur elves. Harrow is also an ally of Loki in Hule, and Eiryndul considers this the worst of his guilt, since Loki represents the negative face of Eiryndul: an Immortal who uses cleverness and deceit to bring destruction.



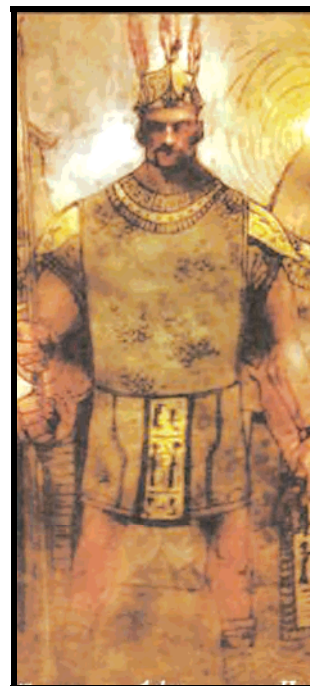
Appearance:	Eiryndul appears as a short, sly-looking elf dressed in the most modern kingly styles and wearing a well-crafted crown embossed with pictures of forest folk (especially Fauns and Dryads) frolicking.	
Allies:	Eiryndul's Immortal allies include Rathanos, his patron, and Faunus, who is also a patron of the forest races, and Korotiku, with whom he has a friendly rivalry in the spirit of determining which of whom is cleverer, and Zirchev, a protector of Forest races.	
Enemies:	Eiryndul has a not-so-friendly rivalry—in fact, it's quite a bitter and malicious one—with Loki, the Northern Reaches Immortal who is also a Patron of mischief and troublemaking, whose pranks, unlike Eiryndul's always causes pain and suffering. He enjoys playing pranks on Ilsundal and Mealiden but considers them stuffy rivals, not enemies. Eiryndul has vowed to either win Valerias her affections or to punish her for her rejection.	
Holy Days:	1 Flaurmont (1 st April) Fouls day. Everybody tries to trick or foul others into something prankful.	
Days of Prayer:	Lunadain, Clerics pray at morning for spells.	
Piety awards:	any good trick if successful (DM)	+1
Piety Penalties:	any failed trick	-1
Habits:	as local culture Honest -1 Cautious +2 Trusting -3 Loyal +1	
Dead:	Bury in the ground	
Birth:	Cleanse by water, and lay in tree leaves and feathers of birds (or Owlbear) bedding	
Colors:	Green and Yellow	
Incense / Oil:	Cedar, Pine	
Stone / Metal:	Iron	
Plants:	Cedar, Pine, Metasequoia (Mammoth Tree).	
Animal:	Wood Imp	
Chant:	none	
Sources:	TSR1054/1401—D&D—HW0—Hollow World, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.	

Eternal General

Guthbrand, Anhur, Infaust

Patron of Combat Tactics

Region:	Hollow World Nithia .
Sphere:	Temporal (IM 7) of Matter
Homeplane;	Heliopolis
Date Ascension;	901 AC
Sponsor;	Thor
Statistics;	AC-5, HD 21, Hp 110, MV 150' / 50', AL NG #AT 2 = Punch-3d6+4, Sword-3d8+8, Lance-4d8+6, Long Bow-4d6+7, AM 50%, SV IM 7 ST 22, IN 11, WI 12, DX 19, CO 22, CH 16.
Powers;	Weapon Mastery, Increased damage, Summon Weapons, Fighter Options 2H Sword +4, Long Bow +3, Lance +2.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Exorcists, Paladins.
Alignment:	Chaotic good and Neutral and Neutral Good.
Powers:	1d8 hp/ level instead of 1d6
Skill Effects;	Combat tactics extra
Accepted Weapons;	Standard and 2H sword.
Accepted Armor;	Any
Holy Symbol:	A Polearm Broken in half
Vestments;	any, but clearly with holy symbol emblazoned on shoulders.
Adventuring gear;	Any
Temples:	The church of the Eternal General (Anhur) in Nithia is organized into a strict hierarchy and run with martial efficiency.
Dogma:	War, Conflict, Physical Prowess, Thunder, Rain. Protect Nithia, for she is your mother. Fall upon her enemies as you would any who had done ill to your own mother. Follow the wise advice of your commander as you would that of your parents, but take no actions that serve an ill cause. If your commander asks you do ill, refuse, your actions will be vindicated by a council of at least three of your peers. Protect the people of Nithia and the property of the church of Anhur, for it is your home you defend with the fury of a lioness defending her cubs. Beware the viles of Set, for his spies are everywhere, and his actions turn brother upon sister and parent upon child. His taint poisons the waters of the land of your heart. Defend against the fierce storms that sweep down from the north, for they are the work of evil magic. Carry the peace and prosperity of Nithia eastward and shepherd the people during their time of need.
Daily Activities:	Clerics spend their morning hours practicing their martial skills. Afternoons are spent drilling Nithia's legions. Evenings are spend repairing weapons and armor or studying war strategies. Anhur expects his clergy to develop and execute unorthodox and daring plans to regain Nithia's former glory. Much of his clergy's time is spent pursuing fantastic plans and countering the machinations of other Immortals (like Horus-Re and Rathanos).
Known History:	Guthbrand's younger years were spent as a mercenary, serving in the armies of numerous nations on several continents. When he reached Name level, Guthbrand swore fealty to a Lawful church of Thor. It was a matter of practicality more than principle for Guthbrand. He would serve any other employer as faithfully, but the status of Paladin conferred considerable benefits with relatively few obligations. His choice to pursue Immortality was just as pragmatic—death interfered with his entire way of life.



The most annoying requirement was that he forsake his role as fighter to be a cleric, mage, and thief, but since at the time he could remember nothing of his past, it was only a minor inconvenience compared to the prospect of eternal life.

When he became an initiate, he seriously considered changing his alignment to Neutral. He finally decided that his habits were well-established, and that the Sphere of Matter, the home of the Warrior and the Knight, was the only place for him.

As an Immortal he finally did change his alignment to become more balanced. Through this action he was taken the opportunity to take over the portfolio of Ilsundal (who was not content with the war-like behavior connected with this position), as the general of Nithia (Hollow World), a course of action he eagerly accepted and to this day heartily fulfills.

Personality:

The Eternal General possesses only one guiding principle—to follow the action. The principles behind conflicts are of little interest to him, as long as he participates in a good fight. The Eternal General is the ultimate pragmatist—the end justifies the means, and the end is to be victorious. He is not cruel or brutal—just insensitive to the fates of those caught in the wars in which he revels. He is a loyal and trustworthy companion in war, but only because of the practical observation that loyalty and cooperation are necessary for a fighting unit.

Thor, his patron in the Sphere of Matter has great respect for his dedication to the art of war, but hopes General develops a more compassionate understanding of the suffering of war's victims. The Eternal General earns bonus power points for great valor and effectiveness in combat, but also for acts that show he cares for the plight of helpless bystanders, and perhaps even for the fate of his opponents.

Anhur embodies both the raw fury and the strategic generalship of war. He is a fierce Immortal, but one not quick to pass judgment on others. Unlike other War-Immortals, Anhur is a force for good and fights only against evil. He is slow to anger, for his wisdom is legendary, but his wrath is inescapable once earned. Anhur never lets his guard down and is constantly on the alert. He never stops moving, and his eyes never stop scanning the horizon. Unlike much of the rest of Nithia's Phanteon, Anhur appreciates the humor of the mortals and does not necessarily find their presence tiresome. He has a hearty laugh and an ever-present smile when not engaged in combat. A shadow of guilt haunts the eyes of the General of the Gods, as he never forgives himself for earlier failures.

Appearance:

The Eternal General's normal form is that of a transparent human of late middle-age. His features are faintly visible in good light, long, ragged, dirty hair, skin rough and cracked like leather and crisscrossed with scars, an eye patch, a grim visage, but a distinct twinkle in the one good eye.



The Eternal General always appears in full plate armor, with the visor up, revealing a seemingly empty helmet or his face if he wills it. He rides a rugged, dirty-white warhorse marked with age and hard use: the horse flies without wings, bearing the Eternal General through the air with couched lance.

Only in IM3, he did not wear his armor, for reasons unknown. There he appeared as a muscular male human of middle age with some brown curly hair on top of his somewhat pointed head, and he wears a small beard and trimmed moustache.

His appearance in mortal form is identical, except the body is not transparent and the horse does not fly.

Allies:

Thor (his sponsor), Raven, Marwdyn, Tiresias, Shaper and Carnelian.

Although nominally allied with the Pharaoh of the Gods, Anhur's aggressive advocacy of change often clashes with Horus-Re's desire for eternity and perpetual order.

After absorbing the portfolio of Ramman (a low-level Immortal of Weather who lost all of its following rapidly and thus ceased to exist), Anhur has come into increasing conflict with Isis (Valerias), but in other respect the two are close allies.

He cooperates closely with Nephthys, particularly in opposing the machinations of foreign Immortals, and has an on-again-off-again relationship with Basteh, although their alliance is fundamentally sound.

Enemies: Anhur's long-standing enemy is Set (who he battled already in mortal form), but his activities in the Nithian Gulf earned him the Enmity of the Immortal of the Devilfish. And his interests in expansion is likely to come into conflict with the Immortals of nearby counties eventually.

Holy Days: The third month is referred to in Nithia as the Time of the storms, and Anhur is said to walk the border of Nithia during this time seeking out interlopers to drive off. The clergy of Anhur celebrates this time in a month-long tournament of non-lethal combats. The winner of the combat is known as the champion of Anhur for the following year. The month-long tournament concludes with a festival known as the Sharpening of the Blades. On the occasions when Nithia goes to war, major campaigns typically begin on or soon after this date.

The remembrance Ritual is celebrated on the first day of Autumn. This somber festival is a day of self-reflection and a time to remember fallen comrades and concludes on a joyous note with a litany of martial hymns thanking Anhur for military successes in the past year.

Finally, the clergy of Anhur have numerous holy days commemorating one major battle or another (mostly celebrated only locally). Though these commemorative celebrations are largely ignored outside the clergy, the cities and villages of Anhur are sites of good-spirited revelry during these festivals, and they sponsor many competitive sporting events on such days.

Days of Prayer: Loshdain, Clerics of Anhur pray for their spells at dawn, in anticipation of the day's battles.

Piety awards: none additional

Piety Penalties: none additional

Habits: as local culture
Cautious -4 Courageous +2 Forgiving -1 Energetic +2

Dead: Bury in the ground

Birth: none

Colors: Brown, yellow, white

Incense / Oil: Palm oil

Stone / Metal: Any quartz, Alloys, Iron

Plants: Any thorn bearing plant or tree

Animal: War Horse

Chant: any battle song, but begun with...
Hey Ha, Hey Ha,...

Special Spells

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save; None
Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum **HD**. The exact gained **HD** (and thus corresponding **Hp**, **Saves**, **THACO**, **Spell-casting power**, etc.) is given on the table. Any damage is taken from the magically gained **Hp** first (just like an **Aid** spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/**HD**, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Sources: TSR9207—D&D—IM3—The Best of Intentions,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Faunus

Inuus, Lupercus, Cernuinn, Fatuus, Incubus, Fauna,
Mendes, Panesha, Eylemek, Pan.

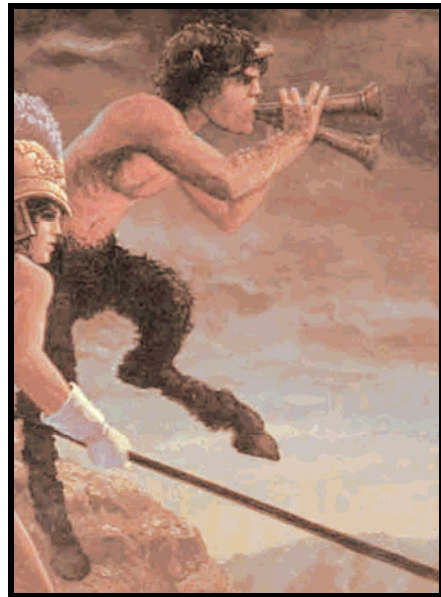
Patron of Forest Races, Hedonism, Songs, Poets, Bards, (Shep)herding, Husbandry, Hunting



- Region:** Alfheim, Norwold, Alphatia, Sind, Milenia (Hollow World), most other Heavy Forests.
- Sphere:** Temporal (IM 11) of Matter
Home plane; Nirvana: 1st layer Arcadia.
Date Ascension; unknown but before 500 BC
Sponsor; unknown probably Pan, a lost identity or Immortal, of which was only known that he was a nature lover and a faun also. What happened with him is totally unknown, even to the Immortals. But he is gone several centuries now (since the Dragonwars in 500BC), but he can't even be retraced through time. Faunus even assumed his identity in the Milenian Phanteon.
- Statistics;** AC-5, HD 25, Hp 150, MV 300'/100',
 #AT 2 = Punch-2d6+2, Javelin-1d6+6, Sling-1d4+4, AM 50%, Sv IM 11, AL C
 ST 17, IN 19, WI 19, DX 16, CO 17, CH 15.
- Powers;** Detection Suite, Howl, Increased Movement Rate, Thief Special Abilities.
 Javelin +4, Sling +2
- Followers Alignment:** Any. They must have a drinking skill. Pan is worshiped by those who love nature and by those who fear and wish to appease it.
- Taxes;** Followers are taxed 10% of their annual income by the Church.
- Clerics;** Clerics, Humanoid Shaman,
Alignment: Chaotic or Neutral.

Powers:	These clerics (Luperci) possess the mystic ability to speak with animals. (read the spell to understand the limits). They learn to speak the language of satyrs as soon as possible, using that tongue among themselves.
Skill Effects;	Pan's priests learn to play the Syrinx at 1 st level. They must have a drinking skill. Their Drinking Skill is also automatically increased by the amount of their current level or HD (whichever is higher). They have an interest in all wilderness skills except animal handling.
Accepted Weapons;	Standard
Accepted Armor;	None
Holy Symbol:	A Drinking horn with Ram's Horns.
Vestment;	A woolen vest with a leather jerkin emblazoned with a pair of Ram's Horns.
Adventuring Gear;	As vestment.
Dogma:	Don't take life all too serious, may fun, laugh, dance, frolic, make love, eat and drink, enjoy the fruits of life, nature and the world, without harming it.
Daily Activities:	Dancing, Eating, Drinking, Making Love, etc, or guiding people to engage themselves in these actions. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and making fun.
	Pan is as chaotic a deity as Dionysus, but he does not preach chaos; it's simply that he embodies the ever shifting powers of nature itself. Despite his alignment, he wouldn't be a bad druidic deity. His clerics are a wild lot, dwelling in the wilderness. They are friendly toward those who respect nature, but anyone who threatens the natural order will draw their wrath. Pan is another womanizing god, the incarnation of nature's fertility. Clerics of both sexes are notoriously amorous, and their spring and midsummer festivities are legendary.
Temples and Such:	Open Places in the forest with a nearby source of water, with lots of flowers, but difficult accessible.
Known History:	Faunus is an ancient being, not even he knows how old he is or how he came into existence. He remembers that he was a goat-like creature mutated by magic to have intelligence and to serve his creator. According to unconfirmed legends he was the king of Latium, and was augmented by two mages, Picus and Saturnus. After being created, he continued to change, becoming more and more human and achieving greater and greater intelligence, but he also forgot most of his early history. Though his primary interests were eating, drinking, song, and poetry, the careful tending of flocks, and pleasures of the flesh, he was very long-lived and eventually stumbled upon the Path to Immortality, achieving it in the service of Terra in the Sphere of Matter. His descendants from when he was still a mortal are the Fauns (Also called Satyrs and Sileni). He has created a cultus as oracle-god in a holy forest near Tiber (in the real world now called: Tivoli) and was named Fatuus. Already early in his existence he was resembled with the God Pan, probably because they are the same species, yet they are unaware of each others existence, or uninterested. It is unknown if it was Pan who did sponsor Faunus to Immortality. As a protector of cattle he got the name Lupercus, what means: 'he who wears the wolf'.
Personality:	Faunus is a dissipated, self-centered being who doesn't have a malicious bone in his Immortal body. He is interested only in self-gratification and the protection of the forest races and herd-beasts such as goats and sheep. He very seldom interacts with mortals. He is not at all ambitious and never achieved much personal power. This is why, although he is very old, he is still only a Temporal. In the Hollow World, Faunus is a normally harmless being who seldom interacts with mortals. Like Eiryndul, he will prompt mortals to help the forest beings. Unlike Eiryndul, he is sometimes found among those forest beings during drinking binges. A mortal who stumbles across one of these scenes can count on the normal-peacefully Faunus to turn frightened and order the forest beings to scare the mortal men out of his forests. Sometimes Faunus hunts people in their dreams, therefore he also got the name Incubus (Nightmare). His female pendant is Fauna, because as an Immortal he sometimes appears as a female variant to his self.

Appearance: Faunus always appears as a Silenus (an ancient Satyr or Faun), bipedal like a human, his hindquarters are those of a goat (or sometimes a horse, complete with tail). He sometimes appears young and handsome, at others times he is old, bloodshot, fat, and drunken.



Allies: Faunus has only two friends among the Immortals: Eiryndul and Zirchev, fellow patrons of the forest races.

He also likes and respects Athena and Zeus.

Enemies: Faunus has no enemies among the Immortals.

Holy Days: Those who honor him, seeking his assistance, celebrate 2 winter festivals, the Faunalia first, and the Luperci later, in his honor. On these days the country folk sacrifice goats, wine and milk, and hold various games.

Faunalia is celebrated at the Winter Solstice.

On 15 Thaumont (15 February in the real world) his temple was erected on the Tiber island near Thyatis. This great festival, Lupercalia named, is followed by the Luperci (priests) who wear a goatskin, walk through the streets of Thyatis (real world Ancient Rome) and beat the viewers with belt cut from goatskins.

Days of Prayer: Actually none, but a Forest Feast is often seen as one, by outsiders, and Satyrs like this idea. Clerics pray in the morning, when all birds awake. They (and any other non-evil cleric or Druid) may also pray directly after a Forest Feast, even if not rested, but this can only be done once a lunar period.

Piety awards: None additional

Piety Penalties: Kill or mistreat forest creatures not in self defence.

-3

Habits: Faunus may send his followers prophecies by the sound of the forest or by dreams.

As all fauns are male, they need other species to reproduce, they prefer to do this with the equally frolicsome Dryads or Hamadryads, but will as easily take a human or elf, always resulting in a Faun.

- Cautious -3
- Modest -2
- Peaceful +4
- Reverent -2
- Forgiving +2
- Loyal -2
- Dogmatic -2



Dead: Bury and let nature absorb it.

Birth: A reason to party, a new life is blessed by the joy of all.

Colors: Green, Wine-red.

Incense / Oil:	Wine (Red),
Stone / Metal:	Bone or Horn, none
Plants:	Grape
Animal:	Forest Goat
Chant:	Any music

Extra Spells

Sharpen Horns

Range:	Caster only
Duration:	1r + 1r/lvl (10 max).
Effect :	caster
Save;	None
Casting Time:	1 round

Satyr Cleric 1 Humanoid Shaman 1, Druid 1 spell.

By stroking a Stag's or Antelope's bone along his horns and calling upon Faunus for strength, the Satyr Cleric can sharpen and strengthen his horns so that they give an additional 1d4 damage to a foe upon a successful hit.

Woodland Party

Range:	50 yards / 3 levels (200 max)
Duration:	10r.
Effect :	special
Save;	Negates
Casting Time:	1 Turn

Satyr Cleric 2 Humanoid Shaman 2, Druid 2 spell.

Originally used to attract denizens of the woodlands for celebrations, this spell can be used by the Satyr Cleric to summon 1d10 intelligent woodland creatures (to a maximum of 20 HD) for a single purpose (such as attacking a Satyr's Foes). Satyrs must play their pipes and dance for the duration of the spell's casting time. The creatures show up in 1d3 rounds/100yards distance to be covered, and can include Dryads, Satyrs, Sprites, other fairies and other creatures with an intelligence of higher than 3 that live within the spells range. Those called forth receive a saving throw to avoid the call, and if anyone with the Satyr summoning him is a known despoiler of nature he gets another save to see if they can leave the area. If the caster personally knows a being in the area, then he can double his range for that one being which will arrive at its fastest speed. The summoned creatures expect a reward of dancing, singing, and eating afterwards, however. If the Satyr cleric does not at least four songs (about 30 minutes) worth of frivolity and joy, the spell will not work for that Satyr again, until he provides some sort of festivities for the summoned creatures. The party can continue after the Satyr Cleric leaves if he called forth another Satyr (30% chance).

Follow the Music

Range:	10 yards
Duration:	1 hour
Effect :	Special
Save;	Negates
Casting Time:	1 round

Satyr Cleric 3 Humanoid Shaman 3, Druid 3 spell.

By playing the pipes and dancing around in a bit of a jig, the Satyr caster can draw away a number of foes and set them on a merry chase. The music first attracts those listening at the rate of 1 HD per level of the caster and mildly distracts them from their fight (-1/lvl to attack and damage to all listening entranced) for the first 5 rounds. Targets may then save vs. spells to negate the effects. If the combat hasn't ended after these first 5 rounds, the affected individuals get an itchy sense that the foes they're fighting aren't the ones they should be facing. They break off from combat completely and start looking around for their true foes. At that point the victims are still somewhat aware of the Satyr Caster's compatriots, so they avoid blows (no attacks of opportunity) as normal but do not return any. By the 7th round of combat, the caster can either guide the affected foes away from the combat by breaking away himself or simply allow things to stand as they are. If the caster heads away, still playing, the victims of the spell follow him bemusedly. The spell continues for as long as the caster plays or until the duration ends (whichever comes first). If the caster tries to lead the victims to their deaths (by sending them off a cliff or similar) then the victims receive a new save at +4 this time, to break the effect. Casters can cast this spell anywhere, but must play their pipes and dance to maintain the spell.

Forest Feast

Range: 200 yards
Duration: 1d3+1 hour
Effect : Special
Save; Negates
Casting Time: 1 Turn
Satyr Cleric 4 Humanoid Shaman 4, Druid 4 spell.

By playing his pipes and dancing, the caster can alert the denizens of the forest that it's time for a feast. Those within the range of the spell can make a save to avoid gathering food and drink or other supplies, but most want to take part in the celebration, so they receive a -1 to the save for resisting the spell's effects. All manner of animals bring food for themselves and for one other of their kind. Other Satyr's bring wine, gather dead wood for the fire pit (always secure and prepared) , nearby fairies (esp. Nymphs or Pixies) help provide water, and smaller creatures bring forth vegetables, insects, or whatever their own appetites run to. In the end, the caster has enough food and drink to feed everyone roughly twice over. Any non-forest dwelling, intelligent in the area might be drawn into the feast by one of the satyrs or dryads so that they can help prepare for the festivities. The only way the Satyr will have

meat at the feast is if another Satyr, Humanoid, or carnivorous creature comes forward with a recent kill (or meat provisions of some sort) there is a 30% chance this will be done. At the feast, everyone is on their honor spot to kill another being attending, but if a conflict arises (such as a puma killing an attending rabbit family) the feast immediately falls apart in a rather chaotic manner once the spell is cast, the caster calling the feast can take part in the fun, though he might be called upon to help settle tempers if they start the fray. Thankfully for the forest creatures, this latter situation happens rarely. Those attending this feast gain not only food and drink, but also gain 1d8 points of healing for every 2 levels the caster has after the feast is over. If an evil outsider attempts to break into a feast, every animal leaps to the defense, so others can also gain the benefits of a temporary safe haven.

Sources: Mythological Encyclopedia,
Dragon Magazine 133, 269,
TSR9189—D&D—IM2—The Wrath of Olympus,
TSR9254—D&D—PC1—Tall Tales of the Wee Folk,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.





Finidel

Patron of Constant Change

Region:	Small tribes, cities and even tiny nations on southern Part of Davania.
Sphere:	Temporal (IM 7) of Time
Home plane;	unknown
Date Ascension;	784 AC
Sponsor;	An unknown Celestial, possible Vanya
Statistics;	AC-2, HD 21, Hp 110, MV 150'/50', #AT 2 = Punch-2d6+3, AM 50%, Sv IM 7, AL N ST 18, IN 17, WI 20, DX 13, CO 17, CH 17
Powers;	Detection Suite, Increased Movement Rate, Thief Special Abilities.
Followers Alignment:	Any.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Any
Powers:	Any one Divination spell maybe recast per Wisdom bonus.
Skill effects;	any skill based upon memory is adjusted by +1.
Accepted Weapons;	Standard
Accepted Armor;	None
Holy Symbol:	An Iron clasp with three movable white Platinum circles on Golden background, adorned by a Brass knob, with Bronze top.
Vestment;	A simple flesh-toned cloak, with withdrawn hood, wide sleeves, and a girdle of the same fabric, further everything may be changed upon the whim of the character.
Adventuring Gear;	As vestment.
Dogma:	Everything changes, so why fight against it, especially age, fortune, wealth or possession.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	Simple in design, yet sturdy, and sometimes large stone structures, with cathedral-like innards.
Known History:	<p>Finidel chose the Path of the Dynast and sought an Immortal sponsor when he reached 31st level. In the midst's of a raging storm atop mount Grimm, an unknown Celestial of Time spoke to the Cleric and accepted his petition.</p> <p>He quested after the Cap of Mala, reputed to allow Time travel. The quest was arduous and nearly deadly on several occasions, but Finidel persevered and succeeded. Upon his return he struck into the wilderness to create a new kingdom from a land of forested hills infested by Green Dragons. One by one the great lizards were slain and forced to flee Finidel's power. When all was safe, colonists arrived in droves. A new city, called the City of the Five Hills was built as the capital of the new kingdom.</p> <p>Finidel married and sired two daughters and a son. His kingdom thrived, and three invasions from neighboring nations were smashed in turn. A sorrowful occurrence was the discovery of an assassination plot involving several of Finidel's old adventuring companions. Since the evidence against them was irrefutable, Finidel sadly signed their death warrants to preserve his kingdom.</p> <p>In the 18th year of Finidel's reign, his son fathered a male child. Now that the dynasty was established, Finidel became moody and withdrawn, sometimes not seen for days.</p> <p>After three such disappearances his mood brightened. He abdicated the throne to his son, donning his old adventuring garb, and walked off in the wilderness toward mount Grimm. He passed into history on Mystara, but began a new life as an Immortal.</p>
Personality:	Finidel is given to inexplicable moodiness every now and then, the change lasting for several days at a time. Normally cheerful and optimistic, a responsible individual from his years as a ruler. He is very tolerant of others points of view and feels that constant change is the natural state of the Multiverse.

Appearance: Finidel's form is that of a human male about 30 years of age. 5'9" tall and weighs about 150 pounds. His eyes are brown and his hair brown.

His mortal form is the same but about 50 years of age, a bit heavier, and with streaks of grey in the brown hair, and on the front receding temples.

Allies: Tourlain, Arnelee, Iliric, Lornasen, Paarkum. His still unknown Immortal sponsor occasionally directs orders to him, he obediently follows.

Enemies: Most Time opposing Immortals are disliked, but none as such had the desire to oppose itself to Finidel, for different reasons.

Holy Days: 20th Fyrmont (his Birthdate and Crowning, also near to his ascension). A day of festivities, weddings and fun. No commercial profit may be gained this day, everything is free, but items of value are not exchanged (unless proposed as a gift and proven as such by the clergy).

Days of Prayer: Nytdain, Clerics pray at dusk, and find their chosen spells (or those of Finidel's choice) in the morning.

Piety awards: None additional

Piety Penalties: None additional

Habits: as local culture
Peaceful +1 Honest +4 Dogmatic -6

Dead: as local culture

Birth: as local culture, but any baptizing is done in Finidel's name solely or additionally.

Colors: Metallics

Incense / Oil: Sandalwood, Pine, Orchids.

Stone / Metal: Carnelian, Jade, Ores

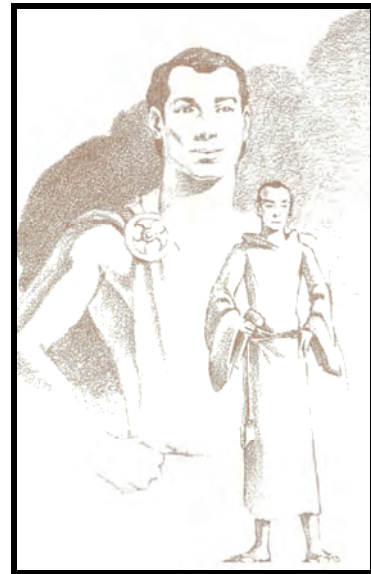
Plants: Orchids, Tulip, Narcissus

Day: Nytdain

Animal: Turkey, Dodo, Ostrich

Chant: None

Sources: TSR9189—D&D—IM2—The Wrath of Olympus,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.





Fire Elemaster

Firemaster

Patron of all Elemental creatures of Fire

Region:	Elemental Plane of Fire, and some other Energy based Planes.
Sphere:	Hierarch (IM 32) of Energy
Home plane;	Plane of Fire
Date Ascension;	unknown, probably begin Age of Creation.
Sponsor;	unknown [likely: none]
Statistics;	AC-29, HD 46, Hp 900, MV 300/100', #AT 4 = Punch-4d6+13, AM 90%, Sv IM 32, AL C ST 75, IN 75, Wi 75, DX 75, Co 75, CH 75.
Powers;	Call Other, Howl, Increased Movement Rate, Dragon Breath.
Followers Alignment:	Any.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shamans.
Alignment:	Any
Powers:	+1 bonus to Charisma, they may make a Smash attack from 1 st level on.
Skills Effects;	+2 bonus to three chosen general skills related to magic or fire (not free). Required, Fire making, Honor Fire Elemaster.
Accepted Weapons;	Recommended: Fire-building, Astrology, Reading/Writing, Religion. Standard, natural weapons (allowed all slashing weapons)
Accepted Armor;	None
Holy Symbol:	A Red Circle or Triangle.
Vestment;	A woolen vest with a leather jerkin emblazoned with a pair of Ram's Horns.
Adventuring Gear;	As vestment.
Dogma:	Protecting the Elemental Plane of Fire and fire creatures. This force is a representation of all pure, natural power, including forces of nature (such as Forest Fires) and magical energies.
Daily Activities:	Protecting the Elemental Plane of Fire and fire creatures. Because they are devoted to powerful natural forces, priests of this force tend to be magically powerful. The priests of this force learn as much as they can of magic and try to pass that learning along. They also don't like to see natural forces extensively channeled by man: they often destroy dams, for instance. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning. Missions: These priests often go on voyages to observe phenomena and learn more about the forces that bring them about. Vigilance against any beings that might interrupt, divert, or channel great natural forces for those beings' own gain.
Temples and Such:	Open places of Fire, like volcanoes, fire pits, elemental gates, far from any water.
Known History:	The current Fire Elemaster is an elemental that found the way to become Immortal in the dawn of times, asserting his rule over the Elemental Plane of Fire to grant balance and stability inside that plane. Nobody knows whether he was sponsored by another Immortal or not (and he is not telling anybody), not even the ancient Immortals can testify it, although they assert he's been holding this position as far as they remember. Aside from his home plane and a few outer planes aligned with Energy and filled with fire creatures, he does not care about the existence of other creatures or other planes of existence, and for this reason his cult is not present on Mystara.
Personality:	Like all Elemasters, he is a Neutral being that rules his subjects leaving them a great degree of freedom. He leaves the day-to-day administration of the various regions of the Elemental worlds to the many nobles in his court, which has a pyramid-like organization, and he prefers to concentrate on the extraplanar relationships with other Immortals and Elemasters. He tolerates and actually likes watching the infighting and the occasional intraplanar wars among its nobles, as long as this does not threaten the overall stability of the plane. For this reason he alternates long periods of silence to periods of constant edicts and iron fist policy. As much as all other Elemasters, he does not like to share his position with power-hungry nobles and for this reason he hinders any possible attempt at challenging his rule over the Plane of Fire. This paranoia goes up to the point of preventing any of his subjects to discover the path to Immortality and become Immortal, for fear of being replaced (since he knows there can be only one Elemaster for each element to maintain balance in the Multiverse).

The Fire Elemaster is biased by his own nature to be friendly with the Immortals of the sphere of Energy, and he is a loyal ally of Rathanos and Ixion, fire-loving Immortals, while he opposes the Elemaster of Air because of the laws of elemental opposition. The Immortal Zugzul has tempted him in the past and offered him his support in exchange for his help against Ixion, but so far the Fire Elemaster has always remained a staunch ally of the ruling Hierarchy of Energy.

Appearance: A colossal androgynous humanoid (around 20' tall) made of fire and hot magma.

Allies: Rathanos and Ixion.

Enemies: Air Elemaster

Holy Days: All of Fyrmont, is a month of importance, marriages, trading, duels, and similar.

Days of Prayer: Soladain, Clerics pray for their spells when the sun is at its highest point. They don't lose their uncast spells during nightly sleep. They must have been completely rested when awakened, however, or no spells are granted. It does not matter if they are exhausted, or wounded during praying.

Piety awards: None additional

Piety Penalties: None additional

Habits: Be active, very active.
Energetic +4 Cautious -4 Courageous +2

Dead: Burn and let fire consume it.

Birth: Baptized with a Holy Flame (acts like Holy Water in effect).

Colors: Red, orange, yellow, white

Incense / Oil: Frankincense, Jasmine

Stone / Metal: Sulphur, Brimstone, no metal.

Plants: none

Animal: Fire Fundamentals.

Chant: Several fire-pit songs (like those sung during evenings around a fire).

Sources: TSR9171—D&D—IM1—The Immortal Storm, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Forsetta

(The Female) Justitia, Forsetti, Dike, Porewit, Prisatha

Patron of Obedience to Lawful Rulers, compassion, reconciliation, Law and Justice, Vestland.



Region: Norwold, Vestland, especially the village Rhoona, Ostland, Soderfjord, Sind

Sphere: Temporal (IM 9) of Matter
Home Plane; Gladshheim, hers dwelling place is Glitner made of silver & gold.
Date Ascension; 1300 BC
Sponsor; Thor

Statistics; AC-7, HD 23, Hp 130, MV 150/50',
#AT 3 = Punch-2d6+4, Spear-3d6+8, AM 50%, Sv IM 9, AL LN
ST 20, IN 19, WI 20, DX 23, CO 19, CH 19

Powers; Detection Suite, Enhanced Reflexes, Summon Weapon, Thief Abilities
Short Sword +4

Followers Alignment: Any.

Taxes; Followers pay up to 50% of their ownings to the temple (a minimum of 10% is required), but lawful behavior is enforced. Taxes and tithes must be paid on time and correctly, orders decreed by the ruler must be followed without delay.

Clerics; Clerics, Paladins.
Alignment: Lawful.
Powers: These clerics receive a +1 on individual initiative, cast Know Alignment once a day extra.

Skill Effects: Endurance in addition to other skills, and a +2 to Law and Justice skills.
Accepted Weapons; Standard
Accepted Armor; Any

Holy Symbol: A set of Scales
Vestment; Black Cloak over a white cloak.
Adventuring Gear; Any

Dogma: Justice, Law, obedience and loyalty, truth, protecting Vestland.
Forsetta's title is 'Peacemaker'. She is also Immortal of Justice.

Daily Activities: Acting as judges. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in Law, Priestly doings and magical learning.

Temples; A large stone building with several wings, one for living quarters clerics, one as dining-gathering room, one as treasury. The central room is used for the followers to pray. The central room is also used as courtroom. Opposing the benches, stands a highly elevated desk for the patriarch, the ruler or his appointed judge. In front of this stands a wooden cage, for the accused, together with two guards.

Left of this is an elevated bench (though not as high as the judges') used for the accuser, right of it stands a table and chair for the defending advocate. Right of the judge is a separate, highly raised wooden open cage, for the witnesses, with in front of it a table for all found proof.

The room is lit with candles. In cases where the ruler wants to infuse the will of the people, a set of 5, 7, 9 or 11 chairs are places along the right wall, they determine the usefulness of witnesses, evidence, and what has been said. In other words, they depict if according to them the accused is guilty or not. A judge, may use a jury, may listen to them or not, whatever the jury says, the judge finally determines, the case of guilty or not and the amount and sort of punishment. In these cases the jury just help making the judge to make any decision, nothing more.

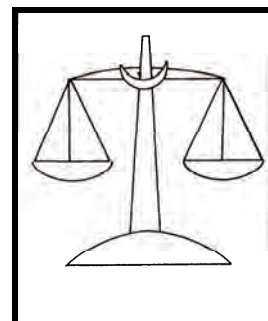
Known History: Forsetta was a fighter and short time ruler in one of the ancient Neathar clans named Ruthin that lived in the lands of current Vestland, near the Trollheim region. For decades Ruthin fought against hordes of humanoids and giants in order to defend his people, until she came in possession of a powerful artifact of Volund, the fabled crown Sorona, which according to the myths had been forged for Frey as symbol of his power on the Northern Reaches.

Thanks to Sorona's magical properties, Ruthin was able to pacify many of the war leaders, forming a tight coalition in order to resist to the pressures of the Ethengerians and the humanoids. She then gave the first written code of laws to the Northmen, which sanctioned the creation of the three classes of Norse society (Jarls, Freeman and Thralls).

During a pilgrimage towards a shrine dedicated to her Immortal Frigg (Terra), she appeared in his dreams and showed her the path that would have led her to become one of the Aesir. Convinced she was the living incarnation of Forsetta, daughter of Balder and Nanna and god of Law and Justice, she began the path of the Polymath to join her parents in Asgard, and was reincarnated or raised several times to recover the magical Sorona.

She managed to end her quest in the 13th century BC and became an Immortal of Matter, known by the Norse as Forsetta. Thor did sponsor her, and after a long and arduous task she barely succeeded and became Immortal. She still thinks that lower ranked beings must obey the higher ranked as long as the order are lawful and not evil.

The law is the most important thing there is. Forsetti shortly did possess the Horn of Abundance, but exchanged it with the sword and scepter of justice, she created herself. The chalice remains the only object from her mortal existence, which she used to balance wrong from right, by placing black stones as evil deeds on one part of the scale and white stones, as good deeds on the other part of the scale. The balance would thus depict the decree of the law she felt. Her verdict were very strict, and sometimes unreasonably heavy.



As a result of the Nithian conquest of the Northern Reaches, her cult was destroyed and her sacred artifacts were lost. Only recently Forsetta decided the times were right to recruit new followers among the Northmen. She took the mortal identity of the wise prophet Haymin and recovered the lost Sorona in the 7th century AC. She then offered her advice and support to the just Jarl Gendar and gifted him with the powerful Sorona.

Thanks to Haymin's help, Gendar was able to drive the Ostland overlords westwards beyond the sea, and he united the clans under his own banner. Thus he was crowned by Haymin as King Ottar the Just, first monarch of the Kingdom of Vestland. Always advised by Haymin, Ottar gave his people a new written set of laws and re-established the Ruthinian Faith (the cult of Forsetta) as the national church, taking the Immortal of Law and Justice as patron of Vestland to guarantee his followers' support to his cause and avoid any challenge to the laws he had written.

Through the centuries the Ruthinian Faith helped the royal family to maintain order in the nation and to keep the people under control, even if with time it lost much of its power and its primacy in favor of other Norse Immortals who were more popular with the Vestlanders. Currently Forsetta continues to watch over the Northern Reaches, and she is particularly interested in the Soderfjord Jarldoms, trying to bring Law and Order also in that divided land and pushing the nobles to join under Ragnar's flag. She is also interested in expanding her cult in the Heldannic Territories (in order to halt the violent imperialism of Vanya) and in chaos ridden lands of Norwold.

Personality:	Forsetta is a honest and peaceable Immortal, who pursues her goals of Order and Justice with near obsessive strength. She thinks that Laws and Codes of conduct are the only way to give order to the world and the only things that can bring harmony to the mortals and that can lead them to social progress. Forsetta believes that in the ruler of a land lies the power of its followers, therefore followers must always obey these orders without delay. Chaotic and evil rulers will find that Forsetti withdraws herself from the ruler, and thus gives the followers thus the reason and the right to disobey, and even resist, or fight back.
Appearance:	A tall brunette Norse with a noble and calm attitude, wearing a white plate mail and holding a polished round shield with her left arm and a golden sword in the right. Forsetti recently blinded herself, so deep does she believe in the power and right of the law. She dresses in ancient Neathar kingly robes, with a band of cloth around her eyes. The golden set of scales with four large rubies she always carries in her right hand (in statues always depicted as stretched forward), and in her left hand she has a golden normal sword stuck up, are symbols of the Law as if ready to fulfill the decree of a just felled law. Forsetti has little ability in the magical or fighting fields, but is one of the twelve main Immortals seated at Gladsheim. She is the Daughter of Balder.
Allies:	Balder, and an unknown Immortal Nanna (this Immortal died somewhere, and though still revered the clerics get no more response).
Enemies:	Forsetta does not approve the chaotic teachings of Cretia, the Ethengarian god of Chaos, and she argued a lot with him in the past, although she does not consider him a true enemy like instead Loki, Hel and Vanya.
Holy Days:	Summer Solstice, and Winter Solstice. People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again.
Piety awards / Penalties:	None additional
Habits: ▶	your good deeds will be paid for in your afterlife with gold. Trusting -3, Honest +4, Loyal +1
Dead:	As decreed by the local law.
Birth:	Baptized in the sea or rain
Colors:	Yellow
Incense / Oil:	Rose, Cedar
Stone / Metal:	Coral, Turquoise, Lapis Lazuli, Amethyst, Tin.
Plants:	Avens, Rose, Polypody, Oak, Verbena.
Day:	Thursday
Runes;	Nauthiz, Ehwaz, Perthro, Elhaz.
Chant:	<i>Justice, Peace, and Tranquility, Talents of the God Forsetti. Stretch out your soothing hand. Wipe clean the marked life sand. Sweep away the tears and strife. Bring Calm and Justice to my life.</i>

Extra Spells:
Interpret Runes

Range: touch
Duration: Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" S small circle, surrounded with a 6"-10" S larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2" S diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Bless Runes

Range: Touch
Duration: 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration: Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power

Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
 Duration: Nine Nights
 Casting Time: 3
 Effect: Cleric
 Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Forsetta cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in a sacred cave for nine nights.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this himself if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is still now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Sources: Mythological Encyclopedia,
 TSR9056—D&D—X3—Curse of Xanathon,
 TSR9218—D&D—X13—Crown of Ancient Glory,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Frey

Fredar, The Lord, The Lover, Sun God, God of Yule, Shu, Parjana, Fei Lien

Patron of Intelligent Warfare, Tactician of Odin

Region:	Northern Reaches, Heldann, Norwold, Isle of Dawn, Sind, Ochalea, Wendar, Quedhar, Savage Coast (Eusdria), Hollow World (Antalia, Icevale, Kogolor lands, Merry Pirates Seas, Nithia).
Sphere:	Celestial (IM 13) of Thought, he is one of the Vanir.
Home plane;	Vanaheim (Part of Gladsheim). Alfheim (Fairylan) with his wife Gerda. Their son is Fiolnir.
Date Ascension;	1660 BC
Sponsor;	Odin
Statistics:	AC-10/-14, HD 27, Hp 180, MV 150'/50', #AT 3 = Punch-4d6+7, Sword-2d10+16 / 6d10+16 vs. Giants, AM 60%, Sv IM 13, AL L ST 30, IN 24, WI 20, DX 25, CO 30, CH 22
Powers:	Call Other, Improved Saves vs. Physical Attacks, Increased Damage, Summon Weapons. Frey possesses an ice-blue normal sword +4 which strikes for 2d10 points of damage or 6d10 points of damage (+16) against any true giant. Against any fire giant other than Surtur himself, any successful blow with the weapon (but only if it is being used by Frey) kills outright; there is no saving throw. Scale Mail AC-4
Followers Alignment:	Any, in the Northern reaches mostly freemen and Thralls. Ordinary folk in Norse adventures are very likely to be worshippers of Frey, more likely in fact than they are to be followers of Odin or Thor or any other deity (except perhaps Freya), for Odin and Thor are gods one might fear or respect, but they are completely unlovable. Moreover, Frey's concerns are so close to the lives of ordinary people.
Powers;	An additional -1 to AC when blessed by a Cleric of Frey.
Obligations;	Observance of the daily and seasonal rituals honoring the Immortals—typical prayer with small offerings and sacrifices of food or other possessions.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Druids, Paladin, Exorcist, Druidic Knight, Mystic.
Alignment:	Lawful or Neutral / Neutral. Frey's clerics have to be of good alignment or else absolute neutrals whose main concern was the balance of nature (druids being the obvious example).
Powers:	These clerics receive a +1 on individual initiative
Skills effects;	+2 bonus to Military Tactics and Agriculture general skills. Requested Skills; Honor Frey/Freyja, Read Runes, and two from the next; Nature Lore, Gain Trust, Skald.
Accepted Weapons;	Standard, Dagger and Longsword
Accepted Armor;	Any
Holy Symbol;	A Golden Boar, under a sickle crossed with a sceptre or a crown, or a great golden boar pulling a flying chariot. He actually has a Giant, huge-tusked golden boar which draws his chariot through the air. Warriors sometimes bear Frey's symbol; The boar's head into battle on their shields as a protective motif, not as a sign of offensive power.
Vestment;	A light Cloak, and the Holy Symbol openly displayed as a piece of jewelry.
Adventuring Gear;	Any.
Dogma:	Bravery and strategy in battle, loyalty, friendship, virility, fertility, agriculture, Intelligent Warfare Heroes, manhood, courage, happiness, ripeness.
Daily Activities:	Most of these clerics are residents of rural communities and towns, but many travel the roads and wilderness trails, offering blessings and aid to isolated followers. Considered the guardians and counselors of the common man, and protectors of the poor and weak, they live humble lifestyles. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning. Frey's clerics would have many and obvious reasons for adventuring, and his senior clerics may expect considerable favor from Frey if they have been faithful. One story tells of how Frey prevented any snow from falling on the burial mound of a much-loved cleric of his, since he could not bear snow or frost to lie between the body of his servant and himself. If it seems that Frey's clerics might be too pacifistic for adventures, any source of evil directly affecting the well-being of the earth will always arouse enmity from them.
Temples and Such:	Simple wooden buildings. Weapons can't be carried into Frey's temples since the god would not permit it. Frey's temples are often adjacent to great stables, where horses consecrated to Frey are kept; these can only be ridden by his clerics after a suitable ceremony. Druidic Groves. Simple Megalith's emblazoned with enchanting runes. Almost every homestead and heart in the Northern Reaches has a small shrine dedicated to Frey and Freyja, and every meal or special occasion is accompanied by thanks for their generosity and protection.

Known History:

Fredar and Fredara were siblings who belonged to an Antalian tribe that lived in present day Heldann. They were both expert warriors and keen tacticians, persuaded that the real warrior should fight not for conquest or vengeance, but to bring justice in the world. They embarked together on the path of the Epic hero following Odin's omens during the era that was later to be remembered as the Time of Heroes (from 1900 BC to 1600 BC) among the people of Antalian blood.

Their heroic deeds against giants, humanoids and other creatures in defence of the common Northmen made them the subjects of legends, together with Thor, Loki, Wayland and the Korrigans. Fredar and Fredara became Immortals around 1660 BC, after accomplishing many epic deeds: first they helped many Antalian tribes to move from Heldland to the current Northern Reaches (where they had previously destroyed one of Hel's nefarious artifacts and chased on the mountains the marauding giants which inhabited the valleys) and to resist the incoming invasion of Loark's humanoids, pushing them into Ethengar.

Since then, as patron Immortals of the Northern Reaches, they have become the most popular Immortals among the 'common men' being worshipped much more by the thralls and freemen than by the war-minded nobility. Part of the reason for this is their sensible attitude towards warfare (avoid it when possible, fight intelligently when you can't avoid).

Another contributing factor might be that they are also Patrons of Love and Friendship: more the affection that grows out of shared experience than the passion advocated by Valerias. They tend to interact only with the other Immortals of the Northern Phanteon. Serving Odin as their court.

Later they gained possession of the lost Yggdrasil Tree of Odin in the heart of Ostland, which was at that time controlled by an evil giant sorcerer, and subsequently gave its possession to the legitimate leader of Ostland (granting him miraculous powers in the name of Odin).

While they were in Glantri to help the Korrigans prevent a terrible cataclysm, they were caught in the middle of the Glantrian Catastrophe and had to help an Elven clan survive retreating under the earth. Only thanks to Frey's and Freyja's determination and powers the Icevale elves managed to reach the Hollow World safely and to settle there.

As the last step in their epic path, the two siblings journeyed to the land of the Kogolors and they helped the dwarves repel their enemies, training them in the art of war and making them a stronger people. After training their future king as their disciple, they were finally granted Immortality by Odin and were later remembered by the Icevale elves and by the Kogolors as two heroic patrons of their race.

Frey is Odin's wise warrior-counselor, while Freyja flies out in the great world looking for warriors whom Odin might sponsor to Immortality, and for the spirits of fallen heroes whom Odin might want to reincarnate to do good in the World, or to make Einheriar from.

The Legends;

Frey is not an Aesir, being the son of Njord and Nerthus, but he is a Vanir, the other interrelated class of Immortals in the Northern mythology. He is the Immortal of Fairyland and has at his command all of the Fairies (elves) of that land. He is also the Immortal of Sunshine and Summer Showers, and thus is able to control weather to that degree. A god of great power, Frey divides his time between Vanaheim and Alfheim, land of the light elves, making rare visits to Asgard. Frey is the great nature and fertility deity of the Norse pantheon, and he is, of course, a weather deity. It is to Frey that ordinary folk pray for good weather for the harvest and the growth of crops. At harvest-time, there are great feasts in Frey's honor, and it is a measure of his closeness to humankind (and elves) that he is said to travel in a wagon from feast to feast, disguised as an ordinary man. Frey is the great source of natural power which ensures abundance in the harvest and the continuation of life in a harsh world.

Frey is not a warrior god, Frey is a god of benign aspect; there are explicit references in sagas to the gratefulness of Frey's followers that, while other gods (notably Hel) sometimes demanded human sacrifices, all Frey ever asked of them was the sacrifice of clothes and valuables. Of course, this does show that Frey is a less stern god than many.

Frey is a peace-loving, benign god. Interestingly, the one surviving tale about him concerns his love-sickness for the giantess Gerda, living in Jotunheim. Gerda is not related to the Aesir or Vanir, but is actually the daughter of Angrboda and the frost giant Gymir. She was originally as evil as her parents, and would have remained so had not Frey stolen a glance from Odin's forbidden "all-seeing throne". Frey became so enamored in her radiance as it shone from Jotunheim that he could think of nothing else. The lovesick god sent his human acolyte Skirnir to Gymir's hall, and Skirnir eventually "convinced" (which Skirnir achieves by using some most unchivalrous threats and some gloriously inventive curses) Gerda to meet Frey. When Frey took Gerda into his arms, he melted her icy heart and she became his loving wife. While romance is mostly the province of his sister Freya, this tale about Frey is a long way from the epic wanderings of Odin or the bloodthirsty questings of Thor.

Personality:

Frey and Freyja are cool, collected warriors. They do not lose themselves to the fury of battle. They are thoughtful and professional. They sometimes aid Northern Reaches warriors who pick their fights carefully and for noble reasons. In the Hollow World, Frey and Freyja are patrons and friends of the Antalians, the Kogolor Dwarves, and the Icevale Elves, there they are known as Fredar and Fredara.

After his ascension Fredar became known among the Northmen as Frey, protector of the Antalian blood. He also took the Kogolor dwarves (whom he had met in his mortal life) under his protection after Kagyar dumped them in the Hollow World as well as the Icevale Elves.

He is currently Odin's trusted adviser and has many followers among the Northmen as patron of bravery in battle, tactics, loyalty and friendship. Given the legends on his romantic prowess, he is also known as god of virility and fertility, and his cult is often associated with the cycle of seasons and agriculture in general. Frey is particularly liked by the lower classes because he teaches to avoid fighting whenever is possible (contrary to the common warlike mentality of the Northmen), and if a fight is unavoidable, it is better to use wisdom, cunning and boldness than raw force to prevail.

Allies: Of Course Freyja, their allies include primarily Thor and Odin, and their other Immortal friends Wayland, and the Korrigans. Frey's most trusted servant is Skirmir (9th level fighter) who wields a Vorpal Blade. His wife Gerda. Their son is Fiolnir.

Enemies: Their chief enemy is Loki the trickster, who plots against all Immortals of the Northern Phanteon.

Appearance: Frey and Freyja appear as two, tall, young, blond, stunning beautiful. Lithe and lean rather than muscle-bound, fighting with intelligence and deadly speed rather than brute strength. They look like the brother and sister they are. They love fine jewelry as well.



Frey is a tall blond Antalian with a charming outlook and a lithe figure (he fights more with cleverness than with raw force). He's dressed in typical North man's clothes (chain mail, longsword at his side, horned helm and a pelt cloak).

Frey is always accompanied by his golden magical boar, Gullinbursti, which he rides when charging into battle, and he owns Skipbladnir, a magical ship that can be folded to become so tiny to stay in his pockets.

Holy Days: Summer Solstice, and Winter Solstice. People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again.

Days of Prayer; Nytdain (Thursday) Clerics pray at Dusk and receive their spells at Dawn also, but must be fully rested to be able to cast them.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ As Nordish Culture.
Loyal +1 Peaceful +2

Dead: As decreed by the local law.

Birth: Baptized in the sea or rain

Colors: Red—Physical Aspects
Green or Gold—other aspects

Incense / Oil: Mont, Sandalwood, Rose.

Stone / Metal: Goldstone, Rose Quartz, Gold, Brass, Bronze.

Symbol; The Boar, The Sun.

Plants: Avens, Mountain Ash, Ivy, Holly, Nuts and Cones, St. Johnswort, Yew.

Runes; Sowilo, Ingwaz, Jera, Ansuz, Raidho.

Animals; Two animals are sacred to Frey: the boar and the horse. Frey possesses the magical boar Gullinbursti; of course, the boar's head is a symbol both of Frey's protection and of fertility.

Chant:

*The Lord, The Lover,
 Vanir God of the Sun and Wealth,
 Hear me, Great Freyr.
 Fill my life with good things,
 Sun and rain to bless the earth.
 Happiness, peace and love
 To satisfy the body.
 Abundance, Bravery and Honor
 To feed the soul.
 Green graves to worship in,
 And other believers in the Old Gods
 To fill those graves with joy again.*

**Extra Spells;
 Interpret Runes**

Range: touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Pantheon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

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The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

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Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Bless Runes

Range: Touch
Duration; 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration; Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration; Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Frey/Freyja cult, the Cleric is laid to rest on a ceremonial funeral pyre, which is not lit, where he remains in trance for the nine nights, without food or drink. This pyre may even be placed just outside the village, but nobody is allowed to disturb the process, on risk of death for the Cleric.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this himself if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect: person touched
Save: None
Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Magical Items:

The Modrigswerg made *Skipbladnir*, Frey's enchanted ship which always finds a favorable wind. This was a gift from the dwarves (as was most of the Immortals magic weaponry, etc., was) and when in use can hold all of the Immortals and their horses. It can travel 600'/200' 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!

Gullinbursti (Golden Bristles): They also crafted for Frey a gigantic golden Boar, whose bristles sparkle to provide light, upon which Frey may ride over sea and air, day or night. 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 AC 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.

Sources: Mythological Encyclopedia,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Freyja

Fredara, Lady, Seer, Sage, ...of the Black Swordhand, Tefnut, Parjani, Fei Po, Lady of Peace

Patron of Love and Beauty, Fertility, Seidh, Keeper of Souls, Queen of the Valkyries.

Region:	Northern Reaches, Heldann, Norwold, Isle of Dawn, Wendar, Quedhar, Savage Coast (Eusdria), Hollow World (Antalia, Icevale, Kogolor lands, Merry Pirates Seas).
Sphere:	Celestial (IM 13) of Thought, She is one of the Vanir.
Home plane:	Sessrumnir—Hall of Seats, Freyja's great hall in Vanaheim (Part of Gladshheim). She dwells at Folkvang in Vingolf.
Date Ascension:	1660 BC
Sponsor:	Odin
Statistics:	AC-10/-14, HD 27, Hp 180, MV 150'/50', #AT 4 = Punch-3d6+7, Sword-2d8+12, AM 60%, Sv IM 13, AL L ST 30, IN 20, WI 24, DX 25, CO 30, CH 22
Powers:	Call Other, Improved Saves vs. Physical Attacks, Extra Attacks per round, Summon Weapons. Short Sword +5 (Frost Brand) Scale Mail AC-4
Followers Alignment:	Any, in the Northern reaches mostly freemen and Thralls.
Powers:	An additional -1 to AC when blessed by a Cleric of Frey.
Obligations:	Observance of the daily and seasonal rituals honoring the Immortals—typical prayer with small offerings and sacrifices of food or other possessions.
Taxes:	Followers are taxed 10% of their annual income by the Church.
Clerics:	Clerics, Exorcists, Paladins, Mystics, Druids (Freyja favors female over male clerics, although she will readily accept either)
Alignment:	Lawful and Neutral / Neutral
Powers:	These clerics receive a +1 on Charisma
Skill effects:	Persuasion skill in addition to other skills. Requested Skills; Honor Frey/Freyja, Read Runes, and two from the next; Nature Lore, Gain Trust, Skald.
Accepted Weapons:	Standard, Short Sword
Accepted Armor:	Any
Holy Symbol:	A white winged Pegasus, the Winged horse is her favorite mount.
Vestment:	A Chain mail shirt emblazoned with a chain mail decorative Holy Symbol.
Adventuring Gear:	Any
Dogma:	female warriors, fertility, abundance, beauty, love, family, Seidh, valiant souls, sexuality, magic, love.
Daily Activities:	Most of these clerics are residents of rural communities and towns, but many travel the roads and wilderness trails, offering blessings and aid to isolated followers. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	Simple wooden buildings with one room only. Megalith's with enchanting runes emblazoned upon it. Druidic Groves. Simple Megalith's emblazoned with enchanting runes. Almost every homestead and heart in the Northern Reaches has a small shrine dedicated to Frey and Freyja, and every meal or special occasion is accompanied by thanks for their generosity and protection.
Known History:	Fredar and Fredara were siblings who belonged to an Antalian tribe that dwelt in modern day Heldann. They were both expert warriors and keen tacticians, persuaded that the real warrior should fight not for conquest or vengeance, but to bring justice in the world. They embarked together on the path of the Epic hero following Odin's omens during the era that was later to be remembered as the Time of Heroes (from BC 1900 to BC 1600) among the people of Antalian blood, when heroes like Thor, the Korrigans and Loki left their footprints on Mystara's history. Fredar and Fredara became Immortals around BC 1660 after undertaking epic quests like protecting the Antalian inhabitants of the Northern Reaches from the invasion of King Loark's humanoids, destroying a powerful artifact of Hel that made life impossible in the marshes of Soderfjord, finding the lost Yggdrasil Tree of Odin in Ostland, leading the Icevale elves in their trek underground to their new home in the Hollow World and subsequently helping the Kogolor dwarves to fight back against their enemies and hold their lands in the Hollow World. During their quests they also met the Korrigans and Wayland and struck an eternal friendship with them, carrying it on in the higher spheres. Freyja is also remembered for her liaison with the mysterious stranger named Od (likely a mortal identity of Odin) and for begetting from him two daughters, Hnossa (Treasure) and Gersimi (Jewel), whose beauty is legendary among the Northmen, and that now live in Freyja's own palace, Sessrumnir.

Since then, as patron Immortals of the Northern Reaches, they have become the most popular Immortals among the 'common men' being worshipped much more by the thralls and freemen than by the war-minded nobility. Part of the reason for this is their sensible attitude towards warfare (avoid it when possible, fight intelligently when you can't avoid).

Another contributing factor might be that they are also Patrons of Love and Friendship: more the affection that grows out of shared experience than the passion advocated by Valerias. They tend to interact only with the other Immortals of the Northern Phanteon. Serving Odin as their court.

Frey is Odin's wise warrior-counselor, while Freyja flies out in the great world looking for warriors whom Odin might sponsor to Immortality, and for the spirits of fallen heroes whom Odin might want to reincarnate to do good in the World, or to make Einheriar from.

Legends;

Immortal 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 traveling in 'person' she goes by chariot pulled by two gigantic cats, (AC 5. MV 180' / 60', Hp 30 each, Att 2 claws for 1d8 and 1 bite for 2d6). 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 240' / 80'.

Beautiful and charismatic, Freya is simply the Norse goddess; Frigga and Sif and Idun are nonentities compared with her. Freya is often stated to be the most beautiful of the goddesses, and when giants are in a position to seek bargains with the Norse which they seek. So, one aspect of Freya is the goddess of love and romance, and also the patroness of young women and lovers, but also of marriage, childbirth and young children. Freya's concerns are quite extensive, however, Freya has two other spheres of concern.

First, she is a goddess of the dead. Riding with the Valkyries, she shares the souls of fallen warriors with Odin. Indeed,. She and Odin do not conflict in this sphere, as the sharing of those fallen in dwell in Valhalla, some dwell in Sessrumnir cleric of hers will lack a reason for adventuring. She would accept any, non-evil character as a follower if they were faithful to her and furthered her interests.

Second; one reason for friendly Vanir-Aesir relations may be linked with another of Freyja's spheres of interest: the use of certain types of magic. Legends tell that Freya instructed the Aesir in the use of certain aggressive magics after the Vanir-Aesir trade-off. It is known that her priestesses practiced a certain form of magic known as seidr, which involved foretelling future Freya is on very good terms with Odin, and all the other Aesir.

Personality:

Frey and Freyja are cool, collected warriors. They do not lose themselves to the fury of battle. They are thoughtful and professional. They sometimes aid Northern Reaches warriors who pick their fights carefully and for noble reasons. In the Hollow World, Frey and Freyja are patrons and friends of the Antaliens, the Kogolor Dwarves, and the Icevale Elves, there they are known as Fredar and Fredara.

After her ascension Fredara became known among the Northmen as Freyja and she also took the Icevale elves and the Kogolor dwarves (whom she had helped during her mortal life) under her protection. Freyja likes to be surrounded by beautiful things and to show her own beauty without hidden goals.

She is not a manipulator, but rather she enjoys her sensuality and has a very open and passionate character. Freyja has deep feelings for her brother Frey and her patron Odin, whom she considers as her father. She's got a strong following among the Northmen as patroness of warrior women, fertility, beauty, love and sexuality, and Seidh (prophecy).

Appearance:

Frey and Freyja appear as two, tall, young, blond, stunning beautiful. Lithe and lean rather than muscle-bound, fighting with intelligence and deadly speed rather than brute strength. They look like the brother and sister they are.

Freyja is a tall blonde Antalian girl of unsurpassed beauty, with a slender but curvaceous body, clad in typical Norse clothes (chain mail, short sword and sickle at her belt, lamb cloak on her shoulders).

They love fine jewelry as well, and Freyja is rarely seen without beloved magical necklace, Brisingamen, an artifact crafted for her by the finest Dwarven artifacts, even when wearing a Mortal Identity. And she loves to comb her hair in two long braids with jewels all around. Freyja wears further a considerable quantity of jewelry.

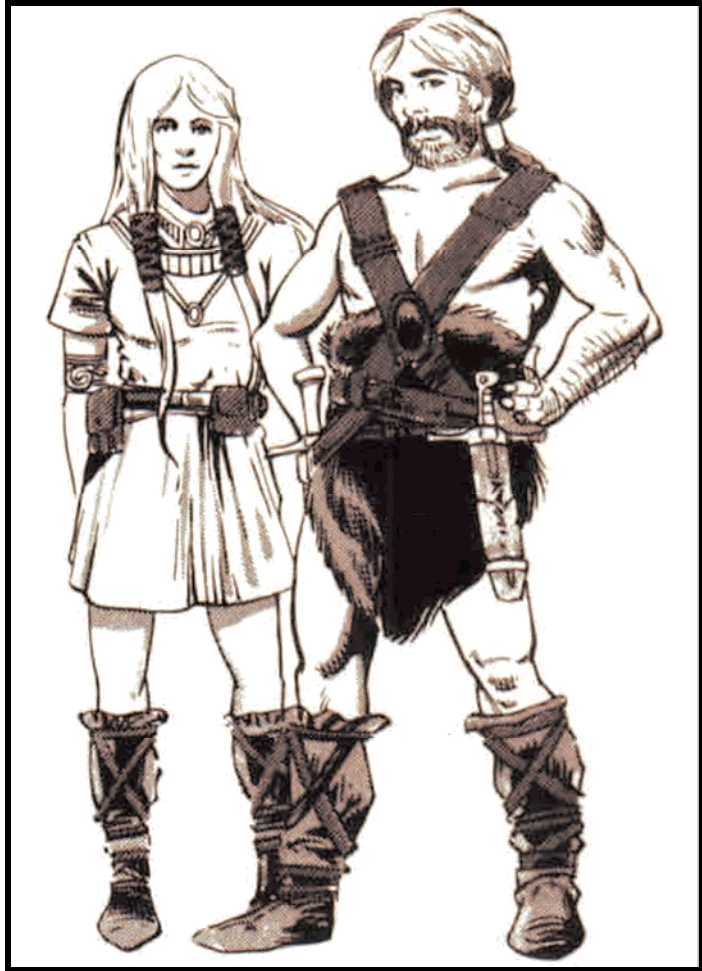
Allies:

Their allies include primarily Thor and Odin, and of course Frey.

As Frey has his faithful Skirnir, Freya has a human acolyte, Ottar the Simple; again, he can be treated as similar to Skirnir save for a rather lower intelligence. Finally, Freya does have a husband, Od, who is lost, and for whom she weeps tears off.

Just as her brother Frey has a magical boar, so does Freya, in addition to the falcon cloak and great cats and chariot. Her boar's name is Hildisvin, and allusions to Freya are fairly scandalous.

Freya is also very impulsive, and she will do whatever she considers appropriate to achieve her ends, although no trace of evil contaminence.



Enemies: Their chief enemy is Loki the trickster, who plots against all Immortals of the Northern Phanteon. And Hel the Immortal of Death of the Northern Phanteon.

Holy Days: Summer Solstice, and Winter Solstice.

People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again.

Days of Prayer; Nytdain (Thursday) Clerics pray at Dusk and receive their spells at Dawn also, but must be fully rested to be able to cast them.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ A good death will be rewarded in the Hall of the Fallen, as Einheriar, where the Valkyries will bring you.

Dead: As decreed by the local law.

Birth: Baptized in the sea or rain

Colors: Red—Physical Love
Black—Protection, Revenge
Silver or Green—all other aspects.

Incense / Oil: Rose, Sandalwood, Mint, Floral Scents.

Stone / Metal: Amber, Emerald, Jade, Malachite, Moonstone, Silver, Copper.

Symbols: Cat, number 13, Boar, the Full Mon, Horse and Sword, Necklace: Brisingamen, 5-pointed star.

Plants: Alder, Birch, Bramble, Elder, Feverfew, Mint, Mugwort, Rose, Tansy, Thyme, Vervain, Yarrow, Apple, Valerian.

Runes; Kaunaz, Fehu, Uruz, Tiwaz.

Animals; Falcon, Cat.

Chant as Seer and Lady;
*Great Goddess, Mistress of Cats, Lady of Love, Beautiful Vana-Goddess.
 Fulfill my greatest needs, O glorious one.
 Teach me the magic I need.
 Give me a glimpse of your deep wisdom.
 Teach me in dreams. Enrich my life.
 O Lady, you are Golden-Tears of Asgard.
 Lady of Love, Beautiful Vana Goddess,
 You are the Shape-shifter, the Sayer, the Independent one.
 Give me the Strength and the magic I need.*

Chant as Valkyrie Leader;
*Queen of the Warrior-women,
 Freyja of the Black Sword hand,
 Mistress of Magic, enchantments deep,
 You who beckon to fallen heroes,
 Harken to this, your child.
 I would weave strong magic for protection,
 Deep magic to bind and chasten.
 I lift up my sword to repel all attackers.
 Beware, foul troublemakers!
 For Freyja whispers her spells in my ear.
 Freyja, Queen of the Valkyries, stands for my side.*

**Extra Spells;
 Interpret Runes**

Range: touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Bless Runes

Range: Touch
Duration; 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration; Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration; Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Frey/Freyja cult, the Cleric is laid to rest on a ceremonial funeral pyre, which is not lit, where he remains in trance for the nine nights, without food or drink. This pyre may even be placed just outside the village, but nobody is allowed to disturb the process, on risk of death for the Cleric.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a *Neutralize poison* spell and a *Cure Critical Wounds* must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Heroism

Range: Touch
 Duration: 1 round per level of the caster
 Effect : person touched
 Save: None
 Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Sources: Mythological Encyclopedia,
 TSR1054/1401—D&D—HW0—Hollow World,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.

Garl Glitterlode

Garal Glitter(-gold), Supreme Technician, Gharal

Patron of Gnomes, Inventions and Crafts, Trinkets, and Gadgets

Region: Hule, Davania, Rockhome, Karamaikos, Darokin, Norwold, Hollow World (Oostdok and Kogolors), Serraine the Flying city.

Sphere: Temporal (IM 12) of Matter
Home Plane; Shurrock: Lower level Twin Paradises
Date Ascension; 3100 BC
Sponsor; Kagyar

Statistics; AC-8, HD 26, Hp 160, MV 300'/1050',
#AT 2 = Punch-2d6+3, Hammer-2d8+7, AM 50%, Sv IM 12, AL CG
ST 19, IN 25, WI 25, DX 22, CO 25, CH 19

Powers; Improved Movement Rates, Height Decrease, Height Increase, Detection Suite.
Gnomish Pike hammer +4 (Arumdina the Justifier—a great intelligence weapon (sometimes depicted as an two-headed axe), commonly referred to as female, who serves Garal as both weapon and friend.

Followers Alignment: Any non evil. Mostly adventurers, Bards, Defending Soldiers, Gem cutters, Gnomes, Illusionists, Jewelers, Miners, Rogues and Smiths.

Taxes; Followers are taxed approximately 20% of their Monthly income by the Church. Individuals offer a bit of gold (or other precious metal of Gold is not available) to the Immortal on the 13th of every month, even if it is just a handful of gold dust, and the money so collected is used by the temple in its entirety to the collective benefit of the community.

Clerics; Clerics, Humanoid Shaman (Gnomes only).
Alignment: Any non chaotic non evil
Powers: +2 bonus to the Fantasy Engineering and Gemcutting general skills (not free). Some clerics of Garal (exclusively gnomes) are the Caretakers the Multifunctional Gear (the gnomish Relic - see the Tome of Mystaran Magic).

Skill Effects; Extra Fantasy physics general skill,
Accepted Weapons; Standard, Throwing Hammer or Gnomish Pike hammer preferred.
Accepted Armor; Any

Holy Symbol: A glittering and sparkling faceted crystal, or two joining cogs, or recently also a gold-nugget.

Vestment; A workman's jacket to the knees, with the Holy Symbol worn on a chain underneath it, just plain visible. Boots, or sturdy shoes nothing else. Neatly trimmed beard and / or moustache, not wholly shaven.

Adventuring Gear; As Vestments, but sturdier materials.

Dogma: His main interests are Gnomes, Gadgets, and Craftsmanship. Gnomes, inventions, science, mechanics, crafts, thinkers. Protection, Humor, Trickery, Gem cutting. While life may sometimes be hard, it is important to keep a sense of humor and always welcome opportunities for laughter and delight. Communities are forged through the cooperation and communal spirits of a group of individuals who work and play together. The strength of the community is the cooperation that binds individuals into more than the sums of their contributions. A great prank can lighten hard times and make good ones shine. Never take yourself too seriously, lest you lose touch with those you protect and care for. Do not fear change or the unorthodox—therein lies the future. Above all, do what works.

Daily Activities: Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.

Temples and Such: These look like enlarge smithies without instrumentation. The seats look like anvils, while the clerics stand before the fireplace on a giant blowpipe (often not working).

The Church of Garal is quite prominent in Gnome society, although loosely organized for a lawfully inclined faith. Garal's clerics serve their communities as artisans, educators, entertainers, mediators, and protectors. Even those who wander in search of adventure serve this function, for their exploits are incorporated into the oral tradition of the Gnomish culture and related for generations thereafter.

In their teaching of the young, the clergy combines a very earthly practicality with a streak of humor that keeps their young entertained and their learning all the better for that. Many also work as smiths (particularly goldsmiths), miners, and gem cutters, and they are expected to contribute to the best of their ability, regardless of their seniority. The clergy maintains a careful vigilance toward hostile races (especially Kobolds), and watches over the collective strength of the Gnomes. Finally the clergy must maintain a good archive of jokes, jests, and tales.



Known History:	In life, Garal was born a dwarf of the old (Kogolor) race and discovered the path to Immortality in Sphere of Matter thanks to his incredible intelligence and creativity. He grew up and achieved Immortality before Blackmoor obliterated itself in the cataclysm (probably around 3100 BC). He sought, and found Immortality, as a protégé of Kagyar the artisan.
2900 BC	<p>Around the year 2900 BC, Subsequently, he decided to leave his own print in the world and he created a new race similar to the dwarves, that in the meantime began to dwindle because of the diseases and of the climatic changes which befell them after the Great Rain of Fire. He made them similar to his own people, the Dwarves. , Garal gave life to the gnomes, smaller and less strong than the dwarves but with an incredible ability to adapt to different environments and situations. They would thrive as easily among forests and other terrains as among the Dwarven mountains.</p> <p>Garal planted some colonies of his Gnomes in the mountainous hilly regions of the northern continent and in the Vulcanian line and left them free to reproduce and to establish their own culture. The gnomes soon prospered and became famous for their inventions, despite the frequent clashes with the humanoids in both continents. Though they suffered occasional setbacks when encountering the more savage Humanoids, they thrived, and continued to do so.</p>
1800 BC	Subsequently, Garal also became patron of the last of the first generation Dwarves (Kogolors), when Kagyar transported the last of their species in the Hollow World in 1800 BC, losing interest in their fate and concentrating on the new generation of Dwarves (Rockborn) he created. Garal took the Kogolors under his protection together with Frey and Freyja, and has been worshipped by them ever since. He is also worshipped by all of the Gnomish Subraces (Sky Gnomes of Serraine and Oostdok, Common Gnomes common throughout the world, and even the reclusive Deep Gnomes of Davania).
Personality:	<p>Garal is a creative, artistic and industrious person—which is what prompted Kagyar to sponsor him to Immortality in the first place—and is always doing something, usually performing several different tasks at the same time to avoid losing time. He is extremely precise as well as ingenious and has been blessed with a fantasy and a creative spirit not common even among Immortals. He is a gentle and approachable Immortal, one who values quick thinking and a clear head more than almost anything else and who rarely stays in one location for very long. Though physical prowess and spiritual might are important, nothing is more crucial than keeping it all in perspective. Garal watches over cooperation's among Gnomes at all times. He prefers trickery, Illusion and wiles to direct physical confrontation, although if forced to fight he is hardly weak. Garal often steals evil weapons and magic intended for malefic ends and the disposes of them. He is also a mischievous trickster, said to have the largest collection of jokes in the Multiverse. He is ever alert to threats to the Gnomish race and watches directly over their affairs. If such threats cannot be forestalled, Garal vigorously defends against them as needed and appropriate. Although his military prowess usually emphasizes defense, the Immortal shows himself as a grim and determined war leader when his people are physically threatened.</p> <p>In the Hollow World, Garal is a Patron of the Kogolor Dwarves, who are the direct ancestors of the Dwarven race that spawned him. He plots and plans against the activities of Ranivorus and will often prompts heroes to oppose the actions of the Gnolls and other enemies of the Dwarves and Gnomes in the Hollow World. However, beyond that, he is not a very active player in the Hollow World.</p>
Appearance:	A small dwarf-like being with a long thin nose, hairy sideburns and eyebrows, unkempt hair and keen eyes, with a merry attitude, always wearing colorful but a bit dirty clothes and carrying a toolkit.
Enemies:	<p>The various Immortals worshipped by the Humanoids and creatures of the Underdark (thus including Rafiel of the Shadow elves), and usually leaves them helpless and humbled, a victim of self-inflicted folly. As a result, despite his ever-optimistic hope that they might learn a lesson about overweening pride and pomposity, Garal has garnered many enemies from among their ranks, particularly among the Humanoid Phanteon. Notable among his exploits is the story of how he pretended to be caught by Kurtulmak before escaping as he collapsed the cavern upon the scaly rat's head. He hates Kurtulmak, who is responsible for destroying the gnomish realm of Falun in the Soderfjord region. And he hates Thanatos and Ranivorus, who to him are responsible for the creation of an aberrant crossbreed between Gnomes and Trolls, created by Nithians following Thanatos. Gnolls and Gnomes don't get along. Ranivorus and Garal are therefore also enemies.</p> <p>Since recently, the Heldannic Knight have conquered the Gnomish Floating Islands of Oostdok, and Garal has taken a fast growing resentment against Vanya, and all her followers.</p>
Allies:	He is often found in the company of other Immortals of other Phanteons of similar perspective. His only friend and ally is his former patron Kagyar, whom he still regards as a master craftsman to be praised and imitated, but no longer can be considered to be his follower. In the past he has also cooperated with Wayland and Ilmarinen (two pioneers in the field of inventions like him) and with Frey and Freyja (to protect the Kogolors).

Holy Days:	The Communion of Laughter is celebrated on the 13 th of each month through a variety of activities that last the entire day (not night). People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again. Although the ordering varies from temple to temple and there are many varieties thereof, Garal's rituals include a period of prayer and quiet contemplation, dancing atop the central dais of the temple, the sharing of communal meals, storytelling to the accompaniment of visual displays of magic, and joke-telling contests that last into the night.	
Days of Prayer:	Nytdain (Thursday)	Clerics pray early in the morning, shortly after the sun rises
Piety awards:	None additional	
Piety Penalties:	Destroy a technical work or piece of Art	-4
Habits: ▶	A good death will be rewarded in the Hall of the Fallen, as Einheriar, where the Valkyries will bring you. Dogmatic +2 Generous -1 Cautious +2	
Dead:	As decreed by the local law.	
Birth:	Baptized in the water of a mountain spring	
Colors:	Grey, Yellow, Red, Green (all as brightly as possible).	
Incense / Oil:	Brimstone, Petroleum, Charcoal, Brown coal.	
Stone / Metal:	Ores, Steel, Alloys	
Symbols:	Working Tools (often hammers, tongs, and anvils)	
Plants:	Ferns, Daisies	
Animal:	Ferret, Rat, Giant Rat	
Chant:	<i>Great Garal, Great Inventor, Give me the Knowledge, To make this ... Thing Work.</i>	
Sources:	Dragon Magazine 61, TSR1054/1401—D&D—HW0—Hollow World, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.	



Goram

Grund-Goram,

Patron of Frost Magic and Cold

Region: Hyborea

Sphere: Initiate (IM 3) of Matter
Home Plane; Icicle (Free limited Outer Plane)
Date Ascension; 1012 AC
Sponsor; Ka

Statistics; AC-0, HD 17, Hp 85, MV 150'/50',
#AT 2 = Punch-2d6+4, AM 50%, Sv IM 3, AL L
ST 21, IN 25, WI 19, DX 11, CO 18, CH 9.

Powers; Detection Suite, Fighter Options, Thief Special Abilities, Howl.

Followers Alignment: Lawful/Neutral
Extra Skill; Spell Mixing
Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Druids, Paladins, Mystic, Exorcists, Healers, Humanoid Shaman.
Druid / Healer Alignment; Neutral
Others Alignment: Lawful or Neutral
Powers: At choice one 1st level spell extra choice, cast Resist cold at will
Skills Effects; Survival Cold advised.
Accepted Weapons; Standard.
Accepted Armor; Any

Holy Symbol: A Silver Snow Flake.
Vestment; Clothing doesn't bother, as long as Holy symbol is emblazoned upon it in silvery color.
Adventuring Gear; Any

Dogma: Don't underestimate a first level spell. To safeguard the true legacy and heritage of Frost Magic. Limit the use of Radiance, use it wisely. (Seen too much abuse and damage of the Radiance—Day of Dread, Destruction Alpathian Empire, Radiation poisoning).

Daily Activities: Protect the Local environment, guide the following. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.

Temples and Such: Dome shaped structures (often from magical created Ice or Clouded Crystal) .

Known History: Grund was illegitimately born from Maggy McGregor and King Erical of Norwold in the year 1009 AC. As Maggy was already harassing Thanatos, he took steps of revenge, and let Goram be kidnapped to a far away country: the Broken Lands. The Trolls who stole him never got very far. In The Heldann Freeholds the Trolls were hunted by the new Heldannic Knights and forced them to flee into Ethengar. Attacked by Spirits on World Mountain and hunted all over the grasslands by Ethengarian riders they eventually came to rest in a hidden tavern (named the Come-back Inn) in the Broken Lands. Not knowing this tavern also contained a Time Gate, they rested.

Already after a day or two these stupid beasts wandered into the gate and appeared in Blackmoor in the year 3074 BC. The Tavern was just constructed and the gate was tested, when the monsters (according to the people those days—remember: Trolls did not exist yet) saw the child and slew the monster. The Child was saved by the local constabulary, and named Goram according a small bracelet around his neck.

He grew up as a very adventurous Thief and embarked on the path of Polymath, as a Gold Dragon Cleric days just after the Rain of Fire, as a human Mage in the first days of the appearance of the Flaems in nowadays Glantri and later (apparently born in 1000AC) as an Ogre. In this identity he finally became known as Grund.

But the strange metallic bracelet did still hold around his neck. Maggie McGregor, already became an Immortal before the initial Birth of Goram, had created this minutely artifact and placed it around his neck so even when she would need to "die" or leave she could always locate her son.

And indeed the past followed Grund like a Ghost until just after the Wrath of the Immortals (1004/1009 AC) he learned somehow who he was. He became a Cleric of the Circle of Light and even learned Frost Magic. It was also through these studies that Grund-Goram (as he was now known) found that in Glantri a tremendous magical power drained all magic from the world, some strange effect, but not from natural magic, or those existing before the Rain of Fire like Frost Magic.

Destined to prepare the world for the demise of known magic and the introduction of the natural magic he further embarked on the path of the Polymath, which he finally finished in about 1012 AC.

Personality:	Grund-Goram was a silent man, but constantly thinking (or at least trying to) ahead. His friends were very important to him, and he did not held any prejudice against any species, except Undead. He had a intense relationship with Krak of Korelin, a Geonid. And when he died, something also died in Grund-Goram, they were friends so good, they seemed they shared one heart, beating at the same time.		
Allies:	Oloron (as this is the Immortal of true friendship), Ka (his Sponsor). When he finds out that the Immortal Avalanche was Krak of Korelin, the friendship will be rejoiced.		
Enemies:	Most Entropic Immortals, especially Thanatos and Loki are his enemies. But also Rad, Rafiel and the new Benekander, who all became Immortal through the use of the Radiance.		
Holy Days:	Birthday – A day of festivities (Eat and drink)		
Days of Prayer;	Soladain, Clerics pray at Dawn.		
Piety awards:	Save life(s)	+2,	
	Stop A Radiance (ab)user	+4,	
	Protect Lycantropes (Polar Werefox, Werebear, Wereseal)		+1,
	Birth Lycanthrope (Polar Werefox, Werebear, Wereseal)	+2,	
	Stop Lycanthrope slayer (Polar Werefox, Werebear, Wereseal)	+3	
Piety Penalties:	Take willingly live(s)	-1,	
	Betrayal	-8,	
	Cause serious damage by abuse of magic	-1 to -3	
Habits: ▶	As local culture.		
	Forgiving	-2	
	Peaceful	+1	
	Dogmatic	+4	
Dead:	Burn the dead - spread ashes		
Birth:	Hold a Party...		
Colors:	Silver—symbolizes strength of Frost Magic		
Incense / Oil:	none		
Stone / Metal:	Crystal, Quartz, Opal, Azurite, Hemimorphy, Silver		
Symbols:	High Towers (symbolizes the Tower of Egg).		
Plants:	Ferns, Pine, Mosses, Stone-Algae or –mosses.		
Animal:	Snow Fox, Polar Bear, Seal, Sea-lion, Herring, Snowhare.		
Chant:	<i>Great Grund-Goram.</i>		

Sources: Own Creation (evolution), through years of gaming (1985-2002), TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Gorm Huan Ti

Patron of Justice, Storms, War

Region:	Cynidicea, Ochalea.
Sphere:	Empyrean (IM 19) of Energy
Home Plane;	Unknown
Date Ascension;	716 BC
Sponsor;	unknown, but Rathanos alias Ra is suspected.
Statistics;	AC-14, HD 33, Hp 300, MV 150/50', #AT 3 = Punch-4d6+7, Spear-4d6+12, AM 60%, Sv IM 19, AL LN ST 28, IN 37, WI 38, DX 29, CO 41, CH 30
Powers;	Call Other (Usamigaras, Madarua), Height Increase, Improved Saves vs. Power Attacks, Increase, Spear +5 of Lightning (33HD).
Followers Alignment:	Any, Primarily Fighters and Clerics.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Lawful / Neutral
Powers:	These clerics receive a +1 on individual initiative
Skill Effects;	Endurance extra.
Accepted Weapons;	Standard, Longsword
Accepted Armor;	Any
Holy Symbol:	Gorm's Clerics bear a tattoo of a blue lightning bolt on his right shoulder. The symbol can also be used as a stitched blue-white lightning bolt on a thick sturdy circle of dark leather, hanging on a thong around the neck.
Vestment;	The ceremonial garb consists of blue tunics and golden masks, depicting a stern-faced, Long-Haired, bearded, human male (Gorm). Iron Chain Mail.
Adventuring Gear;	As vestment.
Dogma:	The bothers believe in justice tempered by mercy. The world's creation was done millennia ago by forces unknown. These forces obviously abandoned us to the harsh life of the desert and of the city. Here a great power arose, Gorm, the Bringer of Justice, the Storm-Raiser, the Warrior-King. He showed us the proper path and we strive to follow it. There are other pretenders to power, each with their own silly code, but these are nonsense rituals that only infuriate the mighty Gorm, causing him to bring down his wrath. Only by following him can we achieve true glory.
Daily Activities:	Protect the Local environment, guide the following. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	Sturdy stone structures, easily defensible. Somewhat like castles, yet also cathedral-like. Defense towers, outer walls, barbican entry, all for defense. Decorations, in gothic style inside.
Known History:	Centuries ago, Cynidicea was the capital of a rich and fertile kingdom, preceding even almighty Nithia. Its people reclaimed Once a king and now one of the three Immortal patrons of the ancient hidden underground city of Cynidicea under Ylaruam. Along with his associates Usamigaras and Madarua, Gorm has only a few dozen mortal followers left.

The human inhabitants of the lost city of Cynidicea are unlike their surface-dwelling cousins in many ways. They are the products both of their adaptation to their new subterranean environment, and of the psychological experience of having their culture collapse and then be rebuilt in new and disturbing ways.

If one were to look back through the ages to see what the Cynidiceans' forebears were like, one would be quite surprised. Unlikely as it may seem, the Cynidiceans are in fact closely related, along ethno cultural lines, to the Milenians and the Traldar, all of whom came from the same original stock of fair-skinned Neathar folk, who lived along the southeastern coast of Brun, where coastal Ylaruam lies today.

Although there is a great deal of disagreement among scholars as to what this proto-culture was called, it is clear that, by the time it had advanced to the early Bronze Age, this group had largely fragmented into many sub-groups, each identifying itself with the locale in which it lived, or its town or city. Despite these superficial differences, there was a coherence of sorts among these people, such that, in the face of adversity, they could unite against an outsider who might threaten their way of life.

Over the course of time, several elements of this culture broke off and developed elsewhere. The people later known as the Traldar were conquered by the nearby Nithians, and were moved to what is now Karameikos. From this group the Milenians later developed, who in turn migrated south to the continent of Davania, where they founded a mighty empire. Another element of this early folk migrated east to the Isle of Dawn. There, these people founded the cities of Trikelios and Ektos (now known as Ekto), which were in turn conquered by the Nithians at a later time.

It is also known that others migrated west, into what is now Darokin. There, the cities of Salonikos (Selenica), Akorros, and Athenos were founded, as well as the ancient town of Dolos. Finally, a large portion of these early folk moved south, to what is now Thyatis, after the conquest and displacement of the Traldar. It is around this time, not long after the forced movement of the Traldar, that those of this folk who remained in southeastern Brun began to call themselves the Doulakki. The Cynidiceans belong to this group of people, and are likely the only modern remnant of it.

According to the Encyclopaedia Thyatica, the term "Doulakki" is defined as: "Any one of a number of people living in various city-states in the Known World around the time of and prior to the Age of Halav. These people shared common bonds of race, culture, and sometimes trade: but often the relationship stops there."

The Doulakki were in many ways like the Traldar - to a modern observer they would be almost indistinguishable, save for differences in language. Like the Traldar, the Doulakki were a people who venerated heroes and heroines, and who respected greatly those who went on epic voyages and performed great deeds. The main differences, however, between these two people was that, unlike the Bronze Age Traldar, some city-states in Doulakki lands had achieved Iron Age technology, such as Cynidicea. Furthermore, the Doulakki were more accomplished as sailors, and their triremes plied the seas to many far-off lands, such as the Isle of Dawn.

As with many cultures, though, the Doulakki declined. The northward-migrating Thyatians, Kerendans, and Hattians conquered and absorbed a large portion of their lands, and those living in what is now Darokin collapsed due to humanoid raids and internal strife. Other settlements, such as those in modern Ylaruam and on the Isle of Dawn, were conquered by outside powers, and in many cases the people were assimilated. Many scholars believe that Cynidicea, at the time of its collapse, was among the last independent Doulakki city-states in southeastern Brun. Today, next to nothing is left of the old Doulakki culture, save for half-remembered tales and cultural traits in western Darokin, northwestern Thyatis, and southern Ylaruam, and possibly on the Isle of Dawn, too.

Important, Read also: A Timeline Of Cynidicea, in the Cynidiceans chapter at page... of Pages of Virtue, here is only a shortened version.

- 794 BC: In far-off Skothar, in the tiny coastal kingdom of Berushta, an aged Tanagoro king finally receives a son by one of his wives. This child is named "Gorm" - meaning "he who is strong as the wind".
- 770 BC: The Tanagoro kingdom of Berushta erupts into civil war after four of Gorm's half-brothers contest his succession to the throne. Gorm is urged to leave the kingdom by the nation's sages, who tell him that he is destined for great deeds in the utter west. Shortly after Gorm leaves, the squabbling remnants of Berushta are destroyed by rampaging humanoids.
- 768 BC: The ruling council of Cynidicea, hard-pressed to come to an agreement as to how to fight off the armies of neighboring city-states and the Nithians, is surprised by the arrival of a powerful-looking, dark-skinned man. Calling himself Gorm, the man offers his services as a war leader. The Council accepts.
- 766 BC: A small horde of lizard men, who had been roaming the mountains for centuries, attacks Cynidicea, hoping to drive out the humans and reclaim this land for themselves. They are defeated by the Cynidiceans, thanks to the decisive leadership of Gorm, who is made the first king of Cynidicea.
- 750 BC: The Nithian Empire expands into the region occupied by Cynidicea. After a series of tense meetings, the Pharaoh and King Gorm agree to conclude a treaty of friendship. The Pharaoh is having enough problems holding his empire together as it is: the conquest of Cynidicea, tiny as it may be, could drain too many soldiers away from more important battles.
- 716 BC: After an incredibly long and successful reign, Gorm dies. In reality, he has become an Immortal, and soon makes himself known as Gorm to a select group of clerics. Thrasymachus, Gorm's son, assumes the throne.
- 460 BC: A new Immortal enters the Cynidicea pantheon, calling herself Madarua. This is in fact Ashtat, who has succeeded in her quest for Immortality, and has decided to return to Cynidicea to develop a following.

- 400 BC: Under the leadership of King Psocretus, Cynidicea begins the process of reclaiming land from the encroaching desert. Great networks of irrigation canals are dug, and more arable land is
- 380 BC: Zargon manifests himself to a madman in his dreams. Instructing him to build a faith based upon worship of the tentacled being. The madman, named Damodes, founds the Church of Zargon.
- 320 BC: By this time enough land has been reclaimed that several villages are established outside the city. Cynidicea is no longer a city-state, but a true kingdom. The Church of Zargon has become a large underground movement, with close to a thousand adherents, from all social strata in Cynidicea.
- 290 BC: Usamigaras becomes an Immortal. He begins building up a following in Cynidicea.
- 159 BC: Alexander begins his illustrious reign as King of Cynidicea, following the death of his father, Adonius. The irrigation networks are expanded even more, and aqueducts bring more water from the mountains, and he arranges to have a great underground lake created beneath the city, which is to serve as a reservoir. As the tomb of Alexander and Zenobia is being dug, workers uncover a previously unknown cave underground. They also find a corroded disk, apparently made of electrum, as well as an archway embedded into the cavern wall, filled with solid rock. One of the workers breaks the disk in picking it up, and Zargon is released, needing only two to be broken to do this. Although in a weakened state, he manages to kill most of the workers. Word spreads of the monster, plunging the city into chaos.
- 127 BC: King Alexander and Queen Zenobia both die of a strange wasting disease, which the clerics of Gorm, Madarua, and Usamigaras were unable to cure. The public outpouring of grief is marred by accusations that the clerics deliberately let the king and queen die. These rumors are spread by worshippers of Zargon.
- 126 BC: The clerics of Zargon gain control over the kingdom, convincing the people that only they know how to guide Cynidicea through these tough times. Zargon has been stalking the city at night, killing people at random. No one is able to kill him. Under their rulership, the Zargonites are able to "control" Zargon (by feeding him convicts from the jails). The unfinished tomb of Alexander and Zenobia becomes the Temple of Zargon, and he lives in the catacombs, content to be fed by his worshippers.
- 121 BC: The Church of Zargon declares their faith to be the only legal one in Cynidicea. Worshippers of Gorm, Madarua, and Usamigaras are captured and fed to Zargon, and many more flee the city, spreading their tale. Some worshippers manage to hide their allegiances, and covertly work to overthrow the Church.
- 109 BC: Instructed by Zargon, the clerics of Zargon cultivate and distribute a fungal narcotic to the people, saying that it will calm their fears and allow them to transcend their bodies so they may enter a better world. Many citizens take these drugs, and begin losing their drive, they sought oblivion in rare fungal wines and these bizarre drugs. Work becomes shoddy, the irrigation ditches are no longer maintained, rich land turned into desert, and the army loses its discipline. People outside the city rebelled, or moved away as chaos spread outward from Cynidicea. This is part of a plan to bring the people fully under the control of the Church. What the Zargonites do not realize is that, because of the drug's effects, Cynidicea's days are numbered.
- 50 BC: By this time the underground city of Cynidicea has been built, and the Church of Zargon rules with an iron fist. Followers of Gorm, Madarua, and Usamigaras leave the city and set up their hideouts in the ruins of the pyramid. They control the upper levels, and are left alone. The fact that the Cynidiceans have managed to rebuild their civilization underground is nothing short of miraculous. They have domesticated several strains of fungus, and cave locust, to provide them with food, and irrigation ditches have been dug from the underground lake. Water channels have been burrowed into the solid rock, in the hopes of offsetting the slowly-falling water level. Despite these gains, the Cynidicean physiology is still unsuited to life underground. Fresh oxygen, although present, is far too rare, and the absence of the sun's rays are depriving the people of essential Vitamin D.
- 20 BC: Some elements of all three societies opposed to Zargon have infiltrated the new city of Cynidicea by this time.
- 172 BC: One of the Magi, while in a trance, receives a dream message from Usamigaras, saying that "only the blood of those who are truly of the depths will revitalize the people of Cynidicea." Perplexed, she relates this message to her fellow members.
- 175 BC: The Magi decide to conduct an experiment, based on what Usamigaras has said. Using their magic, they locate a sizeable, embattled group of healthy goblins, who are not worshippers of Zargon. Secretly, they cast polymorph spells on the goblins, giving them human forms, and they drive off the Zargon-worshipping Goblinoids who were harassing them. They then come upon the surprised goblins in peace, offering to help them deal with this "curse" that has struck them. In exchange for being hidden in the stronghold of the Magi, the goblins agree to be educated in the ways of humans, so that they can fit into society.

200 BC:	Having educated the polymorphed goblins, who have now been converted to the worship of Usamigaras, the Magi quietly lead them into Cynidicea, where they seamlessly merge into the society there. Over the next few generations, not only will fresh blood be added to the local gene pool: infravision will also develop among the new generations of Cynidiceans, who will still retain the human appearance of their ancestors. This new trait will allow the Cynidiceans to adapt more easily to their new home. (infravision, daylight susceptibility, pale skin and hair).
300 BC:	Gorm, Madarua, and Usamigaras, dismayed at the fate of their people, meet with Ka, Ordana, and Korotiku. They know of the efforts being made by these Immortals to preserve various cultures in the Hollow World, and ask them to save a portion of their followers, who are much reduced in power since the original flight underground. They realize that, due to continuing difficulties adapting to their new environment, and to increasing dependency on the drugs cultivated by the Zargonites, the Cynidiceans will eventually die out unless some outside power rescues them. The Immortals say they will consider the request.
1000 BC:	Some Adventurers from outside, penetrate the pyramid, explore and defeat, many of the evils Zargon has supported, and finally defeat himself. Unbeknownst to them, he starts regenerating right away.
1014 BC;	Some adventurers finally defeat Zargon by plunging his horn in "the Eye of Zargon" fire pool. This will be a promising start for a new—though underground—rise of Cynidicea.
Personality:	Gorm is a Grim demanding Immortal. The few surviving Clerics who venerate him dwell in secret chambers North-west of Cynidicea. Kanadius, a male Cynidicean human Cleric is the highest ranking follower as of 1010AC. Those who seek him out must prove themselves through repeated forays against the Zargonites before, earning Gorm's trust and respect.
Appearance:	He is a long-haired, bearded man with a stern gaze. In Statues he is shown as a strong bearded man, holding a balance in one hand and a lightning bolt in the other.
Allies:	Usamigaras, though disliked is actually one of his two allies in protecting Cynidicea. Madarua also belongs to this group.
Enemies:	Zargon, is no Immortal, yet somehow is able to give spells, what nobody knows, is that Zargon was an artifact creature, not only acting for Akhor, but also enabling spells to his followers. Also Thanatos is hated.
Political Beliefs	The Brotherhood of Gorm sees themselves as the solution to the problems of Cynidicea obviously. They look on wanton use of magic as the major cause of the dream worlds of the underground city's residents and thus have big conflicts with the Magi of Usamigaras about the best way to cure the people. They also see the female fighters of Madarua as unnatural and only worsening Cynidicea's troubles: Gorm taught that the woman's place was in the home. They should not be banned from fighting but should certainly not be encouraged towards it. Also they dislike the Madarua followers' use of force without a set code of justice to guide it. Only by the use of justice, the following of Gorm's laws, and the limitation of magic can Cynidicea be returned to its former state, and freed from both the dreams in which the people live and the tyranny of Zargon.
Tactics/Laws	Follow the laws of Gorm (a very complex, intricate code) and all will be right. Punish the wrongdoers but show them mercy, trying to bring them into the light. If there are several evils, work to eliminate the greatest first (hence deal with Zargonites before Magi). Do not tamper with the natural elements, as it will anger Gorm. Brute force is often a solid approach, but others may be used if the situation warrants their usage.
Dream for Cynidicea	The Brotherhood's dream of an ideal Cynidicea of the future is of a city that is just and upholds the traditional and just ways set forth by Gorm when he was king. Such a city would be ruled by warrior-kings such as Gorm was and would be following in his image and ideals. If they disobeyed his laws though they would be removed from the position - justice always transcends tradition.
Holy Days:	Each Moldain: The ceremonies to Gorm, conducted on the fourth day of each week, have several aspects to them. In the morning, the Brotherhood practice their weapon training, as they see themselves as the police and true guards of Cynidicea. In the afternoon, they conduct their chanting, audible as far away as the Stronghold of Usamigaras, infuriating the Magi to no end. Other Cynidiceans also react to the chants, imagining them differently, depending on their current hallucinations. In the evening of the holy day (reputedly the anniversary of the crowning of Gorm as King of Cynidicea) the study of Gorm's laws is undertaken. Many in the Brotherhood fancy themselves experts in justice and seek to learn the codes set forth by their founder ages ago
Days of Prayer;	Moldain, Clerics pray at Dawn.



Piety awards:	none additional
Piety Penalties:	None additional
Habits: ▶	Lightning storms are holy, although only a few Cynidiceans left the city to view the outside world. As Huan-Ti he has a small following in the Ochalean Phanteon, as an Immortal of Lightning.
Dead:	Embalmed, Entombed, sometimes (the more important dead) mummified.
Birth:	Baptized in Holy Fungal Juices (as Holy Water but drawn from Fungal Trees) or (Ochalea) Holy Water.
Colors:	All grey-tones, no bright colors, Light-bleu
Incense / Oil:	Petroleum
Stone / Metal:	Quartz, Crystal, Gold, Iron
Symbols:	Lightning Bolt.
Plants:	Fungal Trees, Fungal mosses, Algae, Green Slime, Dark-Snap Fungus.
Animal:	Giant Shrews, Bats, Giant Worms (greatly revered and feared).
Chant:	<i>Great Gorum, Bringer of Light, Bringer of Strength, Give us Strength to Protect us.</i>

Composition of The Brotherhood on Mystara:

Full members: 2 F3, 2 F2, 21 F1 (25 in total)

Regular members (due to gender, alignment or class): 2 F2, 7 F1, 30 NM, 1 C2, 2 C1, 1 Rake1 (43 in total)

NPCs of the Brotherhood

Geridius

History: Geridius was born 42 years ago to the previous head of the Brotherhood and his wife, the chief cleric of Gorm at the time. He learned quickly from both, though he took more after his mother. At the age of 17, he became one of the younger initiates of the Brotherhood and rose to the head of the clerics at age 31 when his mother was slain by a Zargonite. He continues the work of his parents, spreading the word of Gorm and fighting all manners of evil and injustice. He was recently married himself to Triatha, a fighter in the service of Gorm.

Personality: Geridius is a very self-controlled individual, calm to the extreme. He does not get mad at the errors of his fellow Cynidiceans, simply wishing to bring the truth to them. He considers each member of the Brotherhood as one of his personal charges and they all look up to him as a result. He is much more esteemed than any other lesser member and often takes charge of the Brotherhood's Stronghold in key moments. His counsel is heeded by all in the Brotherhood and few dare cross him if they ever have conflicts with him (which is rare).

Appearance: Standing 6'2" and weighing 185lbs., Geridius is physically imposing. Only the presence of a mace and amulet of Gorm mark him as a priest rather than a warrior. No one knows what his facial features are, as he wears his mask at all times.

Combat Notes: He is a 2nd level cleric of Gorm. AC 5 (chain): hp 11: #AT 1 (mace): D 1d6+2 (strength bonus): ML 12: AL L: S 17, I 10, W 14, D 9, Co 15, Ch 13. Languages: Cynidicean. General Skills: Honor Gorm (W+1), Codes of Law and Justice (W+1)

Ashlantha

History: Ashlantha was born 26 years ago to two normal Cynidiceans not badly affected by the daze most of the city residents lived in. At age 18, she was recruited into the Warrior Maidens of Madarua though she had some doubts about their philosophy. She learned quickly though and was considered a potential future leader of the Warrior Maidens. Her doubts grew though when she heard a member of the Brotherhood explain the virtues of a just and lawful path. She started studying with this Gorm follower on a regular basis and eventually decided it was the proper path. Two years ago she officially joined the Brotherhood.

Personality: Ashlantha is a devout follower of Gorm though she is a bit offended by the prevention of women being full members. She has studied the laws of Gorm and not found the slightest defence for this rule but her arguments are often ignored by the Brotherhood. She still is sure the path of Gorm is the one to a better Cynidicea and has also made efforts to bring other Warrior Maidens into the fold. A rather serious individual, she fits in well with the solemn Brotherhood.

Appearance: Ashlantha stands 5'9" and is of normal build. She wears the necklace of lesser members at all times, proudly displaying her current affiliation, and makes sure to cover the sickle emblem of Madarua at all times, wearing heavy gauntlets. She is armed at all times, especially when she is out in the city.

Combat Notes: She is a 1st level fighter. AC 4 (chain, dexterity bonus): hp 5: #AT 1 : D 1d8 (sword) or 1d6 (arrow): ML 10: AL L: S 11, I 10, W 12, D 14, Co 13, Ch 12. Languages: Cynidicean. General Skills: Mysticism (W), Codes of Law and Justice (W), Stealth (City) (D), Blind Shooting (D)

Mikalai

History: Mikalai was born 81 years ago and served all his life in the Stronghold of Gorm. He was an errand boy in his youth, a guard for the Stronghold during his prime and now in his elder years is the keeper of the library in the Stronghold wherein the law books of Gorm and treatises on them are kept. He is a widower, his wife, a fellow servant of Gorm, having died over 20 years ago of natural causes. His children have both died in the service of the Brotherhood, having been full members, and his lone grandchild is currently the wife of another full member of the Brotherhood. His life has revolved around this sole cause and will continue to for the little time he has left.

Personality: Mikalai is a weary soul. He has seen much suffering in his life, seen the continued decline of his city and seen the Brotherhood remain stagnant throughout it all, never rising to the glories he wishes it to. He is proud of the others in the Brotherhood though and often tells stories of the successes it has seen during his lifetime. He cares greatly for the Stronghold where he has served his whole life, the library with which he is now entrusted and his granddaughter, his lone family. He does his utmost to make newcomers to the Brotherhood feel welcome.

Appearance: Mikalai is obviously a very old man. He wears a mask of Gorm usually but without it his wrinkled face and near-bald grey hair are plainly obvious. Even with the mask, his stooped and scrawny figure is certainly not that of a young warrior. A few scars mark his arms and chest, remnants of his warrior days.

Combat Notes: He is a normal man. AC 9 (none): hp 1: #AT 1: D 1d4-1 (dagger, strength penalty): ML 10: AL L: S 7, I 11, W 11, D 10, Co 8, Ch 11. Languages: Cynidicean. General Skills: Mysticism (W), Knowledge (History of Brotherhood) (I), Knowledge (Stronghold of Gorm) (I), Labor (Servant) (I)

Sources:

Dragon Magazine 275,
TSR9049—D&D—B4—The Lost City of Cynidicea,
TSR9190—D&D—B1-9—In search of Adventure,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Gorrziok

The Wave Lord, Guriakha

Patron of Giants (Sea Giants and other intelligent Giants in particular)

Region:	Sind, Undersea (Giants Only).
Sphere:	Empyrean (IM 22) of Matter
Home Plane;	Unknown
Date Ascension;	about 1600 BC
Sponsor;	Djaea
Statistics;	AC-13, HD 32, Hp 280, MV 150/50', #AT 3 = Punch-4d6+12, Trident-4d6+16, AM 60%, Sv IM 22, AL L ST 63, IN 35, WI 22, DX 23, CO 31, CH 50
Powers;	Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage. Trident +4
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Humanoid Shamans.
Alignment:	Lawful / Neutral Giants only
Powers:	Gain the ability to create a Water Blast of Double size.
Skill effects;	Extra; Architecture; Coral/ Rock Dome sculpting.
Accepted Weapons;	Trident, but throwing boulders or Water Blasts are allowed also.
Accepted Armor;	None
Holy Symbol:	A Tidal Wave, or Whirlpool
Vestment;	An upper armband depicting the Holy Symbol, further normal Sea Giant Dress.
Adventuring Gear;	As Vestment
Dogma:	In the water size is less a handicap than elsewhere, here it brings beauty and growth of great design. Here size does truly matter.
Daily Activities:	Coral Sculpting, Cave building. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	Giant Caves or Coral Reef Domes.
Known History:	In Mortal Life a Sea Giant. Gorrziok is now a patron of Sea Giants and other intelligent Giants everywhere. He is a magical Innovator.
Personality:	The oceans are large and so are the giants. So that the giants would have freedom of movement, Manwara made the other intelligent races smaller than the giants. Just as the great whales are good natured creatures and have been given the freedom of the seas, the sea giants should strive not to cramp the style of the lesser races. They should give their aid when necessary, but should refrain from interfering unnecessarily in the affairs of the smaller races.
Appearance:	Gorrziok looks like a well-built male sea giant, with black-green hair. He wears shells in his hair, a large armband on his upper arm, some human-sized armband twisted as ear-jewelry, and pants made from sharkskin. He has a strong complexion, enhanced by his black-green beard and moustache. His deep eyes give him a stringent look.
Allies:	Manwara, Aegir, Odin are friends.
Enemies:	Dislikes Surtr (Zugzul).



Holy Days:	3 and 10 Thaumont. These are known as the days of construction. The 10 th is the day when they start to end it one or more years later on the 3 rd . they party the days between jobs. When a construction is finished before this date, it is enlarged to fill the remaining time. When it isn't finished completely it is only a resting holiday for the architects and clerics. Other jobs aren't requested to follow this procedure, but many giants do. Most mating is done in this period, so most sea giants are born 10 months later.
Days of Prayer:	Tserdain Clerics pray a High Noon, but must be fully rested, as thus they tend to sleep prior to this.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	As Local underwater culture.
Dead:	Buried
Birth:	Baptized in the Rain of the first Thunderstorm above sea.
Colors:	Bleu, Green, Red, yellow and orange, patterned together in wild chaotic arrays.
Incense / Oil:	none
Stone / Metal:	Pearl, Mother of Pearl, Coral, none
Symbols:	Domes, Waves, Thunderstorms
Plants:	Seaweed, Living coral
Animal:	Whales, Sea serpents
Chant:	<i>Great Gorrziak Bring me the skill and wisdom To succeed in your task Of sculpting the watery world.</i>
Sources:	Dragon Magazine—January 2004, TSR9277—D&D—PC3—The Sea People, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Great Mother

The Devourer



Patron and Mother-Creator of all Beholder and Beholder-kin

Region:	Though religious worship and celebrations are largely absent from Beholder Life, these creatures possess a strong faith in their Immortals. Almost every breed of Standard Beholders worships the Great Mother. Beholder-kin and abominations also revere her. Some very rare and mostly very evil creatures of other races also follow the Great Mother. When they find out what she actually is, they mostly try to become a local standard breed Beholder. If they succeed, they are granted an Immortal powered permanency, to stay like that with all its powers.
Sphere:	Celestial (IM 16) of Entropy
Home Plane:	Little is known about the Great Mother's abysmal lair. Sages do know, however, that when it returns to its lair, the Great Mother will lay many eggs. Then, its most powerful followers, the Elder Orbs, distribute these eggs throughout the Planes. They usually choose worlds on those Planes not yet adequately represented by the Beholder race.
Date Ascension;	Very early in existence
Sponsor:	unknown, but very likely Thanatos.
Statistics:	AC-5 (body), AC2 (Central Eye-60 hp, Smaller Eyes), AC-3 (Eyestalk-25 hp), AC 2 (Inside), HD 30, Hp 240, MV 150/50', #AT 3 = Punch(Bite)-4d10+9, AM 60%, Sv IM 16, AL CE Central Eye; 100% AM 280 yard 90° arc 1 st eye; Charm Person 2 nd eye; Charm Monster 3 rd Eye; Sleep 4 th Eye; Telekinesis (2400 LBS) 5 th Eye; Flesh to Stone, 30 yard 6 th Eye; Disintegrate, 50 yard 7 th Eye; Fear 8 th Eye; Slow 9 th Eye; Cause Serious Wounds , 100 yard 10 th Eye; Death Ray, 100 yard. All these eyes are at -4 to saves, and each eye can target anywhere, except the first 30' deep 10' diameter below her. ST 40, IN 50, WI 5, DX 12, CO 50, CH 8
Powers:	Height Increase, Improved Saves vs. Power Attacks, Increased Damage, Reduce Saving Throws.
Followers Alignment:	Any non good, rarely any non-Beholder or Beholder-kin
Taxes:	Followers are taxed 0% of their annual income by the Church.
Clerics:	Clerics, Humanoid Shaman, Avenger.
Alignment:	Any non good, rarely any non-Beholder or Beholder-kin
Powers:	Beholder Priests obtain a higher AV, and a protective sheathing around their eyestalks. Other races (extremely rare), are only improved by an AV of +4.
Skill Effects:	One extra knowledge skill per intelligence bonus.
Accepted weapons:	Natural powers only.
Accepted Armor:	Any possible
Holy Symbol:	An egg with a central eye.
Vestments:	None
Adventuring Gear:	Any
Dogma:	Know, Learn, Defeat, Eat.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning, and the xenophobic society rules.
Temples and Such:	A Tessarect's Temple is preferred, otherwise a cave or building with several gravity distorting effects. Like the well-known Escher three-dimensional directed gravity box.

Known History:

All Beholders and Beholder-kin revere the Great Mother as the creator of the Beholder race. In reality, the Great Mother is an enormous Beholder that drifts almost continuously throughout the Planes of existence—particularly the Lower Planes. Unlike Beholders, however, the Great Mother is totally devoid of any logic. It is a creature of chaos, ruled by instinct and randomness. Thus, the Great Mother does not exhibit any division between the rational and intuitive mind like mortal Beholders.

Beholders believe that their Great Mother possesses all knowledge contained in the Multiverse. If this is the case, however, the Great Mother does not appear to be capable of passing this knowledge on to her followers: the powerful creature constantly gibbers in a proto language indecipherable by any mortal being. It would greatly distress Beholders to learn that the Great Mother's mind is totally unlike their own. Some Beholders may already have discovered this fact. Such a shocking blow to their own deeply held self-understandings would become permanent cankers within their intuitive minds, sores that slowly chip away at their mental stability.

Personality:

The Great Mother is a creature from the Nightmare Dimension that in the beginning of time succeeded to become Immortal, who her sponsor was is unknown, but Thanatos already did exist, maybe she was his first mortal that he sponsored into Immortality.

Unlike its mortal spawn, the Great Mother is an egg layer. It drifts endlessly on its mysterious journey, stopping only to lay eggs (in effect casting the Immortal spell Create Species) or briefly return to its home plane. Most of the Great Mother's eggs hatch into Hive Mothers of various breeds.

Scholars do not know what factors determine the breed of the eggs, though some believe that the Great Mother's diet greatly influences this process. As the Immortal law: no direct interference against mortals counts only on the Prime Plane, she stays far away from there, and thus devours any creature she likes to devour, ranging from devil, to demon or Outer Planar spawn. The Great Mother often encounters powerful beings in its wanderings throughout the Planes. Legends say that the Great Mother usually consumes these powerful creatures. These 'unions' doubtless account for some of the more unusual sorts of Beholder-kin and abominations.

The Great Mother does not have much contact with its descendants and seldom listens to their prayers, although she still grants them their spells. Sometimes, however, members of a large Beholder city will pray to the Great Mother when they are in grave danger. Occasionally, the Great Mother will bend its ear to these supplicants and turn the oldest Hive Mothers into Priestesses until the danger has passed. Even more rarely, the Great mother will send down a Mortal identity to avenge the death of one or more Beholders. Mostly, however, this Immortal ignores its followers.

The Great Mother could have been much greater in Immortal ranking, but her continuously casting of the Create Species spell severely drains her Power level. She could have been an Hierarch already millennia before humans walked upon the face of Mystara. Yet still her following slowly grows. The Great Mother believes, that if she fills the Multiverse with her own created following, her thought of chaos will infallible become real, maybe it will take a long time, but it would be unstoppable. Yet the lack of an organized mind, made the Beholder race such Xenophobic creations that minor differences are reason enough to battle one another, instead of the other races, they were mend for created.

The Great Mother Uses 50 TP every day to enable herself to cast magic indefinitely, any number of spells a day. She however still prefers to use her eyes to cast known Beholder eye-magic from. All other magic is used as any other caster would do. Though her main eye still radiates 100% Anti Magic, this is controlled by here own will, and is instantly out of function for the moment of a spell or eye power would come into effect in the affected area. The magic coming from her eyes are not natural Beholder Eye Magic but actually Immortal spells resembling these powers, as she was used to these powers as a mortal. Her most favorite spells are: Fear, Ice Storm, Repulsion, and Hopelessness (as Symbol of Hopelessness).



Appearance: The Great Mother appears as a Huge—18' diameter—Beholder encrusted with a thin layer of debris, including stones, precious gems, weapons, and intact skeletons of extra planar creatures or planar travelers, who had the unlucky fate to meet the Great Mother. She further still resembles a normal Beholder. She can swallow any creature whole below 12' on an attack roll of 8 more than needed. Only a successful hit roll of 10 or more than needed enables an escape through the mouth again, being expelled by the tongue. Expelled creatures, however, are directly subject to active eye powers.

Its presence enraptures Beholders and Beholder-kin. Their intuitive minds take over to store what knowledge it gives them. The intuitive mind lets the rational mind remember the Great Mother as having their Biological resemblance.

Allies: Gzemnid gets along with (the yet-still mortal and—though barely—living) Kzamnal and the Great Mother. In fact, the Great Mother will recognize Gzemnid and make approving noises when they encounter each other. Gzemnid, in turn respects the Great Mother as a force of nature but recognizes that, as a rational creature, it has almost nothing in common with the Greatest Beholder Immortal.

Enemies: Most Devils and Demons absolutely hate the Great Mother for her devouring of their spawn in whichever plane. Most other Immortals hate her for the chaos she spawns by her spreading of her Beholder offspring and what it does to their own races or worlds.

Creation Stories: Most Beholder breeds attribute their creation to the Goddess they call the Great Mother. Most legends refer to the Great Mother spawning a single beholder Kzamnal. True to Beholder form, the physical characteristics of Kzamnal usually match the Characteristics of the Beholder breed telling the story.

Kzamnal gave birth to the mortal ancestors of the Beholder Race and instructed them to gather together all knowledge, "That the mortal creatures might be like their great-grandmother, the Great Mother, who knows all". Unfortunately, some of the children of the Great Mother—known spiteful as 'the traitors'—gave birth to off-spring that did not resemble the Great Mother. The appearance of these aberrations heralded in a genocidal war waged by the 'true Beholders'. This war continues even to this day.

Heretical options Scholars of the Beholder God Gzemnid, the only mortal offspring of Kzamnal to reach Immortality, tell a different story. As they see it, clues and hints pieced together over hundreds of years reveal that the Great Mother is so vast and complex that she changes appearances from one moment to the next. These scholars also suggest that, unlike other Beholders, the Great Mother lays eggs. For some unknown reason for these Beholder Scholars, each batch of eggs she lays hatches a different breed of Beholder. As can be seen followers of Gzemnid are much nearer to the truth.

In addition, Gzemnids scholars believe that the Great Mother contains so much knowledge that she cannot, or will not, communicate with lesser beings. Rather, she does nothing but cruise endlessly among the darker places, companioned only by her alien wisdom and incomprehensible visions. Legendary stories tell of Beholders that have witnessed the Great Mother laying eggs and gibbering to herself as she traversed the stars.

Personality:	Egocentric to the point of egoism. Solitary but also a great researcher of natural magic. A strong opponent to any Radiance User, but why is unknown.
Allies:	None, as solitary she is, she dislikes any species, even her own offspring. Possibly an increased form of the xenophobic psychology of Beholders.
Enemies:	Rad, Rafiel, Benekander, Rathanos, Ka, Valerias, in effect any Immortal knowing off, using or studying (i.e. accepting) the Radiance.
Holy Days:	None
Days of Prayer:	Soladain, Clerics pray at Dawn.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	As Beholders
Dead:	Entombed in empty caves (or those generated by Disintegration powers).
Birth:	Carefully checked on biological discrepancies and destroyed if there is any difference to the parents. Those accepted are as soon as possible solitary.
Colors:	Any
Incense / Oil:	None
Stone / Metal:	Meteorite Stone or Ores
Symbols:	Falling Stars, or Meteors, Comets.
Plants:	Eye-weed
Animal:	None
Chant:	<i>Great Mather, Make My Offspring Mine, Or Give me chance to Dine.</i>
Sources:	TSR9521—AD&D2—I, Tyrant, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Great One

Agundji, The Rainbow Serpent, Long Wang, Liegh,
Mahanaga

Ruler of All Dragonkind and Lizardkin.



Region: Norwold, Savage Coast, Davania, Skothar, Sind, Ochalea, Alpatia, all draconic settlements in the Multiverse.

Sphere:	Eternal (IM 26) of Matter
Home Plane;	Draconia: Center of Draconic Cluster Plane
Date Ascension;	unknown
Sponsor;	Terra
Statistics;	AC-12, HD 32, Hp 550, MV 180'/60', FL 420'/ 140' #AT 10 = 3xBite-6d8+12, 2x Claw+2xWing+2xKick+Tail-2d8+12, AM 80%, Sv IM 26, AL N ST 70, IN 65, WI 70, DX 17, CO 20, CH 45 (Immune to Power Attacks).
Powers;	Dragon Breath, Dragon Form, Extra Attacks per Round.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Druids, Humanoid Shamans.
Alignment:	Lawful / Neutral
Powers:	Clerics of the Great One have the ability to Fly once a day (in duration and effect equal as the spell. Dragon Clerics of the Great One can activate an adapted Protection from Evil/Good affecting them that no Prime Plane creature can attack them for the duration of the spell. This is not a spell that can be memorized, but an ability granted.
Skill effects;	+2 bonus to any general skill regarding dragonkind.
Accepted Weapons;	Standard, Any Piercing and Natural weapons.
Accepted Armor;	Any
Holy Symbol:	A three-headed multicolored Dragon.
Dogma:	All draconic and Lizardkin races, creation, justice, knowledge, magic
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	Large reconstructed caves, to hold many Dragons, open to the air. Sometimes Ruins of Cathedrals of other religions are used.
Known History:	<p>The current Great One hatched in a time when the Dragoon Races were not so distinct from one another. He was a glossy grey hue, not found in any of today's Dragons. Supremely intelligent and analytical, he survived centuries of Adventurers trying to take his life and his hoard. Blessed with superior intelligence and wits, he outmatched his enemies for centuries and was able to hoard a great deal of valuables. He survived long enough to begin to question the meaning of his existence. He eventually overcame his Draconic love of Gold and glistening things, and spent more centuries in the company of thinkers from all intelligent races.</p> <p>While among the Dryads and Acteons of the forest. From them he was introduced to the existence of the Immortals and he learned of the Immortal Terra and besieged her for knowledge. She gave him some information on the Ceremony of Sublimation, and also sent him on tasks and errands.</p> <p>She ultimately decided that he had a promise as a candidate for Draconic Immortality and guided him along the Ceremony of Sublimation toward Immortality, and in the Draconic Cluster Plane toward defeating the former Great One. He won this ultimate Immortality and turned his own attention so helping other Dragons becoming Immortal...or at least wiser. And spreading the Knowledge of the Ceremony of Sublimation.</p> <p>He had since learned that there have been many other Dragon Immortals before him, with one Dragon Lord bearing the Title of Great One, which he defeated to take his place. And that at times other Dragons might come to the Center of the Draconic Cluster and seek to kill and replace him.</p>
Personality:	<p>The Great One is calm, stern, collected, and analytical. He is slow to make decisions, which means he's not much help in a crisis situation. However, when roused he is one of the deadliest fighters known to the Immortals. Indifferent toward Humans and rather more fond of the forest races, he is naturally predisposed towards Dragons and Dragonkin.</p> <p>He doesn't like to act instinctively, but instead he always takes his time to evaluate the situation and pick the best option (obviously this is not helpful when crisis build up suddenly and action must be taken swiftly to avoid worse losses).</p> <p>However his wisdom and his advice are valuable to those who can count on his friendship, while his enemies know they face one of the most lethal dangers of the Multiverse, since he can combine his Immortal intelligence with his unmatched draconic strength.</p>
Appearance:	<p>The Great One looks like a Dragon, but is bigger than any Dragon who ever lived. He has three heads. His scales glow so brightly that mortal beings can scarcely stand to look at him. A colossal three-headed dragon with two pairs of wings, a spiked crest running from head to tail, and shining scales that blind every mortal staring at him, preventing from telling the true color of his skin.</p> <p>One of his Mortal shapes is that of the Great Silver Dragon Bahamut.</p>

Allies:	The Great One's chief allies are his subordinates—Diamond, Opal, and Pearl. He is courteous toward Terra and solicitous of her welfare he does not plot with here. He also likes Ka the Preserver, who is interested in species protection.
Enemies:	The Great One has no specific Enemies, other than the young Bemarris, draconic hunter and killer extraordinaire in his mortal life, and Demogorgon, who has lured away from his cult many Lizardkin races during the past millennia.
<u>Wallara</u>	Chameleon Men follow several Immortals, but Agundji, the Rainbow Serpent, the chief Immortal of the Wallara pantheon. Chameleon Men (Wallaras) are an ancient subspecies of Dragons, which explains their magical abilities (vanish and mimicry at higher levels). Most Wallaras honor Agundji as the lord of all creatures and the patron of the Sky Heroes. Agundji's sphere of interest includes the sky, the element of Air, colors, and mimicry. Separate individuals occasionally honor other Dragon Rulers, depending upon their alignments, local customs and circumstances. For example, those working in the Forbidden Highlands' mines of Opal often are followers of the Star Dragon. The Wallaras know the Lesser Dragon Rulers as the Star Spirit, the Moon Spirit, and the Sun Spirit. Most Chameleon Men believe their Souls join their Immortal Patron after Dying on Mystara. Those who follow the Ways of their Immortal as good as possible, will in Limbo soon find a gate leading to the Draconic Cluster, where they become like Dragon Spirits, and later may even become Sky Heroes.
<u>The Sky Heroes</u>	The goal of these servitors of Agundji is to teach the Chameleon Men stories of their forgotten past. They also act as the eyes and ears of Agundji on Mystara in times of trouble. These beings often appear as lonely, walkabout Medicine Men. They don't reveal who they are and only stay for a limited time with a Tribe, from a few weeks to a couple of years at most. They are mortal creatures whose life forces return to the rainbow Serpent's Home Plane upon their death (directly, as Angels, which in fact they are.). In addition to the typical Wallara Medicine Men aptitudes, Sky Heroes have the innate ability to travel between Mystara and the Agundji's Home Plane (the Draconic Cluster) once per full Moon.
Holy Days:	The Seasonal changes. I.e. the Mid-day of each season. As more north the seasons are less equal, than elsewhere, these dates differ toward the poles. But most nations hold the following dates; 1 Nuwmont Mid-Winter, 1 Flaurmont Mid-Spring, 1 Felmont Mid-Summer, 1Sviftmont Mid-Autumn. On the poles these are; 1 Nuwmont Mid-Winter, 14 Klarmont Mid-Spring, 1 Felmont Mid-Summer, 14 Fyrmont Mid-Autumn.
Days of Prayer:	Any, Clerics pray when the sun is completely risen.
Piety awards:	None additional
Piety Penalties:	Becoming a Renegade -all
Habits: ▶	As Dragon species (humans or Humanoids) often use a generic Dragon culture, all Dragons seem to possess.
Dead:	Buried, Burned, Eaten, or left to Nature. This differs to each Dragon species. Humans bury their dead, Humanoids burn them. When a dragon dies without attaining Immortality, it lives on as a dragon soul. A dragon soul normally returns to the plane dragons have claimed as their sacred grounds. They remain there as subjects or servants of the Immortal dragons. Dragon souls are instrumental in the Ceremony of Sublimation and the Omens of Coming. Unseen and unheard by living dragons, they act from other planes to generate the magic or the events behind these fantastic occurrences. Dragon souls are the ones who allow the binding necessary in the acquisition of dragon might. The dragon souls also provide magical power to the living dragons. Sometimes, dragon souls act as heralds or messengers of the Immortals. In some cases, they perform unusual missions for one of the four dragon rulers. If they do well, dragon souls may be reincarnated on the Prime Plane as hatchlings, gaining new chances at Immortality. These souls lose all memory of the other world and their previous lives upon their rebirth. Those dragons that attain Immortality become guardians, lieutenants of one of the three lesser dragon rulers. If one of these three rulers is ever destroyed, the oldest and most powerful dragon guardian may take his place. The guardians are the ones who determine whether a Ceremony of Sublimation should succeed or fail, and how drastic the Omens of Coming should be, depending on what the living dragon achieved. Each of the three dragon rulers (the moon, sun, and star dragons) is a champion of its ethos. They struggle for the supremacy of their own dragonkind on the Prime Plane and on the Outer Planes. The Great One is concerned with the balance of the three ideals, representing the voice of dragonkind among other Immortals in the universe. Dragonkind belongs to none of the Spheres of Power (Matter, Thought, Time, Energy, and Entropy).

There are very rare cases of dragons attaining Immortality and retaining followers on the Prime Plane. When this happens, the Immortal dragon becomes a Maverick—not really a renegade, as far as the Great One is concerned, but nonetheless a pariah that will remain forever out of the great spiritual order of things among dragon-kind. A maverick cannot call upon any guardian or any of the rulers for help, but on the other hand is not limited in power among the Immortal hierarchy. Should its following cease on the Prime Plane, a maverick will go dormant. Each maverick must choose one of the Spheres of Power as its ethos.

Finally, there are renegades among dragons who deliberately choose to serve one of the Spheres of Power during their existence on the Prime Plane. They can no longer conduct the Ceremony of Sublimation from the moment they become renegades. Spells (possibly clerical) may be granted by their patron Immortal in the chosen sphere. Renegades either become mavericks if they retain followers, undead creatures if followers of Entropy (such as the Night Dragon in the series, "The Voyage of the Princess Ark"), or are destroyed at the end of their lives in the Known World.

Dragon Sleep;	Dragons sleep a lot because when they sleep they dream of the Draconic Cluster. Their soul travels to this place and sees its wonders, but is not able to fully partake of the essence of the planes. This also drives them to reach the ultimate age category and perform the ritual in order to be accepted into the Four.
Birth:	As Dragon Species, others no additional behavior.
Colors:	Silver, Grey, Steel-Grey
Incense / Oil:	Sandalwood, Pine
Stone / Metal:	Silver-ore, Pyrite, Steel, Silver
Symbols:	a flying Dragon silhouette, or a Lizard
Plants:	none
Animal:	Any Lizard, Dinosaur or Dragon
Chant;	None

The Draconic Lords are not part of the common Elemental spheres (although linked to the Sphere of Matter), acting outside of them and balancing the nature of the universe.

Draconic Ascension.

There is but one Immortal lord for the draconic kin that belongs indeed to one of the Spheres: the Great One. He's a true deity, and has existed for millennia.

The other three Dragon Rulers (Sun Dragon, Moon Dragon and Star Dragon) are Exalted Beings that have succeeded in their Sublimation Ceremony and attained this rank many centuries ago.

Essentially, all dragons strive to reach their ultimate age category in order to perform the Sublimation Ceremony that will take them beyond their mortal shell and transform their soul. If this ceremony fails, they become ethereal entities and must wait for the Dragon Rulers to pick them up and reincarnate them into mortal dragon hatchlings. If the ceremony succeeds, they are immediately taken to the Four, the Outer Planes of the draconic race, where they have two choices:

1. To dwell in the Four in harmony with the draconic souls and Lords for as long as they lived as mortals (that's why it is so important for a dragon to age!). In the Draconic Cluster all their personal wishes are granted, all desires sated, it is a true paradise and they live partaking of the essence of the Great One. All dragons live for this moment. Once their time is up, they are reincarnated into mortal dragons at the Great One's whim and must begin anew.
2. To Challenge one of the Draconic Lords (the ruler of the dragons of his own alignment) for his title. If the challenger wins, he becomes the new Star/Sun/Moon Dragon, otherwise he is sent back to the Prime where he is born again and must start everything from the beginning.

Also, any of the dragons dwelling in the Four (including the three Dragonlords) can even challenge the Great One: if the challenger wins, he absorbs the Great One and gets his powers, becoming the new absolute ruler of dragonkind. If he loses, the Great One absorbs him. In any case, the essence of the Great One gets preserved and transmitted to his successors.

Dragon Sleep;	Dragons sleep a lot because when they sleep they dream of the Draconic Cluster. Their soul travels to this place and sees its wonders, but is not able to fully partake of the essence of the planes. This also drives them to reach the ultimate age category and perform the ritual in order to be accepted into the Four.
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Dragon soul

AC 9, HD 1-3*, MV/FL 420' (140'), Att None, Dm: None, No. Appearing: 0 (1-400), SV: F20, MR: 6, Tt: Nil, Int: High, AL Any, XP: 50

Dragon souls are the simple life forces of deceased dragons, each serving the dragon ruler of its alignment. Dragon souls appear in a variety of shapes and colors, ranging in size from a small apple to a large pumpkin. A dragon soul's appearance, based on its color in life, could be a translucent ball of golden light, a flickering red flame, a crackling node of blue lightning, a throbbing green haze, a billowing puff of white smoke, a gloomy shadow, etc.

Dragon souls can be found only in the region of their dragon ruler. They have no physical attack or defense. If harmed, they flee to the closest dragon guardian and report the aggression. When guided by a guardian, large numbers of dragon souls can generate a frightening amount of magical energy, duplicating either clerical or magical spell effects reaching up to seventh level. Every 10 souls can contribute one spell level in this fashion. Once a spell is cast, the dragon souls must withdraw or be drained and die. It takes about 24 hours for a dragon soul to recover from "casting" a spell in this manner. Dragon souls communicate by telepathy. They have the ability to see and cast spells into the Prime Plane. Their primary uses are to provide the power and effects for living dragons' Ceremonies of Sublimation and Omens of Coming. The dragon souls also physically reach for a living dragon's life force and bind it to that of its suzerain, thereby generating dragon might. Their secondary function is to provide the power living dragons need to cast spells.

Their least important function is to bring comfort to the dragon, guardians and their rulers, or to act as their messengers, eyes, and ears. Dragon souls retain memory of their previous life until they are sent back to the Known World.

Dragon guardians

Dragon guardians are the archetype of their color and ideal. They have the statistics and abilities of the largest possible dragon in their category, with maximum hit points and spell-casting ability. For example, if a red dragon attained Immortality, it would be a 20 HD creature with 160 hp. A dragon guardian retains its former appearance, with the exception of an aura that surrounds its body. The appearance of a guardian's aura is comparable to that of the dragon souls in its service. Dragon guardians have the same spell immunities as a lesser dragon ruler. Dragon guardians are in charge of dragon souls, directing their efforts toward furthering the development of living dragons. A single dragon guardian can call up to 1d4x100 dragon souls a day for combat purposes or to effect a major occurrence on the Prime Plane. They report to their dragon ruler any irregularities on their plane or on the Prime Plane.

In cases of great need, a dragon guardian can be sent to the Prime Plane to bring a particular message or omen during a gathering of dragons of the same ethos. Dragon guardians are treated with awe and respect during their rare appearances on the Prime Plane, as befits messengers of the Immortals.

Pocket dragons

Some dragons commit grave mistakes during their life on the Prime Plane. Such errors in judgment normally cause a dragon to become a renegade. Dragon rulers occasionally allow a dragon a last chance to atone for its deeds and learn a further lesson in draconic life. This often leads the dragon to be reincarnated—with memories of its previous life intact—into a pocket dragon hatchling. If the dragon learns the reasons for its reincarnation and accomplishes a particular mission, it will be accepted as a dragon soul upon its death. Otherwise, the dragon's soul is forever destroyed.

The Draconian Cluster a.k.a. the Four

The home planes of the Dragons are part of the Outer Planes. They are four-dimensional Standard Planes. All have guardians near their edges so as to keep out all nondragons. However, each is very different from the others. The Outer Plane dragons claimed as their spiritual home is a finite dimension that occupies a large sphere mostly filled with air and clouds. In its center shines a golden sun that beams rays of light spanning the entire spectrum of colors. The outer reaches of the sphere is coated with vast layers of watery, mineral, or metallic matter. Gravity affects the entire plane, pulling "down" toward the outer edges of the sphere.

The plane breaks into colored layers starting from the sun and expanding toward the outer reaches. For example, souls of blue dragons live in an area of azure skies with semi-solid clouds that they and their guardians use for lairs. Red dragons have an area of permanent twilight, with red and amber dominating the local spectrum. The change from one layer to another is very gradual, allowing for an infinite number of color combinations.

Colors belong to three realms corresponding to the alignments of each realm's souls, each realm remaining under the authority of one of the three lesser dragon rulers. Sea dragons are located in the watery layer in the plane's outer edges. Many areas display dominant colors not yet connected to known dragon types. Dragon souls do exist in these regions. The Great One could decide to send these souls to the Known World to create new species and colors of dragons not yet encountered in the Prime Plane (purple, metallic, or mineral-colored dragons for example).

All types of dragon souls can be found in the central area of the plane, as that is the Great One's realm. This region is made of solid light attuned to respond to the wishes of the Great One. The Great One has the ability to control the size of the draconic plane to accommodate the population of dragon souls and their guardians. This usually creates anger and resistance among neighboring Immortals. Living creatures can enter this plane only if so wished by any of the dragon rulers.

The Draconian Cluster is arranged so that the three lesser planes surround the Great One's home plane, making it inaccessible from the Astral Plane. In order to reach the Great Dragon's plane, one must simply continue to travel in one specific direction through one of the lesser planes until the landscape inevitably changes into dull waste. This is difficult to do from the Sun Dragon's plane of ever-twisting tunnels, but on Pearl's or Diamonds planes it is marginally easier. There is no set border between the lesser planes and the greater one.

Magic (both clerical and magic-user) functions strangely in the Draconian Cluster. On the lesser planes, magic of the first level does not function at all, probably because these planes are so ancient that they repel such weak enchantments. The same is true for 2nd and 3rd level clerical spells and 2nd, 3rd, 4th level magic-user spells on the Great One's plane. Also, any magic that changes the nature of an area, such as earthquake or summon weather simply will not work in the Cluster, as the enchantments that created these planes are too powerful to be so altered.

The Central Core of the Draconic Cluster:

None dare oppose the Great One in its seemingly infinite home, a boundless waste that can form itself into any arrangement according to the whims of its ruler. The Great Dragon's servants are the most noble of all dragons, the mightiest and the most feared. It is an unparalleled honor to be called to serve this being.

None may enter this plane without the Great One's bidding, and none may find the Great One unless it wishes to be found. It is nearly impossible to gain access to the home plane of the Great Dragon. Unlike most Outer Planes, entrance into it is only possible through one of the other three planes of the Draconian Cluster. Of course, the Great One itself may enter its realm wherever and whenever it wishes.

The plane is a strange gray land, with relatively few encounters with dragon spirits. Those that are met are the most powerful of their kind, however, and they attack those who are not expected by the Great Dragon. Draedens may also be encountered here, coming or going from audiences with the Great One. Such an audience for a mortal creature is a great honor, given only to the most powerful adventurers. The description given of the Great One by those who have seen it varies greatly. It seems that it can change its appearance at will, becoming any type of dragon as well as a human, Demihuman, or any other creature.

All of the dragon rulers have treasure, of course. These vast hoards of gold and magical items are kept in extremely safe locations, guarded almost as carefully as the rulers themselves by traps and dragon spirits. Should greedy adventurers somehow steal this treasure, they will find themselves pursued to the ends of the Multiverse, especially if the treasure was stolen from the covetous Moon Dragon.

The Cluster:

The Draconian Cluster is arranged so that the three lesser planes surround the Great One's home plane, making it inaccessible from the Astral Plane. In order to reach the Great Dragon's plane, one must simply continue to travel in one specific direction through one of the lesser planes until the landscape inevitably changes into dull waste. This is difficult to do from the Sun Dragon's plane of evertwisting tunnels, but on Pearl's or Diamonds planes it is marginally easier. There is no set border between the lesser planes and the greater one. Magic (both clerical and magic-user) functions strangely in the Draconian Cluster. On the lesser planes, magic of the first level does not function at all, probably because these planes are so ancient that they repel such weak enchantments. The same is true for second- and third-level clerical spells and second-, third-, and fourth-level magic-user spells on the Great One's plane. Also, any magic that changes the nature of an area, such as earthquake or summon weather simply will not work in the Cluster, as the enchantments that created these planes are too powerful to be so altered.

Diamond:

In the vast palace of Diamond, the Star Dragon, pure order and good hold sway, with every dragon spirit having a job to do. There are always guests in Diamonds shining palace, be they powerful Immortals or Archons. The Star Dragon itself sits on a huge throne of platinum and receives all visitors civilly, though Chaos is not tolerated and those who oppose Law are kindly, but forcefully, made to leave. The Star Dragon's plane is the most welcoming to visitors. Dragon spirits here exist to serve the guests of Diamond. When characters arrive, they will inevitably be discovered by one of the many dragon spirit guards in the citadel and observed to determine their dispositions. Should the visitors prove hostile, hundreds of Lawful dragon spirits descend on them, more to drive them out than to kill them. However, if trespassers do nothing to arouse suspicion, the spirits greet them and provide an escort to the throne room of Diamond, where they are asked their business. Though the Star Dragon rarely grants requests personally, he is glad to send a servant to aid in the forwarding of a Lawful cause, should it prove to be significant. Outside the palace are vast golden fields where other dragon spirits live when they are awaiting their turns to serve Diamond in his palace.

But even dragons die

In their might and glory, even the mighty dragon rulers sometimes fall victim to some party of adventurers or Immortals. In such a rare occasion, some sages have compiled what they know to form a theory about what the dragons do when their leaders die. Of course, much of this theory is based on speculation, but some are beginning to believe that the rulers are not offspring of the Great One, but were once average dragons themselves!

From what has been seen and heard following the alleged death of the Sun Dragon several centuries ago, it is said that thousands of neutral dragons fought in the presence of the Great One for Opal's position. Supposedly these battles lasted for an entire year, but they were subduing battles, so that no candidate was killed. It is true that the sightings of neutral dragons were decreased that year, but this could well be luck or coincidence. After this time, sages believe a new Sun Dragon was chosen, though nothing is known about how the winner of the contests was given the power of his predecessor.

A similar circumstance was recorded in ancient scrolls of nearly 2,000 years ago. This time, however, it was the Moon Dragon's position that was fought for. The scrolls say that the former Moon Dragon had not died, but had lost favor with the Great One or had somehow forfeited its position, which seems to suggest that the Great One has something to do with the vesting of power in prospective dragon rulers.

In an even more unclear story, handed down for centuries by certain Alphatian sages and hinted at in the writings of the Dracologists of Giantri, the Great Dragon himself was killed in some sort of dispute with Immortals of Entropy. It is said that the three dragon rulers competed for the Great One's position during this time. While there was no Great Dragon, there was no order on the planes of the dragons: open war raged across the Draconian Cluster for a century, with the only rule being that the survivor would win.

In the end, no one knows which of the dragons actually became the new Great One, but some of the most ancient Immortals say that there was a ceremony near the Dimensional Vortex for the winner. In this little-known meeting, Draedens were also said to have attended. However, even the Immortals know nothing more of this ceremony, except that the Great Dragon never showed any alignment tendencies after coming to power, so that whatever goes on during the ceremony must somehow affect the dragon ruler's mind.

The dragon rulers themselves rarely go forth from their planes, as it is generally against their code of ethics. The Moon Dragon is the most likely ruler to involve itself in world affairs. But the rulers may leave their planes on occasion, sometimes to seek help from powerful characters or Immortals against some enemy to dragonkind. Conflict is not permitted against another dragon ruler, for the Great One prohibits open fighting among them (unless, of course, the Great One dies). The Great Dragon himself has never been known to leave his plane or seek help from any being, but depending on the nature of the threat, this could change.

The dragon rulers are especially interested in extraordinarily powerful characters. Those seeking Immortality for the first (or second) time may find the attention of powerful beings focused on them. The rulers may have any reason for this, but the most likely one is that since dragons existed at the beginning of the Multiverse, they are curious about what the "great experiment" will yield. Curiosity is, after all, at the heart of dragons' natures.

Adventurers may also stumble upon the secret ceremony of sublimation conducted by a dragon. Should the adventurers be so indiscrete and also be discovered, you can be assured that some dragons will not rest until the characters are silenced.

If the dragons sprang from the original matter of the Multiverse, they might gain power from earthly materials such as gold and gems. Such information, leaked out to a party of loud and boisterous humans, could be disastrous, to the mysterious and awe-inspiring image that dragons project. Everyone knows that dragons keep treasure, but to think that such treasure could make one a god is another matter entirely. It would spell the end to any kind of privacy dragons might enjoy, as anyone who could pick up a sword races off to slay the mighty beasts and get a share of the dragons' hard-earned wealth, ignorantly hoping for godhood.

Draedens, too, may appear in campaigns involving dragons. Draedens, the ancient kin of the dragons, appeared at the same time as dragons (and probably from the same source). Their constant ties with the dragons have bewildered sages for centuries. If indeed these stories of the origins of the dragon rulers are true, where do the Draedens fit in? Are they, as some wise men suspect, the descendants of the beings that created the entire Multiverse?

Perhaps the Dracologists of Glantri are closer to the truth with their theory that the Draedens, having been created along with dragons and having changed very little if at all since then, are the eyes and ears of their creators, observing the progress and development of the dragons. If this is true, it would seem to indicate that the focus of the creators' "great experiment" concerns not only humans and demihumans, but dragons as well!

Dragons never attack Draedens for any reason, and those creatures treat dragons with the same respect. Immortals believe that dragons and Draedens are closely related, despite the extreme differences in their physical forms and abilities. Dragons certainly predate Immortals, as they were neutral bystanders during the great Draedens-Immortal war of the distant past. Dragons consider history to be irrelevant: they merely exist, fulfilling their function in the multiverse. They are part of the natural cycle of life. They provide a challenge to mortals to strive toward greatness in Immortality.

If a dragon ruler's form is slain on any plane but its Home, its life force returns to the Home Plane, just as that of any Immortal. Each ruler has the ability to create a new physical form by destroying the spirit of one loyal follower and converting the resulting essence. Although this totally destroys the victim, the dragon spirits of the Home Plane find it a great honor to sacrifice themselves for their liege. It is a joyous occasion, not a sad one. Luckily, it is rarely necessary, as the dragon rulers care deeply for their subjects and avoid damage whenever possible.

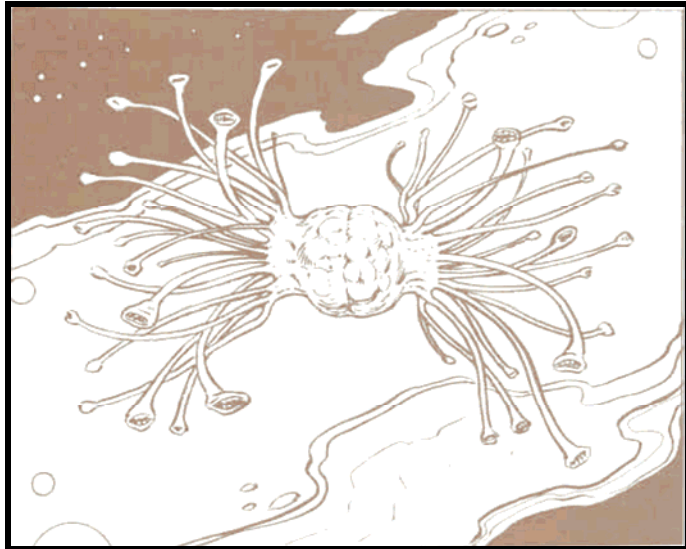
The Glantrian abomination

A sect of Dracomancers exists in Glantri (see GAZ3 The Principalities of Glantri or the Ultimate Spellbook for details). Dragons harbor absolute hatred toward Glantrian Dracomancers. The latter wield a formidable magic that allows them to mimic dragon attributes and abilities. Worse, at high levels they can control dragons in great numbers with virtually no way for dragons to resist or strike back. The wizards leech their power from dragon souls, which are sometimes totally drained of their life forces by these Dracomancers.

Adding insult to injury, the High Master of Dracomancers may challenge a lesser dragon ruler and replace it. In so doing, the High Master does not attain Immortality but merely gains the ability to rule dragons of the corresponding ethos. Although dragons abhor this blasphemy, they have no choice but to submit to their much despised suzerain. Of course, dragons will always follow his commands to the letter, often endeavoring to pervert the meaning of his orders and bring the downfall of this human impostor. By draconic law, only the Great One can intervene if the Dracomancer abuses his powers as a lesser ruler.

Draeden

Sphere:	Thought
Status:	Empyrean or Eternal
Power Points:	30 per HD (3030-6000)
AC	-20,
HD	101 to 200,
MV	18 miles / 6 miles,
Att	Up to 40 blows,
Dm	1d100 each,
AM	99%,
SV	equal to Immortal with
	equal Power Points



Description:

Draedens are feared and respected by all who are aware of their existence. A Draeden's true but rarely-seen appearance is a cluster of 20 tubular strands, all symmetrically attached at a central node and fanning out at both ends. Each strand has a mouth at each end, and contains a digestive passage leading to the central node. The node is the equivalent of a stomach, and contains

several thousand boulders to aid digestion. These boulders range in size from 1-20 feet, and are made of solid diamond, worn to perfect smoothness by the acidic fluids. A Draeden's intelligence resides throughout a neural network that spans most of the form. The creature's total length is about 1,000 feet per HD. The width at the central node is 10% of the total length. Read Mazikeen's personality to know more of the reproductive cycle of the Draeden.

These creatures are very rarely encountered, and almost always travel singly. The only known instances of multiple Draeden appearing have occurred when they deliberately gather to attack some Immortal outpost or project. As many as 20 Draeden have united in this way at least once in the distant past. No event of this type has occurred for over 200 million years. Obviously of incredibly high intelligence, Draedens sometimes agree to negotiation if opponents are numerous and of Immortal' status. However, they are quite arrogant and self-centered, and may suddenly reject all proposals for no apparent reason.

Background:

Draedens are the descendants of beings that existed before the Immortals, beings who may have actually created part or all of the multiverse. Their exact population is unknown, but numbers at least 1,000. Draedens still consider the entire multiverse to be their domain. When Immortals assumed the responsibility for all of existence, the Draedens became resentful. But after long strife and negotiations, they agreed to peace. They plan to outlast their enemies by simply waiting until the Immortals destroy themselves, leaving the multiverse to the Draedens once again.

Sources:

Dragon Magazine 170, 171, 174,
TSR2503 Dragonlord of Mystara,
TSR2514 Dragonking of Mystara,
TSR2508 Dragonmage of Mystara,
TSR2421—AD&D2—Savage Coast Campaign Book,
TSR9500—AD&D2—Red Steel Savage Baronies,
TSR1021—D&D—Set 4—Master Rules,
TSR1017—D&D—Set 5—Immortal Rules,
TSR1071—D&D—Rules Encyclopedia,
TSR9211—D&D—AC10—Bestiary of Dragons and Giants,
TSR9156—D&D—AC7—The Spindle of Heaven,
TSR1054/1401—D&D—HW0—Hollow World.
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Ground

(Killed by a party of Immortal Helliions—according to Land, mortals according to Urtson)

Region:	Unknown, as the Immortal is no longer active, or actively followed.
Sphere:	Empyrean (IM 19 to 24) of Matter, further unknown, as the Immortal is no longer active, or actively followed.
Home Plane;	Earth Elemental Plane.
Date Ascension;	Unknown
Date of Destruction;	1009 AC.
Sponsor;	Earth Elemaster.
Statistics;	Unknown, as the Immortal is no longer active, or actively followed., but must be as about the following, without ability adjustments. AC-7 to -9, HD 33 to 38, Hp 300 to 450, MV 150'/50', #AT 3 = Punch-3d6, AM 70%, Sv IM 19 to 24, AL LN Abilities are completely unknown, as the Immortal is no longer active, or actively followed.
Powers;	Unknown, as the Immortal is no longer active, or actively followed.
Followers Alignment:	Lawful
Taxes;	Followers were taxed 10% of their annual income by the Church.
Clerics;	Unknown, as the Immortal is no longer active, or actively followed.
Alignment:	Lawful
Powers:	Unknown, as the Immortal is no longer active, or actively followed.
Accepted weapons;	Unknown, as the Immortal is no longer active, or actively followed.
Accepted Armor;	Unknown, as the Immortal is no longer active, or actively followed.
Holy Symbol:	A Black Rock.
Vestments;	Unknown, as the Immortal is no longer active, or actively followed.
Adventuring Gear;	Unknown, as the Immortal is no longer active, or actively followed.
Dogma:	Earth elementals, protection, gravity, further unknown, as the Immortal is no longer active, or actively followed.
Daily Activities:	Unknown, as the Immortal is no longer active, or actively followed.
Temples and Such:	Unknown, as the Immortal is no longer active, or actively followed.
Known History:	Ground was probably an Immortal sponsored by the Earth Elemaster to oppose Terra. A wormhole from the Prime Plane to the Dominion of Ground had formed. Ground did not desire such a connection with the Prime Plane—which is a Ruler's right—and walked the wormhole to its end. Land followed some distance behind, as he wanted to visit Ground to discuss the whole matter. And there, on the planet that was named, Immortal Helliions blasted Ground as he emerged, never giving this reasonable ruler a chance to speak. The smell of power was strong, the force such that the wormhole collapsed. Unable to mete out proper punishment to the murderers, Land was able to grab a single terrified Humanoid, and brought it back for sentence. Land already disliked Immortals who use the Prime Plane as their private playing ground. Urtson, an Immortal Kryst, found out that the captive was a mortal instead Immortal and decided that Ground was slain by powerful Mortals, perhaps with the use of an Immortal Artifact, explaining the smell of Immortal power. Land demanded a verdict. The surrounding Elementals declared Death, by burying alive. The unlucky victim died, multiple times, plants growing on the mound of earth and dying again, and again. The plants bore the features of the poor soul within the mound, slowly the shrieks gradually weakened, to finally stop. This all just preceded the Wrath of Olympus.
Personality:	Unknown, as the Immortal is no longer active, or actively followed.
Appearance:	Unknown, as the Immortal is no longer active, or actively followed.
Allies:	Unknown, as the Immortal is no longer active, or actively followed.
Enemies:	Unknown, as the Immortal is no longer active, or actively followed.
Holy Days:	Unknown, as the Immortal is no longer active, or actively followed.
Days of Prayer:	Unknown, as the Immortal is no longer active, or actively followed.
Piety awards:	Unknown, as the Immortal is no longer active, or actively followed.
Piety Penalties:	Unknown, as the Immortal is no longer active, or actively followed.
Habits: ▶	Unknown, as the Immortal is no longer active, or actively followed.
Dead:	Unknown, as the Immortal is no longer active, or actively followed.
Birth:	Unknown, as the Immortal is no longer active, or actively followed.
Colors:	Unknown, as the Immortal is no longer active, or actively followed.
Incense / Oil:	Unknown, as the Immortal is no longer active, or actively followed.
Stone / Metal:	Unknown, as the Immortal is no longer active, or actively followed.
Symbols:	Unknown, as the Immortal is no longer active, or actively followed.
Plants:	Unknown, as the Immortal is no longer active, or actively followed.
Animal:	Unknown, as the Immortal is no longer active, or actively followed.
Chant:	Unknown, as the Immortal is no longer active, or actively followed.
Sources:	TSR1017—D&D—IM2—The Wrath of Olympus, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Guidarezzo

Guy d'Aret, Bragi, Kuan Yin

Patron of Music, Skalds and Harmony, Patron of Faenare

Region:	Darokin, Savage Coast (Renardie, Bellayne, Eusdria), Skothar (Thonia), Serraine and the Sky Kingdoms, Ochalea, Northern Reaches, and wherever Faenare can be found, various outer planes.
Sphere:	Celestial (IM 16) of Energy.
Home Plane;	Unknown, He is one of the Aesir.
Date Ascension;	3390 BC
Sponsor;	Thalia.
Statistics;	AC-14, HD 30, Hp 240, MV 150/50', #AT 3 = Punch-3d6+7, AM 60%, Sv IM 16, AL LN ST 29, IN 27, WI 29, DX 45, CO 27, CH 37.
Powers;	Groan (actually Humm), Howl (actually Shriek), Call Other, Dragon Breath
Followers Alignment:	Lawful or Neutral
Taxes;	Followers are taxed 15% of their annual income by the Church.
Clerics;	Clerics, Paladins, Exorcists.
Alignment:	Lawful
Powers:	+1 bonus to Charisma and Dexterity.
Skill Effects;	Art, Singing extra
Accepted weapons;	Bludgeoning only (example: light Mace), but none preferred.
Accepted Armor;	None, higher than supple leather (AV1).
Holy Symbol:	A musical note (breve).
Vestments;	Any.
Adventuring Gear;	None, higher than supple leather (AV1).
Dogma:	Arts (especially music and singing), order, harmony, Eloquence, Song, Divine Singer, Eloquence, Poetry, Ballads
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	The Temples of Guidarezzo resemble today great Opera houses, and often have a dual function as Temple and Conservatory, and as Musical theatre for use in concerts, Operas and similar.
Known History:	<p>Guidarezzo was a monk and a particularly gifted composer who lived in Blackmoor during Uther the Black's reign. He was the first to codify music according to modern canon (using the pentagram and the music keys) and he composed great operas like the Universal Canticle and the Requiem Mass. Thalia, patroness of Arts and Harmony, made him his protégé and led him onto the path of Immortality. After defeating many other bards and composers in musical matches, after founding the first Conservatory (a school for music arts where he trained his successors and left a whole library of musical documents) and after creating the Symphonic Organ of Celestial Harmony (or Harmonium), a huge magical instrument whose mundane copies became the organs in Blackmoor's and Thonia's richest cathedrals, he finally became Immortal in BC 3930 and was worshipped as Saint Guidarezzo.</p> <p>His main goal became then bringing order inside the Chaotic sphere of Energy (he was responsible for the creation of the Faenare race and collaborated with Thalia in supporting the Tonals), and after Thalia's mysterious disappearance, he became the universal patron of arts and especially of music and harmony. His cult later spread to the Northmen (under the identity of Brage) and the Savage Coast, where he is known as Guy d'Aret in Renardie and Bellayne. In the Known World the only cult worshipping him is based in Darokin: the Church of Universal Harmony, where he is revered together with Koryis and Asterius.</p>
Personality:	Guidarezzo is obsessed with harmony and universal order, and he thinks that the most sublime form of harmony can only be obtained through music, which is the purest form of art. For this reason he only gets interested in creatures and individuals with great artistic talent for music. Because of this incredible passion he often meets with Chiron, Tiresias and Alpathia (whom he's especially fond of) to entertain themselves with ballads and philosophical discussions, while he considers Palson only a frivolous hedonist who lacks the discipline needed to excel in arts.
Appearance:	A good looking man in his forties with short black hair, trimmed moustache and goatee, dressing with impeccable elegance (whatever the culture he appears in, he dons an elegant dress for that civilization) and displaying natural grace in all his movements.
Allies:	Alpathia, Koryis, Tiresias, Chiron.
Enemies:	None (rivalry with Palson) .
Holy Days:	Tserdain. Clerics pray in the morning after breakfast. When there is nothing to eat no spells are gained.), a few small bites will suffice, however.

Days of Prayer; Nytdain, Clerics pray at Dawn.

Piety awards: Compose a song that will be remembered Worldwide. +10
 Compose a song that will be remembered Nation wide. +5
 Compose a song that will be remembered Locally. +1

Piety Penalties: Any song created that by any reason is no longer remembered (i.e. reproduced by Bards, Skalds, Storytellers, etc.) will impose a piety loss equal to that it produced.
 Any Improper behavior becoming common knowledge will impose a -5 (adjusted by Charisma adjustments) piety change.

Habits: † Norse Cultural behavior.
 Cautious +1, Modest -3, Trusting -1, Honest -3, Loyal +1

Dead: Buried

Birth: Baptized in a Holy Song with Holy Water on a consecrated ground.

Colors: Orange, Multi-colored

Incense / Oil: Sandalwood, Storax

Stone / Metal: Agate, Carnelian, Alloys

Symbols: Harp, Book

Plants: Fern, Lily of the Valley, Maidenhair, Mandrake, Marjoram, Valerian, Beech.

Animal: Sprackles

Chant: *See the Master Poet.
 Hear his Glorious Song.
 Wise is He and Eloquent,
 Writes Sagas long.
 Grant me Creativity,
 The Arts as my Destiny.
 Bless me, Master Poet.
 Sing me a Magic Song.*

Extra Spells:

Interpret Runes

Range: touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Ullir
Shell	Vidar
Scales (Dragon)	Jormungandr

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improbised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic

sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
Duration; 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration; Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration; Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rue. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their

brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Bragi cult, the Cleric is laid to rest in a ceremonial deep pit, which lets in absolutely no sound, there he remains in trance for the nine nights, without food or drink, but nobody is allowed to disturb the process, on risk of death for the Cleric.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Sources: Mythological Encyclopedia,
Asterix Comics; The Northmen
TSR1017—D&D—Immortal Rules,
TSR9189—D&D—IM2—The Wrath of Olympus,
TSR2421—AD&D2—Savage Coast Campaign Book,
TSR9500—AD&D2—Red Steel Savage Baronies,
TSR1054/1401—D&D—HW0—Hollow World.
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Gzemnid

Patron of Research of Existence.

Region:	Though religious worship and celebrations are largely absent from Beholder Life, these creatures possess a strong faith in their Immortals. Worship of Gzemnid is found among most Beholder breeds. In addition, scholars reports that some humans and humanoids have begun worshipping Gzemnid. These converts are usually those who have received a visit from Gzemnid in their dreams.
Sphere:	Celestial (IM 7) of Entropy
Home Plane;	Unknown
Date Ascension;	about 1500 BC
Sponsor;	The Great Mother.
Statistics;	AC-4 (body), AC3 (Central Eye-60 hp, Smaller Eyes), AC-2 (Eyestalk-25 hp), AC 3 (Inside), HD 21, Hp 110, MV 150/50', #AT 2 = Punch(Bite)-3d6, AM 50%, Sv IM 7, AL CE Central Eye; 100% AM 200 yard 90° arc 1 st eye; Charm Person 2 nd eye; Charm Monster 3 rd Eye; Sleep 4 th Eye; Telekinesis (1000LBS) 5 th Eye; Flesh to Stone, 30 yard 6 th Eye; Disintegrate, 30 yard 7 th Eye; Fear 8 th Eye; Slow 9 th Eye; Cause Serious Wounds , 50 yard 10 th Eye; Death Ray, 60 yard. All these eyes are at -4 to saves, and each eye can target anywhere, except the first 30' deep 10' diameter below her. ST 11, IN 20, WI 18, DX 12, CO 15, CH 7
Powers;	Improved Saves vs. Power Attacks, Increased Damage, Reduce Saving Throws, Detection Suite. Rod of Beguiling
Followers Alignment:	Lawful evil or Chaotic Evil
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, Avengers.
Alignment:	Lawful evil or Chaotic Evil
Powers:	Beholder Priests obtain a higher AV, and a protective sheathing around their eyestalks. Other races are only improved by an AV of +2.
Skill Effects;	
Accepted weapons;	Standard or Natural powers only.
Accepted Armor;	Any possible, no shield
Holy Symbol:	A Bleu crown like circle of Beholder stalks with a rod between them.
Vestments;	Sky-blue cloth
Adventuring Gear;	Any, blue preferred.
Dogma:	Earth elementals, protection, gravity, further unknown, as the Immortal is no longer active, or actively followed.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	Unknown.
Known History:	Gzemnid was a hatchling from Kzamnal's first brood and was born on the Great Mother's home plane. It watched the rise of the Beholder race almost from the very start. As a mortal Beholder, Gzemnid specialized in Elemental Magics and tactics to escape. It encourages these practices in its followers. Gzemnid also encourages the assumption of power through the acquisition of knowledge. Indeed, many scholars believe that it originated that branch of Beholder philosophy. Gzemnid spends a good deal of time spying on mortal wizards who probe at the very meaning and machinery of existence. When these wizards make some great discovery, Gzemnid sends a follower to take, or negotiate for, that discovery. Amazingly, Gzemnid recognizes that a wizard who makes one important discovery may make another. Thus, it always prefers to steal the knowledge without harming the wizard. It will, however, use violence as a last resort.

Personality: Unlike the Great Mother, Gzemnid possesses coherent, if chaotic, thinking patters. During the course of its long life, Gzemnid became the first Beholder Mage and the First Elder Orb. Its knowledge of the universe became so vast that it learned how to become an Immortal under the guidance of the Great Mother.

Gzemnid is quite possible the Beholder Immortal most active in the lives of its followers. In fact, it is quite possible that an exemplary follower will receive a visit from Gzemnid.

Appearance: Gzemnid appears as an oversized (8' diameter), sky-blue Beholder, with a Scar over its central eye. He carries his Rod of Beguiling (and often also others) in the tentacles atop its head. These 2' tentacles are very agile and can handle and activate a rod as any creature with hands could.

Gzemnid, like The Great Mother, uses 50 TP every day to enable himself to cast magic indefinitely, any number of spells a day. He, however, still prefers to use her eyes to cast known Beholder eye-magic from. All other magic is used as any other caster would do. Though his main eye is damaged and scarred, it still radiates 100% Anti Magic, this is, like the Great Mother, controlled by his own will, and is instantly out of function for the moment of a spell or eye power would come into effect in the affected area. The magic coming from his eyes is not natural Beholder Eye Magic but actually spell magic resembling these powers, as he was used to these powers as a mortal. His most favorite spells are: Distance Distortion, Guards and Wards, Hallucinatory Terrain, Dimensional Door, Vacancy, and Veil.



Allies: Gzemnid gets along with (the yet-still mortal and—though barely—living) Kzamnal and the Great Mother. In fact, the Great Mother will recognize Gzemnid and make approving noises when they encounter each other. Gzemnid, in turn respects the Great Mother as a force of nature but recognizes that, as a rational creature, it has almost nothing in common with the Greatest Beholder Immortal.

Enemies: All Immortals opposing Entropy. He was the Immortal who discovered the Radiance, and how Rad was working on it. Further research revealed the Radiance its detrimental effects on Mystara and its magical creatures (thus including the Beholder race). It is through this that Rad, and Rafiel hate Gzemnid. A not from him can be found in the Ultimate Spellbook chapter about the Radiance.

Creation Stories: Most Beholder breeds attribute their creation to the Goddess they call the Great Mother. Most legends refer to the Great Mother spawning a single beholder Kzamnal. True to Beholder form, the physical characteristics of Kzamnal usually match the Characteristics of the Beholder breed telling the story.

Kzamnal gave birth to the mortal ancestors of the Beholder Race and instructed them to gather together all knowledge, "That the mortal creatures might be like their great-grandmother, the Great Mother, who knows all". Unfortunately, some of the children of the Great Mother—known spiteful as 'the traitors'—gave birth to off-spring that did not resemble the Great Mother. The appearance of these aberrations heralded in a genocidal war waged by the 'true Beholders'. This war continues even to this day.

Heretical options	<p>Scholars of the Beholder God Gzemnid, the only mortal offspring of Kzamnal to reach Immortality, tell a different story. As they see it, clues and hints pieced together over hundreds of years reveal that the Great Mother is so vast and complex that she changes appearances from one moment to the next. These scholars also suggest that, unlike other Beholders, the Great Mother lays eggs. For some unknown reason for these Beholder Scholars, each batch of eggs she lays hatches a different breed of Beholder. As can be seen followers of Gzemnid are much nearer to the truth.</p> <p>In addition, Gzemnids scholars believe that the Great Mother contains so much knowledge that she cannot, or will not, communicate with lesser beings. Rather, she does nothing but cruise endlessly among the darker places, companioned only by her alien wisdom and incomprehensible visions. Legendary stories tell of Beholders that have witnessed the Great Mother laying eggs and gibbering to herself as she traversed the stars.</p>
Holy Days:	None actually.
Days of Prayer;	Soladain (Friday), Clerics Pray anywhere at Night, and don't need to be fully rested, a period of 2 hours sleep will suffice, when the cleric is less wounded than 25%, and not poisoned or diseased, suffering from any deprivation. When not all these circumstances are met, the cleric needs to be fully rested as most other clerics of other faiths.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	<p>As beholder culture</p> <p>Modest -3</p> <p>Peaceful -3</p> <p>Xenophobic but extremely curious, this behavior is seen as intelligent Beholder behavior.</p>
Dead:	Buried in enclosed cave
Birth:	nothing special
Colors:	Intricate patterns of all colors
Incense / Oil:	Jasmine, Lotus
Stone / Metal:	Granite, Obsidian, Pyrite
Symbols:	A Blinded Eye
Plants:	None
Animal:	Blast Spore (actually a Fungi)
Chant:	<i>Great</i>
Sources:	<p>TSR9521—AD&D2—I, Tyrant,</p> <p>TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,</p> <p>Site of Pandius.</p>

Halav

Red-Hair, Vidar, Halavan, Nuada

Patron of Warfare and Weaponmaking



Region:	Karameikos, Thyatis, Sind, Northern Reaches, Milenia (Outer and Hollow World),
Sphere:	Celestial (IM 17) of Thought
Home Plane;	Citadel of Bronze (Free limited Outer Plane), As Vidar he has a seat amongst the Aesir.
Date Ascension;	Somewhere during the second half of the 10 th century BC.
Sponsor;	Odin
Statistics;	AC-12 / -18, HD 31, Hp 260, MV 150/50', #AT 3 = Punch-5d6+9, Spear-4d4+18 / +20, 2H sword-5d8+12, AM 60%, Sv IM 17, AL L ST 43, IN 30, WI 15, DX 25, CO 40, CH 23
Powers;	Fighter Options, Height Increase, Increased Damage, Weapon Mastery (Spear one- and two-handed, Short Sword). Spear +3 /+5 vs. weapon using creatures. Ancient Bronze Plate AV6, AC-6 and wields a +3 two-handed sword
Followers Alignment:	Any
Taxes;	Followers are taxed 15% of their annual income by the Church.
Clerics;	Clerics, Druids, Healers, Paladins, Druidic Knights, Mystics, Exorcists, Specialist Clerics (Red Hairs).
Alignment:	Lawful, but Healers, Druids and Druidic Knights Neutral.
Powers:	+2 to THAC0 when attacking Humanoids (such as Beastmen, Gnolls, Goblins, Ogres, Orcs, Kobolds, Trolls, etc.).
Skill Effects;	None, but a Red-Hair must take Ceremony (Halav), and Etiquette before other skills.
Red-Hair Extra Skills;	
At 1st level	Extra Leadership, or a +2 in the skill if already chosen.
At 5th level;	Extra Military Tactics, or a +2 in the skill if already chosen.
At 10th level;	Extra Craft Weapon-making, or a +2 in the skill if already chosen.
Accepted Weapons;	Standard, Spear, Short Sword, and only in the Hollow World: Sun-bolt Javelin.
Accepted Armor;	All clerics use leather or cuir-bouilly armor, helmets, and any shields. But may (rarely done) use Bronze Plate Mail as well. Other armor types (Chain, Banded, Scale) are simply unknown (Hollow World) or unaccepted in the Outer World.
Penalties:	When battling Humanoids, a Red-Hair must make a Wisdom check. Who fails, flies into a blind rage. An enraged Red-Hair must attack (with spells or weapons) and will not retreat, surrender, nor take prisoners (as a mild Berserk Rage). If all humanoids are slain, the cleric must make another Wisdom check to regain control. Failure means he continues to attack the nearest target, possibly even his own comrades! After each round, the cleric may try to snap out of it by rolling a Wisdom check. Any other Cleric just adds a +5 penalty on their reaction rolls when meeting, speaking, or battling Humanoids
Holy Symbol:	A sword laid upon an anvil.
Vestment;	Clear clerical Cloaks, with loose sherpas over both shoulders with lots of religious and astrological symbols. Redhairs gain their name because they dye their hair blood-red in honor of Halav. Their helmets are adorned with red crests.
Adventuring Gear;	Any, holy symbol emblazoned upon the chest.
Dogma:	Warfare, strategy, tactics, arms, Weaponsmithing, strength, willpower, sacrifice, fighting humanoids. As Vidar; Strength, Loyalty and Sacrifice.
Daily Activities:	Red-Hairs, are skilled at making war: devising tactics, training soldiers, raising morale, outfitting troops with arms and armor, and so forth. Many of them serve as officers in the Army or Navy, as well as high-ranking positions in the temple of Halav. Red-Hairs gain their name because they dye their hair blood-red in honor of Halav. Their helmets are adorned with red crests. Their Motto: "Stand before one's enemies as a brave leader of men."
Temples and Such:	Stone structures, like today churches, an local stone shrines with a small roof upon it. candles are used in abundance in the church and during services, no magical light is used on holy ground.
The Milenian Temple of Petra and Halav in Corisa Milenia (Hollow World)	Milenians honor many Immortal, not just Halav and Petra. Shrines and temples ranging in elegance from mere statues to elaborate gathering halls can be found throughout the Milenian Empire, and on the streets of the capital city of Corisa in particular. However, only one temple is known simply as "The Temple." This glorious structure stands at the foot of the Acropolis and is the main temple of both Halav and Petra. The central sanctum seats 5,000 followers, and is staffed by 500 clerics whose needs are tended by 1,000 servants and slaves. Seated on adjacent thrones facing the worshippers statues of Halav and Petra dominate the sanctum. The awe-inspiring figures are 40' tall and crafted of limestone painted in natural hues. Halav wears gold-plated scale armor, while Petra is adorned with a gown of shimmering gold.
Known History:	Halav was a great hero of the Traldar people, a Bronze age society living in today Karameikos. The Traldar were then in awe of the wiser humanoid Hutaaka race, and had learned a lot about metalworking and craftsmanship from them. At this time, about 1000 BC, a massive Groll invasion from Nithia moved into the Traldar territories, bringing with them only death and destruction.



The Grolls set about systematically destroying the Traldar communities. The Hutaaka retreated in their hidden valley in the north, and the remaining Traldar were left for themselves.

Halav protected Lavv (his city-state) with all his strengths and cunning, and thanks to Petra's (Queen of Krakatos and later Halav's lover) and Zirchev's (a powerful archmage and druid) help he was able to rally most of the Traldar monarchs into a league that prevented the Beastmen (Grolls) to wipe out the entire Traldar civilization. The Grolls' advance was stopped halfway near Lavv, and in the last desperate attempt to disband the invaders' troops, the three heroes stood against the Grollish army leading a warband made up by all the able-bodied Traldars left.

In the final one-to-one battle between the Groll Warchief and Halav, the brave king killed the enemy after a duel that lasted one day and a half, and then fell mortally wounded. The surviving Grolls disbanded and headed back northwards, leaving a trail of dead bodies and sacked cities in their path. The Traldar Kingdoms were finally free, but half of the land laid in ruins and the valiant Halav was dead. After great mourning and funeral ceremonies, Petra and Zirchev secretly spirited away Halav's corpse and the Queen raised him. Swearing an oath of eternal friendship to his comrades, Halav left his homeland determined to thank the Immortals for restoring his life by carrying out a quest to destroy the Beastmen wherever they hid.

Now that the surviving Grolls were in full retreat, Halav, Petra, and Zirchev decided that they best could serve their people by seeking the wisdom of the Immortals. Each embarked on a path to Immortality, with Halav choosing the Path of the Epic Hero, and achieving Immortality in the Sphere of Thought under the sponsorship of Odin.

While this was happening, during the final days of the war, Ka the Preserver saw that the Traldar civilization was in imminent danger of extinction and magically transferred a few Traldar villages to the Hollow World.

Halav traced the Grolls' path back to the Nithian border, and after destroying a few tribes, he headed northwards, traveling through the current Orclands and later Soderfjord, learning new fighting techniques and embarking on the Path of the Epic Hero under the sponsorship of Odin. He finally was able to complete it when he reached the Isle of Dawn, where he retrieved the fabled sword Caledfwylch, an artifact of Thought.

Wielding it as the legendary hero-king foretold by the seer Dallbard (Immortal Tiresias), he united the people of Redstone and future Kendach and helped them to repel the Fomorians (humanoids) who had oppressed them in the last decades.

He later sired Kendach, founder of the homonymous dominion, and after training him as his successor, he completed the path of the Epic Hero and ascended in the Sphere of Thought during the second half of the 10th century BC, where he later welcomed his friends Petra and Zirchev.

Halav the Immortal became a patron and protector of the much-educated Traldar race on the Outer World and of the Thriving culture in the Hollow World, and of the Milenian Empire rising on the Southern Continent of the Outer World. In the Hollow World, Halav is a patron of the Traldar and Milenian races, and an enemy of the Humanoid races. He often passes information about the activities of the humanoids to their enemies, so that their enemies might better fight against the humanoids.

He currently protects the Traladarans of Karameikos and the inhabitants of the City-states of the Gulf of Hule (descendants of the Traldars) and has a special interest in the Traldar Kingdoms and Milenia in the Hollow World (sine Milen, founder of Milenia in Davania, was a Traldar King that fled from Brun after the Gnolls' invasion and reached the southern continent). Halav is also worshipped as Redhair (Gruaigerua) by the people of Kendach, by the Northmen as Vidar (one of the Aesir) and by the Merry Pirates as Halav.

The Human legends of Halav differs somewhat from his true history.

The legends say that Halav was a maker of Stone Knives (that the Traldar did not know metals then), and that the Immortals taught him to forge weapons and armor of Bronze, and taught him the arts of the sword and of the strategy of warfare.

In the legend Halav, Petra and Zirchev told the people of Lavv what the Immortals had taught them, and were laughed at. Halav killed their king and assumed his crown. Years later, the beast-men (they apparently forgot that it were Gnolls) attacked the Traldar.

In the final stages of the war, king Halav fought the king of the Beastmen on the top of a hill. The fight went on for one-and-a-half day, and the two kings killed one another. The Beastmen left the Traldar lands. And Halav was taken up to become an Immortal.



Personality:

Halav was a thinking man's warrior, a master planner, a tough fighter, a master strategist, an inspiring leader, and a shrewd judge of character. As an Immortal, he is still wise and far-thinking. He is a patron of human-warrior races, indifferent to demihumans and forest races, and a cold enemy of the warlike humanoid races (Gnolls especially, but also Orcs, Trolls, Goblins, Ogres and the rest).

As Vidar:

Vidar is strength personified and he shows his strength continually throughout the Mythos. Vidar is one of Odin's sons according the legends and he sits with his father and the other Immortals in Gladsheim. Obscure god called Vidar, tired of the warlike ways of the Aesir, retired to the Hollow World. But after some 150 years of peace and quiet, Vidar has been drawn back to Asgard and its sister worlds by the upcoming Wrath of the Immortals (he thought to be Ragnarok) that could annihilate both Asgard and Midgardh. Vidar's time in the Hollow World has given him rather different outlook on life (as well as a broader vocabulary than most Norse gods).

Appearance:

Halav appears as a tall, well-formed, red-headed warrior, wearing ancient bronze armor, carrying an ancient style bronze short sword, and wearing often a simple golden crown, or battle helmet.

His shield was left in Traladara, and was relocated by adventurers in 1009 AC, and placed in the Temple of Traladara by the reigning Patriarch.

Allies:

Halav's closest allies are Petra and Zirchev. They form a close knit triad and interact mostly with one another. Halav and Petra are betrothed.

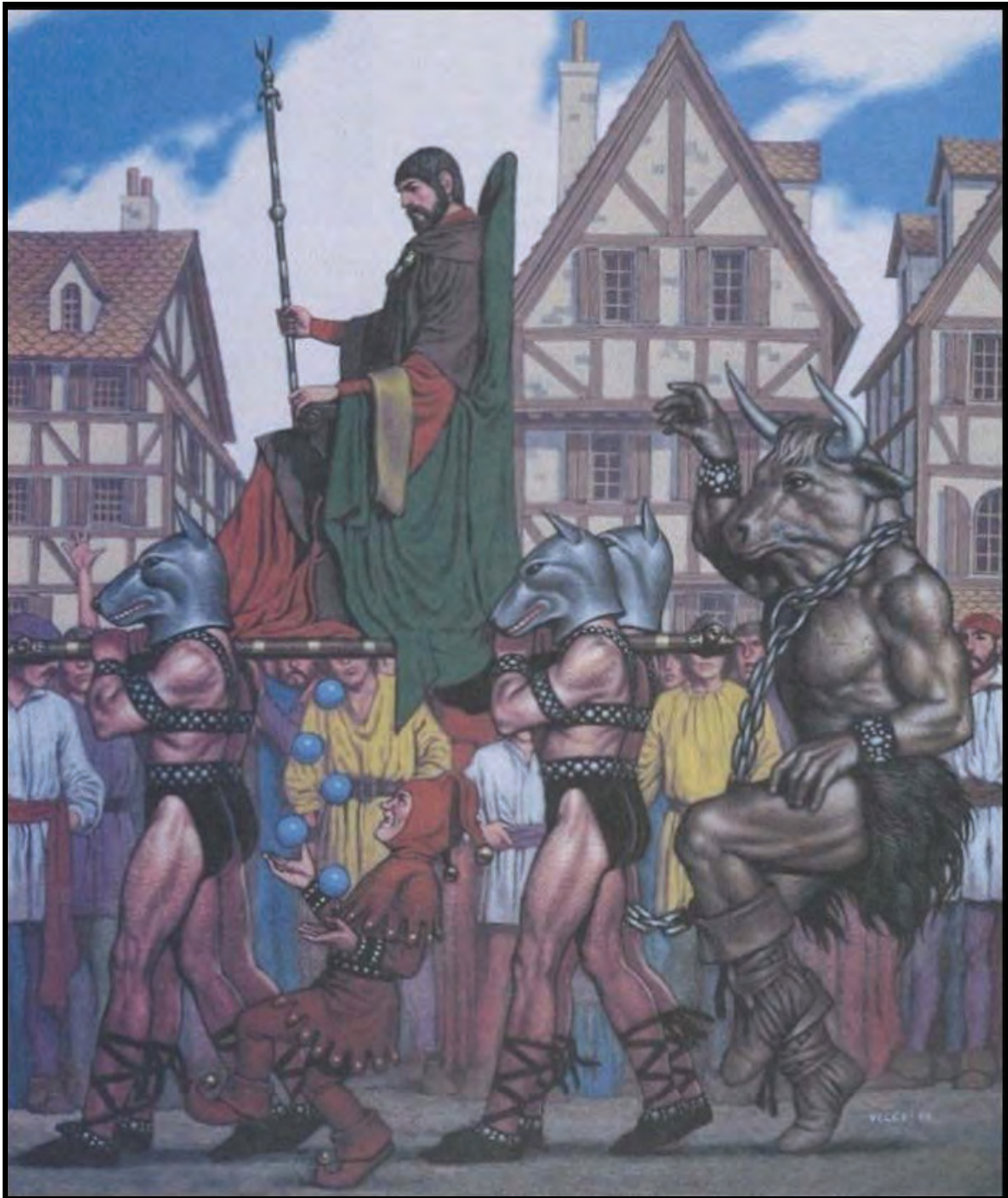
Secretly he still abides by Odin's will, like a son to his father (a Follower to his Sponsor), and will revenge Odin by killing Fenrir at Ragnarok, and becoming one of the New Gods.

Enemies:

Halav counts among his enemies almost all humanoid patrons: Atzanteotl, Ranivorus, Bagni Gullymaw, Bartziluth, Jammudaru, Kurtulmak, Wogar and Yagrai. He is not an enemy of Karaash, who is a very 'professional' war leader and not a savage like the rest, or of Pflarr, the patron of the Hutaakan race. He is often in conflict with Vanya, who dislikes the Milenian Culture.

The Holy Days:

The **Holy Marriage** commemorates the union between the Immortals Petra and Halav, and takes place once a Year (1 Felmont) at The Temple in Corisa. It is a grand and stately affair. Even the Emperor attends. Many weddings occur on this day (sleep) around the Milenian nation, as it is believed couples will receive a special blessing of prosperity and fertility.



It is also **Beasts day** in Outer World Karamaikos, here the festival commemorates the battle of Halav and the Beast King. It is marked by processions, festivals, and celebrations. The scene above shows Aleksyev Nikelnevich (Father Niki to friends) being borne on a litter carried by participants dressed up as a defeated beast-men, with a (presumably) charmed Minotaur.

Days of prayer;	Loshdain and Tserdain, mornings. Clerics pray at dawn.		
Piety awards:	None additional		
Piety Penalties:	None additional		
Habits: ▶	Forgiving	-1 (a humanoid act -2),	Trusting -2 (a Humanoid -5), Loyal +1
Dead:	Buried in Holy Ground		
Birth:	Baptized in Holy Water		
Colors:	Black—revengeful and Dark aspects. Red—weather, justice, and healing. Orange—other aspects.		

Incense / Oil:	Pine, Dragon's Blood, Sandalwood
Symbols:	Raven, Wolf, Eagle.
Stone / Metal:	Onyx, Jet, Agate, Carnelian, Alloys, Tin, Gold.
Plants:	Polypody, All Ferns, Maidenhair, Mandrake, Marjoran, Valerian, Beech, Yew.
Animal:	Wolf
Runes;	Wunjo, Jera, Ansuz, Dagaz, Othala, Laguz, Ingwaz, Ehwo.
Chant:	<i>The Song of Halav .</i>

This is the land's history as known to the peoples of Karamaikos. This part of the history is recorded in an epic work of poetry of the Traldar (Traladara) people. "The Song of King Halav." This ancient work maintained by generations of bards before finally being committed to writing about six centuries ago.

Penned down in 400 BC by Thyatian people after centuries of Traladaran oral memory.

*"Once there were, a long Time ago,
a people blessed by the Immortals.
The Traldar were given the Great Forest."
"The Traldar lived simply and were happy,
they fished the sea and hunted the forest,
mostly they were fair and worshipped the Immortals."
"Unknown to men, a darkness had gathered,
far to the west, the Beastmen grew.
They were coming for spoils, for land, and for slaves."
"The Immortals of the Beastmen were matched
by those of the Traldar, they battled much
but neither side would yield, the battle was a draw."
"As one, one both sides it became clear,"
to avoid annihilation there was only one way,
the battle would be decided by mortals!"
"To Lavv, a village of men, now lost,
The Immortals came to find those to lead.
They chose clever youths to teach their secrets."
"Halav, Red-Hair, was the first to be chosen,
a maker of stone knives he was clever.
To make armour and arms of bronze he was taught."
"Lovely Petra, Halav's lover, was next in the line,
a maker of pottery and arts was she.
To make bows, to weave, and to heal did she learn."
"Wild Zirchev was last, the Immortals to see,
a master hunter and trapper was he.
The secrets of forests and beasts was he taught."
"The three, gathered by the Immortals, were told,
of the approach of the Beastmen.
The three told their people, who refused to hear."
"The King of Lavv had the three brought to him,
he scoffed, and laughed, dishonoring all.
Halav slew him with a stroke of his bronze sword."
"King Halav, Queen Petra, and Zirchev the Hunter,
taught the people their secrets.
The villages joined and swelled into cities."*

"Halav became a great hero, a just and kind ruler,
 his fairness became widely known.
 To him came all cities, a mighty nation was born."
 "The tide of the Beastmen then broke over them,
 upon the bronze of their armour it broke.
 The numberless horde had arrived, the war went on."
 "As the eternal battle raged on, it was said,
 for every gleaming suit that was rent,
 a dozen of their dark foes had gone down."
 "Then it happened, as the fates had required.
 King Halav, in his bronze, found his great foe.
 He was wolf-headed and twice the height of a man."
 "The axe of the beast met the bronze sword of Halav,
 the echoes rang out and all stopped to watch.
 The two warriors danced, wove, and struck."
 "For hours they fought, to the cheers of their soldiers,
 both sides marveled at the stamina shown.
 Neither would yield and neither would fall."
 "When neither could raise their weapons or move,
 a halt was called and both rested and drank.
 Halav spoke well of his foe, who spoke well of Halav."
 "The two rose to fight, the tension was great,
 they battled again, would it end this Time?
 The battle raged, then one final blow did they strike!"
 "The two armies looked on, both clearly stunned,
 the two leaders were dead, confusion reigned.
 The Beastmen faltered, the Traldars barely held."
 "As the Beastmen retired, Petra met Zirchev,
 together they bore Halav home to Lavv.
 In Lavv the pyre burned, the people wept."
 "The three were seen no more by men,
 Petra and Zirchev joined Halav.
 The Immortals bore them away, to return again,
 same day..."

Explanation

In ancient times, the land now called Karamaikos, was the forest homeland of the Traldar, men and women so favored by the Immortals and allowed to live in these beautiful lands. The Immortals let the Traldar live happy, simple lives. The Traldar fished and hunted. The men spent most of their Time sporting with one another and offering praise to the Immortals.

But the Immortals knew that the happiness of the Traldar was to end. Far to the west, a race of evil beast-men was preparing to march through the easterly lands in search of booty, prisoners and more hospitable homelands. These beast-men had their own Immortal sponsor(s) equal in might to the patrons of the Traldar, so only victory between man and beast-man would determine the fate of the two races.

The Immortals descended to Lavv, a Traldar village, to find clever youths and give them secrets they could use to defeat the beast-men. It was roughly 1000 BC.

They visited Halav Red-Hair, a maker of stone knives, and taught him to forge weapons and armor of bronze. They also taught him the art of the sword and the strategy of warfare.

They visited Petra, a maker of pottery, and taught her the art of the bow, the craft of medicine, the use of the potter's wheel, the spinning of flax and the use of the loom.

They visited Zirchev, a huntsman, and taught him how to tame and ride and fight from horses, how to train dogs to fight for their masters, how to walk silent like the cat, swim as the fish, see as the hawk.

Halav, Petra, and Zirchev told the people of Lavv of what the beast-men intended. The King laughed and tried to drive the trio from Lavv. Halav, using the bronze sword given him by the Immortals, slew the king and assumed his crown. In the years that followed, King Halav, Queen Petra, and the Huntsmen Zirchev taught their secrets to the people of Lavv and brought all the other villages of Traldar lands under their sway. Villages grew into mighty cities, and Halav was renowned for his fairness and his wisdom.

Eventually, the beast-men attacked in numberless waves from the west. The Traldar in their glittering bronze armor stood against them. The irresistible force of the beast-men crashed into the unmovable object of the Traldar and the war went on forever. Both sides lost great numbers of warriors. Each Traldar fighter slew dozens of his bestial enemies before being slain.

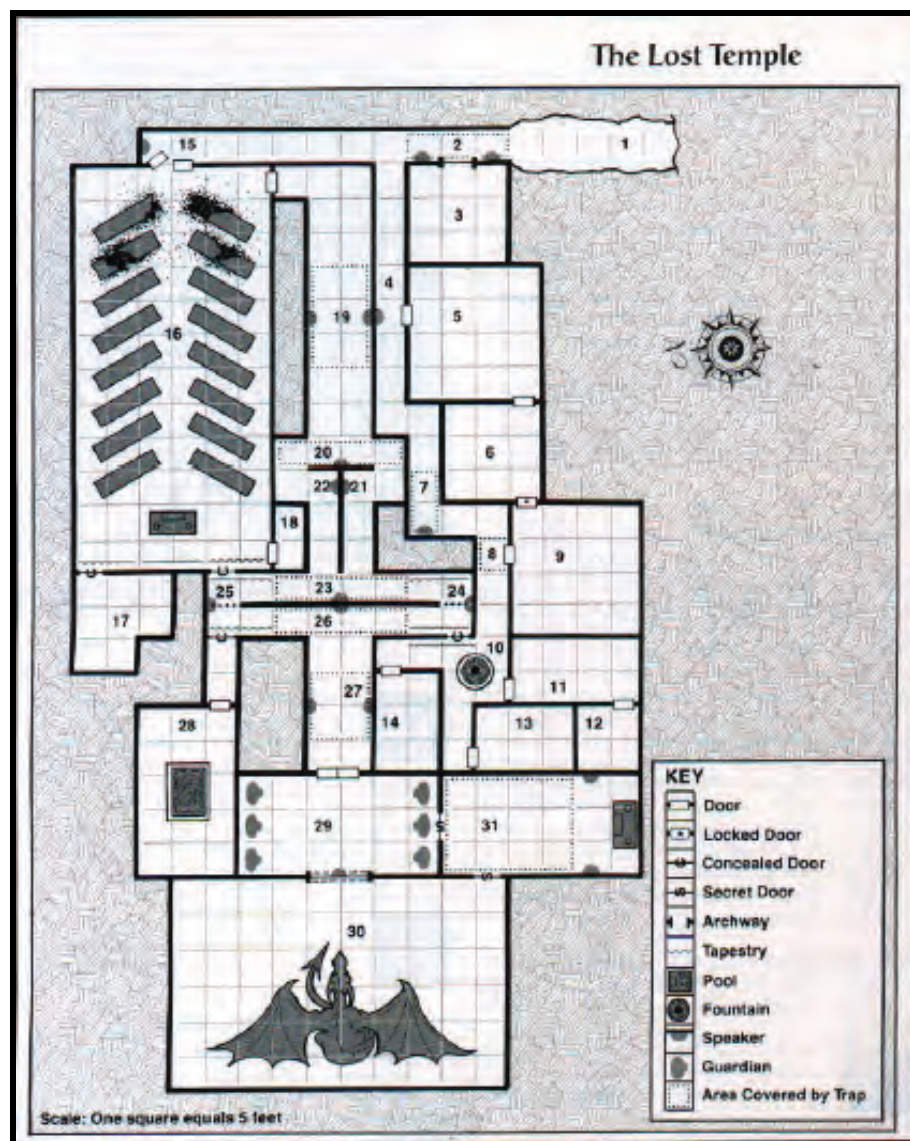
Finally, King Halav managed to find the King of the Beast-men alone on a hilltop. The beast-king was twice the height of a man, with the head of a wolf and a hairy body that was foul beyond compare. It brought its great axe against the sword give Halav by the Immortals. This was the final battle of man and beast-man. It raged from dawn until noon, both kings growing so tired that each could barely wield his weapon. In "The Song of Halav" both take time to rest during the fight and each describes his resoluteness and unconquerable fighting ability.

Evidently both were right; King Halav and the King of the Beast-men perished upon one another's weapon. Their remaining armies looked upon one another, the beast-men now fearful because their King had perished, and the Traldar resolutely raising their weapons and barring the beast-men from advancing. The beast-men departed Traldar lands. Queen Petra and Zirchev took up Halav's body and returned home. Great was the lamentation in Lavv when they arrived, but during the ritual burning of Halav's body that night, the Immortals visited, spiriting Halav, Petra and Zirchev away.

The Traldar mourned their King, but turned their eye toward rebuilding their lands into a mighty empire. The era of the reign of Halav was become to be known as the Golden Age, it was followed by the Dark Age, where many evil infested Traldar lands, up to about a century ago.

In this Dark Age, roughly 500BC, a century after the Song of Halav was first penned down, a human nation came into conflict with Dragons. This nation, known then as the Highlands, was located far to the north and west of the Traladaran lands, in an area known in modern times as the Principalities of Glantri. During this war, a young hero named Thelvyn Fox-eyes helped save the Highlands from destruction and became known as the Dragonlord.

Thelvyn was aided in his quest by several notable individuals. Two of them, Perrantin the Mage and Solveig White-coat, a warrior of no little skill, later traveled to the Traladaran lands. Solveig became a hero of the Traladaran people by finding a relic; a magical bronze shield supposedly used by Halav, appropriate known as the Shield of Halav.



Because of its religious significance, the shield helped bring the church of Traladara to some prominence. The legend of the Shield, and of Solveig's quest for it, became well known. Though Solveig later returned to the Highlands and gained great fame there, the mage Perrantin stayed in the Traladaran lands.

There, he helped construct the Temple of the Shield to house the artifact. Perrantin also wrote a history of the Dragon Wars of the Highlands and placed a copy in the temple, so those who visited would know all about the heroism of Thelvyn, Solveig, Perrantin and their other companions. The mage also created statues known as the guardians of the shield, animated statues that looked like Solveig White-coat. In addition, Perrantin placed several permanent magical mouth spells in the temple to spread bits of the song of King Halav.

For many years, the Temple of the Shield was quite popular and aided in bringing people to the Church of Traladara. The small town of Zadreth even grew up around it. Eventually, however, a rumor grew that the shield had not really belonged to Halav, and the Temple's popularity decreased dramatically (actually caused by a major Strike of Orcus against Halav—based upon the old art which reveals another shield than this real one). At about the same time, a plague wiped out most of the people of Zadreth; this was seen as a sign of the Immortals displeasure and caused even more people to stop believing the legend of the Shield Halav. The survivors of Zadreth moved away, one by one, as did the clergy of the Temple of the Shield. Eventually, only one cleric was left at the temple.

This man, whose name has been lost in the mists of time maintained the temple for many years, while others began to forget its existence. Eventually, the old cleric felt his death approaching and decided to close the temple. He believed that faithful followers of Halav would one day return to the Temple of the Shield, and he wanted to protect all that it contained for future generations of believers. He went about the temple setting traps that could be bypassed easily by the faithful but would be more difficult by others. The old cleric closed the doors, tidied up a bit, and lay down to die.

People ultimately forgot about the temple and the town of Zadreth, only a few obscure references remained in old books belonging to sages or shrines. Those who later learned about the temple referred to it as the lost temple, because no one remembered where it has been located.

The Church of Traladara survived and remains popular today, in modern Karameikos. Though most popular with ruling class Karameikans of Thyatian descent, the power of the Church of Karameikos has grown steadily. The Church's beliefs have become popular, including the notion that purification is always possible after one has committed acts of evil.

Another recent development has been the emergence of the Cult of Halav. These extremists believe that Halav has been returned in mortal form as Stefan Karameikos III to lead the Traladarans to a period of renewed greatness.

The growing popularity of the Thyatian dominated Church of Karameikos and the radical Cult of Halav has caused a steady loss of membership for the old Church of Traladara. Seeking guidance through a study of history has led the elders of the Church of Traladara to believe that the Shield of Halav could serve to draw people back to their church, just as it has served a similar purpose some 500 years ago. Unfortunately, despite a few scattered references, the elders had no idea where the lost temple was located.

This situation changed in 1009 AC when a hand-drawn adventurer's map fell into the church elders' hands. This map and the accompanying notes and doodles scribbled in its margins seem to be of an ancient temple that the elders believe to be the Lost Temple, the Temple of the Shield. The notes were sold to the church by another adventurer, who said he found them in a market in Mirros (Specularum) and thought they might interest the church elders. The map, said to have been found on the banks of the river, shows signs of water damage and other stains. Attempts to find more about it ended in failure. Its point of origin unknown, as is the fate of the map maker.

The Paladin Darya Sukiskyn and her company finally found the temple, in the ruins of Zadreth, a few miles east of Threshold, bypassed its traps, and recovered the legendary shield. This is now displayed in the Great temple of Traladara in Mirros.

Important locations **The Shrine of Halav**

This shrine is at a box canyon. Here, many circles (years) ago, a tribe of marauding Beastmen was totally wiped out by the Milenians. The bones, rusting weapons, and rotting armor of the dead still litter the ground. In the midst of this carnage stands the Icon of Hala, a clay image, finely crafted.

Over the many circles (years) he has been here, the Oracle of Halav has covered the walls of the canyon with paintings depicting Halav's greatest victories. Though the Oracle is blind, his hand is sure and his imagination is keen; the paintings are masterful works of Art.

The Shrine is one of Halav's favorite places. He often comes here alone to reminisce about the past and ponder the future.

Interpret Runes

Range: touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric Shaman 3 spell, but only granted by Halab as the Immortal Vidar of the Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" S small circle, surrounded with a 6"-10" S larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2" S diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
Duration; 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric 2 spell, but only granted by Halab as the Immortal Vidar of the Northern Phanteon.

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration; Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric 3 spell, but only granted by Halab as the Immortal Vidar of the Northern Phanteon.

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdal
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
 Duration: Nine Nights
 Casting Time: 3
 Effect: Cleric
 Saving Throw: None

Cleric 3 spell, but only granted by Halab as the Immortal Vidar of the Northern Phanteon.

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Vidar cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in the ground, far away for nine nights. When he finally awakes he also must return to civilization without help within another 9 days.

Other Immortals who use this spell will have their own rituals, basically similar, but still personalized.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this himself if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Artifacts

Shield of Halav

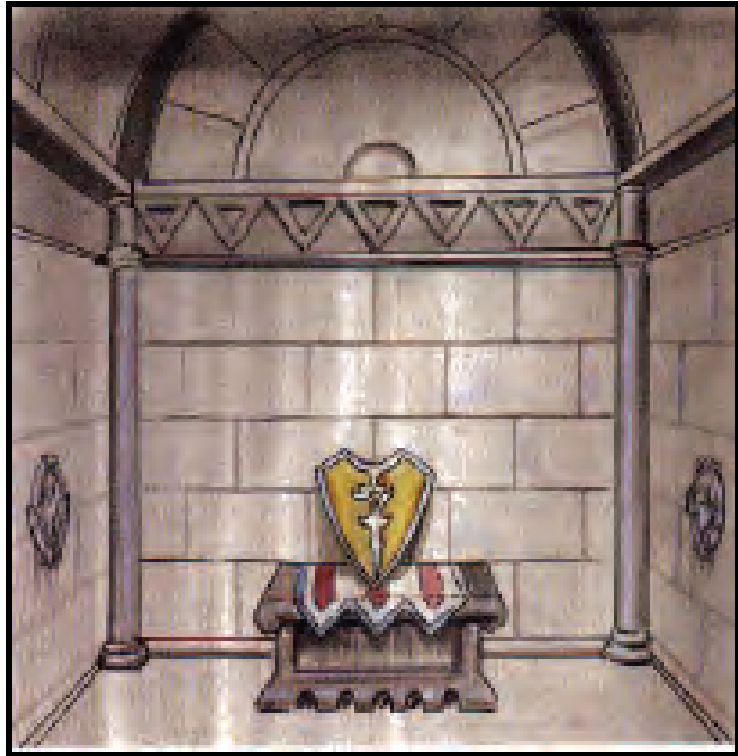
Sphere of Thought

Small Artifact:

The Shield has 100 Power Points and recharges at the rate of 5 per turn.

History: This artifact was created by Halav, in order to establish a firm base to create the Church of Traladara. He needed Petra's help as she had hidden the original shield. See history lost Temple.

An Excerpt from a Stage performance in Specularum 1008 AC.



The Shield of Halav

Act 1. The Gifts

Birdsongs and other nature sounds in the background, a young red-haired man is cutting tool stones in the fields.

Suddenly a powerful female voice calls from above;

Halav!!

Surprised the man reacts;

Who said. . .

The Voice continues, a bit; **Halav, Red Hair!**

Frightened and awed the man reacts;

Who are you?

The Voice responds; **We are Immortals, and we have a purpose.**

Halav frightently reacts; *Why me? What have I done?*

The Immortal; **It is not what you have done, but what you will do.**

You will gain strength and skill as a warrior.

We will teach you the way bronze not stone.

You and your companions will spread this knowledge through the lands until humanity dominates the world.

You are Chosen!!

Without you and without the weapons of bronze mankind shall fall to the evil Beastmen already gathering to the west.

Act 2. The Challenge

Battle sounds in the background.

Halav; *Laustlin?*

How goes the battle?

Female soldier Laustlin; *We can't outflank them*

Other Female Shouting; *King Halav.*

King Halav, the king of the Beastmen challenges you.

Raw sounding Beastmen King;

Humaan Human I challenge you

Face to face Man to Beast

Halav; *Hand me my shield*

Female soldier Laustlin; *King Halav, he is twice as tall as you are, his stone axe. . .*

Halav; *He is no match for my bronze shield, fetch it!*

Beastman King; **At least no coward you are Your head will be a fine trophy**

Halav; ***You want it?!? Take it!!***

Act 3 The Battle

Battle sounds all over. Weapons clinging.
Grunts and shouts.

Female soldier Laustlin; *They're
Fighting for
hours.*

Other Female (Petra); *And neither
shows any
sign of fatigue.*

*They know
the faith of
two people
rests upon
their
shoulders.*

*There can
be no
Quarter!*

Battle sounds all over, tiresome grunts.

Beastman King; *Aaarrhh
Give it up
Humaan*

Halav; *Never!!*

Beastman King; *You will
never defeat me*

Petra; *Now they are battling up the hill.*

Female soldier Laustlin; *King Halav doesn't see the bodies of fallen warriors behind him.*

Beastman King; *You Will Fall*

Halav; *Never!!*

Petra, Laustlin together; *King Halav!! Look Out!*

Halav; *Aaaacgh!!.... tripped.*

Beastman King, Laughing; *Aye Ha Haa Die Human*

Stabbing Sound

Halav; *Uch..I...Chest...Ucchh...*

Beastman King, Laughing; *Aye Haa You are slain Human*

Halav; *Uch..Come Closer. Secret of ...Secret of the Immortals....*

Beastman King; *Secret Quick Tell Me*

Halav; *Uch..Closer.....oo.....the secret is...*

Stabbing Sound

Beastman King; *Orggh You Stabbed Me*

Falling Sound

Halav; *Coach.. We are both slain... Beastmen...*

Falling Sound

Petra; *King Halav is fallen.*

Avenge King Halav.

Warriors, Jeering; *Revenge, King Halav. Vengeance, Halav. For King Halav.*

Final battle sounds of a routing Beastman army.

Act 4 The Departure

Laustlin; *He brought us victory.*

Petra; *Aye, At the price of his own life.*

Zirchev; *We light the Pyre.*

Sound of Fire

Petra; *His essence is gone.*



Petra; *Now his body is gone.
 Nothing is left.
 Nothing but his armor.
 I have hidden it for safe keeping until the proper hero can be found that can
 take his place.*

Fire Sounds
 Narrator; *... And so the Shield of Halav disappears from human history.
 Centuries years later a hero from the North
 (the legendary Solveig White-coat) recovered it.
 Building a wondrous temple to its glory. ... But this too past away.
 In the fullness of time man forgot its location.
 ... It fell into ruin and was abandoned ... Once again the Shield was lost.
 ... and so it has remained until now.
 Now rumors fly through the market places and dusty temples that...
 Someone has visited the temple of the last shield. Who will relocate the
 temple...
 ... and the hallowed Shield?
 Will it be You?*

Vessel: The simple Bronze shield, with silver lining and central decoration, will be resistant to age and decay. It will have some dents and bruises through its former use against the Gnoll(Beastman) King, and some caused by other ways.

Monetary Value (of Vessel): 130 gp worth of materials. 185 cn

Powers:

Detect Lie 50 PP The wearer knows when someone is lying to him.
 The Shield is a +1 shield of Normal size (AC+1, +1 magic). But the magical bonus will increase by 1 for each level gained after the user brings the shield through a special day –long ritual. This will go on until +5 which is the maximum magical power.

Handicaps:

The user of the Shield of Halav is filled with hatred for Beastmen, Gnolls, goblins, ogres, orcs, and trolls. He interprets their actions in the worst possible light and will attack these creatures upon the slightest provocation. Also the wearer will stop the physical aspect of aging. Thus though his body will weaken and deteriorate, he will remain the same in appearance since owning the shield. This will only stop when the shield is used by someone else. When the user dies, his body will not rot until someone takes the shield, at which time explosively sets in on the former owner.

Penalties:

The wearer suffers an extra 1d6 damage and a - 2 on saving throws vs. cold- based attacks. When the Sunfire power is used the wearer has 75% chance of suffering 1d10 of internal damage.

Helm of Halav

Sphere of Thought

Greater Artifact:

The helm has 265 Power Points and recharges at the rate of 20 per turn.

History: This artifact was created by Halav. In 1005 AC, it miraculously appeared on the head of Dagos during the ceremony in which he was named: Lori High Priest of Milenia (in the illustration displayed with the Mask, adorned by Halav's Holy Symbol on his chest.). It was created as a weapon to be used to defeat the schemes of the Immortal Vanya, who is plotting the destruction of the Empire.



Vessel: The finely crafted helm is made of gold and completely covers the wearer's head. The visor looks like the face of Halav. A crest of bright red feathers adorns it.

Monetary Value (of Vessel): 5,000 gp worth of materials.

Powers:

Detect Lie	50 PP	The wearer knows when someone is lying to him.
Mind Barrier	80 PP	
Sunfire	85 PP	Golden light bursts from the helm, affecting everyone within 120' as if a power word blind spell were cast.
Teleport	50 PP	Operates in spite of the Spell Of Preservation.

Handicaps:

The wearer of the Helm of Halav is filled with hatred for Beastmen, Gnolls, goblins, ogres, orcs, and trolls. He interprets their actions in the worst possible light and will attack these creatures upon the slightest provocation. Also, for every 100 PP used, the wearer ages one year.

Penalties:

The wearer suffers an extra 1d6 damage and a - 2 on saving throws vs. cold-based attacks. When the Sunfire power is used the wearer has 75% chance of suffering 1d10 of internal damage.

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 (the Odhinn visions of the future), for instance, Vidar slew the Fenris wolf by placing his iron-bound' 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!

Sources:

Mythological Encyclopedia,
TSR9193—D&D—Gaz1—The Grand Duchy of Karameikos,
TSR2500—D&D—Karameikos, Kingdom of Adventure,
TSR9384—D&D—HWR3—The Milenian Empire,
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TSR2421—AD&D2—Savage Coast Campaign Book,
TSR9500—AD&D2—Red Steel Savage Baronies,
TSR1054/1401—D&D—HW0—Hollow World.
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TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



The Hanged Man

Marwdyn, Maravidya

Patron of Life's Energy

Region:	Bondial (the only legal religion accepted by the ruling Lich-King Lothar Keltharmium), Sind.
Sphere:	Temporal (IM 7) of Energy
Home Plane;	Unknown
Date Ascension;	1571 BC
Sponsor;	Rathanos
Statistics;	AC-1, HD 21, Hp 110, MV 150/50', #AT 2 = Punch-2d6+1, Spear-2d4+5, AM 50%, Sv IM 7, AL C ST 14, IN 19, WI 12, DX 11, CO 11, CH 15
Powers;	Height Increase, Control Undead, Detection Suite, Call Other. Dagger+4
Followers Alignment:	Any, including Undead, as long as they follow the churches doctrine. In Bondial ruled by the Lich Lothar, Spectres are used as the Holy Inquisitors, a sort of Religious Police agents, no one dares to disobey.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, Avenger.
Alignment:	Any
Powers:	Raise Dead (Fully) spells are cast for free in this church. In fact dying and being raised does not constitute any legal changes in heritages. If a person is raised within 5 years, all items, land, and partners married with, still belong to him. Beyond this period, he has the right to buy all back at 10% of the current value, and his former partner may self choose whom he or she will belong to (any meantime generated offspring will instantly become illegitimate). Clerics of Marwdyn can cast Feign Death once a week in addition to their chosen spells.
Skill Effects;	Knowledge of Necromantic Magics extra.
Accepted Weapons;	Standard.
Accepted Armor;	Any
Holy Symbol:	A Hangman's Noose
Vestment;	Any Grey or Multicolored Garb, with the noose hanging around the neck.
Adventuring Gear;	Any.
Dogma:	Death is not the end, but could even sign a beginning. Any ending sires a new start of something or someone else.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	Cathedrals of highly decorated gothic design. Contains literally hundreds of Gargoyles of many sorts. (of whom Marwdyn can enchant 1 per HD of priests belonging to the temple in case of war. This acts as an additional self-directing magical army. In case of battles. Count all priests of a country, and add their HD together. This will be the number of Gargoyles. They have no training, never lost nor won a battle. They also have no leader, but will attack the force Marwdyn chooses. Once set on their path not even he can redirect them. (due to the Immortal law; No direct interference to Mortals). Animating these Gargoyles does not constitute a break of this law, as the mortal created these Gargoyles, kept them as if unanimated, until loosening their combined (at least 50% of all "living" priests) prayer for help to Marwdyn.
Known History:	<p>Marwdyn was not an evil sorcerer. He always politely warned his victims of the consequences of resisting his will, making a concerted effort to avoid killing them. Unfortunately, some were resistant, and could be dealt with in no other way. He purposely chose a completely isolated location for his tower and posted warnings against trespassing. Those who ignored those warnings courted their own fates.</p> <p>He respectfully notified all magic-users within a thousand miles of his tower that he was questing the path of the paragon. He gave them ample opportunity to publicly acknowledge his superiority, and those who declined were forced out of the territory. Any who offered a good fight was slain.</p> <p>His apprentices and retainers praised him. He paid well, treated them fairly and honorably, providing generously for them when he "died" and was admitted as an Initiate Immortal. He is quite eccentric, but he never pretended differently. He was never the same after vigilant citizens hanged him for witchcraft when he was a lowly conjurer.</p>

The master sorcerer he served managed to have a cleric cast Raise Dead Fully on Marwdyn. He was not dead all that long, but his neck never did quite heal correctly. Given the circumstances, perhaps one can forgive Marwdyn his fascination with necromancy and Immortality. After all, he was intimately acquainted with the alternative.

Personality: The Hanged Man is more than a little strange. He talks to himself, speaking of himself in the third person (i.e., “Well, Marwdyn has certainly no idea what to do. No. No indeed. Quite a mess. Quite a mess.”) His solutions to problems are often stunningly original. He loves to use unfamiliar magical effects in add ways, rarely choosing the obvious solution if a more bizarre and complicated one presents itself. His idea of playful teasing is generally shocking and horrifying to mortals and genteel Immortals, often with necromantic and macabre overtones (Le., for example, getting a message from him might mean coming upon an animated hand scribbling a message in the din with a finger).

Marwdyn’s patron Rathanos is hardly bothered by his eccentricities. Compared to many other former magic-users of the Sphere of Energy, Marwdyn is relatively pleasant. And his eccentricity offers a very profitable by-product. His ingenious, if sometimes rather extravagant, approaches to magical effects and problem-solving might possibly produce some new variations for established magical practices. Whenever Marwdyn uses magical effects in an unusual or original way, his patron might even grant him some extra power.

Appearance: In normal form, the Hanged Man is a pale, gaunt-featured human with a grim smile. He often wears trousers, shirt, and topcoat of black linen, and around his neck dangles a hangman’s noose. He impulsively changes his garments to suit his mood—gay shimmering silks, shabby peasant garb, or a multi-color burial shroud—depending on his reservoir of temporary power.

His mortal form was (and is still always chosen) that of a typical elderly sorcerer, non-descript long robes, belt with numerous pouches, a pointed hat, straggly grey heard and hair, wrinkled face, glittering eyes, and one distinctive feature—his head tilts oddly to the side over his left shoulder, a result of a healed broken neck.

Allies: The Eternal General, Raven, Tiresias, Carnelian, and Shaper are his new Immortal buddies, he holds still true to his sponsor Rathanos.

Enemies: He absolutely dislikes the Immortals of the Olympian Phanteon, Zeus, Hera, Apollo, Ares, Aphrodite, Hermes, and Athena, for their stupidity in bringing the whole firmament of Immortals in dismay, at the risk of no Immortals being respected, awed or—far worse—not followed anymore. He is an enemy of the Immortals of Death and Torture, whoever they might be, and is a strong opponent against the death penalty in countries.

The Holy Days: 28 Kaldmont, the end of the year, heralding a new beginning. They literally bring the past year to its grave. People burry all they want to get rid off to this huge grave, and pray that that may not arise anew. Any debt payment must have been paid now, for all is forgotten the next day (unless tricked by changing the dates of course). This day many people try to slay their opponents (living or Undead) for when the new year begins, all broken laws of the next year are forgotten. It is this day that all prisoners are released (if they survived the strict and torturous prison regime in Bondial).

Days of Prayer: Lunadain. Clerics pray at Dusk, and receive their spells at awakening.

Piety awards: Surviving a Raise Dead +5
Surviving a near death without magic +8

Piety Penalties: Committing suicide, Murder or fulfilling the Death Penalty (i.e. being an executioner) -25/dead

Habits: ▶ Undead animated may do menial work, freeing the living of that burden. It is common for most followers to have at least one skeleton (zombies have a habit of spreading a rotting stench) available.

Cautious	+2	Forgiving	+1
Modest	-2	Honest	+2

Dead: Buried in Holy Ground, or entombed in catacomb –like dungeons.

Birth: Baptized in Holy Water

Colors: Grey or Multi-colored

Incense / Oil: Sandalwood, Myrrh, Pine, Palm

Symbols: Gallows, Gravestones

Stone / Metal: none, Steel

Plants: Gallowbread

Animal: Crow, Raven, Rat

Chant: *In Honor of the Hanged Man,
Who looked Death deep in the Eye,
And returned from the Plane of Life Beyond.
Let it be possible for me,
To return from There,
Those I am in need of,
Those We are in need of,
That what was lost,
And is needed on the world of the living.
Return that to Me.*

Extra Spells

Fortunate Fate

Range: Touch
Duration: Until Target is reduced to 0 Hp or less
Effect : one follower of (allied) Immortal
Save; None
Casting Time: 2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save; None
Casting Time: 6

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Sources: TSR9207—D&D—IM3—The Best of Intentions,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Harrow

Sneckdraw, Aravijuk

Patron of Diaboli, Lord of Illusion, Dreams

Region:	Hule, Nightmare Dimension and wherever Diaboli can be found.
Sphere:	Temporal (IM 9) of Thought
Home Plane;	Unknown
Date Ascension;	at the end of the 5 th century AC
Sponsor;	Korotiku
Statistics;	AC-2, HD 23, Hp 130, MV 150/50', #AT 2= Punch-3d6+9, Bite-2d6+3, AM 60%, Sv IM 9, AL C ST 18, IN 19, WI 18, DX 22, CO 19, CH 18
Powers;	Poison Sting, Height Increase, Improved Saves vs. Power Attacks, Increased Damage.
Followers Alignment:	Neutral and Chaotic
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, Avengers.
Alignment:	Chaotic
Powers:	These clerics receive a +1 on individual initiative
Skill Effects;	Disguise and Deceive
Accepted Weapons;	Standard, and Dagger. (Poison allowed)
Accepted Armor;	Any
Holy Symbol:	A small trident enveloped by a red spiked tail.
Vestment;	Variable, but always red and / or purple in color.
Adventuring Gear;	Any
Dogma:	Diaboli, illusion, deceit, dreams and nightmares, favor the ascension of the Nightmare creatures to Immortality
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	None, caves are used or prayers are held on open places.
Known History:	Harrow was a Diabolus in the Nightmare Dimension eight centuries ago, named Aravijuk. After much practice and study, he became a talented sorcerer and an expert illusionist. His life was completely upset when a dimensional breach opened in his tower and he got sucked in another dimension by a more powerful mage, who held him as his slave.

When he recovered from the trip, he found himself bound to the will of the first Master of Illusionism, an Hakomon living in the Ethengar Steppes. Exploiting Harrow's knowledge, the Hakomon Sinjad Virayana was soon able to subjugate a few Ethengarian tribes to his will and to summon other creatures from the Dimension of Nightmare to do his biddings.

When the Hakomon finally died after a conspiracy orchestrated by other envious Khans together with Harrow's own help, Harrow was finally free and he began to wander across the World Known, looking for a way home. His adventuresome endeavors all around the world eventually attracted Korotiku's attention, who saw a great opportunity for testing if a creature that did not hail from the Multiverse could attain Immortality. Therefore Harrow began his path of the Epic Hero and at the end of the 5th century AC he became an Immortal in the sphere of Thought after accomplishing many epic deeds in the Hulean region.

He afterwards succeeded in luring away from Eiryndul's worship a small group of elves living in the Dark Woods, and he sided with Loki using his new followers to help his protégé Hosadus uniting the Sanctified Lands of Hule. This act obviously caused him the eternal enmity of Eiryndul (his main antagonist for the title of Lord of Illusions) as well as the reprimand of his patron Korotiku, who did not foresee nor understand Harrow's move to ally with his most hated enemy, Loki.

One of the last plots he was involved was Pharamond's attempt to create new Immortals by sponsoring creatures not coming from the Multiverse and hindering the Immortal candidates of Mystara. Since they broke many Immortal laws with their mischievous plan, they were discovered and sanctioned by the Council of Hierarchs for their crimes (see module IM3 The Best of Intentions).

Personality: Harrow is very interested in sponsoring other Immortal candidates from the Nightmare Dimension to form a clique of Immortals with common goals that could change the current policy of the Immortal Hierarchies. During the last centuries he extended his cult to several areas of Mystara, introducing himself as the patron of illusions and cleverness (with many followers in Hule under his old name of Aravjiuk, thanks to Bozdogan's approval of his cult), and as patron of dreams in general (since dreams and nightmares are tied to his dimension of origin).

Appearance: A 6' tall Diabolus (red-skinned hairless humanoid with spiked tail, pointed ears, vertical eyelids, long nose, forked tongue, three-fingered hands, cloved hooves and two small horns protruding from his forehead) wearing a black robe embroidered with silver non-geometric shapes and holding a trident in his right hand. He often sports a malicious smile that makes him look mischievous and diabolical.



Allies: He is still an ally of Pharamond (who is still interested in exploiting the Nightmare Dimension for his own goals), and a loyal supporter of Loki's interests in Hule (whom he helps with his intrigues regarding Hule, despite Korotiku's disapproval). He has a secret liaison with young Kythria (whom he thinks to have charmed and beguiled with his wits and cleverness)

Enemies: His liaison with Kythria is part of his constant war against Eiryndul (since Kythria is his protégé and lover too) to humiliate him and become the true Lord of Illusions. Korotiku has not yet understood the true motives behind some of Harrow's choices, so he oversees the Immortal's actions to uncover his treacheries and prevent any damage to his sphere.

Holy Days: 23-Klarmont The day he appeared in this plane and dimension.

Days of prayer; Loshdain. Clerics pray at dawn.

Piety awards: none additional

Piety Penalties: none additional

Habits: ▶
Honest -4
Loyal -8

Dead: Buried in Holy Ground

Birth: Baptized in Holy Water

Colors: Red, Purple

Incense / Oil: None, Almond oil

Symbols: none

Stone / Metal: Granite, Ores

Plants: Mistletoe

Animal: Goat

Chant: none

Sources: Dragon Magazine 177,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Hathor

The Nurturing Mother, Soubrette

Patron of Children, Birth, Dance, Music

Region:

New and Ancient Nithia, Locally but sparingly over the whole world, especially by Midwives and thus mothers. Before 1000 AC also on Khoronus his planet, but unsuccessful in saving its inhabitants, she saw the planet and all on it explode in 1000 AC after a series of terrible wars. She then turned her attention again more towards Mystara, where her following was so small as to almost non-existent.

Sphere:

Temporal (IM 12) of Thought

Home Plane;

Heliopolis

Date Ascension;

2 BC

Sponsor;

Asterius

Statistics;

AC-3, HD 26, Hp 160, MV 150'/50',
#AT 2= Punch-2d6+3, AM 50%, Sv IM 12, AL NG
ST 18, IN 16, WI 16, DX 16, CO 11, CH 12

Powers;

Improved Saves vs. Physical, Mental, and Spell attacks, Groan.

Followers Alignment:

Any Good, Mostly Bards, Dancers and Mothers.

Taxes;

Followers are taxed 10% of their annual income by the Church.

Clerics;

Clerics, Humanoid Shaman, Healers, rarely male.

Alignment:

Any Good, or Neutral.

Powers:

Turn undead +1HD / 5 levels: the priests of this faith, which is symbolic of life, are therefore enemies of and have extra power over the undead.

Skill Effects;

Extra Midwife Profession skill.

Required; Healing any version, Honor Hathor.

Recommended: Herbalism, Reading/Writing.

Accepted Weapons;

This is a nonviolent order, which is why no damaging weapons were included in its choices. Lasso, net.

Accepted Armor;

None: no shields.

Holy Symbol:

A Horned Cow's head wearing a Lunar Disk.

Vestment;

Any, but clearly revealed Midwife professional signs used locally.

Adventuring Gear;

Any

Dogma:

Motherhood, Children, Folk music and dance, the moon, fate. Help all those who turn to you for aid, be they slave or free, high born or low born, for all children are equal in Hathor's eyes.

Provide sustenance for the hungry, healing for the hurt, health for the diseased, and protection for the endangered.

Act humbly, for pride and haughty words come not from the heart of the Nurturing Mother. Treat those in your care as royalty, for so shall you be cared for in the peaceful garden of the Quiet One in the Afterlife.

Be joyful and spread happiness with your words and deeds. Dance and let your heart be light, for goodness and mercy shall be yours in this life and the next.

Daily Activities:

This Immortal's interest is in the safe and successful birthing of children and, subsequently, their protection and nurturing. The priests take those interests to heart, and, because of the Immortal's protective aspects, tend to learn fairly powerful combat magics.

Duties of the Priest: Healing, Nurturing, Guidance, Marriage. Education: Teaching medicine, especially the arts of Midwifery, to the flock. Vigilance, in some areas of the world, against the type of monsters who prey on babies and children: Dark elves or fairies, who sometimes steal human children and leave changelings in their place to be raised in their steads: or night-spirits who snatch away the breath of babies and kill them (treated by Hathor's clerics as vampires).

Temples and Such:

The church of Hathor is loosely organized, eschewing the trappings of theocratic power common to so many other religions. Hathor has no interest in politics, mortal or Immortal alike, and few of her clerics seek temporal power, a rarity indeed. Instead, her servants seek to nurse the sick, aid the poor, and protect all children. Clerics of Hathor wander Nithia dispensing aid to the poor and the downtrodden. They donate much of their money directly to those who need it most and many live solely on the charity of those they aid.



Known History:

Hathor was a winged female Minotaur from the faraway Country of her species. She was living in the city as a professional Midwife when some renegade Manscorpions tried to acquire wealth. She lost her wings by a viscous sting from a Manscorpion in her back, and were it not for her supreme healing skills as a cleric of Asterius, she would have died on the spot.

Fearing for her live she fled, traveling far away to the northern lands. Where she lived from thereon and had become famous as a healer and Midwife. She was so experienced that people came to her for problems, one of them, a Neathar female warrior explained that she had seen a vision where her people were massacred, their children transformed into snakes, and a country destroyed by the atrocious magic brought forth from the artifact that was created to do this by the Immortal of death Thanatos.

At first Hathor could not believe the vision, but in her prayers to Asterius it also came to her. She was appalled by the idea that children were used to become monsters, so she traveled several years eastward, passing the Yazak steppes, Hule , The Great Desert, The Elven lands and finally Nithia, where the artifact was rumored to be located.

In Nithia she learned of an unknown mage (Bachraeus) who subjugated a large Neathar tribe and turned all children into snake-like creatures like himself, with the use of the artifact. Unknowingly to him she succeeded to steal the artifact from him while he was suddenly gone. The artifact capable of transforming more children into snakes-like monsters she took away and dumped it into a nearby volcano, thereby destroying it.

As she already had created a large following and raised personal followers she almost, unknowingly was very far on the path of the Epic Hero, the last thing she had to do was to create a new magic weapon and use it in combat.

Asterius explained her what she was undertaking and what was needed to be done, but a weapon, she said, could she not create, for violence was not the way to solve problems. But she was not stupid, she took a thin and slender rope and wrapped it into a loop, while Asterius was viewing, what she did. As she swung the loop over her head she succeeded to capture the astonished Asterius, who could—with his Immortal might—easily escape, but saw the usefulness in her invention. Then not by war it shall be, but by the capture of thy food, for a loop thrown with such ease is worth the wisdom used with it. With this he teleported her back to the Yazak steppes.

She had to enhance the simple tool, and so she did. Magically improved after a few decades, she captured hundreds so not thousands of bull, horse, Humanoid and other Beast. And with this many a region became feared of the tool that could bring one to a standstill from hundreds of yards or more. Even the Yazak Humanoids, still know the Lasso at it was called, and speak over it to this day.

When she finally gave the lasso to her successor, she was spirited away that same night, and stepped up on the ranks of the Immortals. It was about 2 BC.

As an Immortal she could not get followers that easily on Mystara, dripping-wise they came, but their number was so low in the beginning, and so slow in gaining in number, she tried it elsewhere. On the planet of Khoronus she found an easier following, a following that enhanced her faster, along the Immortal ranks.

The culture Khoronus had created on the Planet Damocles in the Mystarean Solar System, evolved into a highly technological civilization (about like Earth today, and then about one hundred years further evolved). As the culture was uninterested in Planar, or outer Planetarian research, they never explored beyond the first hundred miles above the surface of their world (contrary to our today-like society), they evolved their technology inward.

The local nations grew envious about several inventions, or energy sources owned by the other, and religious conflicts resulted in several wars. Hathor and her followers wanted all but peace, but were seen as dangerous natural environmentalist, and never were taken serious. Might, wealth, and personal growth were more important these last days of Damocles.

Terrorist attacks, and finally a Global war, which at the end—unknown to Khoronus—finally blew itself up in 1000AC 15th Yarthmont (Mystarean Time), in a series of Atomic, Bacterial, Chemical, Elemental, Fusion, Magical, Psychic, Temporal, and Viral wars. The local population of Illithids encapsulated pockets of matter and time (including themselves) and were blasted through space. Many landed on other worlds, where the time pockets opened and the Mind flayers entered a new world. Mystara was one of them.

The after-effects still rage on in the solar system, even while there are no survivors. Some pieces landed on Mystara (see Wrath of the Immortals 1005AC—with devastating effects), some became Planetarian bodies, most of them slammed into the larger Planetarian bodies, while the rest remained in their orbit around the sun, as a belt of debris, stones and such. (see more about this in the chapter of the Mystarean Solar System in "The Ultimate Spellbook".

Hathor just recently returned to Mystara (1001 AC) finding that world on the brink of turmoil too, the Immortals in conflict, and the mortals more and more against each other. She turned to the Hollow World, where these conflicts were much less affecting, and found she had gained quite a large following in the Country Nithia. So she decided to settle here. As she soon met the other Immortals of the Nithian Phanteon, she new she had come to a new beginning.

Personality:

Hathor is known for her soft speech, which is like receiving comforting words following a raging argument, words that seem gentler because they dispel anger and sadness. Her laughter is like the joy of an infant, and all babies are precious to her.

Hathor's very presence brightens her surroundings and brings peace and contentment to those in the shadow of her presence. Hathor never utters a harsh word, shows impatience, or loses her smile. She speaks earnestly and humbly when performing one of her dances or a song.

Appearance:

Hathor looks like a typical winged-Minotaur, without wings, slender, strong, friendly, but strong-willed. With her upright horns and her brown eyes she became another animal-faced Immortal along the Nithians.

She took from them the image of their clothing, to show her new beginning.

Sometimes she takes on the appearance of a Hippopotamus, for mostly undetermined reasons. She, however, always wears the Sistrum (rattler) as her attribute.

She became so strong in her idea of protection that the Nithians picture her as a holy cow supporting the world. They see the opposing side of the Hollow World sometimes on clear days, and think it is her belly.

She is seen as the mother of Horus-Re as he was a follower of her since his birth, but she did not sponsor him.

Allies:

Hathor's relationship with the other Immortals is a servile one, with the exception of the Entropic Immortals, whom she greatly dislikes. Many of the Immortals look down on her, with the exception of Asterius her former sponsor, Alphatia who likes her pacifistic ideas, and Orisis, Valerias, and Nephthys, who appreciate her kindness.

Hathor's role overlaps that of Valerias in some respects, but Hathor is seen as a mother, and Valerias as a lover or a wife. She might abandon her power on Mystara to turn her attention to another world, but this will not be in the clear future, for she seas herself doing much more.

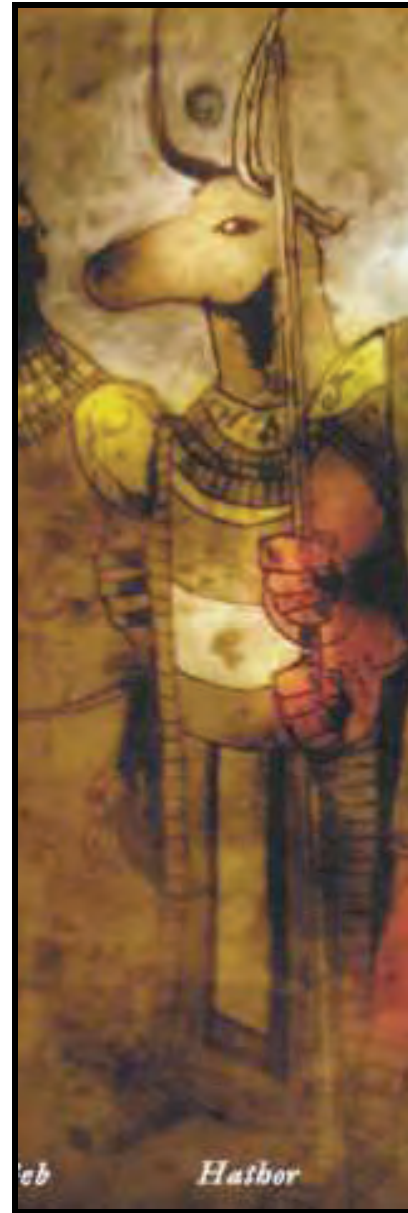
Enemies:

Most War Immortals, Entropics, Or Monster and Humanoid Immortals are disliked and therefore ignored. To give them attention is to give them power she thinks.

The Holy Days:

On the first full moon of Spring, the clergy of Hathor celebrates a holy day, known as **Birthing**. Clerics try to time their pregnancies so that they may give birth near this holy day. All clerics of Hathor are required to unveil a new song, dance or poem at this time, if they are not in the final stages of pregnancy or the mother of a newborn (up to 12 months old).

Midsummer's eve is known as the celebration of the moon to the clerics of the faith (even in Hollow World Nithia were no moon is visible, but they time it upon the Height of the Floating Continent Ashmorian—not it's path, location, or distance), who spend the days in joyous revelry and uplifting hymns.



Days of Prayer;	Clerics of Hathor pray for spells whenever the moon is highest in the sky during day or night, or the Ashmorian continent in the Hollow World is at it daily highest position (typically these two moments always correspond). Clerics of Hathor follow a lunar calendar of 28 days, whatever the local calendar might be. They have a cycle of prayers corresponding to each day in a month that repeats with each full moon.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Cautious +3 Modest +3 Generous +2 Reverent +4 Peaceful +5 Honest +4 Trusting +1
Dead:	Buried in Holy Ground
Birth:	Highly magical moment, every child is baptized in Holy Water under vigilant prayers.
Colors:	White, Silver, Cotton-grey or yellow
Incense / Oil:	Palm, Sandalwood, Myrrh, Flowers
Symbols:	A crib
Stone / Metal:	Horn, none
Plants:	Mimosa, Herb don't touch me, and other touch active plants.
Animal:	Cow (actually she honors Audhumla, as if she is the only Immortal Cleric of an Old One. As she gets no additional powers, most other Immortals think she's wrong in her thoughts, the other ignore her totally.
Chant:	None

Extra Spells

Horns of Hathor

Range:	Touch
Duration:	1 round / level
Effect :	Caster Only
Save;	None
Casting Time:	6

Cleric 2 spell

This spell embodies the Wrath of Hathor when her charges are threatened. When she casts Horns of Hathor, the priestess grows a set of horns from her head and can use them to gore opponents, much like a Minotaur. The THACO is as normal, adjusted by +1 per Piety level above basic, but the base damage is 2d4 per successful attack, adjusted by strength and any applied magic of course. When the distance is 30' or more the caster may lower her head and charge for double normal damage, at an extra +2 to hit, with the secondary effect that the target will mostly be disarmed and thrown 1' backwards for each 3 damage sustained in the charge (round down).

Sources:	Mythological Encyclopedia, TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes, TSR9339—D&D—HWR2—Kingdom of Nithia, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, WOC88643—D&D3—Forgotten Realms—Faiths and Phanteons, Site of Pandius.
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Hattani Stoneclaw

Haterat, Hathanya

Patron of The Bearclan (Atruaghin)

Region:	Atruaghin Clans, Sind, Nithia.
Sphere:	Celestial (IM 18) of Matter
Home Plane;	Happy Hunting Grounds
Date Ascension;	After 850 BC
Sponsor;	Atruaghin
Statistics;	AC-13, HD 32, Hp 280, MV 150'/50', #AT 3 = Punch-3d6+9, Spear-3d6+13, AM 60%, Sv IM 18, AL N ST 40, IN 33, WI 28, DX 28, CO 45, CH 50
Powers;	Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage. Spear +4
Followers Alignment:	Any
Follower Skills;	Must take Ledge Hopping and Mountaineering, Mages must take the Mysticism skill also or instead. Members of the Bear Clan are noted for their exceptional, Climbing ability at climbing sheer surfaces. Thus they gain a 10% bonus on the Climb Wall skill. As Thieves and Rakes are often called upon to handle trading deals with outsiders, they automatically (obligatory) learn Detect Deception and Bargaining skills. Other classes have only the basic two skills as obligatory skills.
Taxes;	Followers are taxed 100% of their annual income by the Shamani for use for the tribe.
Clerics;	Shamani
Alignment:	Lawful / Neutral
Powers:	none
Skill effects;	Persuasion is obligatory.
Accepted Weapons;	Standard, but non metal. The Children of the Bear favor blunt weapons in combat. This tradition grew, it seems, from the heavy hammers they use in creating their stone and abode homes. They make some use of arrows and other ranged weapons, but are not hunters and thus seldom attain any great skill with them.
Accepted Armor;	Any non-metal, In battle, the Children of the Bear will often don thick, quilted cotton tunics and snakeskin leather jerkins giving them an AV of 1. they have no interest in shields as it would hamper their movement in climbing and navigating along the ledges.
Holy Symbol:	A wooden Calabash (hardened melon fruit) adorned with feathers (see above picture).
Vestment;	Feathers and skirt like quilt.
Adventuring Gear;	As Vestment
Dogma:	Protect Atruaghin, and the Bear Clan.
Daily Activities:	Further the Dogma's End at all cost. Deal justice, and enforce punishment and rewards. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning.
Temples and Such:	<u>The House of Atruaghin</u> At the center of each village is a single square house. Unlike the other structures, this one has a large basement cut into the stone beneath it. the outside is lavishly decorated with ornate paintings of various important mystical events in the history of the tribe. Inside are placed the treasures of the tribe—for this is the house of Atruaghin (Actually Hattani). Only Shamani enter this place, for all others who do so are instantly branded as outlaws and will be put to death by the tribe. It is said that the Shamani can instantly spot someone who has violated a House of Atruaghin, for they are unclean and the vision of the Shamani reveals the aura of corruption about them.
Known History:	In Life, Chief of the Bear Clan of the Atruaghin Clans. His mortal Life was ended by a mortal Danel Tigerstripes, who is thus his greatest enemy. How and when she attained Immortality is totally unknown as is the rest of her history. Not even rumors exist about it. her sponsor and she hold everything utterly secret for some undetermined reason.



Personality: Hattani is so utterly loyal to Atruaghin that he grants his powers to his Shamani only when they do it actually to Atruaghin. All the prayers from his clerics are actually also done in Atruaghins name and in effect these Shamani would also be Shamani of Atruaghin, but they are only Shamani of Hattani, and it is he who grants the spells, powers, sends the visions, controls the weather.

Appearance: Hattani looks like a standard Bearclan member. Mostly dressed in a brown grew cloak, with an oversized hat, and his hair and feathers sticking out from underneath its. He wears moccasins, and is mostly decorated with simple facial paints.

Allies: In the first place for-all Atruaghin. The other Immortals of the Atruaghin are also friends.

Enemies: Danel Tigerstripes and Atzanteotl are enemies, due to their dangerous behavioral tendencies. With the War of Hule against Darokin, Hattani also got a great dislike against Bozdogan, alias Loki, for the damages he caused indirectly in the war. The World Elevator was destroyed in 1007AC. An it is unsure if it will ever be rebuilt. Actually, a series of tunnels (miles long, leading up are discovered in 1014AC and adapted to a mercantile route by the Bear Clan. Maybe later will the Elevator be reconstructed by both Darokin and the Bear Clan. Already some Glantrian mages have offered their services in casting Woodform spells, but so far the Shamani have rejected this absurd idea 'creating wood, that can't be good'.



The Holy Days: The Dance of the Serpents



Perhaps the most important of the Bear Clan's many mystical services is Sahkahn, the dance of the serpents. This is held each year at the start of the spring and is intended to bring rain to the crops atop the plateau. From beginning to the end, the ceremony lasts eight days.

The first four days of the ceremony begin with a gathering of the Shamani. After holding a massive devotional ceremony in which all the people of the tribe are called upon to make an offering to Atruaghin, the Shamani leave the village. They travel to the top of the plateau and spread out in all directions for snakes to capture alive. Over the course of their days, they gather as many snakes as they can. For the purpose of this service, only poisonous serpents are collected.

At the dusk of the fourth day, having gone without sleep with gathering stakes, the Shamani return to their people. They, along with the snakes they bear, are sealed inside the house of Atruaghin by the reigning chief. They sleep until dawn, as the snakes move freely about among their resting forms. Curiously, during the entire time of Sahkahn, no Shamani is ever bitten by a snake. There is no obvious reason for this, and the Children of the Bear give all of the credit for this miracle to Atruaghin.

When the fifth day of Sahkahn ends, the Shamani begin three days of ancient rites held in the dark seclusion of the House of Atruaghin. They take no food or water during this time, and the snakes move freely about. No outsider has ever learned what transpires inside the house of Atruaghin.

While the Shamani pass three days of secret ceremonies, the Bear Clan moves about the town applying colorful paints and dyes to the outside of the buildings. The pigments they employ are all easily removed with water, so that the first rain will strip them away and return the town to its previous state.

When dawn comes on the eighth day of Sahkahn, the Shamani emerge from their secret rites in the House of Atruaghin. With poisonous snakes draped over their bodies, clutched in their hands, and held in their mouths, they dance throughout the village. Jubilation rules the town, with dancing and celebration spreading throughout the rest of the people as the Shamani move among them. The entire day is a wild party of songs and merriment that ends shortly before sunset when the Shamani travel: to the top of the plateau to release the snakes. They re-enter their community only moments before the sun vanishes from the sky, and pronounce that Sahkahn is over.

What if fact happened, the deep and ultimate praying, called the attention to Hattani to gift his Shamani with the ability to summon weather (on a later date). An Atruaghin or Hattani Shamani who has not done this ritual can't affect the weather in any way on the Atruaghin plateau in bear clan territory.

Days of prayer; Tserdain. Clerics pray at dawn.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Mysticism
The Children of the Bear look upon the Worship of Atruaghin and Hattani Stoneclaw as their only purpose in life. They believe that each and every act they undertake must be for their greater glory, or it is a wasted effort. For this reason, crime is unheard of in the Bear Clan. When the farmers gather crops, they do so in their name. When the women of the tribe bring forth children, they do it only to increase the numbers of followers devoted to them. When the men fight to defend themselves, they know that their valors reflect upon their Immortal's own. Thus, they cannot allow themselves to give less than their best effort.

Offerings
Offerings to these Immortals are made throughout the year. When the crops are harvested or cotton gathered, a portion of the yield is given to the Shamani who place it in the house at sunrise. The next morning, these offerings are always gone—a sign that Atruaghin is pleased. Tribute to Atruaghin is expected not only from the Children of the Bear, however. Travellers who wish to seek shelter with the tribe are asked to make some offering to the patron of the clan. If they make a fair effort to give good value to the services rendered by the tribe, Atruaghin will take their offerings and the visitors will be treated as if they were long time friends of the tribe. If their tribute is of low value or if they are staying with the tribe under false pretenses, the offering will still stand in the house at the coming of the dawn. Upon seeing this, the Shamani will pass the word that the outsiders are not welcome and they will be put to death. While those is a quick and merciful death, for these people are never cruel, it is a death nonetheless.

Peaceful +1 Courageous +1 Dogmatic +3

Dead: Buried in Holy Ground

Birth: Baptized in Holy Water

Colors: Many pigments, but mostly on a brown background

Incense / Oil: Pine, Maple, Corn

Symbols: a sheaf of Wheat or corn

Stone / Metal: Fossils, none

Plants: Wall climbing plants.

Animal: Hawk

Chant: None

Children of the Bear

Living along the northeastern rim of the Atruaghin Plateau, the Children of the Bear fashion their homes out of stone and abode on ledges along the plateau's sheer sides. They have more friendly contact with the outside world than any other clan and foreign merchants are nothing new to them.

Appearance and dress

The Children of the Bear tend to have a weathered look about them that speaks the harsh climate in which they dwell. They dress in loose cotton clothing, often brightly colored, and sometimes done leather jerkins. Much of their ornamentation is drawn from the snakes that live on the plains above them. Viper fangs are often fashioned into jewelry, snake skin made into footwear, belts, or pouches, and rattle snake rattles are either worn or fashioned into children's noisemakers.

Names

Because of the dangerous precipice upon which these people dwell, their names tend to be comments about their natural agility or climbing skills. For example, the hero Anni Surefingers is once said to have climbed from the forests below to the ledge on which her village sat nearly half a mile above.

Outsiders

In the outside world, there is much about the Atruaghin Clans that is unknown or misunderstood. Much of what the average citizens of outside cities like Akesoli do know about these people, however, has been learned from contact with the Children of the Bear. The reason for this is simple enough to understand, as most of the contact that other nations have had with the Atruaghin Clans has been with the cliff-dwelling Bear Clan.

Environment

The Children of the Bear live on the Northeastern-most regions of the Atruaghin Plateau. The land is dry and flat, often being covered with sparse grasses and scattering springs that do little to make the region fertile. Most of the moisture bringing clouds that rise up from the southern seas lose their life-giving waters when they brush against the plateau. Thus, while rain is frequent along the southern coast and atop the southern regions of the plateau, it seldom finds its way to the lands of the Bear Clan.

Because of this, the Children of the Bear have adapted to a lifestyle that enables them to survive in an environment scarcely more hospitable than which is home to the desert dwelling people of Ylaruam. In order to escape the merciless winds that sweep across this region of the world, often carrying with them biting sandstorms (from the desert of Sind) and parching heat, they have moved into cave dwellings that cling to the sheer vertical surfaces on the northeastern edges of the Atruaghin Plateau.

Building Techniques

The first thing that strikes visitors to the Bear Clan is the unusual constructions in which these peaceful people live. Like many of the Atruaghin Clans, the Children of the Bear have a firm believe in the importance of self-defense. It must be assumed that this dates back to the time before Atruaghin's return, when these lands were ruled over by the oppressive hands of Humanoid tribes. Whatever the reason for their beliefs, however, they clearly influence each and every building erected by the Bear Clan.

As has been stated above, the Bear Clan makes its home on the Vertical Cliff faces of the Atruaghin Plateau. Often, they begin a new town by finding a large, flat ledge and assembling wooden ladders and pulley systems to enable them relatively easy access to it from the top of the plateau. Once these rudimentary systems are in place, the construction work can begin. The first step in the actual construction is the building of a wall that rings the entire ledge. This wall is built from sunbaked bricks of abode and reinforced with wooden poles lifted from the forests at the base of the cliff. Clearly, the task of raising these wooden supports from so far below is monumental. This being the case, the workers are as economical as possible in their use of the available timber.

Once the wall is constructed, houses and shelters are built outward from the face of the cliff. These buildings never abut the wall itself, however, as a 'killing field' is always left in the event of an attack from cliff scaling enemies. It is important to note that, while the idea of an attack up a sheer cliff several thousand feet high may seem utterly absurd, the Children of the Bear refuse to discount it. thus, they are always on the guard for an attack that any outlander would consider nothing short of suicidal.

While the stone and abode buildings that they assemble may seem to represent only a minimal amount of engineering expertise, the reverse is actually true. Unable to import enough wood to make liberal use of it in construction, they have learned to use the materials at hand and use them well. Proof of this can be seen in the fact that some of their structures reach four and five stories. They also (preferably) construct cities in the horizontally caves scattered in the rock or between a set of opposing vertical sheers of rock.

As a rule, the walls (both inside and out) of their abode and stone buildings are plastered with a fine coating of clay much like whitewashing. The making of this glaze is a secret known only to the Shamani of the Bear Clan. The difficulty of making this sacred material is evidenced by the fact that it takes as long to make the wash for a building as it does to fashion the structure itself. Once the mixture is completed, the Bear Clan believes, the Blessing of Atruaghin is gained. Proof of this, they assert, can be found in the fact that wounded who rest inside a Bear Clan's Home will heal at twice the rate they do elsewhere.

In order to supply themselves with drinking water and an irrigation source for their farming needs, the Bear Clan turns efforts to the earth itself. Working day and night, they begin to carve deep caverns into the stone of the cliff itself. Here in these deep chambers, they dig their wells and build storage areas to protect their food from the drying heat and wind. In many cases, miles and miles of these warrens will honeycomb the cliff behind a Bear Clan Town. If disaster looms above the town, there is always enough room for the Children of the Bear to seek refuge beneath the protective stone of the Atruaghin Plateau.

Government

The Children of the Bear are a democratic people who place importance on the Honoring of Atruaghin and Hattani Stone Claw. While they have a recognized chief, their leader is elected every year. While in office, the chief rules only by the consent of the governed and so long as the highest ranking Shamani in his town affirms that Atruaghin (and Hattani) are pleased with his reign. While in office, however, the chief has absolute power until removed by either popular vote or a disabling injury.

Any citizen of the tribe has the right to call for a vote of confidence in the leader at any time. Such an action is seldom undertaken, however, for if the vote is in favor of the ruling chief, the person who raised the issue is required by tradition to leave the tribe. The individual becomes an Ahtkasti, or wanderer, forced to live a nomadic life on the harsh surface of the plateau for the rest of the chief's term in office.

As soon as the next regular election is held, the Ahtkasti is forgiven and may return. If the chief is voted out of office, however, he becomes Ahtkasti and must leave the tribe until after his replacement has served as a chief for a year. Despite the survival skills of these proud people, few ever survive more than a few months on their own, so long a period as an Ahtkasti is often a sentence of Death.

Farming

High atop their ledge cities, the Children of the Bear have established a network of farms to supply themselves with a variety of foods. Because of the dry climate that exists on the top of the plateau, they have become almost the best talented farmers on the world. Working carefully, and making sure they don't spill a drop of water, they are able to raise a variety of crops. The most common crop of the Bear Clan is corn. Vast fields of these plants stretch across the windswept plains, irrigated by a series of wells and cisterns.

To outsiders, their crops seem small and frail—certainly inferior to those grown in the rest of the world. A closer examination will reveal that the ears of the corn produced by these plants is every bit of equal of that grown in more fertile lands. Further, the corn itself is not yellow or white, as it is throughout the known world, but comes in a variety of hues ranging from red and brown to blue and green.

The other crops raised by the Bear Clan, mostly wheat and beans, look just as fragile as their corn stalks. However, like the other plant, these are the equal of those found elsewhere. Perhaps the most intriguing thing about Bear Clan farmers is that they work mostly with simple wooden digging sticks. Some of their tools are made out of stone, mounted on wooden handles, but never do they use iron or other metals. In fact, they have resisted the introduction of such technologies from nations like the Five Shires and Darokin. It is widely believed among the Children of the Bear that metal farming tools poison the soil. Thus, they will have nothing to do with such innovations.

Craftsmanship

The Children of the Bear are, masterful farmers and architects. This mastery, is however, obvious and only to those who have made the perilous journey to their towns. To those who know the Atruaghin Clans only through imported goods, there are two other areas in which these noble people excel: pottery and weaving.

Pottery

While the Children of the Bear have become masters of abode, stone and clay construction, they have also learned more basic applications for these skills. Chief among these is the making of pottery. Working without the benefit of a potters wheel, these so-called primitives, create masterpieces that are certain to fetch a high price in any land. Each piece of pottery, be it a simple drinking cup, a serving bowl, or a large urn, is covered in ornate paintings and intricate patterns. Each craftsman in the tribe has his or her own style of patterns and painting. In almost every case, these are so distinctive that those familiar to Bear Clan Pottery can instantly recognize the maker of a certain piece after a cursory examination. In the outside world, pottery created by the Children of the Bear will sell for 50% of what that made by other craftsman will. If the artist is particularly talented, the price may increase to double normal values. For this reason, Atruaghin pottery is a much sought-after commodity by those who deal in such things.

Weaving

In addition to their fields of corn, beans, and grains, the Children of the Bear maintain a profitable crop of cotton in their plateau-top farms. Following the harvest of the cotton crop, which is staggered to avoid interfering with the reaping of foodstuffs, the entire community gathers of a great festival. The celebration begins with a large scale harvesting operation in which all the cotton is gathered from the fields.

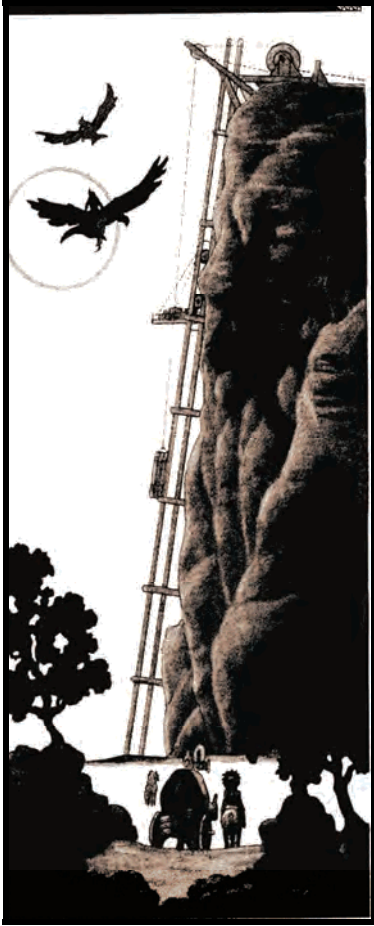
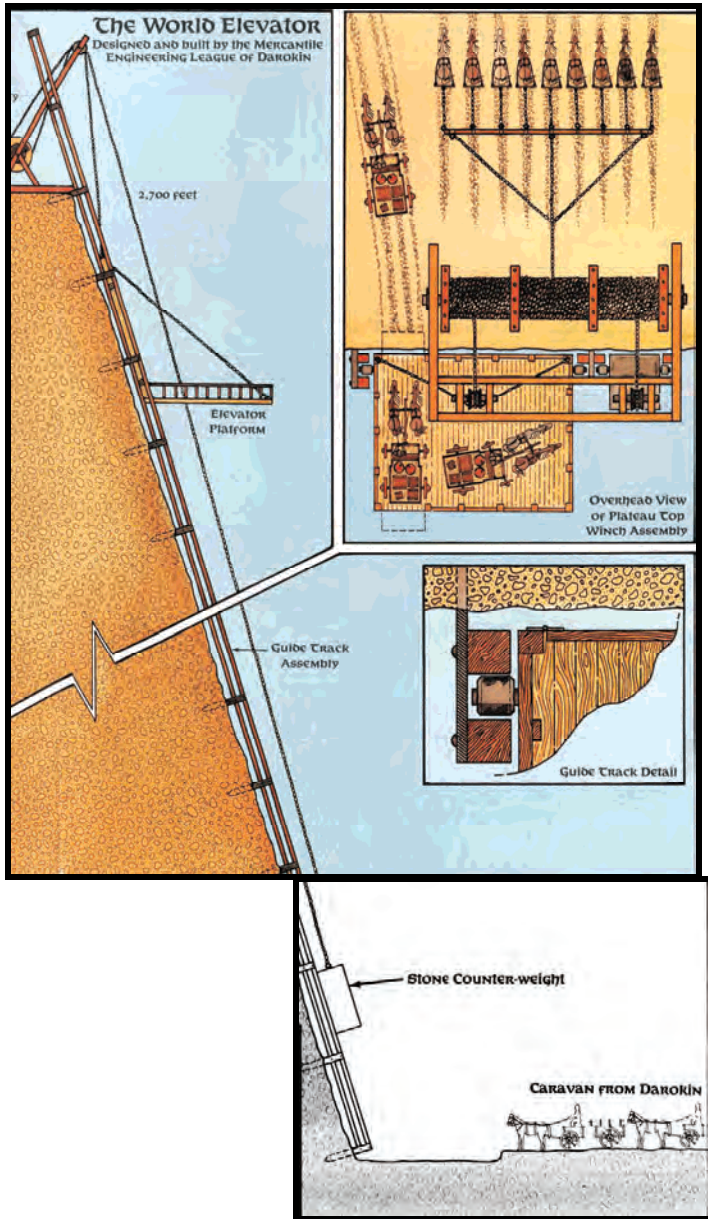
Once the fluffy white cotton has been assembled, it is stripped of its seeds and, over the course of the next several days, made ready for the expert weavers of the Bear Clan. During this celebration, food and drink are freely available to all and the local Shamani move through the crowds, leading them in prayers of thanks and offerings of devotion to Atruaghin and the totem protector of the Clan Hattani Stoneclaw.

Once the cotton is ready, the weaving women begin their work. As the days pass, they turn out bolts of cloth that are stored in the caves behind the villages. The quality of this material, even in places where the technology used to make it is higher, cannot be matched in the Known World. As with the clan's pottery, this fabric will fetch prices ranging from 50% to 100% greater than its typical competition. The tools used in this process are uniformly primitive. The cotton seeds are removed with card looms fashioned from wood or bird bones, the needles used in the sewing are all fashioned from bird bones (ribs), and all of the weaving of cloth is done wholly by hand.



The World Elevator

In the center of the territory ruled by the Bear Clan, a mighty wooden machine has been built. Stretching from the top of the plateau to the forests below, this device is a mighty elevator designed to allow access to the top of the Atruaghin Plateau. The device was designed and built by the Republic of Darokin in exchange for the exclusive rights to trade in various commodities produced by the Atruaghin Clans. It consists of a pair of solid wooden platforms, each large enough to hold three large wagons and their teams, linked together by a long steel chain. When cargo is to be lowered or raised, a counterweight is placed on the other end of the platform that roughly balances the cargo. A crank atop the plateau is turned—with the use of several horses, and with the weight being roughly equal, the transference is made with little difficulty. The winch mechanism that guides the chain is ratcheted so that it cannot 'run wild' in the case of a mishap. Traveling from the top of the plateau down or visa-versa can take several hours, but the trip is safe and the view breathtaking. While many people find that they cannot stand the view, since it certainly threatens anyone with even the most minor fear of height, the only alternative is a long and dangerous climb up the almost vertical precipice that borders the Atruaghin Plateau.



Sources: TSR9306—D&D—Gaz14—The Atruaghin Clans
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.





Heimdal

Hame-dall, The White God, Gullintani

Patron of Begin and End of all Things, Guardian of the Bifrost Bridge.

Region:	Northern Reaches, Norwold, West Coast Brun continent.
Sphere:	Temporal (IM 9) of Energy
Home Plane:	Bifrost (Rainbow Bridge), Himinbjorg located at the highest point of the Bifrost Bridge. He has a seat with the twelve Immortals at Asgard.
Date Ascension;	somewhere after 500 AC
Sponsor:	Unknown (Audhumla is thought of by himself)
Statistics:	AC-2, HD 23, Hp 130, MV 150'/50', #AT 2= Punch-5d6+9, Sword-4d6+6, AM 60%, Sv IM 9, AL C ST 18, IN 19, WI 18, DX 22, CO 19, CH 18
Powers:	Thief Abilities, Turn Undead, Increased Damage x2 Normal Vorpel Sword: (Hofud or translated 'head')+3 of Slay Frost Giants Plate armor +3 is pure white in color and when worn, radiates such bright light, it is hard to look at Heimdal or combat him (-5 to hit). Horn Gjaller is the alert system for Asgard as much as Heimdal is the alerter. Heimdal will blow a blast upon it to announce the coming of the Frost Giants and the Immortals and their hosts will issue out to fight the last battle at Ragnarok. This horn also is blown to proclaim a visitor. Horse is named Gulltop and is treated as a Paladin's horse in all respects.
Followers Alignment:	Any, mostly guards.
Taxes:	Followers are taxed 15% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, Paladins, Exorcists.
Alignment:	Lawful
Powers:	These clerics receive 1d8 for hp instead 1d6 And gain Infravision 60' and after 1 round of concentrating staring of 120' for con. x rounds, after which he has an initiative and THAC0 of -1 for the same period. They will never suffer from eyesight problems (like those needing glasses).
Skill Effects;	Extra Directional Sense Skill Required: Set Snares, Honor Heimdal. Recommended: Riding Horse, Healing, Reading/Writing, Blind-fighting.
Accepted Weapons;	Battle axe, dagger/dirk, javelin, knife, Polearm, spear, swords (all).
Accepted Armor;	Any
Holy Symbol:	A shield emblazoned with a round-curved horn (Gjall).
Vestment;	A White Shirt over Brown pants.
Adventuring Gear;	Any
Dogma:	Guardians, and Guards, beginnings and Endings, Morning Light, seriousness, Defense against evil. This priesthood represents a Immortal who is a defender, not an aggressor: therefore, the priesthood can use or make no ranged weapon attacks. The priests may not even throw their spears, javelins, daggers or knives.
Daily Activities:	Priests of this Immortal meddle in politics, stand up for noble causes, aggravate kings and viziers, supply troops to the underdogs of certain fights and wars, and often provide bodyguards for famous public figures (especially those who are championing causes) who need them. (This is a great way to get priest-PCs into interesting adventures.) Duties of the Priest: Guidance, Marriage. Missions: A priest of this Immortal is almost always on some sort of mission, a simple one—to protect a specific person, place, or thing. The priest might have chosen his current mission, or might have been assigned to it by his priesthood. That mission might change between adventures, but he's almost always on one.
Temples and Such:	Priests of this sort do not maintain temples for small communities: they spend most of their time on mission. Only when they reach name level do they build their own temples and send subordinate priests out on missions.
Known History:	Heimdal was the brother of 9 sisters, all clerics of Aegir (calling themselves Daughters of Aegir). They were all members of the ancient Antalian culture that later evolved into that of the Northern Reaches and Norwold. Heimdal, as the one and only male (and brother) of the tightly knit group took it as his personal responsibility to protect them and their work from any harm. He became heir personal guardian, experienced in many skills, learned many tactics, embraced many knowledge, and battled much evil trying to nullify their acts of good.

He was a very beautiful man, that died nine times in the waves of evil send over the group. But as the waves of evil continued, he continued to die. His sisters had to call upon the power of Aegir to counter these waves. One by one, each time he died one of his sisters raised him, or reincarnated him, with the might of the waves of Aegir's magic, with each wave they learned him more to protect them better.

He battled dwarves, dark elves, giants, devils, demons, undead, monsters, dragons, and finally even Immortals in a fickle attempt to save his sisters and their project, to bring mortals and gods on the same level of understanding.

A master plan Aegir had invented (or was implanted by the Old Ones) to learn them the respect for each others side of the coin of might, and when finally his last sister fell, Heimdall himself had to complete the project. He defeated the (name forgotten) Entropic Immortal on the Rim of Planes, destroying him for ever.

With his combined knowledge of his former 9 sisters he continued, on this gigantic task. Powers were called for, and even Aegir sacrificed some of his Immortal might in the project. In the battles he had defeated every opponent there was, found several apprentices which helped him completing the project.

It is said a thousand storms of Aegir passed before the project was finished. The Bifrost. A finite Outer Plane Created by both Mortal (Aegir) and mortals alike. An eternal bridge of air and water with protecting fire on its edges, to the north between the Immortals Outer Planar Real Asgardhr and to the south the mortal world of Midgardhr, circumventing the dangerous Yggdrasil Ash-tree Outer Planar conduit.

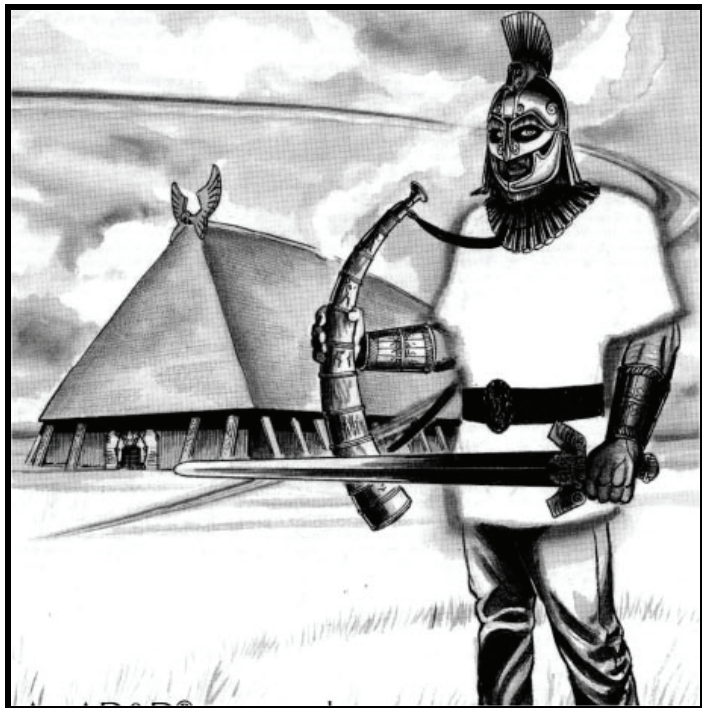
In the process Heimdall was basked in the power, power from the Sphere of Energy, he became affixed to the rainbow bridge Bifrost. He never learned to know his Immortal Sponsor, though there must have been one, or he must have been influenced by the Radiance in an unknown to anyone way. He himself has offered once the idea that he was sponsored by Audhumla, the only assumed Old One known by mortals and Immortals alike.

Odhinn welcomed this freshling Immortal on the seats of the Aesir, and patronned him the seat of the Guardian of Bifrost and Asgardhr. Heimdall created several small nations on the bridge, of which Himinbjorg (Ward of Heaven) is located on the highest point of Bifrost, where he guards the bridge. He can see a hundred leagues by day or night, can hear grass growing on either connecting plane, and sleeps very little.

Everyday the Aesir gods ride their horses and chariots across the Bifrost to the lower world Thingstead. The Immortal Thorr, however, has to walk as his Thunder Chariot could destroy Bifrost.

Legends;

Guardian of the Bifrost Bridge is the Immortal'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 Immortals). 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" he may clairaudience with no duration or range penalties.



Heimdall at the Lower Thingstead on Midgardhr right under the Bifrost Rainbow bridge, with his Gjallerhorn and Hofud the Giantslayer. .

Personality:	Heimdall is the protector of causes and endangered individuals. He's an appropriate Immortal for bodyguards, other guardsmen, martyrs, and heroes who espouse lost causes. He has super sight and hearing. His horse's name is Golden forelock. He is called the son of the Wave because he was born from nine waves by Odhinn's enchantment. Nine is a magic moon number.
Appearance:	Heimdall appears as his former mortal form, a male fighter-guardian, with silver armor and a helmet (mostly with ram's horns). He has artificial golden teeth, as in life he was addicted to caffeine containing roots, sugar and candy to give him the energy to stay awake and active. Which gave him the name Gullintani or Golden-Teeth. He wears a large horn (Gjall or Gjallerhorn—used at Ragnarok to warn the Immortals of the approaching enemy) and bastard sword, and a white shirt and brown leather pants over his silver plate mail armor. Thick copper bracers are wrapped around his wrists. The overall style is still white Antalian or Northern Reaches style clothing, which gave him the name the White God. As thus he may appear in visions, summonings or in person on Bifrost, the Plane he rarely leaves, and can instantly return to. Heimdall had no sons residing in Asaheim but had many on Mystara proper that became great Jarls (mostly in Soderfjord).
Allies:	All the Aesir, and Vanir
Enemies:	Loki, Hel, Any Entropic Immortal, Undead, Devil or Demon.
The Holy Days:	None determined
Days of Prayer;	Nytdain, Clerics pray at dawn.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Trusting -5, Modest +4, Loyal +4, Dogmatic +2
Dead:	Buried in Holy Ground
Birth:	Baptized in Holy Water
Colors:	White, multi-colors
Incense / Oil:	Birch
Symbols:	Horn, Rainbow.
Stone / Metal:	Aquamarine, Amethyst, Gold, Copper, Bronze.
Plants:	Avens, Rose, Polypody, Oak, Verbena, Mahogany
Animal:	Hawk, Falcon.
Runes;	Mannaz, Elhaz, Ehwaz, Tiwaz, Ingwaz.
Chant:	<i>Guardian of the Bifrost Bridge, Blower of the Great horn Gjall, Beginnings and Endings are influenced by your hand. Influence my fate. End old Events of my life smoothly. Make new and better beginnings for me. Heimdall, White God, Hear me!</i>

Extra Spells;

Berserk

Range:	Touch
Duration:	10 rounds
Effect :	one follower of (allied) Immortal
Save;	None
Casting Time:	2

Cleric 2 spell.

Affects character touched or self, but only when the subject is a loyal (Dip 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. When the spell ends, the subject is exhausted for three full Turns, with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is to weary to use it); and the subjects movement rate is reduced by 50%. Two or more spells an affect the character in sequence. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

Unceasing Vigilance

Range: Caster
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: 5'-radius sphere
Saving Throw: None

Cleric 5, Exorcist 5 spell.

This spell enhances a Cleric's ability to guard a person, place, or object. The spell's effect must be centered on a specific area, for it creates an invisible spherical boundary up to 10' in diameter. The effect is not mobile; it can't move with a living creature. While within the area of effect of this spell, the Cleric (and only the Cleric) gains several special abilities: His sense of sight is magically enhanced. He can see through normal darkness and can see invisible creatures and objects. He can't see through solid objects, however, and the range of his magical sight is limited to 60'. The Cleric has no need for food, water, or rest. He doesn't feel fatigue and regenerates 1 hit point per hour spent within the circle. However, he doesn't actually rest and therefore can't regain spells until he sleeps. He is totally immune to the effects of magical and natural fear, as well as sleep and charm spells. If the Cleric leaves the circle, the spell is broken. When the spell ends, the Cleric must rest for 1 turn per hour (or portion thereof) spent in the circle. If the Cleric is forced into action (by being attacked, for example), he can move at only half his normal movement rate, has an AC penalty of -2, an attack penalty of -2, and loses all Dexterity combat bonuses. To cast this spell, the Cleric must trace a circle of sigils and Runes 10' in diameter using a special ink containing the powder of a crushed sapphire (at least 5,000 gp value) and a drop of Holy Water. This procedure takes 1 turn to complete.

Interpret Runes

Range: touch
Duration: Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improbised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Bless Runes

Range: Touch
Duration; 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration; Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration; Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Heimdal cult, the Cleric is set standing up awake, where he remains in trance for the nine nights, without sleep, food or drink. Nobody is allowed to disturb the process, on risk of death for the Cleric.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a *Neutralize poison* spell and a *Cure Critical Wounds* must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save: None
Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an *Aid* spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Sources: Mythological Encyclopedia
Dragon Magazine 58,
TSR....—AD&D1—Legends and Lore,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Hel

Hela, Nyt, Hala, Hlist, Kala, Kali, Kraliche, Selket, Hecate

Patroness of Reincarnation, Death, Part of the Beginning and the End of All,
Queen of the Dead, ...of Ice and Shadow, Keeper of the Netherworld.



Region: Neathar (Hollow World), Northern Reaches, Sind, Norwold, Hule, Savage Coast (Robrenn).

Sphere: Hierarchy (IM 36) of Entropy
Homeplane; Niflheim and Pluton (Also called Hades layer 1 and 2—part of Gladshiem and Hades), home: Sleet-den, or Sleetcold, near the river Gjoll (Also called Styx).

This Plane is located at the bottom of the Yggdrasil, the World Ash (Connection between the nine Planes).

The Draco-Lich Nidhogg is awaiting Ragnarok here, and guards the spring Hvergelmir, from which springs the Yggdrasil tree.

Entry to this plane leads on the Yggdrasil through the gate Helgrind to the island where Fenrir is chained in the midst of the raging river Gjoll, it protected by the terrible (two- or three-headed) dog Garm (also called Cerberus).

This plane has the nasty habit that none may leave it without Hel's consent, including Immortals. Thor once wandered within, and Odin had to sacrifice one of his Immortal eyes to free him—"what is an eye to the life of a man whom you see as family".

Only the squirrel Ratatosk can run up and down the Yggdrasil between the Nidhogg dragon and the Eagle Edger (Roc?) in top of the branches, bringing gossip and small lies to both, in order to get water or fruits to stay alive (and in fact thus became an Immortal squirrel).

Date Ascension; unknown (possibly begin Era of Creation or soon thereafter).
Sponsor; Unknown

Statistics; AC-20, HD 50, Hp 2000, MV 150'/50',
#AT 4 = Punch-5d6+4, AM 90%, Sv IM 36, AL NE
ST 20, IN 38, WI 29, DX 12, CO 40, CH 35

Powers; Control Undead, Height Increase, Increased Damage, Leech.

Followers Alignment: Neutral and Chaotic. Few and secretive outlaws, limited to practitioners and servants of the Necromantic arts.

Taxes; Followers are taxed 25% of their annual income by the Church.

Clerics; Clerics, Avengers, Humanoid Shamans.

Alignment: Neutral and Chaotic Few and secretive outlaws, limited to practitioners and servants of the Necromantic arts. They receive the Animate Dead spell and the Speak with Dead spell at 2nd level, the reversed version of Cure Serious Wounds at 3rd level, and the raise Dead spell at 4th level.

Powers: Called Hellenists. These clerics can't Turn Undead, but instead control them, as an Undead Liege 3 HD above their current level.

At 6th, 12th, 18th, 24th 30th, and 36th level A Hellenist may choose once one of the following powers.

1. Resistance to energy drain: the cleric can avoid losing a level with a simple Save vs. Death Ray (multiple levels drain require multiple saves)
2. Shadow form: the cleric can become a Shadow once a week (regulations as per Polymorph Self spell)
3. +2 bonus to all rolls to control undead,
4. +2 bonus to Saves vs. Death Ray
5. Permanent Confuse Alignment.
6. Resist Cold once a day .
7. Fear once a day.
8. Blight twice a day.
9. Speak with the dead once a day.
10. Animate dead once a day.

Skill Effects; Priests of Hel will study any skill they see as enhancing their power or prestige, as appropriate to the campaign. All take particular delight in creating their own magical items. The skill Spellcraft is required.

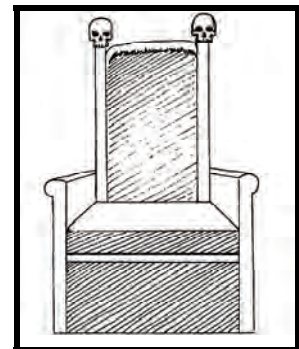
Allowed Weapons; Standard, but only Bludgeoning. Heavy Mace preferred.

Allowed Armor; Any

Holy Symbol: A Dark Stone Throne with Skulls on the corners of the back.

Vestments; Dark Robes and Heavy Cloaks, facial make-up to resemble Hel.

Adventuring Gear; Any.



Dogma: Reincarnation, corruption, death, darkness, cold, increasing entropy and evil, evil shapeshifters, shadow and cold creatures.

The evil of the mistress of magic is the evil of power-hunger; she delights in control and domination the way Ares glories in strength or Hades in wealth. As magic is the ultimate source of power, Hel/Hecate considers her control of magic to be the ultimate power trip.

All magic-users revere Her as the source of their power, even if they are not of her alignment. Her church doctrine states that finding and holding power is the primary goal of all life, and mastery of magic is the ideal path to power. All this is in the service of Her great vision; The creation of a theocratic empire in which her will is carried out by a ruling class of priests and magic-users.

Daily Activities: Protect and further the dogma. Worship of Hel is usually considered evil, and is outlawed throughout the Northern Reaches, Norwold and Thyatis. Only in the Jarldoms of Soderfjord,

where the central government is extremely weak, will rumor or public demonstration of Hel worship not automatically result in the Trial and banishment of the individual. This is particularly true when the individual is wealthy, or has powerful friends. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in priestly doings learning.

Her clerics are quite ruthless in the pursuit of power and influence, and they use every trick from bargaining to blackmail. Magical items are their passion; as physical manifestations of power, such items are the only treasures these clerics value. Anything these clerics cannot use is donated to the church; finding a particularly rare or powerful item or a high-level scroll will earn the finder much honor.

A major duty of Her clergy is to convince good-aligned spell-casters to use their powers for selfish and evil ends. Magic-users of any alignment can receive instruction from Her church in return for undertaking some task, swearing loyalty, or offering some potent magical item.

Temples and Such: Crypts of Cathedral-like proportions. Temples and cult rituals, however, are secretive and hidden.

Known History: Hel is an ancient Immortal of the Sphere of Death. She is as old as the oldest Immortals, and like her counterpart Thanatos, may never have been a mortal being. At least she does not remember a mortal life. Either she is a force of nature and never was a mortal being, or she achieved Immortality so long ago that she has forgotten her previous identity, or her long-ago Immortal sponsor made her forget her previous existence. She is the most powerful of all Immortals of Entropy. Hel is the patron of death, and her worship, which is mostly confined to the northern reaches, is considered evil by all non-worshippers.

During the centuries she interfered in Mystara's history ever since its prehistory, with the only purpose of increasing disorder and evil to balance the lawful bias of the other spheres. The creation of the Beastmen, her nefarious influence over the Antaliens and their descendants all over the world, her patronage of the cold giants and the shadow takeover of Sind orchestrated by her evil shapeshifters followers are all steps taken to outweigh Law's influence in the universe and bring about the Ragnarok, the twilight of the Gods which will give way to a new order based on Evil and Entropy (which she embodies).

Personality: Hel, unlike many Entropic Immortals, sees Entropy as an important part of the balance of the multiverse, an inseparable part of all natural processes. She is fascinated with the prospect of capturing the spirits of the dead in Limbo or on the Prime Plane and reincarnating the especially-evil ones so that they will bring more pain and suffering upon the living.

It was Hel who brought about the creation of the Beastman who were the ancestors of the Orcs, Goblins, etc.. She looks on this as a very efficient investment of her time and effort: by creating this race more than 5000 years ago, and by subtly leading them to the Broken Lands where they might prosper, she caused an incredible amount of death and suffering in the world without having to spend energy continually.

She no longer directs her attention to the Humanoids: they are an avalanche she has set in motion and no longer has to tend. Most of Hel's interest is in causing trouble through reincarnation of evil souls. She tends to plant them into new-born children who will grow up to positions of power and influence (such as young princess and princesses). In the Hollow World, Hel causes trouble just as she does in the Outer World. When heroes encounter a truly twisted, evil hereditary ruler of a high priest, you can be sure that Hel has led that villain to where he is today.

Hel has plots going on all over the Multiverse and she's very feared by the mortals who know her. Together with Thanatos, she's the most powerful Immortal of the Sphere of Entropy, and they compete fiercely for domination. She's fascinated by the cycle of life and death, by the juxtaposition of Good and Evil. She does not believe that death shall prevail in the end, as Thanatos hopes, but rather she believes in the cosmic order which gives Law and Chaos their place and time in the cycle of things. She knows that Law's predominance over the universe is nearing its end, and it's just a matter of time before she achieves her final goal and brings Ragnarok to the Multiverse. After that, Entropy will rule and she'll be the sole Queen of the universe.

For this reason it is of paramount importance for her reincarnating evil beings into newborn creatures, to increase the chaos factor in the cosmos and speed up things for Ragnarok. Hel is particularly obsessed with shadows and cold energies, which she feels closely resemble her own soul. Also for this reason she's got more followers in the areas where cold and darkness abound.

The legends: Although Ran/Kallala has some small claim towards the title. Hel is undoubtedly the Immortal 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 Gjaller 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 blood-stained 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.

Appearance:	Hel appears as an extremely pale woman, clad in jet-black clothing. One half of her face is that of a beautiful woman, while the other half of her face is blank and featureless. She is usually seated on a dark throne (which has also become her Holy Symbol).
Allies:	Hel has no allies. She and Thanatos have a grudging respect for one another, but neither interferes with or helps with the other's plots. She likes Loki (and in some cults is sometimes seen as his daughter, with the Wolf Fenrir and the World serpent Jormungandr as brothers) and watches his plots with great amusement. With the formation of the Brotherhood of the Shadow, she finds an apt partner in Atzanteotl, who is her equal in behind-the-scenes plotting. In creating Ragnarok, Hel's only ally is Loki, even if their cooperation is not constant.
Enemies:	She's Odin's sworn enemy, as well as opposing the whole pantheon of the Aesir. She agrees with Odin's visions about the coming of the Ragnarok, but she does not intend to play along the role that Odin's prophecy assigned her (she will be killed by one of Odin's sons) and instead she's trying to eliminate most of the Aesir before the Ragnarok comes, in order to gain the upper hand. And Ka the Preserver, the Chief Architect of the Hollow World, for reasons depicted in those Immortal entries, is also an enemy of her.
The Holy Days:	The winter solstice, when the days are at shortest, and the night is the longest.
Days of Prayer:	Loshdain, These clerics pray only at awakening, which is at Dusk, as they prefer to sleep at day.
Piety awards:	None Additional
Piety Penalties:	None additional
Habits: ▶	Peaceful -6, Cautious +3, Forgiving +1, Trusting -5.
Dead:	Buried in Holy Ground
Birth:	Baptized in Holy Water
Colors:	Black, Black and Black
Incense / Oil:	Storax, Myrrh.
Symbols:	Wolf, Dog.
Stone / Metal:	Onyx, Jet, Obsidian, Black Agate, Lead.
Plants:	Beech, Elm, Elder, Yew, Ivy, Juniper, Mullein, Blackthorn, Willow.
Runes;	Hagalaz, Isa, Ehwo.
Animal:	Wolf, Dog.
Chant:	<i>Dark Mistress of Sleet-Den, Queen of the Land of Ice and Snow, You whose hands gather evil ones To stay in your lands below. Goddess Hel of Death and Darkness, You delight in revengeful clashes. Goddess of the Dead and Niflheim, Let my enemies taste defeat and ashes.</i>

Artifacts

Naqifahr:

This Longship, although to the distant appearance seems to be a normal Longship, is actually created from the untrimmed nails of the dead.

The ship can't be damaged by weapons of metal through the forcefield it generates around its hull. This is because the ship has to move over the river of daggers, knives, and swords. The ship can also fly, and Plane shift. It's intended use is to bring the spirits of the dead at Ragnarok to Asgardhr to the final battle. Loki will be the Helmsmen, and Hell the Queen-captain.

Extra Spells:

Heroism

Range: Touch
 Duration: 1 round per level of the caster
 Effect : person touched
 Save; None
 Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Interpret Runes

Range: touch
 Duration; Instantaneous
 Casting Time: 2
 Effect: one Cleric
 Saving Throw: None

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Inscribe Runes

Range: Touch
Duration; Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration; Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Hell cult, the Cleric is entombed together with a fresh corpse of a human for the period of nine days.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is still now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Bless Runes

Range: Touch
Duration: 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Sources: Mythological Encyclopedia,
Dragon Magazine 90, 113, 141, 178, 185,
TSR9230—D&D—Gaz7—The Northern Reaches,
TSR2421—AD&D2—Savage Coast Campaign Book,
TSR9500—AD&D2—Red Steel Savage Baronies,
TSR1054/1401—D&D—HW0—Hollow World.
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Hircismus

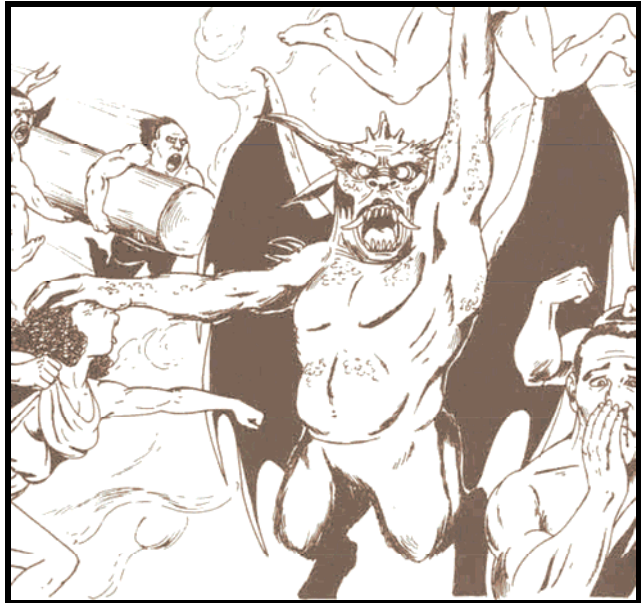
Shaggy Demon, Shagganapes, Napoo

Patroness of Wrestling, Strength

Region:	Sparsely Local, Hule, Norwold.
Sphere:	Celestial (IM 14) of Entropy
Homeplane;	An unknown, yet hot, layer of Hades
Date Ascension;	Unknown
Sponsor;	Unknown
Statistics;	AC-4, HD 28, Hp 200, MV 150'/50', #AT 3 = Punch-3d6+7, Talons-1d8+7, Tail-2d+7, AM 60%, Sv IM 36, AL CE ST 28, IN 28, WI 6, DX 12, CO 28, CH 6
Powers;	Control Undead, Call Other (as Groaning Demon), Howl, Groan.
Followers Alignment:	Neutral and Chaotic
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, mostly male (99.999%)
Clerics Alignment:	Chaotic
Cleric Powers:	WR+5 The priest is immune to undead life-draining and paralysis, and to the spells chill touch, energy drain, enervation, ray of enfeeblement, and Vampiric touch, once a day per Wisdom Bonus.
Skill Effects;	Wrestling Skill obligatory. Required: Endurance, Honor Hircismus. Recommended: Reading/Writing, Charioteering.
Allowed Weapons;	Battle axe, Cestus, club, mace, maul, morning star, picks (all), Polearm, sword/two-handed, Warhammer.
Allowed Armor;	All armor and shields
Holy Symbol:	Human Silhouette Holding Up Mountain or Temple.
Vestments;	Furry Clothing, long wild hair and beard.
Adventuring Gear;	Any, but at least hairy.
Dogma:	This Immortal celebrates physical strength, and nothing but strength.
Daily Activities:	Protect and further the dogma. His priests promote physical fitness, contests of strength (such as weight-throws and wrestling, in association with priests of the Immortal of competition) and war. Duties of the Priest: Guidance, Marriage. Missions: The priest is not required to, but is almost always allowed to go on adventures where he will be able to display his personal strength and demonstrate the attributes of his Immortal.
Temples and Such:	Shrines, with a sacrificial stone near.
Known History:	Hircismus was in his mortal life an Efrete, who succeeded to kill so many of his opponents, that he accidentally stumbled on the Entropic Path to Immortality, he does not know who his sponsor was, but knows that he must someday pay for the deed. Since becoming an Immortal he does not appear on the Elemental Plane of Fire Anymore, his hatred to that plane was so great, and visa versa, they both reject each other, literally. This is also the reason for his corporeal change to a Shaggy Demon.
Personality:	He loves to wrestle, hear spines crack, and hear victims scream as the poison of the spines tortures them. This obsession with wrestling causes him to attack and defend in a less-than-prudent fashion. Unless reduced to 50% of his hit points, he does not even think about any other attack form-physical or magical. Once this badly injured, he considers more sensible attacks and defenses. If bested in wrestling, even only momentarily, Hircismus pursues the offender exclusively, regardless of previous agreements or plans. When he grabs a victim, only a few spines puncture the victim's skin, hence the higher save vs. poison. When crushed under his bulky body, more spines come into play, reducing the save. While Hircismus is busy wrestling, his pet Druj skull casts spells while the eyes zoom about and attack others who might interfere. If in daylight, Hircismus casts a darkness before wrestling so his Druj can use its abilities.

Appearance:

Hircismus appears as a hairy demon. This huge, hulking brute is covered with long, shaggy hair. Its long arms dangle and drag like an ape's: its hairless face is covered with pulpy, smooth, glistening flesh. The eyes roll madly. The fat, slobbering jowls quiver since Hircismus giggles constantly. Beneath Hircismus's shaggy hair are short, stiff poisonous spines.



Dangling often from Hircismus's belt (his only garment) are dozens of animated undead heads which gape and roll their eyes in eternal horror. One of these is the Druj skull with two eyes.

Allies:

None

Enemies:

All non-Entropic Immortals, he considers his enemy, to be wrestled down to defeat. He doesn't like priests of the Immortal of disease, which is a Immortal of weakness.

The Holy Days:

None

Days of prayer;

Lunadain. Clerics pray at dawn.

Piety awards:

None Additional

Piety Penalties:

None additional

Habits: ▶

Trusting	-3	Loyal	-2
Honest	-1	Peaceful	-4

Dead:

Devoured or let be devoured.

Birth:

no special traditions

Colors:

Black, Brown and Grey

Incense / Oil:

Catsfeet, Donkey-ears, Cactuses (hairy ones), Fungi-thread.

Symbols:

Hair, muscles, Horns

Stone / Metal:

Horn

Plants:

All Thorn bearing plants (especially the Vampire Rose).

Animal:

All Horned animals, including the Unicorn. Even Evil can recognize beauty, and even respect it.



Chant:

A series of language like words which are actually a memorized form of gibberish mumbo-jumbo without any meaning. The thoughts placed behind it are actually the real chant.

Dwaga magagg berell tewag Sepunta

Qardunn tevas tevesti Hircisme

Spirit. Druj: Sesphyxia

AC -4, HD 14, Hp 134, MV 90' (30'), Att 2: D special + poison, Save F14: ML 11: Int 14: AL C: XP 5,150. +2 weapons or better to hit, Immune to 1st-3rd level spells, In daylight-no spells or attacks: Becomes invisible and can only move, Sense invisible and attack with no penalty, Create spell effects once per round at will: Darkness, Silence 15' radius, Cause Disease, Animate Dead, Finger of Death, as a Cleric level 16 in power and effects.

Skull:

Save vs. spells or frozen with fear: bite for 2-8 Dmg and poison.

Eyes:

Gaze one victim/round (30' range): save vs. paralysis or paralyzed for 1-4 turns;

Touch:

Causes poison, but no damage.

Sources:

TSR9207—D&D—IM3—The Best of Intentions,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Horus-Re

Horus, Ausar, Eskar, Lord of the Light, Pharaoh of the Gods

Patron of Rulers and Politics.

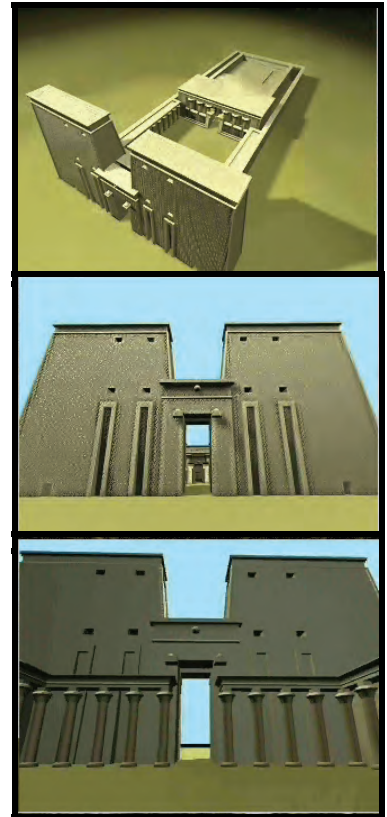
Region;	Hollow World Nithia only.
Sphere:	Celestial (IM 14) of Energy
Homeplane;	Heliopolis
Date Ascension;	455 BC
Sponsor;	Rathanos
Statistics;	AC-4, HD 29, Hp 2200, MV 300/100', #AT 3 = Punch-3d6+7, Short sword-2d6+, AM 60%, Sv IM 36, AL LG ST 31, IN 22, WI 21, DX 18, CO 26, CH 16
Powers;	Increased Movement Rate, Detection Suite, Height Increase, Improved saves vs. Spell attacks.
Followers Alignment:	Any, Administrators, Judges, Nobles.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Paladins.
Alignment:	Lawful Good or Neutral, or Neutral.
Powers:	Infravision 60', Elves double to 120'.
Skill Effects;	Required: Direction Sense. Recommended: Healing, Navigation, Reading/Writing, Religion.
Allowed Weapons;	Standard, Kopesh Sword
Allowed Armor;	All non-metal armor: no shields.
Holy Symbol:	Hawks head in Pharaoh's crown in front of a solar circle.
Vestments;	Pale-yellow linen robes adorned with bright dark-blue trimmings and colors. A cone-shaped pale-yellow head adorns the skull.
Adventuring Gear;	As vestments, but the "crown" head is rarely worn.
Dogma:	Good, Law, Nobility, Retribution, Sun. Goodness, Honor, and order are the natural state, and that which leads to evil, treachery, and chaos is by rights unnatural and the enemy. Lead Nithia by example, and let your deeds speak your intentions. Goodness and harmony comes from living within Maat, rather than fighting it. Laws exist to bring prosperity to those under them. The pharaoh and the church of Horus-Re rule with Horus-Re's guidance and set laws as guidelines for honorable action within Nithian Tradition. Make no haste changes or decisions, as their consequences are always suspect and may undermine the steadfast rule of eternity. Protect the weak and avenge all wrongs. Smite traitors with righteous vengeance. This is the Immortal of all forms of light: Sunlight, moonlight, firelight, etc. The Immortal is a friend of life, a patron of magic, a proponent of logical thought, and an enemy of the undead.



Daily Activities: Clerics of Horus-Re pray for their spells at mid-day, the most important ceremony of the day, in the middle between two sleeps.

The priesthood of the Immortal is devoted to celebrating these aspects of the Immortal and to promoting positive forces such as healing. Duties of the Priest: Guidance, Marriage. Vigilance against dark, evil forces such as undead.

Temples and Such: The church of Horus-Re is strictly organized, and the church's hierarchy is tightly intertwined with Nithia's governing institutions. Clerics of Horus-Re are precepts (provincial governors and rulers of cities) and administrators. They control vast tracts of land and thousands of slaves. Nithia's most powerful government position after the Pharaoh is the Grand-Vizier, a position traditionally held by the highest-ranking clerics of Horus-Re. The picture row is a walk-through the Great Temple of Horus.



Known History: Before the Time of Troubles on the Outer World, the clergy of Horus-Re did not exist. The politicians were so busy governing and engaging in political and warlike infighting, that they had very little time for any other religion than that of Thanatos and Ranivorus.

Early after entry in the Hollow World, the Pharaoh of Nithia has tried to reorient the highly political organization toward greater religious fervor in order to spread the faith and increase the numbers of followers of the positive Immortals. His efforts were meeting with some success, but were somewhat confusing to many Nithians who are, after all, were used to living with centuries of negative based Immortals. These efforts were directed hand-in-hand with efforts to expand the Sphere of Matter's influence into greater importance.

This Pharaoh, Horus, was the first Pharaoh of the Hollow World Nithia. (500 BC), and was a cleric of Rathanos. Created a magical item to be used in this effect, with it he had to acquire a glimpse of the sun in the darkness.

He finally located a floating continent passing by with a hole straight through its center, he located the route of the, already tiny, floating continent, and the very moment and location of the single beam of light passing over, ending his experiment in success.

Secretly he recruited 10 apprentices, and elevated them to far over name level, while they helped enlarging the new Empire. with the installment of the many magical Obelisks and pyramids he transformed the nation to a magical imbued area.

Since as a pharaoh he already had the might and superiority of all magic-users, yet some following Ranivorus or Thanatos opposed him where he could, after a series of magical battles, he defeated them all, single-handedly in private duels, the nation rarely became aware of with the final battle Ranivorus elevated him to Immortal status in the year 455 BC.

Personality:

Horus-Re is a confident Immortal who believes strongly in the Nithian concept of Maat (Justice, Honor, Order, and righteousness). More than a code of Chivalry, Maat is the natural state of the universe and all things are expected to conform to it. only by doing so can the citizens of Nithia be at peace with the gods and live a happy life. Horus-Re believes that Nithia is Eternal, and to promote eternity, one must deny change, so Horus-Re tries to discourage Change and protects the Spell of Preservation of the Hollow World.

Appearance:

Horus took the appearance of the royal falcon as a symbol of his regality, the just service of justice and righteousness, and the might the creature reveals in its charisma.

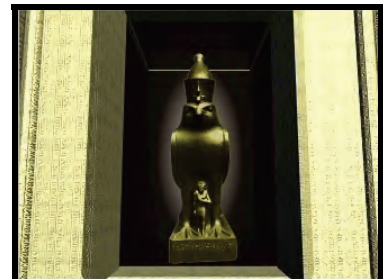
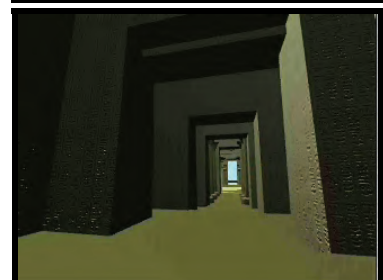
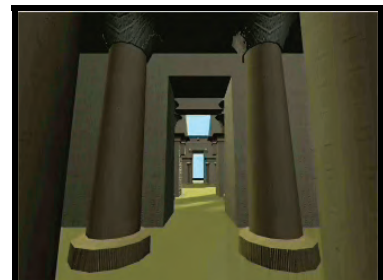
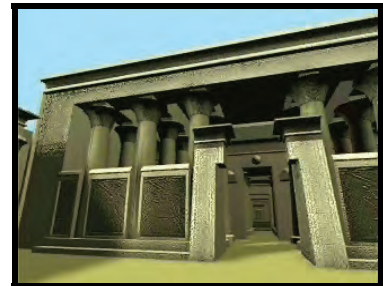
The dark black eyes revealing no emotion or weakness, yet the posture reveals his Immortal stature.

He still wears his Pharaonic garb, but from the top of his head shines the light of the sun, as a clear reflection of the Sphere he belongs to. He wears a golden short-sword, which he uses more as a dagger than as a sword.

Allies:

Although many of the Nithian Immortals respect this Immortal, only Valerias (as Isis), Orisis, and Ssu-Ma (as Thoth) could truly be considered his allies. Ironically, Horus-Re is troubled by the actions of his friend Anhur, an

aggressive advocate of change and conflict, and usual contradicts or opposes the positions Anhur takes, often ordering his clergy to take active countering measures.



Enemies: As an hot-headed Immortal he soon learned to dislike the ideas and intrigues of Rathanos, and they became so opposed that Rathanos did not want to work with this upstart Immortal ever again. Yet still respect was what Horus had to Rathanos, in which he revealed to bear Rathanos his name in his name.

According to Horus-Re (meaning; Horus in Ra's name) he is the complementation of Rathanos his works, something Rathanos completely dislikes, and negates. But actually Horus-Re and Rathanos are not unlike each other in personality.

Horus-Re's greatest foe is Set. Of course he absolutely dislikes Thanatos and Ranivorus, Set and Bachraeus, but he also has a dislike for Hathor, for her (to him) too peaceful ideas, lax intend and motives.

The Holy Days: Each sun appearance from a passing Floating island is greeted in a ceremony of the return of their lord. At the beginning of such a passage (the darkening) the clergy of Horus-Re pledge to guard Nithia through the darkened hours in a private ceremony known as the Girding of the Guard involving the girding of ceremonial weapons.

The most important annual ceremony is midsummer's day when all the clerics of Horus-Re gather in his temples to sing his praises. Unlike most of the rest of the year, this is truly a day of religious devotion and to celebrate it almost the entire Nithian government of Nithia shuts down. Solar eclipses by Floating Islands are considered a reaffirmation of Horus-Re's eternal rulership.

Days of prayer; Gromdain mornings. Clerics pray at dawn.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Modest -4 Reverent +3 Honest +2

Dead: Entombed, the size of the tomb describes the importance.

Birth: Hallowed with a feast. No baptizing rituals or spells are known or used.

Colors: Pale-yellow (desert sand) Bright Dark-blue (the sky just before the evening).

Incense / Oil: Myrrh, Honey, Palm, Absinth, Milk, Cannabis

Symbols: Sun, Hawk, Fata Morgan

Stone / Metal: Sand-rose, Jacinth.

Plants: None

Animal: Wyvern

Chant: *None special*

Dying Curse

Range: Touch
Duration: Until Target is reduced to 0 Hp or less
Effect : one follower of (allied) Immortal
Save; None
Casting Time: 2 rounds

Cleric 6.

A Priest casting a **Dying Curse** spell seeks to avenge a future death. Anyone who kills the priest—even if the priest is later resurrected—becomes victim of a **Major Curse** with no saving throw. The effects are determined randomly as per **Major Curse** table. The effect is permanent until removed. Only a **Wish** or a **Remove Curse** cast by a mortal caster of at least 5 levels higher can remove this curse.

Sources: Mythological Encyclopedia, TSR9339—D&D—HWR2—Kingdom of Nithia, TSR1054/1401—D&D—HW0—Hollow World, WOC88643—D&D3—Faiths and Phanteons, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.





Idris

Patroness of Denagoth, Lady of Vengeance and Spite, Protector of Humanoids and Evil Dragons

Region; Wendar, Heldann, Denagoth, Norwold, Sind, Davania, The Cult of Idris has slowly been gaining a following among the lower class of Thariss.

Sphere: Celestial (IM 14) of Entropy
Homeplane;
Date Ascension; 2nd century BC.
Sponsor; Unknown, likely Hel.

Statistics; AC-4, HD 28, Hp 200, MV 150'/50',
#AT 3 = Punch-3d6+7, Talons-1d8+7, Tail-2d+7, AM 60%, Sv IM 36, AL NE
ST 28, IN 28, WI 6, DX 12, CO 28, CH 6

Powers; Control Undead, Call Other (as Groaning Demon), Howl, Groan.

Followers Alignment: Any
Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Humanoid Shaman, Dark Lords.

Alignment: Chaotic
Powers: Mark of Idris (all Wyverns and Naga's will not attack the Cleric unless threatened by it.
THACO +2 bonus, when attacking Elves.

Skill Effects; Free Draconic Speech.
Allowed Weapons; Standard, Whip or Heavy Mace preferred.
Allowed Armor; Any

Holy Symbol: A black dragon with open wings viewed from above
Vestments; Priests wear maroon robes, students maroon and white. .
Adventuring Gear; Any, but at least hairy.

Dogma: Vengeance, destroying elves, intrigue, magic, domination, creating the perfect race, humanoids, dragons, Naga, wyverns.

Students, also called the Followers, have a two-level period of study, after which they are known as attendants. Normally attendants are functionaries within the temples. Established priests ultimately become Elders (7th level+). Every temple throughout Denagoth is led by an Elder, and many Elders are employed at the Temple of Idris west of Lothenar. The Leader of Followers is the instructor for students and may be either an attendant or an Elder. The high priest is known as the Primate of Idris.

Priests who run afoul of the Church leadership are declared Chaosars (apostate trouble makers) and hunted down. Most Chaosars retain the favor of Idris despite this status. It is not unknown for Chaosars to return to the Church hierarchy after their accusers meet extreme failure and embarrassment.

Daily Activities: The Church of Idris appeals to the baser instincts of people. There is no afterlife in the Idrisian theology, so rewards must be had in this life. It urges a dismissal of ethical constraints and venerates bribery, torture, blackmail, and self-gratification, but not theft or murder unless the victim is not of the faith. Sacrificial fires are maintained in most communities, but the actual practice of sacrifice is restricted to a few locales like Gereth Minar, Brakkah, and the Temple of Idris. Humans and humanoids are considered equal in most things – creatures striving to exist.

Elves occupy a curious place in the Idrisian world view, seen as both a beginning and end of things. He Who Watches is roundly criticized as judgmental and foreign. Dragons, particularly black dragons, are viewed as the children of Idris.

The Church of Idris: The priesthood is organized to spread the faith of Idris and eradicate opposing churches. The priesthood traditions are balanced between necromancy, illusion and mind control, and Dracology. The Church leadership considers the Shadow Lord and the Den Horde as tools that may need to be replaced in the future. The dragons of the Onyx Ring are deeply respected. Those who know of the Dark Lords fear them, but they will not oppose their actions. In contrast, Chaosars are actively hunted.

The Chaosars: These priests have been declared apostates by the Church of Idris, yet they still receive clerical powers. Most are simply individuals who found themselves backing the wrong faction or offending the wrong Elder within the hierarchy. Chaosars often meddle in the affairs of the Church to prevent the success of the leadership. A Chaosar could then regain his graces before the Church and Idris by fulfilling the failed task. The Church pays hefty bounties for the capture of Chaosars. They do not involve themselves with the Den Horde, Shadow Lord, or the Onyx Ring. Most are unaware of the existence of the Dark Lords.

The Dark Lords: An order within the Idrisian priesthood, the Dark Lords (special Clerical Class) set aside their clerical advancement to walk the path that Idris herself traveled. Their numbers are few because of selective criteria and an extensive apprenticeship (nine levels). The Den Horde is used to protect the Heart of Idris, but the Dark Lords do not concern themselves with any of the other factions. When the time arrives, they all will be consumed on the path to Immortality. The Dark Lords are deeply concerned with the Geffronell elves and the traditional powers that have been ascribed to the students of the Korrigans.

The Onyx Ring: Originally a cabal of wizards, the Onyx Ring today is composed of mature dragons whose birth eggs were altered by the mages. They are also known as the Champions of Idris. Human agents perform most of the Onyx Ring's skullduggery.

The dragons have developed very human personalities and desires such as the acquisition of political dominions. The dragons under the leadership of Vitriol have easily integrated themselves with the Shadow Lord's kingdom, but they are beholden to the leadership of the Church.

The recent introduction of mercenary dragons like Brulefer has bothered the Champions of Idris. The dragons understand the fluidity of favor within the priesthood, and they do not persecute the Chaosars unless specifically commanded. They also comprehend the danger posed by the Dark Lords, who are viewed as pretenders.

Temples and Such: Shrines, with a sacrificial stone near. Temple of Idris: The Temple of Idris is the formal headquarters of the Church of Idris. It is a stone-walled citadel at the edge of the Lothenar Forest populated by Denagothians, plainsmen, Essurians, brutes and humanoids (13,000, evenly divided). The Temple is also the capital for the western ecclesiastical state which includes Setarak.

A black dragon curled at the feet of a beautiful woman is the artistic motif of the Church. Statuary, murals, and floor paintings are common in all Idrisian temples.

Known History: Idris was born in Evergrun, one of the first elves to open her eyes to the marvels of the world. Just like the rest of her kin, she was born out of the purified souls of the species more attuned to nature, albeit primitive, their forms reshaped by the will of Ordana. Ordana, who loved her children dearly, struck a deal with the forest spirits (Faedorne), who became friends and tutors of the young elves, schooling them in the ways of Mother Forest. When they were judged wise and adult enough, Ordana gave them the One Tree (an avatar) to protect and guide them, while the forest spirits left them to their destiny. With the passing of time however, some Entropic Immortals started to whisper strange ideas in the minds of these elves, and obviously some elves listened. Idris was among these.

Pushed by a new view of the world, Idris soon became the leader of a faction of elves who did not recognize the authority of the Elders and the Keepers, accusing them of misunderstanding Ordana's teachings. According to these radical elves, the One Tree was not simply an artifact that made life more comfortable and safer, but the key to ascend to Ordana's enlightened state! The goddess wanted the elves to surpass their mortality and become true children of her, perfect and endless, by using her gift in a better way. Since the Keepers had not understood this, she was now speaking directly to the hearts of those who could listen truly.

Strong in her belief, Idris led her followers in the Palace of the Tree to show the Keepers the true way of Mother Forest. However, when the Elders showed all their contempt for her ideas and tried to silence her, Idris went mad with rage and in a frenzied state of fury killed her own preceptor. Soon all the other zealots attacked the Keepers inspired by their leader's act and the result was a slaughter that dyed red all the roots of the One Tree.

Before any other elf could hinder their plans, Idris and her followers barricaded in the Holy Chamber and Idris established a mind contact with the One Tree, asking it to make them anew, perfect and one with Ordana. When the horrified avatar refused, Idris saw this as the final stage of her trial: Ordana wanted them to destroy the tree that protected them, she wanted them to break their certainties to become like her.

When Idris started to assault the One Tree with her followers, Ordana saw that her children had killed their kin, abandoned her teachings and now were about to kill her Living Prophet. Mother Forest ordered her avatar to punish the rebels by breaking the sigils which held their soul together, and this shattered their minds and bodies.

The treacherous elves started to change, swollen by the chaotic power of the Entropic forces that nested in their minds. Some returned to the ancient feral forms they had, while others became contorted and twisted parodies of their former selves. Idris became a winged serpent-like being with Elven face.

When the other elves discovered their change, they understood their crime and tried to kill them. Some of the renegades died (and their souls were gathered by Hel, who had corrupted them, to be reincarnated as Beastmen), while others fled and survived in their grotesque new form. Idris wandered around consumed by hatred and spite for a long time, until she was driven insane and died alone in the southern continent.

Ordana had something different in mind for her, however. She reincarnated Idris's soul in a new Elven body, stripped her of her memories and gave her a second chance to redeem or be damned forever.

Idris grew up among the Geffronells who lived in modern day Wendar and she later became one of the Korrigans, powerful elves who followed the ancient ways of magic and nature instead of adopting the ways of Blackmoor.

BC 1200: Reclusive Lothenar clans settled the northern town of Soreth. The Korrigans banished the leadership of the Dark Elves in a ceremony that fused the Elvenstar into the Shrine of Enoreth. One Dark Elf pupil (Idris) escaped from the subsequent purge into the northern wastelands. When Ordana finally tested her will and faith however, Idris fell for the second time to her greed and ego. She betrayed her nine companions to obtain some ancient power and they drove her away shortly before the Great Rain of Fire. Idris was then overcome by the memories of her past life and was transformed again into a monstrous creature. Only then did she understand that Ordana had cursed her to live forever unaware by her sins, surrounded by the love of the race she had twice betrayed, only to lose everything due to her corrupted soul and start everything over and over again.

BC 1100: Idris mastered the techniques of the Dark Elves. The centuries passed and Idris finally managed to avoid her curse when she became a lich at the service of Hel, the Immortal who had inspired her first betrayal at the times of Evergrun.

BC 1050: The Nithian wizard Kruthep created the first Gnolls.

BC 1000: Idris created a disease that swept into Forenath, a realm to the west. In the Makkres Mountains, the Modrigswerg dwarves came into contact with the banished Dark Elves.

BC 100: Idris revealed herself to Denagothians and humanoids near the Black Ridge Mountains. She later embarked on the path of Entropy in Denagoth to exact her vengeance over the Korrigans, patrons of the nearby Wendarian elves. There she created a kingdom bent on annihilation of the Elven race and was finally able to become Immortal in the 2nd century BC.

AC 400: Most Den tribes adhered to the faith of Idris. The High Priest exercised nominal control over them from the Heart of Idris. Preexisting barbaric practices rose in frequency.

Personality: Idris hates every living elf, because they remind her of the perfection she lost, and she despises Ordana, who is considered the source of her torments and troubles. For this reason she is obsessed with erasing the Elven race from the universe using and protecting instead the humanoids (who somehow bear with them the heritage of her first followers) and the dragons (who she thinks are linked to true perfection because of her bestial form). She is convinced that only by creating a magical crossbreed of humanoids and dragons the mortals will attain perfection and her followers will take the right place in the world. For this reason she turned Denagoth into her private laboratory, corrupting many dragons and earning the hatred of the draconic Immortals as well. She's well known as patroness of Nagas and wyverns too, since she spawned them in her bestial form, and she's very much interested in those Elven cultures who somehow got twisted and corrupted (like the N'djatwa).

Appearance: Idris has two manifestation forms. The first is that of a pale woman with fine Elven traits, long raven hair and merciless ice-cold gaze, clad in a long black tunic with a belt made of Elven skin and a ruby brooch in the shape of a dragon's head pinned on her breast. Her second form of manifestation is a crossbreed between a black dragon and a wyvern with a woman's head.

Allies: Hel.

Enemies: Ordana, the Korrigans, IIsundal, Mealiden, Eiryndul, Calitha, the Great One, Diamond, Pearl, Opal.

The Holy Days: 12th Terminak 28, Idris's Night: The new year's eve is a period of dedication of offerings to Idris in Denagoth. All doors are to be left open for the spirit of Idris to choose whose time has come in the next year.

Days of prayer; Nytdain, mornings. Clerics pray at mornings.

Piety awards:	None additional
Piety Penalties:	Offend, insult, attack, harm, or kill a Dragon, Priest of Idris, or special warrior. +1 cumulative.
Habits: ▶	Cautious -2 Modest -2 Reverent +4 Honest -3
Dead:	Let rot away, if anything.
Birth:	Baptized in the evening sun with holy water, sand and wind. When there is no wind, the child will be seen as corrupted and will therefore receive a local charisma penalty of -6.
Colors:	Dark—almost Black—red
Incense / Oil:	Pine
Symbols:	Dragon paw print
Stone / Metal:	Bone, Amethyst, Steel
Plants:	None
Animal:	Wyvern, Dragon.
Chant:	None special

Spells of the Priests of Idris

The priesthood of Idris has developed traditions for several spells not normally included among the clerical list. These spells are ceremonial, and cannot be used quickly in combat.

Summon Beast

Range:	30'
Duration:	15 rounds
Casting Time:	5r +2r
Effect:	Summons one creature
Saving Throw:	None

Cleric 5.

This spell summons a single flame salamander, by opening a one-way hole from a fire elemental world to Mystara, roughly 50' away from the caster. The spell requires 5 rounds to prepare and 2 rounds to cast. The latter cannot be interrupted, or the spell is ruined. After completion, the caster must rest 1d4 rounds. The salamander will perform as directed while it is alive and remains on the Prime Plane. After the duration ends the creature becomes free-willed, but often decides to follow the caster's orders (unless harmful to itself) for the first day or so.

Dragon Weave

Range:	0 (touch)
Duration:	Permanent
Casting Time:	as long as the artwork is created.
Effect:	Illusory dragons
Saving Throw:	None

Cleric 3.

This spell is placed upon a mosaic, mural, or floor drawing of dragons. Anyone who crosses the artwork without paying respect to Idris triggers the spell. Illusory dragon heads stretch out of the artwork (as phantasmal force) for 2 rounds and attack the character. Anyone attacked by the heads must also make a save vs. spells or suffer a latent phobia of dragons and draconic iconography. Any realistic presentation of a dragon will trigger this dragonfear (as cause fear).

Nightmare Illusion

Range:	100'
Duration:	8 hours
Casting Time:	1 Turn +1 Turn per Wisdom penalty.
Effect:	60'x60'x60' illusory horror
Saving Throw:	reveals illusion as it is.

Cleric 6.

This spell is an upgrade of Phantasmal Force. The creature produced is a horrific gibbering thing that is not disrupted by physical attacks like illusions are. The illusion affects all senses, not just sight. It is often placed on a location with a one-time trigger. It attacks as a 3HD creature. The wounded and "dead" victims of the horror recover in 1d10 turns.

The Onyx Ring: This is a network organized by the Champions of Darkness – dragons born from tampered eggs. Loyal to Idris, they have their own human-like agenda for power. The dragon leadership is opposed to the Dark Lords.

Requirements: Non-cleric of Idris, recruitment only

Cost: None/None

Privileges: Opportunities to engage in subterfuge and sabotage, 10 silver bit monthly salary

Hindrances: Must maintain silence on the existence of the Onyx Ring. Possible conflicts with the Dark Lords of Idris.

Onyx Ring Dragons

Personnel: 4 large dragons, 8 small dragons, 30 wyverns.

Leadership: Vitriol

Troop Class: Good

BR: 189

Church of Idris Templars

Should the Church need to take the field, its fighting clerics can muster 400 in excellent equipment (chain+).

Personnel: 10 characters at name level, 40 between 5th and 8th, 250 between 1st and 4th.

Leadership: Elder C12

Troop Class: Fair

BR; 78

The Heart of Idris: The Heart of Idris is a hidden fortress deep within the broken lands of the Wastes. It was here that Idris developed her powers. Its location is protected by the Den Horde, while the Shadow Lord, the priesthood, and the Dark Lords seek it out.

The Heart of Idris is both a place deep in the Denagothian Wastelands and a magical device in its own right. It was formed in preparation of Idris's consumption of Soreth. No one living has ever seen the Heart. Its existence is known to the Den Horde, who guard it, and the Dark Lady Botha, who seeks it.

The exact nature of the Heart is that the Heart is a dark device capable of inflicting great damage and destruction (fireball, lightning bolt, earthquake, insect plague, cause disease, and summoning undead are appropriate powers). The Heart of Darkness will use these powers to defend itself against intruders.

Alternatively, the Heart of Idris is actually be a source of life – literally the polar opposite of Idris before she consumed Soreth. The Heart of Idris is actually similar to the Elvenstar of Wendar. It can employ cure critical wounds, cure-all, remove curse, cure disease, and renew. Actually it is created with the Elvenstar, but went unnoticed and was finally discarded, until it came into the hands of Idris. But even though the Heart of Idris is a good device, it will still find ways to prevent intruders.

The drawback for a user is a single-minded drive to become Immortal – either for personal power or to “save” the world from itself.

The Heart of Hearts – the innermost item – is the control mechanism for the larger complex. It will obey whoever is in physical contact with it. A user can also access the device's memory library to learn about the path that Idris took.

Extraplanar barriers can be erected to bar access to the Heart of Hearts. Characters must then travel through pocket outer planes to complete their journey to the Heart.

Sources: TSR9165—D&D—X11—Saga of the Shadow Lord,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Pandius0602—D&D—GazF2—Denagoth,
Site of Pandius.



Iliric Negyavim

Patron of Teaching, Aranean Wizardry & Insensitivity

Region;

Herath.

Sphere:

Temporal (IM 8) of Energy

Homeplane;

Unknown

Date Ascension;

Roughly 250 AC

Sponsor;

Rathanos

Statistics;

AC-1, HD 22, Hp 120, MV 150'/50',
#AT 2 = Punch-2d6, AM 50%, Sv IM 86, AL C
ST 12, IN 21, WI 13, DX 13, CO 23, CH 20

Powers;

Control Undead, Detection Suite, Poison Bite, Swoop.

Followers Alignment:

Any

Taxes;

Followers are taxed 10% of their annual income by the Church.

Clerics;

Clerics, Humanoid Shaman,

Alignment:

Any

Powers:

Cast 1 web spell additionally per piety level above basic

At 8th level;

Cast a mesh variation of the cloth spell (see special spells).

Skill Effects;

+1 to knowledge skills related to insects, races, and threads

Allowed Weapons;

Standard,

Allowed Armor;

Any

Holy Symbol:

A Spider hanging on a Thread

Vestments;

A light grey or light brown robe, with a webbing-like mesh cloak over it. Other designs are allowed, as long as the colors and the mesh are consistently used.

Adventuring Gear;

As vestments.

Dogma:

Knowledge lies within the basics of a species, its origins will reveal great might.

Daily Activities:

The priesthood of the Immortal is devoted to celebrating these aspects of the Immortal and to promoting positive forces such as Knowledge. Duties of the Priest: Guidance, Marriage.

Temples and Such:

Simple dome or globe like structures high in giant trees, often made of cloth or webbing.

Known History:

Iliric always dreamed of being an Immortal and knew he could make it if he tried hard enough. His first three petitions were denied because of his haughtiness, but perseverance paid off.

He was quested to find the fabled Carpet of Millicent, a weaving possessed of extraordinary powers. This was recovered, though at the cost of the life of one of Iliric companions. Iliric shed not a tear. He pondered long over the creation of a new magical item.

He finally chose to prepare a gauge that combined the powers of several detection spells. With it he could immediately tell the alignment, experience, class, intelligence, etc. of any creature he chose. It was dubbed Iliric's Nose, and gave rise to the saying "taking the gauge of someone." Settling down, he opened a school of magic and attracted many bright students.

For all his faults, Iliric was a brilliant magic-user. He pock-marked the land around his castle with lakes placed as if on a grid. In the center of each was an island, and on each island grew a different tree. His collection included a specimen of every known variety of tree, some of which should not have been able to grow in this climate.

And then came the endless duels, for Iliric lusted after Immortality at the expense of all who stood in his way. All other magic-users within a 1,500-mile radius were destroyed, including many of Iliric's former students. So Immortality came to Iliric.

Personality:

Grasping, greedy and insensitive, Iliric is a man to be reckoned with. Nothing stands in his way, and any who call him friend are badly mistaken or deluded. Iliric can be charming if it serves his purpose, but he is prone to lying and has a reputation for renegeing on his word. Honor seems a silly notion to him.

This Immortal is a brilliant teacher of magic whose attention was attracted early on by the Araneas' talent in things arcane. His followers use the local mining of gems and the dwarves' skillful crafting of these precious stones as a source of sacrificial gifts to this greedy Immortal. Negyavim is the patron of Aranean wizardry—but also of their insensitivity.



Appearance:

Illiric's mortal form is that of a wizened old man. He stands 6' tall, though he walks with a pronounced stoop and requires a staff or cane for support. His head is bald, but his face is adorned with a full white beard. The eyes are a milky, hazel color. AC 9, AV 0, HD 9, Lvl 32, Hp 69, Move 120' (40'), Att 1 dagger, 1d4 dm, SV MU32, AL C, ST 9, IN 18, WI 10, DX 11, CO 16, CH 17

His Immortal form remedies all the deficiencies of age, appearing as a young man of 30 years in all the vigor of young adulthood.

Allies:

none

Enemies:

all Herath opposing races and Immortals.

The Holy Days:

14th of Vatermont. The day his first temple was erected by Araneas.

Days of prayer;

Soladain. Clerics pray at morning.

Piety awards:

None additional

Piety Penalties:

None additional

Habits: ▶

Honest -4 Loyal -4 Peaceful +1 Modest -4

Dead:

Buried wrapped in cloth, silk or webbing.

Birth:

Baptized, while lying in a basket of cloth hung on threads or webbing, by holy water and the priest's saliva.

Colors:

Dark—almost Black—red

Incense / Oil:

Sandalwood, Storax, Cedar

Symbols:

spider webbings, sails

Stone / Metal:

Bronze, Cobalt

Plants:

None

Animal:

Spider

Chant:

None special

Sources:

Mythological Encyclopedia,
TSR9171—D&D—IM1—The Immortal Storm,
TSR9207—D&D—IM3—The Best of Intentions,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Ilmarinen

Väinämöinen, Lemminkäinen

Patron of Invention, Patron of Autuusmaa

First of all, his history is based on the epic Finnish poem Kalevala, that narrates the deeds of the heroes Ilmarinen, Väinämöinen, Lemminkäinen and Kullervo. The saga has obviously been adapted to Mystara and its history, but it bears significant similarities so that those of you familiar with it will recognize it. For obvious reasons, all heroes are incorporated into one.

The terms "Saamari", "Vaarana" and "Kaarjala" which may be familiar to you, are ignored, because they are thought to be too tied to Mystara's texts to be useful. Therefore, to avoid confusion, they have been replaced with new ethnic groups and a new history for the people living north of the Great Bay, with the help of Zendrolion and Zompatore.

Region; Norwold (Autuusmaa).

Sphere: Celestial (IM 15) of Matter

Homeplane;

Date Ascension; 1610 BC.

Sponsor; Kagyar.

Statistics; AC-4, HD 28, Hp 200, MV 150/50',
#AT 3 = Punch-3d6+7, Talons-1d8+7, Tail-2d+7, AM 60%, Sv IM 36, AL NE
ST 28, IN 28, WI 6, DX 12, CO 28, CH 6

Powers; Control Undead, Call Other (as Groaning Demon), Howl, Groan.

Followers Alignment: Any

Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics.

Alignment: Any

Powers: +1 to Intelligence (for clerics of Ilmarinen),
+1 to Strength (for clerics of Väinämöinen),
+1 to Constitution (for clerics of Lemminkäinen).

Skill Effects; +2 bonus to Survival Cold, Hunting and one kind of Craft (not free).

Allowed Weapons; Standard, Throwing hammer long bow and harpoon.

Allowed Armor; Any

Holy Symbol: Ilmarinen: A windmill:
Väinämöinen: A white crown:
Lemminkäinen: A bow with three arrows

Vestments; Long garbs
Ilmarinen: Grey white
Väinämöinen: Pure White, glistening:
Lemminkäinen: White Green

Adventuring Gear; Any.

Dogma: Inventions, magical creations, crafts, heroism, sacrifice, patriotism, war, exploration, hunting

Daily Activities: Protect and further the dogma.

Temples and Such: Small but highly constructive, wooden churches.

Known History: Ilmarinen was a great craftsman and a skilful inventor who lived in Isanmaa (literally "Land of our Fathers", in eastern Borea), the homeland of the Kansajaa ("Ice People" in their tongue), around the 19th century BC. His name is derived of the word Ilma, meaning air or weather. Thanks to his skill and the runic magic he mastered, he built many wonderful artifacts with amazing powers, which he gifted the monarchs of Isanmaa in order to help them rule the country and protect its inhabitants. Ilmarinen was totally disinterested in power or money: he was content with the reputation and the honors all Kansajaa tribute to him, and above all with the joys of creating new marvelous objects.

Kagyar noticed him because of his dedication and brilliant creative skills, and he tested him to see if he could undertake the path towards Immortality. During one of his travels in search of new materials and new ideas, Ilmarinen met the most beautiful Maiden di Pojaara, a woman (perhaps a fairy) famous for her exceptional beauty and irresistible charm, who stole the heart and mind of the great inventor. Ilmarinen went to live with her in Pojaara (a country near Isanmaa), forfeiting everything that had made him happy in the past just to be with her.

One fateful day, a traveler knocked to Ilmarinen's door and asked him to repair his broken wagon. A few minutes after beginning the repairs, the mind of Ilmarinen awakened to the old passion, and after working for the whole day, Ilmarinen gave the stranger back his wagon, now more resistant, swifter and with greater carrying capacity. In that moment he understood how many years he had lost, and decided to return to his old lifestyle. He asked his lover to follow him in Isanmaa, but the Maiden could not follow, since if she left Pojaara she would have begun to age and would have surely died.

Heartbroken, Ilmarinen departed to return in Isanmaa, which was at that time besieged by humanoid hordes coming from Urzud to the west.

Ilmarinen immediately began to work in order to strengthen the Kansajaa army and its defenses, teaching the secrets of the sigils to his apprentices. After some months, Ilmarinen was so obsessed with the thought of the Maiden that he resorted to create a copy of the woman to keep him company, since he could not leave Isanmaa in a moment of great need.

He used gold, jewels and silver to craft its body, but the result unfortunately was simply an efficient yet cold and detached golem, which resembled the Maiden only in her look. After some time Ilmarinen could not bear the sight of his automaton anymore, and gave it to the King as gift for his birthday.

At this point he met again the stranger he encountered in Pojaara, who revealed to be the Immortal Kagyar. He told Ilmarinen he had just complete the first part of his path, and that if he really wanted to survive all his inventions, he should have followed Kagyar's instructions and try to attain Immortality. Ilmarinen agreed and was immediately reincarnated by Kagyar in his second identity: Väinämöinen, the infant heir to the throne of Isanmaa.

Väinämöinen, from the word Väinä which means streaming water. Once grown into a charming young lad, prince Väinämöinen chose to set out in the neighboring lands in search for glory and adventure, and fell victim of the Maiden of Pojaara's beauty as much as Ilmarinen did. Love struck, Väinämöinen abandoned his palace and went to live with her. Believing this to be some kind of witchery that put his son's life to risk, the King sent the Automaton to face the Maiden and bring back Väinämöinen.

Unfortunately the two women struggled for the prince, and only when the Automaton killed the Maiden did Väinämöinen come to his mind once again. Crushed and grieving for the loss of his love, Väinämöinen was forced to return to his homeland in sorrow. After some years, Isanmaa had to face its darkest hour when the Great Horde of King Loark marched eastwards from Urzud and invaded it.

When the King fell defending the borders of Isanmaa, Väinämöinen took on the responsibility of the destiny of his people. Desperate in front of the overwhelming power of the humanoids, he asked the Automaton for advice (with whom he had developed a strange love-hate relationship), since she had already proved capable of wise thinking in the past.

The Automaton simply raised her arm and said "Take your people with you and find me": then she left the palace and headed east. After a couple of days tormented by the bad news of the war, the Maiden of Pojaara appeared in Väinämöinen's dreams and invited him to follow the golem. Väinämöinen was thus convinced that he had to abandon his homeland forever. The king announced his disquieting decision to his people, and the majority of Kansajaa chose to follow him in his trek to avoid falling under the humanoid advance.

The exodus reached northern Norwold in 1722 BC, where Väinämöinen and his followers settled along the banks of the Landsplit river. Here they found the Automaton, who helped them repel an attack from a vanguard of humanoids who had been on their heels ever since their departure. Thanks to this resistance, the bulk of King Loark's Horde headed southwards, invading southern Norwold and the Antalian lands south of the Great Bay. With the humanoid threat gone, Väinämöinen founded the reign of Autuusmaa ("Land of Salvation") in 1720 BC, and he died one year later in the arms of the Automaton, who took his corpse with her and disappeared in the woods. Ilmarinen's spirit was then reincarnated as Lemminkainen, the great hunter.

Lemminkainen (an adventurer who belonged to the Vaeltajaa, the nomadic cousins of the Kansajaa) remained famous in the history of Autuusmaa for taming the reindeers and driving away or killing many of the monsters and humanoids that they haunted the Autuusmaan woods. But his greatest accomplishment was braving the northern tundra to reach Frosthaven, the land of the ice giants, in order to retrieve the Automaton the giants had stolen in one of their raids. With great sacrifices and bravery, Lemminkainen and his companions succeeded in finding the Automaton and taking her back to Autuusmaa, although in the end he took the golem and disappeared with her in his beloved woods.

Few people know of Ilmarinen's third and last reincarnation, because the events he took part in are obscure and remain for the most part a mystery, the object of Vaeltajaa folktales. In fact, after Lemminkainen's disappearance, the Automaton was stolen by the Rimal Hag, a follower of Hiisi, Queen of Ice (Hel), who hid the golem in her swampy domain.

The man who was given the task to retrieve the Automaton was Kullervo, Ilmarinen's third host. His trek across the swamp was terrible, and worse were the traps and monsters he had to face. Many of Kullervo's companions fell during the quest, and when the finally faced the hag, she managed to flee to Hiisi's icy underworld before they could deal her the final blow. Kullervo and his companions followed and only after a great deal of heroic deeds and sacrifice Kullervo (the sole survivor of his group) succeeded in killing the hag and taking the Automaton back to the world of the living.

It was at this point that the legendary Ilmarinen returned to his people, and crafted his greater wonder, the Saampo, a magical mill that could mill straw and produce food or gems, and heat the surrounding lands with its power, making them more fertile. After saving his people from the cold of Norwold, Ilmarinen disappeared for his last adventure, at the end of which he became Immortal in 1610 BC.

Personality:	<p>Ilmarinen currently grants divine powers to all the clerics who worship each of his incarnations (Ilmarinen, Vainamoinen and Lemminkainen). His portfolio includes all the characteristics of his various lives (heroism, sacrifice, adventure, hunting, crafts, etc.), although his major interest remains invention and the construction of wonderful objects. He is the ruler over Wind and weather and patron of travelers.</p> <p>It is said that Ilmarinen created the prehistory from his smithy. Here he created the firmament, in which he placed the stars. He also created the Saampo which carries heaven. He learned man to make iron and fire.</p> <p>As Väinämöinen other legends are connected to him. He had a knee grown with grass, sticking out from sea-level. Here a water-bird placed its golden egg. But when Väinämöinen moved it fell into the water and opened. From its upper half heaven was created, the lower half became earth. The egg-white became the sun while the remains became the moon. Väinämöinen is also the inventor of the kantele, a zither-like instrument. On this he played beautiful music with which he enchanted the whole nature and all animals. The fire Ilmarinen created in the sky, Väinämöinen brought it to earth. Like a great wizard he travels in the mage of a snake through the death-realm Phjola. Finally he will ascend to the stars where Orion its scythe and the Pleiades will become his shoes.</p>
Appearance:	Ilmarinen has three manifestation forms according to the hero he is representing, and is always accompanied by the legendary Automaton.
As Ilmarinen:	A middle-aged man with silver hair and long white moustaches. His skin is reddish as heated by fire, and he wears simple woollen clothes, with a large belt that holds many craftsman's tools.
As Väinämöinen:	A handsome youth with perfect white skin, green eyes and a long blond mane. His face expresses authority and courage, and he dons a shining silver armour and carries a longsword with glowing runes of power etched on its blade.
As Lemminkainen:	A thirty years old man with tanned skin and a white scar on his forehead, long brown hair and a bearded visage that shows bravery and fierceness. He is always clad with animal pelts and carries a longbow.
Allies:	None..
Enemies:	The Immortal patrons of the humanoids, Hel.
The Holy Days:	
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Courageous -1 Cautious -2 Trusting -1
Dead:	Burn, and bury the ashes with belongings in an urn upright, several feet in the earth. No graveyards are used. Everybody places its dead relatives on their (or the living) favorite locations, which, however, are consecrated by priests.
Birth:	Baptized in Holy Water. Repeated when puberty is reached and when adulthood is reached. Any child mating before adulthood (18 years) becomes an outcast and its children are treated as bastards (illegitimate children).
Colors:	Dark—almost Black—red
Incense / Oil:	Pine
Symbols:	Golden Egg, Stars, Falling Stars
Stone / Metal:	Flint, Iron
Plants:	None
Day:	Nytdain
Animal:	Wyvern
Chant:	None

Wife Of Ilmarinen

The legendary Immortal craftsman Ilmarinen once used his great skills to create a companion entirely of gold and silver. However, the result was too cold to even be approached. Appearing as a metallic golem, it was given special powers when freed, and is said to reside in far northern reaches, either alone or with its current master.

Description:

The wife appears to be a metal statue of an extremely attractive human female clad in robes. The entire statue is made of a sparkling mixture of gold and silver.

Magnitude: Minor artifact of Matter.

Power PP 100.

Attack Powers (2):

Ice breath 55 TP

Ice storm 45 TP

Information Powers (1):

Know Alignment 20 TP

Transformation Powers (2):

Animate Objects 60 TP

Create Water 20 TP

Defense Powers (3):

Obscure 20 TP

Resist Cold 10 TP

Resist Fire 15 TP



Activation:

The wife is always active.

Use of Powers:

The powers of the wife are used by the artifact alone, not granted to the user. The wife can speak any language it hears, and will explain its powers to any who ask (unless ordered not to). However, the artifact cannot be controlled until a special command word is uttered. Once this command is spoken, the wife will obey either mental or verbal commands from the user. The command word can only be obtained from Ilmarinen himself (by using a commune or contact other plane), from a previous user of the artifact, or by a wish.

Suggested Handicap (1):

When control is gained, the user becomes aware that the *wife* cannot recharge itself. It can eat gold or silver. For each 100 gp value of those metals eaten, the artifact recharges 1 PP.

Suggested Penalty (1; 1 in 6 chance of occurrence whenever a power is used):

Instead of attacking as directed, the *wife* aims her attack at the user; normal saving throws apply, but the user gains a +4 bonus for the second and subsequent appearances of this effect.

Other Details:

AC -20/ AV9; hp 100; AT 1power; D by power; MV 90' (30'); AL N. The *wife* will not attack by any means other than its powers.

Sources:

Mythological Encyclopedia,
Finnish mythology,
The Finnish national epic poem *Kalevala*, compiled by Elias Lonnrott in the late 19th century,
TSR1021—D&D—Set 4—Master Rules,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Illsundal

The Wise One, Tiuz, The Guide, Anhur, Isrundra, Silvanus

Patron of Protection of Elves



- Region;** Primarily Alfheim, Darokin, Karamaikos, Thyatis, Glantri, Sylvan Realm, Isle of Dawn, Norwold, Savage Coast (Eusdria), Immortals' Arm (Aeryl), Sind, Nithia
- Sphere:** Hierarch (IM 33) of Energy.
Homeplane; Sylvania (free Outer Plane)
Date Ascension; 1800 BC.
Sponsor; Ordana.
- Statistics;** AC-22, HD 47, Hp 1000, MV 150'/50',
#AT 4 = Punch-4d6+4, AM 90%, Sv IM 33, AL L
ST 20, IN 45, WI 50, DX 23, CO 38, CH 56
- Powers;** Detection Suite, Fighter Options, Increased saving Throws vs. Spell Attacks, Turn Undead.
- Followers Alignment:** Any
Taxes; Followers are taxed 10% of their annual income by the Church.
- Clerics;** Clerics, Paladins, Exorcists. Elven Specialty Clerics; Treekeepers
Alignment: Lawful
Powers: +1 to Wisdom (natural limits apply), and Gain the Mystic's Awareness power.
Extra Powers Treekeepers; These are magic-user Elves following the Way of the Tree, through which they have a different number of spells, of higher ranking, and different spells and abilities than other Elves. They use nature magic, instead of common magic like most other magic-users use.
- Skill Effects;** Danger Sense and Survival woods.
Skill effects Paladins; +2 to Survival Woods and Alertness skills if chosen.
- Skill Effects Clerics and Treekeepers;**
+2 bonus to Natural Knowledge and Elven Myths and Legends Skills if chosen.

Allowed Weapons; Standard, Staff preferred.
Allowed Armor; Any, none or leather preferred.

Holy Symbol: A Silhouette of a Tree of Life.
Vestments; A Shoulder Garb with clearly emblazoning: the Tree of Life.
Adventuring Gear; Any. Shields emblazoned with Tree of Life.

Dogma: Protecting elves and nature, wisdom, scholarship, magic, traditions, serenity & peace

Daily Activities: Protect and further the dogma.

Temples and Such: Wooden constructions, high in the trees, or on the ground between the biggest trees. Sometimes build around the biggest tree. An ancient example of the one used in the Sylvan Realm is displayed at the end.



Known History: IIsundal was one of the last first generation elves born in Evergrun. These Elves worked in Grunland (present day Vulcania)) with the technologies developed by Blackmoor. After the cataclysm in 3000BC tilted the worlds axis, and had Evergrun overrun by ice and destroyed it in the aftermath of the Great Rain of Fire. He moved with the majority of the surviving elves, away from their ancestral lands. Speaking as champion of the old Elven philosophy focused on nature worshipping, IIsundal rejected the Blackmoor technology in favor of a return to magic and soon gathered the support of a broad faction of elves calling themselves the Returnists.

Foreseeing the doom awaiting those who refused to abandon Blackmoor's ways, IIsundal convinced his followers to leave Grunland before it was too late and led a great migration northwards, looking for the promised land where they could begin anew and forge a new covenant with the forces of nature. The Returnists left Grunland in BC 2800 and they traveled far across two continents (Davania and Brun), finally reaching the promised land in a corner of north-western Brun and settling in the Sylvan Realm in BC 2100.

Acclaimed the enlightened leader of the whole nation (The Sylvan Realm—on the coast far west of the continent Brun), IIsundal discovered the secrets to Immortality in his old age and embarked on the Path of the Paragon. Only after creating the Tree of Life (a sacred living artifact of Wood-spirits) that he left to his people as inheritance to guide them and unite them forever, and being acknowledged the most powerful wizard of his realm did IIsundal achieve Immortality in BC 1800, the oldest living elf ever. From that moment he became the worldwide patron of elves, wisdom and Elven magic, and manifested himself to many different Elven civilizations, always preaching a return to the old peaceful ways of nature.

Personality: IIsundal is a patient and thoughtful Immortal blessed with great sensitivity and wisdom. All the centuries spent as elf first and Immortal afterwards only increased his quiet character and his slow and studied habits, and now he shows the most seraphic calm even in the middle of the most furious of battles. He always watches over his followers and oversees that the elves still hold to the ancient sylvan ways and don't abuse of the knowledge and the arcane arts they master. He can be stern and iron-willed when motivating his charges to survive and prosper.

In the Hollow World, IIsundal ponders the plots of Atzanteotl and opposes them. He'll often subtly directs great heroes, both Elven and other, to oppose Atzanteotl's activities.

As Tiuz / Dain he is the Light Elves' King. Frey is also renowned for being the elves' king in Norse myths, but here he is "only" their father. Tiuz / IIsundal's nation of Eusdria, is in fact is a nation whose culture derives partly from the Norse-Antalians and partly from the Celtic-Antalians (the same stock that colonized the Isle of Dawn and was enslaved and moved to Davania by the Nithians, and later became the Thratians of the Thyatian Hinterlands).

Appearance: IIsundal appears as an aged, wise-eyed elf. His garments and hair-color and other important statistics differ from appearance to appearance, for he does not want to suggest that he is the special patron of any sub-race of elves.

Allies: IIsundal's most trusted friend and ally is Mealiden, the first king of Alfheim who always guards his patron, and he is also a good ally of Calitha and Ordana (his sponsor), who share his love for nature and the Elven race, but will not work together with them. He also has befriended Lornasen for the same reason.



Enemies: He loathes Atzanteotl and Idris, two Immortals bent on destroying and corrupting the Elven race, and must always watch his back to uncover the evil schemes of these Entropic Immortals.

Special Spells:	
Control Winds	lvl 5
Creeping doom	lvl 7
Metal to Wood	lvl 7, substitutes Earthquake
Pass Plants	lvl 5
Plant Door	lvl 4, substitutes Animate Dead
Transport through Plants	lvl 6, substitutes Animate Objects

The Holy Days: Ilisundal has no special holidays as each day is as important as the others. Clerics pray at dawn and dusk, but receive spells requested once a day, and only after complete resting (even if this is several hours of sleep after prayer). This means a cleric can pass half a day and change its spell receiving from morning to dawn, when he rests completely prior to that.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Honest +1 Modest +1 Cautious +1 (remember these are in addition to those of being an Elf.)

Dead: Buried, mostly under a tree or bush. An Elven graveyard does not exist, as these consecrated burial sites are spread through the forest. An elf does not hold the body of an elf in his feelings or memory, but instead its legacy, deeds or words. They do, however, bury partners together when times come.

Birth: Following the Elven traditions, they are incorporated into the clan, as one of their own. They are baptized with a mixture of Holy Spring or Rain water with a dew harvested from the Tree of Life.

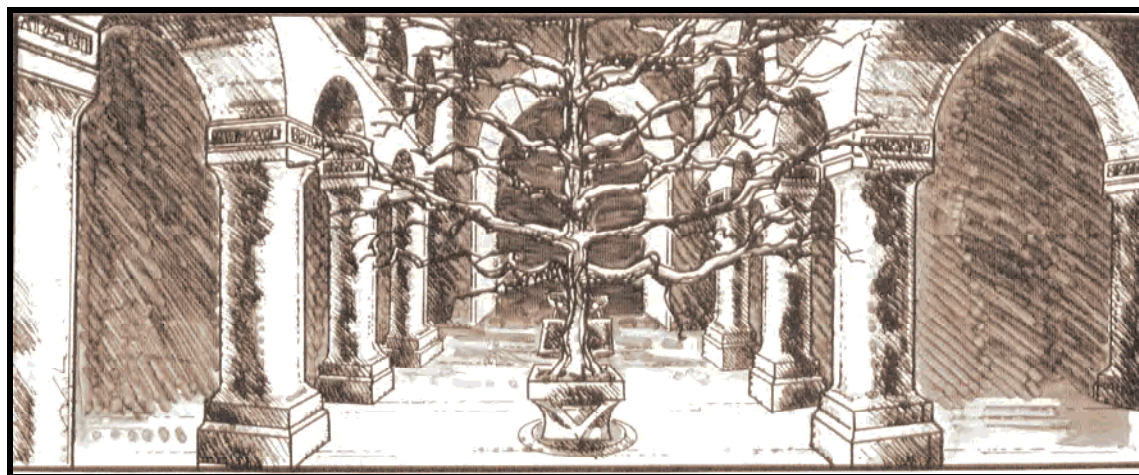
Colors: Green, Brown, Yellow, reddish, bronze, Copper

Incense / Oil: Any floral, sometimes animal scents are used (including Skunk, Ermine, Cat)

Symbols: Leaves, Trees, Birdsongs, weather apparitions.

Stone / Metal: None (as these contain no life) Bronze, Copper, Mithril.

Plants: None



Animal: Wyvern

Chant: *None special, but Elves do sing their prayers, however.*

Sources: TSR1037—D&D—Gaz0—Dawn of the Emperors,
 TSR9223—D&D—Gaz5—The Elves of Alfheim,
 TSR9165—D&D—CM7—The Tree of Life,
 TSR2521—AD&D2—Savage Coast Campaign Book,
 TSR2522—AD&D2—Orc's Head Peninsula,
 TSR1054/1401—D&D—HW0—Hollow World,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.

Tablet of Aizelluith

As the One who does divine protection was sought for all in the day—11. The One who claims the device and the forest will be yours—6-8. Only the Keeper remains to end our beloved Tree—1. When you find me to at last. So it is the Word. Powers become the One upon whom Aizelluith—1-6. The second our return to a corner of peace means in the hand—11. For so the forest for Ishtar is the light and to water—8-8.

The Tablet of Ishtarain

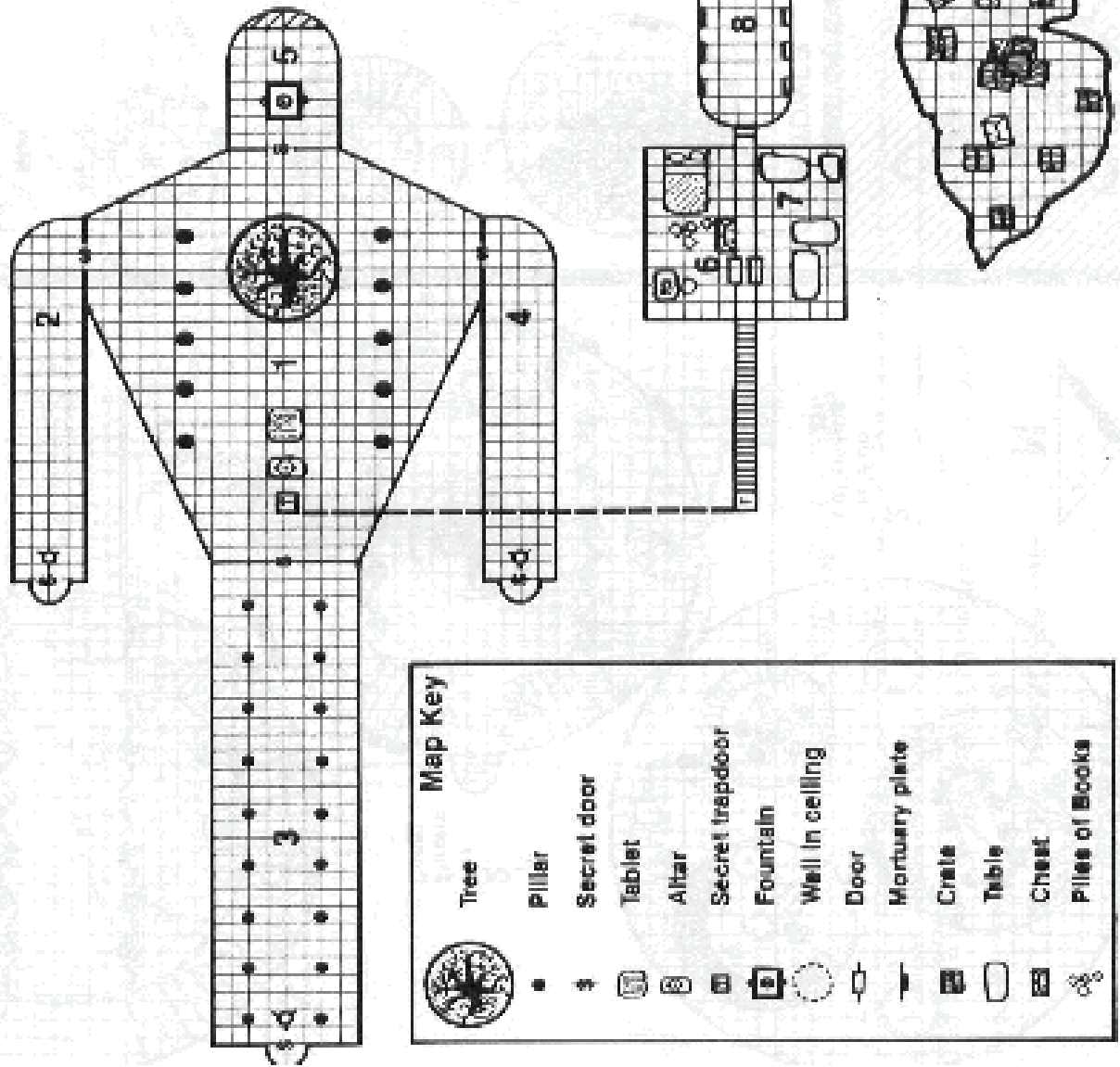
The oldest one of the final actions our wealth buried deep—8. When you come to Ishtar, Ishtar is the Word. Ishtar becomes the One upon returning to earth—2-8. She who seeks upon our table will answer the One when peace has returned—2-8. Only the return of the forest allows all that our gifts and bodies from the ancient gods—8-11. For so the forest to Ishtar is the light to earth—4-8.

The Tablet of Aalah

From our great forest all becomes one of the holy realm—3-1. When you return to Aalah, Our return to the One upon returning to Aalah—3-8. The magical love was left for the love of our great forest to see—3-8. When you find me, our forest's roots are shared into from the roots to all—3-11. For so the forest to Ishtar is the light to earth—8-8.

The Tablet of Berlah

So the forest to Ishtar and the forest will be yours—4. When you find me to Berlah, Berlah is the Word. Berlah becomes the One upon returning to Berlah—3-8. And our return to Ishtar is the center of our beloved ancient city—4. Then the forest is the land of Ishtar through the forest to Ishtar, never to be forgotten—4-11. For so the forest to Ishtar is the light to earth—8-8.





Ixion

Tai Yang Ti Chun,

Tubak-Life Giver,

The Sun-Prince,

Lang Yi-Xong,

Law Giver,

Himayeti,

Solarios,

Tonatuh,

Dazbog,

Otzitiotl,

XiYang,

Her-ur,

Horus,

Aksyri,

Horon,

Mehilil,

Pyrak,

Ayazi,

Salilri,

Surya

Odur,

Pyro,

Sol,

Idu,

Patron of Banishing Darkness,

Opposin Entropy,

Lord of Light

and Energy.

Region:	The most widely known and honored Immortal; Alphatia, Bellisaria, Immortal's Arm (Eshu, Gombar), Cestia, Savage Coast (El Grande Carrascal, Dunwick, Gargaña, Narvaez, Nimmur, Wallara Tribelands, Torreón), Davania (Brasol, Emerond, Izonda, Meghala Kimata, Meghales Amosses, Vulcania), Great Waste, Pearl Islands, Isle of Dawn (Redstone, Shadow Coast), Hollow World (Azcans, Jennites, Milenians, Neathars, Nithians, Oltecs, Tanagoro, Traldars), Darokin, Ethengar, Glantri, Ierendi, Northern Reaches, Sind, Thyatis, Skothar (Jen, Minaea, Nentsun, Tangor, Thonia, Zyxl), Yazak Steppes, Yavdlom.
Sphere:	Hierarch (IM 36) of Energy
Home Plane;	Helius. Asa Odur he has a seat among the Aesir.
Date Ascension;	unknown
Sponsor;	none
Statistics:	AC-29, HD 50, Hp 2000, MV 150'/50', #AT 4 = Punch-4d6+20, 2hSword-5d6+31, AM 90%, Sv IM 36, AL N ST 100, IN 78, WI 56, DX 45, CO 75, CH 80
Powers:	Fighter Options, Height Increase, Turn Undead, Weapon Mastery (2h-Sword, Long Bow, Wrestling). 2h Sword +5. Long Bow +5.
Followers Alignment:	Any.
Follower Abilities;	Horus is very aware of any avenging person. If a Lawful Follower seeks revenge there is a 15% chance that the Immortal will aid by increasing the being's primary abilities (Strength to fighters, Wisdom to Cleric, Intelligence to Mages, Dexterity to Thieves, Rakes and Scouts, Constitution and Charisma to all) to 18's until revenged.
Taxes;	Followers are taxed 15% of their annual income by the Church.
Clerics;	Clerics, Specialty Clerics (Horonii), Humanoid Shaman, Exorcists, Paladin, Healer, Mystic.
Alignment:	Any non evil, but can vary upon culture
Powers:	Can cast Produce Fire twice per day: this is a special power in addition to their normal spells. They also receive a bonus of +1 to their rolls when trying to Turn Undead. They also have access to the Shaman Spell Command Word at level 1
<u>Horonii:</u>	Horon specialist clerics, or Horonii, gain several benefits.
At 1 st level;	They receive a bonus of +1 to their rolls when trying to Turn Undead. They gain a + 1 bonus to heat exhaustion checks for every three levels of experience: i.e., at first level they have a + 1 bonus, at fourth a + 2, and so on. Eventually, this bonus becomes so great that checks always succeed except on a natural 20 (which always fails). However, this bonus only applies when the heat exhaustion is due to sudden exertion, such as combat. Running or walking endlessly still makes one very tired and Horonii must eventually rest just as all people do.
At 5 th level,;	All Horonii gain the ability to use infravision 60' at will. When this is done anyone staring into their eyes notices that they appear to be aflame.
At 10 th level;	A Horonii can automatically cast a light spell once per day, in addition to his normal daily spell list. They can cause their swords to burst into flame at will, causing an additional 1d4 points of damage upon a successful hit.
<u>Tubak Shaman:</u>	They receive a bonus of +1 to their rolls when trying to Turn Undead. Prophecy- Once a major conflict/war begins against a nation that the priest is fighting for, once or twice a month the priest receives "visions" of how the enemy troops will be arranged. In game terms, he has ideas of very rough, preliminary enemy battle tactics and can then begin formulation of pre-battle battle tactics. These visions will never be completely "clear" however and depending on how the character construes them could be a mixed blessing.
<u>Sind Clerics:</u>	They receive a bonus of +1 to their rolls when trying to Turn Undead.
<u>Otzitiotl Clerics:</u>	Can cast Produce Fire three times a day: this is a special power in addition to their normal spells. They receive a bonus of +1 to their rolls when trying to Turn Undead. They gain a + 1 bonus to Atzanteotl's pre-sacrificial subjugation spells and Spell –effects, such as Atzanteotl's Hand for every three levels of experience: i.e., at first level they have a + 1 bonus, at fourth a + 2, and so on. Eventually, this bonus becomes so great that checks always succeed except on a natural 20 (which always fails).
At 3 rd level;	All Otzitiotl Clerics gain the ability to use infravision 60' at will. When this is done anyone staring into their eyes notices that they appear to be aflame. Shapechange 3/day each into a turtle, horse, or elephant. Incite Berserker Rage- Priest takes one round to incite a fighter companion into rage (+2 to hit, +2 to dam) . The duration of the rage is 6 turns and the fighter is not winded thereafter. Energy Drain- Can suck out energy of creatures that are old for their species (DM's discretion). With every hit suffered, target makes a save vs. paralysis or lose 1HD/lvl as if hit by an energy draining monster.
At 10 th level;	They can cause their swords to burst into flame at will, causing an additional 1d4 points of damage upon a successful hit.
Skill Effects:	Required; Honor Ixion, Healing (any). Recommended; Herbalism, Navigation, Reading/Writing, Clerics; None. Horonii; It is also considered highly honorable for these clerics to acquire the charioteer driving skill.



	Tubak Cleric;	Mandatory skills: Mysticism.
	Tubak Shaman/Cleric;	Codes of Law and Justice, Detect Deception advised. Military Tactics Extra to chosen skills.
	Sind Clerics;	Military Tactics Extra to chosen skills.
Accepted Weapons:	Otzitiotl Clerics;	Military Tactics Extra to chosen skills.
	Clerics;	Standard, Dagger/Dirk, Lasso, Long Bow and Short Bow, 2H Sword, Scimitar, and cultural thrown weapons.
	Horonii;	Dagger/Dirk, Stick, Mace-axes, Normal-, Short Swords, Polearms, Staff, Sword-staff, Axes, Clubs, Maces.
	Tubak Shaman;	Standard, Dagger/Dirk, Longbow, Lasso, Short Bow, and Scimitar accepted.
	Sind Clerics;	Jambiya (Indian Dagger), Katar (Indian Dagger), Tulwar (Indian N. Sword)
Accepted Armor;	Otzitiotl Clerics;	Club, Staff, Sling, Bola
	Clerics;	Any metal armor and shields.
	Horonii;	Nithian plate mail, textile armour, helmet
	Tubak Shaman;	Leather and Chain, and any Shield.
	Sind Clerics;	All metal shields, no armour
	Otzitiotl Clerics;	Leather Armor and any Shield.

Holy Symbol:

A Flaming Wheel and sometimes the sun.
In temples and such: inlaid metals in the symbols of stars and sun.

Vestment;

The Followers of Ixion wear as much gold as possible, as it is his favorite color and it pleases him.

Adventuring Gear;

any, but mostly in the colors of the faith.

Dogma:

Light, sun, fire, power, heroism, war, knowledge, banishing darkness, fighting Entropy and Evil, preserve universal balance.

Tubak stands for the order and his clerics are often called upon to make judgments during trials. He is also the Great Tactician, the teacher of the Ethengars' military tactics. As such he is perceived as the Immortal of Warfare, but not of War, the role of Destroyer being left to Cretia. Tubak orders the patterns of warfare, but Cretia watches over the battle.



Daily Activities:

Ixion demands a lot of time spend in honoring him. If at least 1 hour each 24 hours is not devoted this endeavor, all benefits are lost until a full 24 hours repenting. All clerical abilities (Turning, Spells) are lost as well.

Furthermore, Horonii must combat the forces of Entropy wherever they are found, even if it places them at great risk. However, they will avoid obvious suicidal situations in hopes of returning to fight another day.

All of Horon's Clerics and Horonii are particularly fond of the sun, the light, and the life that it provides to the plants. As such, they spend a lot of time growing elaborate gardens (often around their temples) and helping the local farmers.

Their passion for life extends to relationships as well. When not involved in life's trials, Horon's clerics can usually be found poring over scholarly works in an attempt to gain the knowledge from which wisdom is derived.

Duties of the Priest: Guidance, Marriage. Education: Priests of this sect promote the study of magic. Vigilance: The sun-Immortal is a Immortal of observation, of keen eyesight, of vigilance in general. Therefore, all his priests are commanded to keep their eyes open and learn as much as possible about what is going around them at all times. What they do with that knowledge, outside the context of helping their temple and preserving the worship of the Immortal, is up to them.

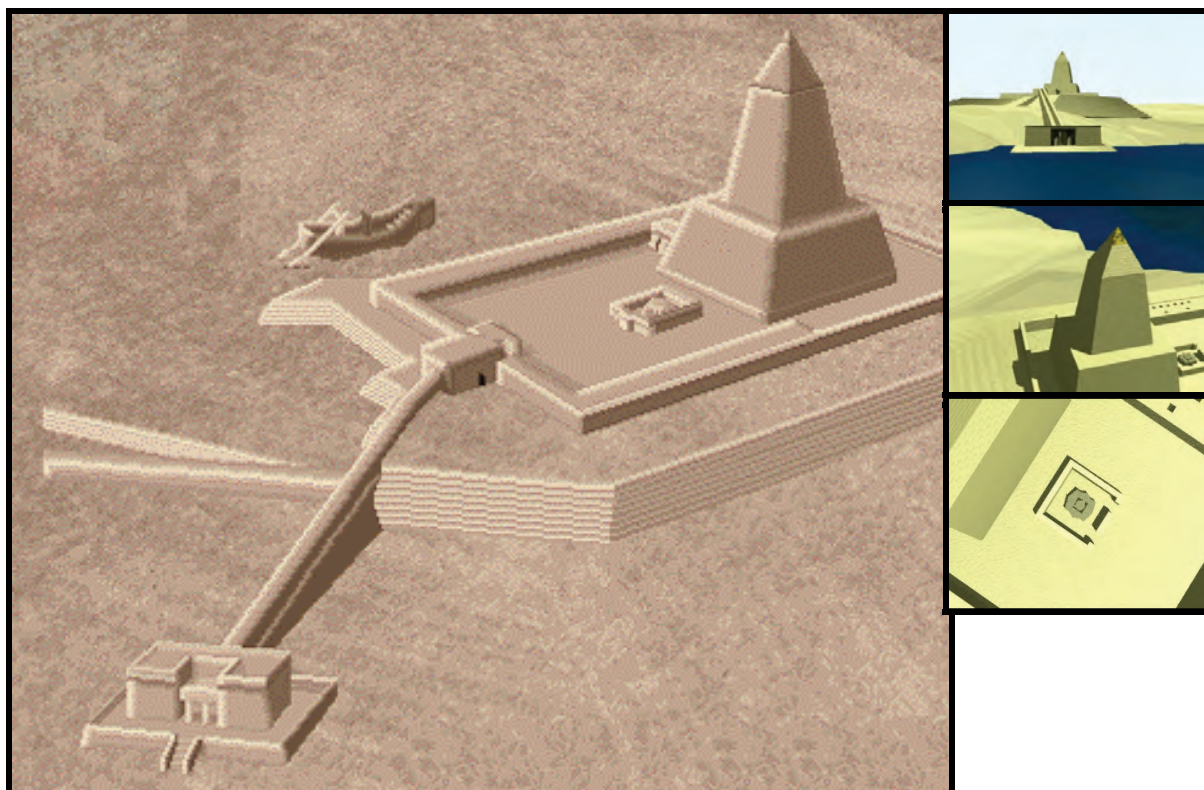
Temples:

While Temples do not exist in the Sea of Grass of Ethengar, Clerics honor the Immortals using small portable shrines that they carry with them on their travels (800 cn+). These shrines are set up in the clerics' Yurts, transforming them thus into temples.

In Azca he used step pyramids to bring his followers near to him, but all these have been readjusted to Atzanteotl.

As Horon or Horus his temples were great and illustrious. A small burial tomb along the riverside, a procession way leading further to the central temple. Alongside it storage rooms. Several Sekhmet barges placed along (barges that can float on or through the earth). A sacrificial altar in front of the great structure, which is made of light-colored stone and adorned with gold. Everywhere openings or open places let the sun shine in.

This Immortal is a Immortal of magic, healing, inspiration, and life, sometimes of madness and heatstroke. He is an enemy of dark creatures, especially the undead. The priesthood of this Immortal exists to promote all those traits among the flock, and to celebrate the daily blessing that the sun-Immortal shines down upon the world.



Penalties /Requested:

- Clerics; AL=Any non-evil.
Like their patron, Clerics of Ixion are hot-tempered (pardon the pun). If they are insulted, treated rudely, or demeaned in any way, they must make a Wisdom check at -4 or go berserk (+2 Att, dam) for a number of rounds equal to the Cleric's level. However, they are just as quick to forgive and forget and they do not hold grudges.
- Tubak Shaman; Horonii; AL=LG, Int 13+, Str13+
AL=Any non-evil, Wis 16+, Str 13+.
Like their patron, Horonii are hot-tempered (pardon the pun). If they are insulted, treated rudely, or demeaned in any way, they must make a Wisdom check at -4 or go berserk (+2 Att, dam) for a number of rounds equal to the Horonii's level. However, they are just as quick to forgive and forget and they do not hold grudges.
- Sind Clerics; Otzitiotl Clerics; AL=N, Wis 13+, Str 13+.
AL=Any non-evil, Wis 16+, Str 13+.
Like their patron, Otzitiotl Clerics are hot-tempered (pardon the pun). If they are insulted, treated rudely, or demeaned in any way, they must make a Wisdom check at -4 or go berserk (+2 Att, dam) for a number of rounds equal to the Cleric's level. However, they are just as quick to forgive and forget and they do not hold grudges.

Known History:

Ixion is one of the oldest Immortals, and like beings such as Odin and Thanatos doesn't remember (or refuses to reveal) having had a mortal existence or an Immortal Sponsor, although it is said that he was an Spirit from the Spirit World. He is a powerful Immortal, the embodiment of the sun in all its Glory, and has been followed by mortals since the most ancient times.

Legends say of Ixion that his union with Nephele, a female embodiment of the Element of air, resulted in the birth of Centaurus, the father of the entire Centaur race. For this reason., Ixion is particularly venerated by the forest races, and by centaurs most of all.

Because of Ixion's age, wisdom, and power, Ka the Preserver enlisted his aid in the formation of the Hollow World. Ixion's main task was the creation of a central sun for the world. He created one by opening a permanent gate to the Sphere of Energy, a gate which would always emit light and heat into the world.

Ixion is one of the Chief Immortals of the Oltecs in the Hollow World, and was likewise worshipped by the Azcans, though most of the Azcans have abandoned his worship in favor of that to Atzanteotl. He is known as Warruntam, The Eagle Spirit by the Wallarans on the Savage Coast. Warruntam is the patron of hunters, speed and bravery. His area of interest in Wallara is the element of Fire. Chameleon Men have rarely invoked Warruntam as a patron of war, since they are a peaceful people, but the Eagle Spirit among all Immortal patrons would come closest to the role, should an actual conflict ever occur. Legends say that those who die from the sky's lightning have been claimed by Warruntam and become his servitors.

Personality:

Ixion is the embodiment of the sun in all its glory, and he has been worshipped by mortals since the beginning of times as patron of light, life and the natural order of universe opposed to chaos and death.

As Tubak

As Tubak the Lawgiver he is revered for his ability to rule using the wisdom of common sense rather than through iron laws. Ixion promotes knowledge as means to reach salvation: the wise men are those who leave the darkness of ignorance to gaze upon the light of knowledge (and this is another aspect of his role of "light-bearer").

He pursues the victory of the positive spheres (led by Energy) against the negative influence of Entropy. He does not like strict codes or laws, so the only rules he preaches to his faithful are not to oppose Entropy and its followers, to maintain peace with every means (also with war) and to always pay him due worship.

Ixion embodies perfectly the sphere of Energy: full passion and vigor, ironic, hot-tempered and always in motion, but also contemplative, thoughtful, wise and lenient. Ixion is interested in knowledge for its own sake, in the victory of Energy and the other positive Spheres over the Sphere of Entropy. He doesn't dictate any specific moral or ethical code to his followers: Seek peace, but be harsh in war: Deny aid to the forces of Entropy: Give Ixion (under whatever name) his due.

The scholarly part of his personality is offset by the Chaotic nature of the Sphere of Energy and the fiery nature the sun he embodies, so Ixion has a fiery temper and a passionate nature: he is quickly and easily offended, but is also quick to forgive and reward. In conversation, he can be flippant and satirical. His Neutral alignment represents the midpoint of his scholastic mind and his fiery personality.



Odur

In the Northern Phanteon he is the Aesir known as Odur, and though far less exalted than Odin All-Father, the Patron of the Sun has a following in the Northern Reaches, as he does elsewhere throughout Mystara. The Sun-Lord brings warmth, light, and life to the otherwise dark and bleak existence of the Northmen, and the passage of his sun-chariot across the skies mark the Time for planting, growth, and harvest. Ixion's worship is universal throughout Mystara, and the Sun-Prince figures in cultures even when he is not the chief patron (i.e. as Horon in Nithia, Solarios in Thyatis).

Other Identities

In the Hollow World Ixion is best known as Otzitiotl. On many other worlds, he is known as Solarios. The Nithians adore him as Horon, while the Sokhtar call him Menlil. The Winged Minotaurs know him as Idu. He is known by many more other names by many more cults, cultures and creatures.

His main attribute is to power up the power of any charge from a weapon or magic item he uses. A Fireball wand in his hands shoots an 3d6 or each charge instead of one. He sometimes fights with a 30' lance with the power to slay at a touch (Slay Human or Undead), otherwise doing 2d12 points of damage. He also has a +3 sword able to nullify all spells of the 1-5th level directed against the wearer, that causes undead at any successful hit 50 points of cut and burning (solar) damage, despite any immunities.

Appearance:

Ixion appears as a member of whatever race he is addressing (if he addresses a group mostly made up of humans, he will appear as a human). Whatever form he assumes, he will have golden hair so bright that it is hard to look at, flaming eye-sockets, and a glowing golden skin. He dresses in light robes of bright-glowing golden silk. He carries a flaming sword as his symbol of power and travels by means of a giant, flaming wheel shaped like a chariot wheel.

As Horus he appears as a muscular man with the head of a falcon. Or as a golden hawk with eyes like stars, or as a beautiful human male with radiant golden skin and eyes of flame. His traditional Nithian head-dress is emblazoned with the signs of both the sun and the hawk. He wears brightly glowing linen seemingly made from spun gold and wields a magical throwing-disc in the shape of a flaming wheel, which is Horon's symbol of power. He travels about Nithia in a giant float-chariot borne aloft by golden pegasi with hooves, nostrils and manes of flame.



Allies: Ixion's greatest allies among the Immortals include Asterius, Ka, and Valerias. Asterius is his friend (the most clever and merciless enemy of Entropy), asking nothing of him but companionship. Ka is his comrade in the maintenance of the Hollow World, and he shares Ixion's goal of protecting universal balance and the Hollow World. The Passionate Valerias is his mate, despite all the quarrels that mark their relationships. Ixion's allies in the maintenance of the Hollow World further include Korotiku and Ordana.

Enemies: Ixion's chief foe is Aztanteotl, who has stolen much of his worshippers of the Azcans away from him. He also frequently finds himself in opposition to Nyx because of their very different natures. However, both realize that their differences are philosophical and professional, not personal. They are strongly attracted to one another although they are technically enemies. He also as Thanatos and Hel as most hated enemies. And he earned the Scorn of Fugit from the Sphere of Time, who instead thinks nobody should play with destiny, by creating the Hollow World's Spell of Preservation to save endangered species and cultures.

Holy Days: Ethengar-Tubak
Fyrmont 22nd to 28th The great horse Fair
Clans from all over the Khanates send warriors and horses to this event for horse trading. Marriages are proposed, new tribal members introduced, stories told, news exchanged, and rumors started. Great quantities of food and drink are consumed, steam huts are filled with chattering, sweaty Ethengars. Clerics and shamans convene to discuss spiritual matters.

Yarthmont 15 Day of Birth blessings
Shamans call on the spirit of the sacrificial White Horse to watch over the impending births of foals.

Thaumont 15th The White Horse Ceremony.
This day is of the utmost importance to the Ethengars, for its success is vital to tribal fortunes for the coming year. It is a day when the presence of the whole tribe is required and the skills of their Shamans are tested to the limit.

27 Kaldmont- Day of Law
The Law is recited, and a great feast is held. Anyone committing a crime on this day is put to death (in Ethengar), elsewhere severely punished.

Days of Prayer: Soladain, Clerics pray at High Noon, no more than four hours after awakening a restful sleep.

Piety awards: Friendship, Love, Gifts, Sharing, Hospitality destroying Undead

Piety Penalties: Relation breaks, Selfishness, Greed, aiding entropy (even if unwilling), Living in Darkness,

Habits: Keep thy house lighted in Darkness and Night
▶ Burn Incense to Ixion / Tubak and look to him to give you wisdom and long life.
Modest -6 Energetic +2 Forgiving -2 Cautious -2

Namarkons These servitors of Warruntam are also known as Lightning Men. They ride the storm clouds, bringing rain and wind. Their fire destroys that which is ill and weak. Namarkons are incorporeal, invisible spirits that sometimes materialize on Mystara as silver-colored, Lawful aligned Thunderheads. Namarkons can otherwise take the shape of Medicine Men with the same number of hit dice. These creatures are created by Ixion/Warruntam, to inform him about the World below.

Dead: The dead are burned in a sacrificial pyre, mostly together with their possessions, sometimes included their wives and slaves. Although Ixion is not evil, nor does he request these actions he is also not opposed to them, as in his male dominated opinions women are also possessions. Only those of true virtue respect the honor to be free-minded, free-spirited and free of actions.

Birth: Baptized in Holy Water, Holy Smoke or butter.

Colors: Gold, Orange, White, and Yellow
Incense / Oil: Any burned incense or oil. No fragrances are used.
Symbols: Flame, Fire, Sun, Circle, Wheel
Stone / Metal: Smoky Crystal, Quartz, Steel.
Plants: Mugwort, Rose, Willow, Birch, Fir, Hawthorn
Animal: Wyvern
Runes; Elhaz, Ehwaz, Othala, (including the secret rune Swastika the sun-wheel)
Chant: *Too many different ones, as each different reflection of Ixion uses different prayers, chants and or songs and rituals.*

Extra Spells: Clerics; Sol's Searing Orb
 Horonii; Sol's Searing Orb
 Tubak Shaman; Detect Lie, Command Word
 Sind Clerics; Bless Land
 Otzitiotl Clerics; Sol's Searing Orb
 Odur Clerics; Runic Spells.

Bless Land

Range: 100 yards
Duration: Permanent
Casting Time: 6
Area of Effect: 100 x 100 yard.
Saving Throw: None

Cleric 2 spell. Ixion Clerics of Sind only.

This spell Bless Land is a modified version of a Bless Spell. It makes land fertile (and encourages plant growth) that has been affected by drought. Has area of effect of 100 by 100 yard and a duration of 6 months. 350 SpP.

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save; None
Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Sol's Searing Orb

Range: 30 yards
Duration: Instantaneous
Casting Time: 6
Area of Effect: One gem
Saving Throw: Special

Cleric 6, Exorcist 6 spell. Ixion Only

This spell must be cast upon a topaz of at least 500gp. When the spell is complete, the stone glows with an inner light. The gem must be immediately thrown at an opponent, for it quickly becomes too hot to hold. (The acts of casting and throwing occur in the same round.) It is not possible for the Cleric to give the stone to another character to throw. The stone can be hurled up to 30 yards. The Cleric must roll normally to hit: he gains a +3 bonus to his attack roll. In addition, the glowing gem is considered a +3 weapon for determining whether a creature can be struck (creatures hit only by magical weapons, for example). There is no damage bonus, however. When it hits, the gem bursts with a brilliant, searing flash that causes 6d6 fire damage to the target and blinds him for 1d6 r. The victim is allowed a save vs. spell. If successful, only ½ damage is sustained and the target is not blinded. Undead suffer 12d6 damage and are blinded for 2d6 r (if applicable) if their save is failed. They receive 6d6 damage and are blinded for 1d6 r if the save is successful. If the gem misses its target, it explodes immediately, causing 3d6 damage (or 6d6 against undead) to all creatures within a 3' radius. It blinds them for 1d3 r (1d6 rounds vs. undead). All victims are allowed a save vs. spell, for ½ damage and no blindness.

Interpret Runes

Range: touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improbised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arcs by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Bless Runes

Range: Touch
Duration; 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Detect Lie

Range: 30'
Duration; 1 Turn
Casting Time: 4
Effect: One creature
Saving Throw: None

Cleric 4, Healer 4, Exorcist 3, Humanoid Shaman 4, Druid 4, Derbish 4 Quest spell.

By using this spell, the Cleric is able to determine whether the target is telling lies or the truth (as it perceives it). The caster must be able to understand the creature's answers for this spell to work.

Know Runes

Range: Caster
Duration: Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Odur cult, the Cleric is laid to rest on a ceremonial funeral pyre, which is lit around, but not itself, where he remains in trance for the nine nights, without food or drink. This pyre must remain alight, but nobody is allowed to disturb the process, on risk of death for the Cleric.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is still now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

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Jammudaru

The Slime Lord, Vaprak, Prince of Nightmares, Karaskan

Patron of Slime, and Gore, Destruction, Torture, Ogres, Vengeance

Region: Ogremoor, Broken Lands, Darokin, Karameikos, Rockhome, Norwold, Skothar: Nentsun, Sind, Hollow World locally, Hule, Davania: Addakia, By primarily Ogres.

Sphere: Initiate (IM 5) of Entropy.
Homeplane; an unknown layer of Hades.
Date Ascension; 12th century BC.
Sponsor; Orcus.

Statistics; AC-13, HD 32, Hp 280, MV 150/50',
#AT 3 = Punch-3d6+9, Spear-3d6+13, AM 60%, Sv IM 18, AL CE
ST 40, IN 33, WI 28, DX 28, CO 45, CH 50

Powers; Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage.
Spear +4

Followers Alignment: Neutral and Chaotic
Follower Powers; Heal wounds (as per Cure Serious Wounds Potion) when eating a dose of Juju Moss. It must have been drenched in a foe's fresh blood at the time of consumption, or within 1 Turn per HD of the victim where it was cooked from, before loosing all power. It always causes a cataleptic trance lasting 1d12 hours.

Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Humanoid Shaman.
Alignment: Chaotic
Powers: Earn twice a foe's XP value if cooked alive in the Shaman's Gri-gri (a big Cauldron). The foe must fit (alive) in the cauldron, and then is eaten at the rate of 1 HD per turn, while singing Hymns to Jammudaru. Rare Ogremoorian Juju-moss, macerated a week in the remaining goo, produces one dose of healing moss (effect equal to a Cure Serious Wounds Potion). And receive the Endurance skill in addition to other skills.

Skill Effects; Free Torture Skill.
Allowed Weapons; Standard, Large Weapons preferred.
Allowed Armor; Any

Holy Symbol: A cauldron filled with a sickly green and black bubbling liquid

Vestments; Furry Clothing, long wild hair and beard.
Adventuring Gear; Any, but at least hairy.

Dogma: Ogre and evil giants, vendetta, torture, violence, fear, destruction

Daily Activities: Duties of the Priest: Guidance, Marriage. Protect and further the dogma.

Temples and Such: Shrines, with a sacrificial fire place to heat a cauldron for boiling and eating victims near.

Known History: Jammudaru was an ogre that lived on the fringes of the Great Waste during the first half of the 13th century BC. During the Great Drought and the following humanoid migration, Jammudaru raided the human settlements and massacred hundreds of Sindhis looting water and food for himself and his clan. Because of his cruel actions he brought upon himself the devastating curse of a powerful adventurer he met during one of his raids, and the curse turned him into a monstrous shambling an putrescent humanoid with no resemblance to his former self.

Filled with anger and scorn, he tracked down the human who had caused his mutation and captured him together with his companions. He tortured them for hours and finally boiled them alive in a great cauldron filled with hot oil and green slime, devouring their corpses. Still fuelled by a never-ending rage, he started a campaign of blind destruction and mayhem against powerful Sindhis and innocent people alike, until his evil deeds got caught by Orcus, who guided him on the path of Entropy.

Jammudaru finally became Immortal in 12th century BC, after much slaughtering and massacres he committed in Sind, Hule and the western Known World. He is now patron of brutal vendetta (done for rage or justice), of destruction and torture, and is considered the patron of the majority of ogre communities all around the world. His cruel cult is also welcomed among the most brutish and evil hill giants

Personality: Jammudaru embodies pure hatred and he pushes his followers to commit extraordinary acts of violence to avenge any offence made against him or them. He preaches the sanctity of torture to vent one's frustration and hatred onto others, freeing his followers from this powerful feeling before it consumes them. The nickname Prince of Nightmares comes from his maniacal lust in inflicting pain and torture on his enemies and on innocent people alike, plunging his victims into frightening nightmares which become a painful reality.



Jammudaru has no specific Goals in the Hollow World. However, supplicants who believe that someone has wronged them (though they are usually selfish and false accusations) will often pray to him for 'justice'. They usually know him under the name Vaprak. Jammudaru will often supply those supplicants with some information crucial to their revenge, and encouraging words which prompt them to take it. He will often demand a service from them afterwards, usually ordering them to attack and destroy clerics of other Immortals, clerics who do not give him his due. When adventurers come across a scene of horror, where some innocent cleric or shaman has been boiled alive for no apparent motive, it is always some worshipper of Jammudaru who is responsible.

- Appearance:** A huge bulky, towering ogre whose skin is a caustic green mess like pond-scum: no features except a vague maw are evident on his face, and a deformed snout-like appendix. His voice is always clotted and seethes with hatred and his body writhes with anger. He takes offense at everything not phrased with the utmost in delicacy and care.
- Allies/ Enemies:** Jammudaru is a loner without allies, but has a couple of real enemies. He hates Tarastia, the Immortal for Justice and revenge, who is opposed by Jammudaru's promotion of senseless, unjust revenge and so opposes him at every turn, while he hates her with passion, since she teaches a too strict and measured justice, while he preaches to give in to hate and resentment to feel and enjoy vengeance. He is also an enemy of Halav, who hates all humanoid species. Kagyar despises Jammudaru for inciting his followers to destroy monument, architecture, and great works of craftsmanship and art.
- Holy Days:** None, but any fulfillment of revenge is ended with a great party of eating and destruction, itself ending in a bonfire.
- Piety awards:** Fulfillment of an act of revenge +1
- Piety Penalties:** None additional
- Habits:** Cautious -2 Forgiving -6
- Dead:** Burn or let rot away, if anything.
- Birth:** Nothing special
- Colors:** Dark—almost Black—red
- Incense / Oil:** Cannabis.
- Symbols:** A broken weapon, meaning that the vengeance was fulfilled.
- Stone / Metal:** Basalt, Granite, Steel
- Plants:** None
- Day:** Nytdain
- Animal:** Oozes and Slimes
- Chant:** None. These clerics don't chant, but will sing war songs after the battle, heralding their success.

Special Spells

The mages loyal to Jammudaru have invented several Slime and Gore spells, though these are not listed here, his followers, be it Wokani or mage, will make use of these spells.

These Mage spells are; **Tentacle Arms, Feeblemind Pudding and similar spells.**

Heroism

- Range:** Touch
- Duration:** 1 round per level of the caster
- Effect :** person touched
- Save:** None
- Casting Time:** 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

- Sources:** TSR9165—D&D—Gaz10—The Orcs of Thar,
 TSR1054/1201—D&D—HW—Hollow World,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Jormungandr

World Serpent, Ma Yuan Shuai, Midgardh Serpent

Destruction, Bringer of Ragnarok, Devourer of Immortals

Jormungandr is actually not an Immortal, some say it is just another incarnation or creation of the God of Death Thanatos itself, reflecting the moment when it is used to end the Age of Creation and restart a new Age of Chaos. Others say it is an immense creation of Hel and Loki, while the legends tell that it is the child of Loki and a Giant. Whatever is the truth, Jormungandr gives spells to its followers without any rules, any creature of any alignment, with any goal may request the spells normally available to their clerical class, with the extra spells as an addition, however, as Jormungandr is actually a renegade Dragon (A Dragon not linked to the existing Draconic Hierarchy), mostly Renegade Dragon Clerics revere him.

Others say Jormungandr is the first and foremost Immortal Dragon existing, as with the Other Immortal Dragons, it has no real link with the existing Spheres, although they have a clear material bias, but different alignments.

Maybe Jormungandr, is the ancestor of all dragons, and like Audhumla, an Old One or send by the Old Ones.

Whatever Jormungandr is, nobody actually knows, it is not revered in any religion, but its existence is made clear in the Northern Immortal Phanteon, or those which hold an Immortal of that Phanteon under another name.

What is actually known of or told about Jormungandr?

Jormungandr is depicted in the ancient northern mythology as the World Serpent of Midgardh. It is so enormous that She, deep in the sea, spans the whole world and bites itself in the tail.

Rumored is that Jormungandr is spawned or created by the Immortal Loki, maybe with the Help of the Immortal Hel, and the Giantess Angrboda (who might have been an Immortal identity of Hel).

At the destruction of the World and all that is (Ragnarok), the Immortal Thor and Jormungandr will destroy each other.

Ragnarok or Immortal's Downfall

The destruction of the world is written in the poem Völuspá of the Edda, a series of poems and songs revealed by Odin after he drank from Mimir's Well and learned the secrets of the Runes.

The Story in short

After the death of Odin's son Baldur the Ragnarok is preceded by a series of happenings;

The Immortal wolf Fenris (another creation of Loki and Hel) tears itself free from its chains, then Loki frees itself from its imprisonment (why and when he was imprisoned is not told).

Heimdall blows on his horn Gjall and in Muspelheim the death ship Naglfar leaves its domain with the giant Hymir as its captain.

Then begins the titanic battle between the Asen on one side and the Giants and demons on the other. The giants advance to the immense battlefield where the Immortals, Odin and the Einheriar are awaiting them. Jormungandr spits poison over the earth and in the Sky. Fenris swallows the sun and bites the moon. The Yggdrasil trembles. Then at last the Immortal Giant Surtur (Zugzul) sends a sea of fire over heaven and earth. Immortals, Giants, Heroes and demons die, and the whole cosmos collapses into itself. From this battle shall arise a new, idyllic world, with new human races (Lif and Lifthrasir), over which the newly arisen Immortals Baldur, Vidar, and Thors sons (Halav and other sponsored Immortals) will rule in a state of undisturbed luck.

Explanation

Ragnarok seems to be more a transformation than a total destruction. Clearly it will change the world, destroying most sentient races, like Dwarves, Elves, and Gnomes, many plants and animals, their existence now no more than legends.

Most humanoids, and Dragons seem to survive also, but are slowly diminishing in number until (almost) disappeared and becoming extinct, like the dinosaurs. The magic slowly dwindles from this world, less magical items appear or are created, while more fall apart in the eons following Ragnarok, until they are no more than tokens or psychic amulets.

The rise of the culture of man has begun. All different nations growing, changing, and evolving with more and more less support by the Immortals, who more and more disappear to the background, only to be revered in the religions, but rarely acting in person anymore.

This will eventual transform into a world almost totally without magic, with new technologies evolving, from which humanity in total could evolve as an entire Immortal race.

Maybe the Old ones have this in mind with Ragnarok, maybe this is their final plan, or is it all a dream, a fear created by the nightmares of Odin while drinking the magic of Mimir's well touching the Old Ones knowledge.

Its body encircles the earth where it dwells beneath the waves. This serpent is the last mentioned offspring of Loki and it is the fiercest of all Norse encountered monsters. Its body can sustain any amount of damage but its head will sustain only one mightily blow from Thor's hammer. It remains otherwise impervious to any other form of attack. The Midgardh Serpent rarely rises from the depths to attack but if it does it may breathe its poison gas for which there is no Save or antidote (XX). 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.

Extra Spells

Jormungandr did not get these spells from Odhinn, but learned them herself, so her wisdom must be immense, and could easily surpass that of Odhinn. Due to this, some Immortals say that Jormungandr is an Old One or one of their Avatars. Clerics of Jormungandr do not exist, but clerics of other Northern Phanteon or Ochalean Immortals may pray to him for spells their own Immortal(s) do not supply without being penalized by its faith or Immortal(s).

Interpret Runes

Range: touch
Duration: Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arcs by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2" Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
Duration: 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Inscribe Runes

Range: Touch
Duration: Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell.

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration: Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phantoon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Jormungandr Cult one is buried in loose soil upside down, appendages, tail and neck horizontally spread from the body for nine days.

Other Immortals who use this spell will have their own rituals, basically similar, but still personalized.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this himself if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power), only Jormungandr acquired them herself.

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save; None
Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell


This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Sources: Mythological Encyclopedia,
 TSR2113—AD&D2—The Complete Priest Handbook,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.

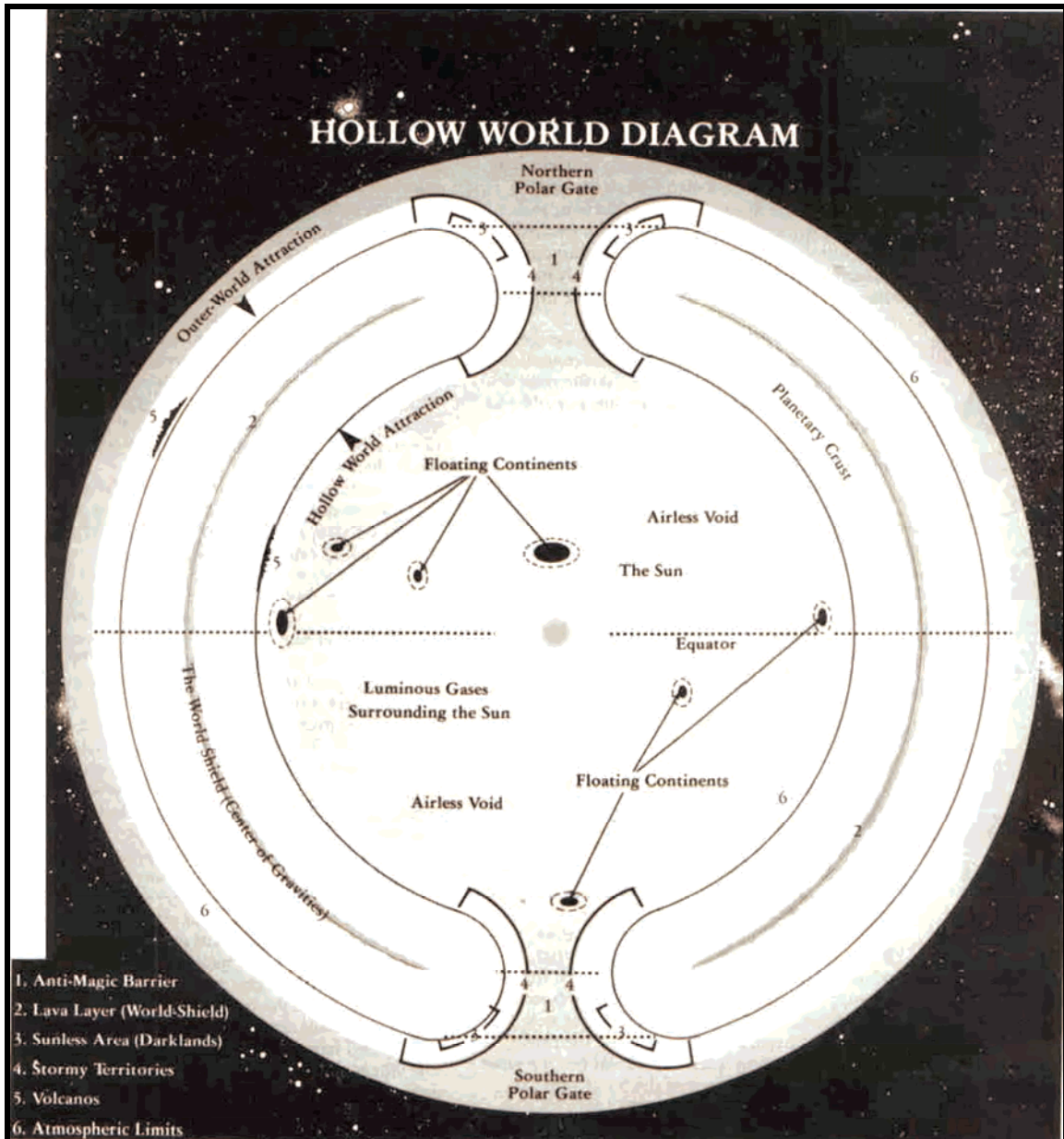
Ka, the Preserver

Amber Serpent, Kalaktatla, Genjoo, Kah, Ka'ar, Khnef, Keb
Patron of Lizardmen, Hollow World



Region:	Malpheggi Swamp, Wallara, (Hollow World: Malpheggi Swamp, The Lighthouse).	
Sphere:	Hierarch (IM 35) of Matter.	
Home Plane;	Saurus (free Outer Plane)	
Date Ascension;	about 4 million centuries ago.	
Sponsor;	Terra.	
Statistics;	AC-27, HD 49, Hp 1500, MV 150'/50', #AT 4 = Punch-5d6+13, AM 90%, Sv IM 35, AL LN ST 75, IN 54, WI 50, DX 33, CO 60, CH 48	
Powers;	Dragon Breath, Fighter Options, Height Increase, Increased Damage.	
Followers Alignment:	Any	
Taxes;	Followers are taxed 5% or 10% of their annual income by the Church, this depends on their level of wealth they have.	
Clerics;	Clerics, Paladins, Exorcists, Humanoid Shaman.	
Alignment:	Lawful / Neutral	
Powers:	Ka's Clerics possess an Infravision of 60'.	
Skill effects;	All knowledge skills +1	
Accepted Weapons;	Standard	
Accepted Armor;	any	
Holy Symbol:	A feathered, Winged Amber-colored Serpent. With the Malpheggi Lizardmen; a Dinosaur claw holding a Book.	
Vestment;	An Amber colored robe, with open sandals	
Adventuring Gear;	Any, but at least one item of clothing is openly displayed and amber-colored.	
Dogma:	Knowledge and Protection. Dinosaurs, Lizardmen, Preservation of Dying races and cultures.	
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: Priests of this sect promote the study and collection of knowledge.	
Temples and Such:	Ka does not actually use temples, but followers meet each other in enlarged rooms or in the open space. In the Hollow World there is another secret method, explained in the last section).	
Known History:	In the Prehistoric past of Mystara—a time so ancient that most modern sages know nothing about it—the world was occupied by great beasts of all sizes and varieties, especially Dinosaurs. Ka was a bipedal, carnivorous, 45' long Dinosaur (Dinosaurs are not Reptiles, recently—real world—1999, it was revealed that Dinosaurs were warm-blooded egg laying or even birth giving creatures, and often had a coat of feathers or hair on their scales—Reptiles are cold-blooded egg-laying scaly creatures, and are thus a completely different species—therefore Ka is never to be wrongly called a Reptile), of a species much like the Allosaur. But he was no ordinary carnosaur: He was a freak of nature, born with ability to think and to manipulate magic. He had a great intelligence.	
	Ka grew to adulthood in a savage environment, his greater intelligence and magical abilities making him long-lived and unbeatable. Over the centuries, he became more than a hungry dinosaur. He achieved self-awareness and developed a curiosity about himself—why he was different from his savage fellows.	
	He learned to use his magic to reshape himself, to put himself in the footprints of the other beasts of his environment. He began to systemize and codify his study of the forces of magic. He never made the great intellectual leap that allowed him to conceive thoughts as symbols, and so never created a system of writing, but he did invent techniques of managing memory that subsequently helped other Immortals cope with their Immortality.	
	He learned to think, and his desperate search for other intelligent species led to his being noticed by Terra. Nearly a thousand years after his birth, Ka stumbled upon the Path of the Polymath to Immortality, and under her sponsorship, Ka became an Immortal of the Sphere of Matter.	
	Because the Path he'd taken (the polymath must spend several years in different forms and with different abilities), Ka developed a keen love and appreciation of all forms of life. He celebrated the discovery or creation of each new species. As someone who has seen many interesting races die out, he has developed a great interest in preserving what can be saved. And when he saw a species on the brink of extinction, he took steps to try to preserve it, placing it in some inaccessible valley or cavern to give it a chance to survive. It was this habit that gave him his epithet as "the Preserver".	

Discovery of the Hollow World



It was Ka who discovered the fact that the world was hollow. A great meteor, a rock the size of a small island, slammed into the known world, causing massive environmental changes, and threatening thousands of species with extinction.

After thousands of years it took to preserve as many species as possible, he found the World-Shield, a belt of magical matter several miles thick. The presence of the World-Shield explained why he'd never detected the hollowness in the earth before. The shield did not just provide the pull of gravity of the World, it also acted as an anti-magic barrier of incredible power. All the scrying magic in the world could not penetrate it, investigative magic directed at the interior of the world could detect nothing, not even the presence of the World-Shield. Why was it there? What had created it? Ka did not know...though he badly wanted to find out.

In those days, the hollow at the center of the earth was a dark, empty and lifeless cavern thousands of miles in diameter. Ka's great discovery appeared to be a useless hole in the ground (though it was the greatest hole in the ground that could ever be)...but the Dinosaur Immortal gave his discovery years of thought, and eventually came up with a use for the Hollow World.

It was he who conceived of using the Hollow World as a haven for endangered species and cultures, he who persuaded the Immortals Ixion, Ordana and Korotiku to help him, and thus founded the Council of the Hollow World. And he who has guided the development of the Hollow World throughout all these centuries. Read more in the Chapter of the Council of the Hollow World page...

The Chameleonmen Story: Chameleon men descended from the Wallaras, a native race of hunter-gatherers, possibly one of the oldest races on Mystara. There was a time in the past when the Wallaras walked side by side with the spirits that created them. They were in tune with the land, so much so that Wallaras equated their life and well-being to that of the earth and its wealth.

The Wallaras viewed themselves as the protectors of nature with which their creators had entrusted them. They built a small city, Risilvar, in the hills where the link between them and their Immortal patrons was the greatest. From there, they flourished and learned much about the universe. These were very wise people, a race that could pierce mysteries that other races did not even suspect existed.

Although a small, peaceful people, Wallaras soon attracted the enmity of the Herathians who had many dark secrets to hide. The Wallaras knew of the Aranean nature of the Herathian wizards, but saw it not as a threat but as just another incarnation of nature. Alas, Herathians did not follow this thinking. As years passed, the discomfort of believing their concealment was at risk grew unbearable to native Araneas.

This situation caused a frightening psychosis with which Araneas did not know how to deal. At greatest risk were the older creatures, often the most powerful ones. Thus, the greatest wizards created a spell that would remove all knowledge of the Araneas' true identity from the mind of the Wallaras. Alas, the mental uneasiness prevailing among Herathian wizards at the time caused them to miscalculate the severity of their spells effect.

The result was catastrophic. In removing knowledge of the Araneas from the minds of the Wallaras, the spell backfired and kept altering the memory of Wallaras. Herathians were at a loss to halt the spell, and the hapless Wallaras' civilization fell back to the stone age. Only obscure memories and legends of their past survived in their minds.

This tragedy caused the Great One—the Immortal patron of Wallara—to seek revenge. A plague of dragons attacked Herath. Araneas were experienced and organized enough to survive the wrath of the Great One, though at a dreadful cost to their nation. Herath faced such horrendous devastation that Korotiku met with the Great One and explained the error of his Aranean followers. It cost The Trickster dearly to convince the Great One to cease the attacks, in addition to a promise of Herath never to interfere with the Wallaras again. The message got through to the Aranean clerics, and soon Herathians began rebuilding their nation. The Herathian clergy also destroyed all traces of the despicable spell of forgetting, and forever banned further research on its effects for fear that someday it might be used against Herathians.

Meanwhile, the Wallaras remained primitive nomads, seeking the secrets of their past. They believed that, indeed, spirits once walked this land, but it was a Time of Dreams, the time when the Immortals created them. They thought for a long time that the spirits lived in the rocky hills, and no one was allowed to go there. Centuries later, walkabout medicine men seeking knowledge of their past entered the Forbidden Highlands and discovered the Lost City of Risilvar. There they found old runes and symbols that told ancient stories of spirits, sky heroes, and Immortals. This became a hallowed place that all tribes could visit freely, and many did. Many returned to their nomadic ways, while others decided to settle in small villages in the grassland outback.

Today, chameleon men are slowly relearning their past, and shreds of their ancient civilization are starting to reappear. The remainder of the hills, mostly south of the Forbidden River, are still taboo. No one is to enter them for fear of evil spirits living there. Wallara medicine men have gotten messages from the sky that beyond the river lay the land of the Balandas, evil spirits that steal people's souls. In truth, this refers to Herathians. The Wallaras haven't gotten as close to the Immortals as they used to be. Immortals are convinced that this was not necessarily a good thing for mortals. After all, this closeness turned out to be the Wallaras' undoing. Chameleon men are still a wise people, but they no longer have the curiosity to see through mysteries. Their special wisdom applies mostly to their land and their people.

The Land of Wallara is at peace nowadays. Other than Herath, chameleon men have two other neighbors, the gator men of Gurr'ash at the northeastern end of the outback, and the Phanaton people at the western edge of Wallara. The latter are friendly, and some trade exists among the two races, mostly opals, quartz stones, and animal pelts being traded for Phanaton goods. A large battle took place once, just after the Herathian spell wiped the chameleonmen's memory, but since then, the Wallaras have returned to their senses

The Malpheggi Affair About 1500 years after the arrival of the Oltec and the Azcans in the Hollow World by their Immortal patrons Otzitiotl (Ixion) and Kalakatla (Ka the Preserver), a powerful evil Elf named Atziann entered the Hollow World in their midst and was fascinated by these people. When he ascended to become an Immortal of corruption, he turned his sights back to the Azcans. Calling himself Atzanteotl, he worked to corrupt the Azcan King and turned him and his priests back towards primitive but still basically existing cultural darker ways. Their tradition of sacrifice, which was seldom practiced and consistently primarily of unintelligent animals, exploded again. Now the sacrifices were in the name of Atzanteotl, and the rituals included, Humans, Elves, and all other intelligent races.

The sacrifices became the cornerstone of their corrupted society, and the Azcans began wage wars against their neighbours in order to expand Atzanteotl's influence and procure prisoners to be sacrificed.

Among the races protected in the Hollow World are the Malpheggi Lizardmen. Approximately 500 years BC, while they still lived on the Outer World Malpheggi Swamp, Nithian human explorers brought a disease to their swamp that devastated the reptilian population. The Lizardmen shaman were unable to slow its spread before they succumbed to the pestilence. The remaining Lizardmen launched a series of ill-conceived attacks on the humans, depleting their numbers even further. With their population dwindling fast, Ka took pity on them and transported six males and six females to the Hollow World. In the process, he cured them and gave them a new home that they still called the Malpheggi Swamp (as they were unaware that they have been transported to another location).

They isolated themselves within the depth of the swamp, serving only themselves and Ka as their Patron. However, as their population began to grow, they made limited contact with neighboring Neathar, Oltec and Azcans. The latter were (and still are) an evil human nation under the sway of Atzanteotl, the Dark God of Corruption. The Lizardmen were able to forge a peaceful relationship with the humans, uninterested in their affairs. Many of their number began to serve as guides, escorting war-parties through the swamps in order to attack the others on a new front. This relationship has existed for centuries, but recent events jeopardize that grim peace.

Defilers of Ka

Generations Azcans came and went, and the Azcans found more difficult to wage war against the newer arrivals. These cultures brought with them new weapons, magic and skills they could not use (Because the Spell of Preservation—unaware to them). They called out to Atzanteotl to help them.

Atzanteotl answered. He had been exploring a new aspect of corruption, and now it was time to let his mortal pets experience it. He had discovered a way to steal miniscule portions of an Immortal's essence through the ritualistic killing of his followers. He decided to turn this new power to his eternal nemesis Ka. The details of the rituals came in fevered dreams to the Azcan priests. Having been born a dinosaur in mortal life, and being the loving protector of them even now, Ka was intimately linked with the great beasts.

Through the ritual of Atzanteotl, the Azcan priests would now be able to twist and to corrupt that link for their own evil purposes. Atzanteotl would not gain any of this power, but the sight of it being used in a corrupted fashion was a delight to his eyes.

The ritual has become known as Tchaltilka ("taint of Ka"), and involves the ceremonial sacrifice of a dinosaur and the mixing of its blood with various herbs and magical concoctions (at the cost of 1250 gp and one dinosaur per ritual). Six priests, one of whom must be at least 12th level, and the rest at least of 4th level, must perform this ritual. One person of any level is immersed in the mixture, and a minute portion of Ka's Immortal essence is absorbed into that person to be used in a corrupting way. The process is very painful, but the subject changes corresponding to the sacrificed dinosaur (see below).

The priests performing the ritual must constantly chant praises to Atzanteotl and curse to Ka throughout the entire hour lasting process, so none of the participants can be the beneficiary of its results. After the immersion, the components are expended and the mixture cannot be re-used. Only one creature can suffice from it, so multiple bathings will spoil the whole sacrifice, ingredients and ritual. Participating voluntarily in the ritual is considered an evil act. Involuntarily participating victims may make a Save vs. Dragon Breath to resist the changes, but they will be slain by the Azcans as they emerge the sacrificial pool.

Both warriors and Spellcasters can benefit in the ritual. These enhanced Azcans are informally known as Defilers of Ka (or by the Malpheggi as Ka-tainted), and are led by Prince Chilmoc (CL 17-Male-Tainted). He is second only to his father, king Mochtlapac, in power. Out on the battlefield away from the Azcan capital, Chilmoc's word is holy law. Many towns have learned to dread the site of Chilmoc's banner coming into view. The warriors in service of Chilmoc, defilers every one, are composed primarily of uncivilized barbarians called raptor warriors. They have achieved elite status among the Azcan army. They prefer to attack in packs, charging en masse at a single target and brutally attacking with blinding speed and ferocity until their opponent is slain.

Spellcasters under the prince's banner are predominately clerics, with a significant number of mages among their ranks (other Spellcasters are almost unheard of in Azcan culture). Even with their vastly different command of magic, the common populace does not differentiate between the two, and both Arcane and Divine Spellcasters have come to be called Clawed Shamans. These Spellcasters learn to use their spells to tear through the defenses and flesh of their enemies.

Ka-Tainted

Demi-Human-oids that undergo the Tchaltilka ritual gain special powers during their physical (and mental) changes. Though they appear as much as they did originally, except their skin takes on a scaly or rough and pebble appearance. The Demi-Human-oid might also exhibit other subtle characteristics based upon the dinosaur sacrificed in the ritual. Tiny horns and a bony ridge might appear on the top of the head, the creature's neck might lengthen, or its jaw might gain a snout-like appearance.

The Azcans have started sacrificing dinosaurs from the nearby swamps and jungles. These sacrifices are part of a vile ritual that steal a tiny portion of Ka's powers and corrupts it for their own purpose. Those who undertook this ritual became the Ka-tainted and collectively form the Defilers of Ka. (See Atzanteotl). Ka has sensed this dwindling of his power, but due to Immortal laws and Atzanteotl's influence, he has been unable to determine its cause. Unless someone stops these rituals, Ka's power will be severely hampered, and Atzanteotl will have an easy hand in defeating Kalaktatla (Ka).

Saroo's vision and the children of Ka

One of the more powerful Lizardmen druids among the Malpheggi is Saroo. Daughter of the famed Haarsh the Ambusher, Saroo was taught to stalk the swamp at an early age. However, she shared neither her father's love of hunting nor his mercenary outlook. Instead, she was wary of the humans who occasionally passed through their land and observed them in secret. Sometimes she would even venture out of the swamp and into the lush jungles and forests of neighboring Neathar, and Azca. It was during one of these treks that she witnessed Ka-tainted Azcans first capturing dinosaurs and then sacrificing them in their dark rituals. Infuriated at the blatant slaughter of Ka's chosen creatures,

Saroo flew into a rage and massacred the entire band of Azcans. While her heart still pounded from the rage of the battle, she had a vision from Ka. By having one of his loyal servants witness it first hand, the Preserver had finally been able to learn what was sapping his power. As these augmented humans were changed by draining his power, they were also not protected by the spell of preservation, and could thus be slain ultimately, together with the knowledge of the foul ritual responsible for it.

Although suffering from this Strike by Atzanteotl, he used all knowledge he had (and that was immense—as according to the Lighthouse Library). He showed Saroo images of her leading an army of Malpheggi and Dinosaurs against the Azcans. She saw the army raze Chitlacan, the capital of the Azcans, as the tainted blood of the humans stained their weapons.

After returning to her village, she began to recruit other druids to form the Children of Ka. Their sole purpose is to stop the Azcan slaughter of Ka's chosen, and destroy every last tainted human (thus returning the stolen power to Ka). The Children of Ka pursue their goals through three different paths.

At first they use **infiltration**, in which several members sneak into Azcan territory to rescue captured dinosaurs that have been transported there (as the Azcans already slaughtered most local dinosaurs prior to the moment they undertook the ritual), and to sabotage and assassinate the Defilers of Ka.

The second group use **protection** as their path. They try to guard the larger Dinosaur herds and protect them from Azcan hunts. However, due to their low number of members, they need to gather many separate herds in order to guard them with fewer people. This is altering the dinosaurs' typical migration patterns and ecological balance, and many druids wonder if they are doing as much harm as the Azcans.

In his mortal life (eons ago), Ka was a dinosaur that gained intelligence naturally. Misguided shamans and druids in the past have tried to **Awaken** dinosaurs in the hope that they can find the spark of another Ka-like Immortal. Consequently, Ka decreed that no dinosaur should be awakened magically; the process should occur naturally or not at all. However, Saroo has been desperate in finding members for her army and has chosen to defy the decree and awaken a number of dinosaurs. So far, all of them have agreed to help her cause.

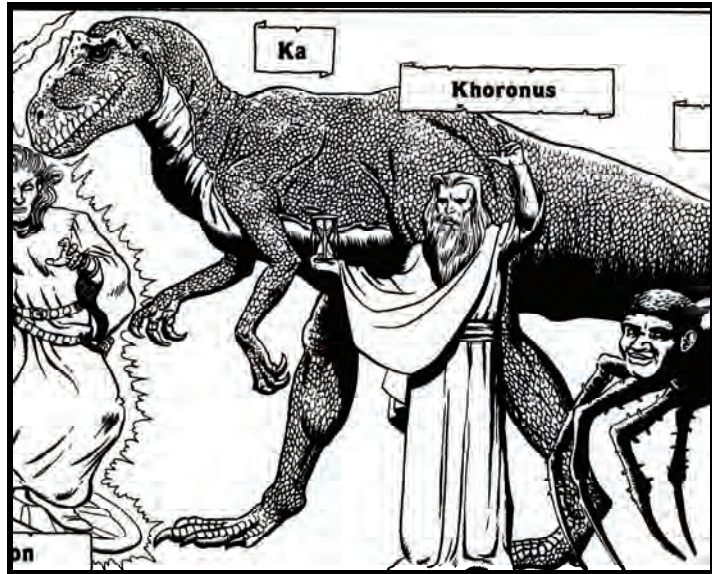
With less than four-dozen members hoping to challenge an empire, the Children of Ka have broken with the Typical Malpheggi isolationism and were actively seeking outsiders to aid in their campaign. Even more than the awakening, this act has stirred the most controversy. Malpheggi still tell of the disease that devastated their population, and that many fear outside influence for just that reason. Others even view the Azcan Defilers as the latest human plague and view any and all humans with hatred. Thus the Children of Ka are quietly looking for assistance and more than one adventuring party has agreed to help—for a reasonable fee, of course.

Local Lizardmen religion prophesized that creatures matching the description of the Azca humans would destroy their civilization. Many Lizardmen believe the prophecy is being fulfilled and have started out a holy war against the humans.

Personality:

Ka is a studious and thoughtful creature with a keen appreciation of the diversity of life. He likes to help his followers, and any beings interested in the pursuit of Knowledge. Along the Path he himself took—the path from blind hunger and self-interest to enlightenment and awareness.

However, part of him is still a Dinosaur Carnivore: he thinks things no Human, Demihuman, or Humanoid can understand, and if attacked will respond with a carnosaur savagery.



Ka is the principal architect of the Hollow World. Making it into what it is today was his idea and effort. He is also the Chief patron of the Beastmen (taking on those duties because the Beastmen were bereft of Immortal Guidance after reaching the Hollow World, for Hel completely abandoned them then), and of the Oltecs where he is known as Kalaktatla. The Wallara know him as Genjoo, The Crocodile Spirit.

Genjoo's sphere of interest for Wallara lies in the earth, the land and magical places. Chameleon Men say that the rocky outcroppings of the Forbidden Highlands and the Olgas (great Monoliths) dotting the outback, are the scaly warts on Genjoo's back. Great rocks are thought of as places of great magic, and entrances to Genjoo's world. Paintings left by ancient Wallaras can often be found there. Medicine Men who honor Genjoo often come to these places to meditate. Legends also say that when one dies in the jaws of a great saltwater crocodile, it is that Genjoo has claimed one's Soul and requested it to become his servitor.

As Ka'ar, he is known as the lizardmen's patron. Ka was the first Immortal to observe the Herathian experiments on humans and dragons. He felt that the creation of new races by mere mortals was blasphemous: this privilege was reserved for Immortals only. Ka also feared what a cross between dragons and humans might produce, so he caused several of the species' undesirable traits to become those of the lizard men. Korotiku, the Immortal patron of Herath, remained neutral on this issue and did not intervene. Ka then became the lizard men's protector, hoping to make them better creatures once they gained their freedom. However, his views caused the more warlike breeds to leave the Bayou, leaving behind those more inclined to improve. Ka became the patron of trade, wealth, and a better life.

Appearances:

Ka has several manifestation forms, and each one is most commonly associated with one of his names and titles.

As Ka, he appears as a huge Allosaur-like Dinosaur with amber skin. As the Amber Serpent, he takes the form of a Gold Dragon.

As Kalaktatla, the name by which he is best known in the Hollow World, he manifests as an Amber-colored serpent with feathers and wings (a Coatl).

He does have a humanoid form, tall and golden-skinned, but he only takes it on circumstances when it is to his advantage to be shaped like a human.



Allies:	Ka, because he is usually willing to help other Immortals with their quests for knowledge, has many allies among the Immortals. They especially include Ixion, Korotiku, and Ordana, who have helped him create the Hollow World. He is a good friend of Diamond. These two lawful reptiles have much in common. He is no longer a subordinate of Terra, having earned his independence millennia ago, but helps her when she is in need.
Enemies:	Ka has an absolute hatred of all Entropic Immortals. He considers each to be his personal enemy. Alphaks, Atzanteotl, Hel and Thanatos are his particular foes.
Holy Days:	None religiously based (every day is as important as the Other). Clerics pray directly after awakening from a restful sleep and receive their spells at the end of the prayer.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Modest +2 Trusting +1 Dogmatic +2
Dead:	Variable per culture
Birth:	Variable per culture
Colors:	Amber, Golden, Yellow, Green
Incense / Oil:	Floral scents.
Symbols:	Feet or claw prints, books, lighthouse symbol
Stone / Metal:	Amber, Gold
Plants:	None
Animal:	Any lizard, dinosaur or dragon.

Neemes

The Neemes are rock spirits, servitors of Genjoo, created solely for this purpose from willing follower spirits. Their task is to teach Chameleon Men how to become more attuned to the land and how to protect nature. They are incorporeal and invisible, speaking to Medicine Men only through dreams and meditation. Sometimes, they will bring a distressed Medicine Man's prayers to Genjoo and return with a message.

Chant:	Translated from Ancient Malpoggi Lizardmen tongue <i>Great Raptor, Great Lord, As you have devoured flesh to grow, Let me devour wisdom to learn, So my family will survive the hardships we stand to fight against. The disease, The war, The humans, The earthquakes. Please help us, My blood, Your blood, Our race survive.</i>
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Special Spells for Hollow World Malpheggi Lizardmen
Charge of the Triceratops (Garr-eth mitth'hak)

Range: Touch
Duration: 1 r/lvl
Casting Time: 1
Effect: 1 creature
Saving Throw: negates
Druid 4 spell.

The spell's recipient grows large horns, a bony skull plate, and thickened hide similar to those of the Ceratops Dinosaur species. This grants them a natural Gore attack that deals a basic 1d8 damage (double in a charge of 30' or more). The creature also gains a +4 to his frontal AC. This does stack with natural AC adjustments of the creature (due dexterity or racial), but not with other AC adjustments of any origin (item, Spell, etc.).

Enrage Animal (Par-Futrack)

Range: 100' + 10'/lvl
Duration; Concentration
+1 r/lvl
Casting Time: 1
Effect: 1 animal /3lbs,
no two of
which may be
more than 30'
apart.

Saving Throw: None
Druid 4 spell.

The spell affects only animals

(including dinosaurs) and bestows a Berserk-like effect upon the animals. They all receive a +2 to Strength, and Constitution, +1 to saves, and a +2 bonus to AC. The animal will be not fatigued at the end of the spell, as the caster keeps them under its control as long as concentrated. As soon as the caster casts another spell, moves faster than 50% normal, is affected by damage, spell-effects or must save to negate something, the animals will become free-willed, but still enraged with the target chosen by the caster in their mind, for 1 level of the caster further. When that moment comes the animals forget the target, but may still defend themselves as normally, or continue an attack when already within one (especially predators).

Swamp Strike (Malpheg Getarr)

Range: caster only
Duration: 1 Hour per level or until expended.
Casting Time: 1
Effect: 1 animal per three levels, no two of which may be more than 30' apart.
Saving Throw: None

Humanoid Shaman 5, Cleric 5, Druid 5 spell.

The spell literally transports the caster from one pool of swamp water or puddle of at least 1 foot deep, to another similar in depth or better 500' away. It further functions similar to the Transport through Trees spell.



Sink (Emmra)

Range: 25' + 5'/2 lvl
Duration: 1 round per level
Casting Time: 1
Effect: 1 animal per three levels, no two of which may be more than 30' apart.
Saving Throw: Negates

Humanoid Shaman 4, Cleric 4, Druid 4 spell.

The spell causes 1 creature per 3 caster levels that is currently in water (or another liquid like muck, mud, etc.) to sink. Each round, each affected creature may try to swim, but if they fail their check by 4 or less they stay in place by the power of the spell. If they fail by 5 or more, the creature sinks 30' or until it hits bottom (solid ground). Once there the creature must still make swimming checks to be able to move. Air-breathers will mostly drown by use of this spell.

Swamp Lung (En-nalag Malpgeg)

Range: 100' + 10'/lvl
Duration: Instantaneous
Casting Time: 1
Effect: 1 living creature with a respiratory system.
Saving Throw: Negates

Druid 5 spell.

The spell causes stagnant swamp water to flood the target's lungs. If the target is unable to breath water, it must cough it out. If it makes his save, then the expulsion is done with little effort (1 round). If it fails, however, then the creature drops to the ground in a fit of coughing for 1d6+1 rounds and is totally helpless during that time (and thus may be slain by any sharp weapon in a single strike—no matter the current hit points). Furthermore, on a failed save, the target contracts Filth Fever (an intoxicating infection of internal organs—see Pages of Virtue—Infections). Creatures able to breath water are unaffected, but must make a save to avoid the disease.

Swim (Spletar)

Range: Touch
Duration: 1 Hour per level
Casting Time: 1
Effect: 1 creature touched
Saving Throw: Negates

Humanoid Shaman 3, Cleric 3, Druid 3 spell.

The spell gives the recipient a swimming speed equal to its land speed, and can move at that speed without making swimming checks. The subject also gains a +8 on any swimming checks made to perform special swimming actions or to avoid dangers. The subject can even "run", i.e. Speed swim, that is swimming at running speed (3x normal), providing it swims in a straight line. This spell does not give the character the ability to swim underwater (he has no special vision, lacks the skill to hold proper breath, and special appendages.) but the subject may momentarily go underwater, but will succumb under drowning if he stays longer under water than 1/3 of its constitution in rounds—as if exerted.

Mass Swim (Ka Spletar)

Range: 25' + 5'/2 lvl
Duration: 1 Hour per level
Casting Time: 1
Effect: 1 creature per level, no two of which can be more than 30' apart.
Saving Throw: Negates

Humanoid Shaman 6, Cleric 6, Druid 6 spell.

The spell gives the recipients a swimming speed equal to its land speed, and can move at that speed without making swimming checks. The subject also gains a +8 on any swimming checks made to perform special swimming actions or to avoid dangers. The subject can even "run", i.e. Speed swim, that is swimming at running speed (3x normal), providing it swims in a straight line. This spell does not give the character the ability to swim underwater (he has no special vision, lacks the skill to hold proper breath, and special appendages.) but the subject may momentarily go underwater, but will succumb under drowning if he stays longer under water than 1/3 of its constitution in rounds—as if exerted.

Important note; Players should not have a any clue that the following exists. Therefore the following information is strictly for the DM only.

The Lighthouse

Technology;	Steel forged Iron Age.
Lifestyle;	City-dwelling Scholars, Herdsmen and farmers.
Population;	10.000 in the Valley of the Lighthouse, mostly settled near the Lighthouse, another 2500 wandering outside the Valley.
Outer World Origin;	None.

The area of the Lighthouse is a deep mountain valley whose top is permanently capped by a thin layer of fog that can't be blown away or be dispelled in any way. Below the fog, enough sunlight penetrates for plants to grow and people to read, but it is still a bit dimmer and cooler than the lands beyond the fog.

The valley floor is dotted with small buildings: dozens of dwellings, mostly attached to large stables and warehouse-like storehouses. These buildings are constructed in a variety of styles and with all manner of decorations. Some look like Milenian villas, others are plastered and painted in the mud-brick fashion of the Nithian tradition, some are complicated dressed-stone dwellings like the Oltecs build, etc.. There is no architectural consistency here. More distant are the farmlands and farmhouses, where rich soil yields up plentiful crops and sustains cattle and sheep.

But all the buildings of the valley are dominated by the Lighthouse itself. It is a tower 100' in diameter at the base, 400' in height with at the summit a diameter of 50', with an extensive series of rooms below ground. It is shaped like an ordinary lighthouse, with a glassed-in top where the beacon would shine (if this were actually a lighthouse, if there were a nightfall).

Monsters and predatory animals don't enter the valley of the Lighthouse itself. Magical spells placed by the Immortals at the valley's perimeter turn them back. The air is still, usually cool, but despite the presence of the fog-bank above, it is fairly dry. The fog is magical after all.

The people of the lighthouse

Unlike any other place in the Hollow World, there is no consistency of culture or dress in the people of the Lighthouse Valley. They come from all over. Some are Nithians, some are Antaliens, some are Tanagoran warriors, others are Traldar Pirates. There are members of practically every Hollow World sentient race her, including the more exotic ones: Brute Men an Hutaaka among them. They wear their native dress and the streets of the Lighthouse Valley are a riot of color and differing styles.

Many of the rules of the Hollow World are suspended for the people of the Lighthouse Valley. They often trade styles, mannerisms, even words between their languages. The official language is Neathar, but it is flavored with loan-words from many other languages. Members of different cultures marry, and their children grow up in households flavored by both cultures. Individuals in the Lighthouse also speak the languages of their native culture.

The Lighthouse scholars 'speak' a special hand sign language that is composed of recognizable signals and a simple vocabulary and grammar. They can communicate thoughts about as sophisticated as a six-year old child's speech.

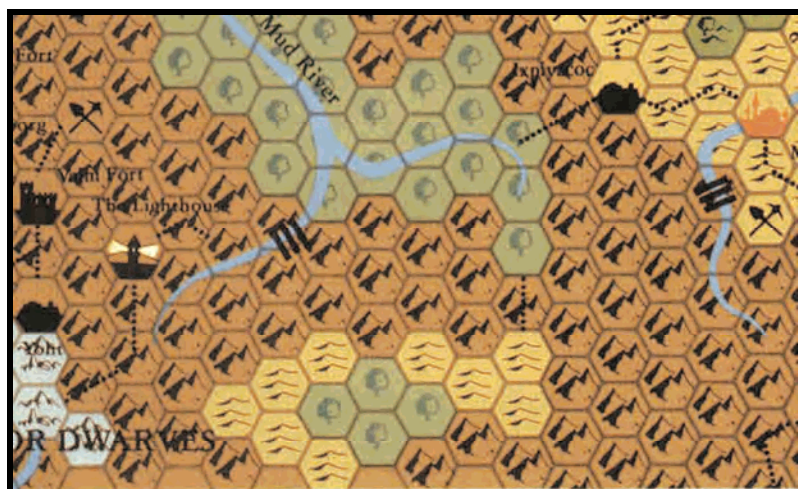
Outside the valley, all this changes. Outside, when traveling, the people of the Lighthouse wear featureless grey linen robes which give no hint to their origin...but which do not look like the cultural dress of any race of the Hollow World residents will have seen before.

They also wear special finger-rings which are featureless on the outside, but which are engraved on the inner surface with the symbol of the Lighthouse, it's beacon light glowing. When living among the cultures of origin, they revert to normal dress, but continue to wear these special rings.

Inside the Lighthouse Valley, residents do not normally carry weapons. Outside they tend to carry weapons which look innocuous (such as staves) or which can easily be concealed beneath their robes (such as maces and short swords or daggers).

Customs

The lighthouse is a scholar's community created and maintained by Ka the Preserver. It is a place for knowledge to be accumulated, preserved, and taught to everyone who finds the valley and is willing to serve the cause of knowledge.



There is no warfare here. That is not to say it is a peaceful place. Professional disagreements between scholars often become very heated and personal, resulting (at best) in very lengthy debates, (often) in screaming matches, and (at worst) fist fights and duels. But the scholars are forbidden to raise weapons against one another within the valley. Anyone who does strike someone else here is exiled. He will be dragged out of the valley, and Ka the Preserver will ensure that he somehow can never find the valley again.

The culture of the Lighthouse Valley stresses tolerance of different races and cultures. Of course, a few scholars come into the valley with racial biases which they never entirely overcome. By Ka's decree, males and females have equal rights and privileges in this culture. While this is a culture of scholars, there are almost as many farmers and herders in the Valley. Most are descendants of earlier scholars, descendants who don't have the scholarly bent of the others. They trade the food they raise in return for knowledge (scientific, but especially clerical and magical) which so many of the scholars have.

History in the Hollow World

Thousands of years ago, the Immortal Ka inspired many scholars and wise men of the Hollow World to make impossible treks from their home territories to this hidden valley. There, he told them to build a great library, to amass knowledge, to travel the world and gather ever more learning, to bring it back and preserve it. They did. Allowed to abandon their cultural bias, which dominates most cultures in the Hollow World, they traded knowledge and learning and became a multi-ethnic scholars community.

Over the centuries, they built up a secret organization with members all over the Hollow World. The greatest concentration of Lighthouse scholars live in this valley, but here are many more members scattered throughout the Hollow World. They live among their own people, indistinguishable from other scholars of their folk. But their homes always have an inconspicuous lighthouse symbol on their front entrance, which is recognized by associates of the Lighthouse Valley.

Their goal is nothing more or less than the accumulation of knowledge. They gather information on history, theology, geography, language, culture, the sciences, the arts, anything they can accumulate. They transcribe it into impressive books usually written in a dry-as-dust prose. They teach all those who come here to learn. Some are inspired by Ka to find the place, some are inspired by other Immortals (when they wish a character to learn much in a short time), and some actually find it accidentally.

In the Lighthouse can be found the only maps of large tracts of the Hollow World which are in the hands of mortals
Relations with other races.

The Lighthouse people don't just passively acquire knowledge. They are part of the way that Immortals insure that no race is ever wiped out in the wars and raids which rage between the cultures. Thus, Lighthouse scholars often volunteer to accompany armies on their marches, to act as specialists and advisors for the officers. They influence conquerors not to slaughter captives, but to enslave them (they will ultimately find freedom), to release them, or drive them forth. With any of these results, the loser's culture will survive.

Adventurers will ultimately discover the existence of the Lighthouse. At some time they will encounter an enigmatic traveler, who may accompany them for part of their travels, offer sage advice, and go on his way. If a Thief would steal his ring, he will spot the hidden Lighthouse motif. Otherwise, at some other time, the characters may pass a Lighthouse member's home and see the Lighthouse carved on the Lintel.

In some other place, in some other culture, they will find another dwelling whose owner has carved a lighthouse on the door. The design of the Lighthouses are identical. This is not an accidental resemblance. And the owner of this place will also be a wise, learned man or woman interested in his nation's learnings and politics. If curiosity drives them to, they may take steps to find out what is going on.

Alternately, if an Immortal wants them to learn something about a specific race or past event so they can do that Immortal's bidding, he may give them clues to lead them to the valley.

Once the characters have learned of the Lighthouse Valley, they have a choice to make. The scholars of the Lighthouse won't let them use the great library unless they swear allegiance to the Order. All this means is that they must vow to learn all they can, to record all their learning, to make occasional pilgrimages to the Valley and deposit their learning there. And to shelter and aid fellow Lighthouse scholars who need their help, and to perform occasional services for the Lighthouse, such as influencing the outcome of military campaigns or expeditions.

They also have to learn the hand-language of the Lighthouse. They must use an unfilled language slot or a general skill slot in order to do so. If they accept, they can enter the Order. It will not turn out to be too onerous a duty. It won't often interfere with their adventuring activities. Occasionally, another Lighthouse scholar will find them and need shelter, perhaps from pursuers or enemies. Just as often, the heroes may find themselves in need of shelter or help and can depend on a fellow Lighthouse scholar.

If they refuse (now or later), the characters will be asked to leave the valley—or forced by magical means, if they refuse. They will not be able to locate the valley afterwards, unless they appeal directly to Ka and convince him that their intent is to join the order. The terrain near the Lighthouse Valley will always look just slightly wrong, and never lead them to the right place—more Immortal magic.

Sources: Dragon Magazines: 185, 186, 213, 247, 315, 318
TSR1094—D&D—Champions of Mystara,
TSR2521—AD&D2—Savage Coast Campaign Book,
TSR2522—AD&D2—Orc's Head Peninsula,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Kagyar

Ka-gar, The Artisan, Flasheyes, Belsamas, Dunatis, Modsognir, Kaghara, Ptahr

Patron of Arts, Dwarves, Brutemen, Metal Forging, Forging, Construction.

Region: Neathar (Hollow World), Hinterlanders, Worldwide (especially Women), Rockhome Dwarves (especially Buhrodar Clan).

Sphere: Eternal (IM 28) of Matter
Home Plane: Gardarak (free Outer Plane) and Solania (Electrum)—4th layer of the Seven Heavens. As Modsognir, he is the Dwarves' King in the Northern Phanteon.

Date Ascension: probably about 10.000BC
Sponsor: Ka.

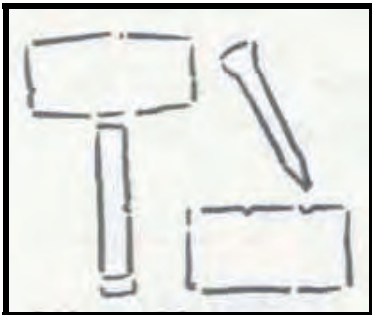
Statistics: AC-12, HD 42, Hp 650, MV 150/50',
#AT 4 = Punch-4d6+7, Throwing Hammer-3d4+11, Dagger-3d4+10, AM 80%, Sv IM 28, AL N
ST 30, IN 28, WI 20, DX 10, CO 12, CH 9

Powers: Detection Suite, Turn Undead, Thief Special Abilities, Improved Saves vs. Mental Attacks.
Throwing Hammer +4 of Flying, Dagger +3 (Shaped Like a Chisel)

Followers Alignment: Any
Taxes: Followers are taxed 10% of their annual income by the Church.

Clerics; Dwarven Clerics, Cleric, Specialty Clerics (Artificers).
Alignment: Lawful / Neutral
Powers: These clerics receive a +1 on saves vs. Rods, Staves and Spells,
At 9th level; The initial power is replaced by the Mystic's Resistance power.
Skill effects; And receive the Endurance skill in addition to other skills.
Accepted Weapons: Standard and axes
Accepted Armor; Any

Artificers: Special Clerics of Ptahr, referred to as Artificers, are master craftsmen and artisans, and can only exist in the Hollow World Nithia or ancient Outer World Nithia—today Ylaruam (this due the Pyramid power generated only in this region). Dwarves can't become Artificers, but are always respected, especially if they are Clerics of Kagyar. An Artificer may travel elsewhere, but will lose his special abilities slowly. In effect he will lose a level each month if he is more than 100 miles away from Nithia. This will be restored the same way reversed. This loss is only used to calculate the special abilities, and is not affecting spellcasting, Turning, etc. If a great statue is being built in the desert, you can rest assured that Ptahr's priests are nearby. However, these priests do not work on the great pyramids, for they are the domain of the Templar mages.



At 1st level, Artificers can Detect Magic at will. When using this power, the Artificer's hands (palms and fingertip) glow with a They also gain the ability to intuit the nature of complex devices (55% chance). This ability does not, however, allow the Artificer to deactivate traps, or operate the devices he has solved. Ptahr Artificers produce more magical items than any other class in Nithia. Each new level, these clerics learn how to make magical Charms of Resource. These have the same effects as Standards and even look the same, but convey their power only to the person wearing them. These devices take a sleep to fabricate. Never will an Artificer make more than one Charm of the same type. Furthermore, he can only make one Charm at each new level. The priest may give a Charm of Resource away, but this is seldom done. Only if the recipient truly deserves a blessing from Ptahr will a Charm be passed on to him. Charms are not given away frivolously, and are never sold for profit. Even when giving one away, the cleric does not inform the recipient of the Charm's magical property.

At 10th level, The Artificer gains the power to create magical automata that act as companions, servants, and defenders. These devices, once activated, mimic the movements rates, attacks, etc. of whatever creature they are crafted to resemble. However, due their metallic construction, automata do damage by size: Small (6"-12") 1d4, Medium (1'-4') 1d8, Large (4'-8') 1d12. They are immune to Dispel Magic and Heat Metal spells, and obey only their creator, or whomever they are "assigned" to. Once an automaton is assigned to the recipient, they perform their duties tirelessly until ordered to stop. Needless to say they never check morale in combat. Their construction takes 10 days (sleeps) per foot of the creature's length, making it a lengthy and complicated process that would keep an adventuring Artificers away from heroic Quests for long periods of time.

At 20th level, The Artificer must begin to sculpt an Egg of Wonder. This process requires a precious or semi-precious gem of at least 2000 gp size. The arcane process by which this is done is unknown, but according to legend, the process takes full year (cycle) to complete. Once the Egg is finished, the Artificer can once again go adventuring.

Holy Symbol:	A crossed Hammer and Chisel (like the old symbol of the USSR).
Vestments;	Common dress of gray hooded robes
Adventuring Gear;	Common dress of gray hooded robes
Dogma:	Create and protect art in all its forms.
Daily Routines;	To properly honor Kagyar / Ptahr, an Artificer must complete a drawing, sculpture, or other work of art every 10 days. To protect their work, Artificers are issued a papyrus Art Wallet. This pouch is similar to a Bag of Holding, but will only take the Cleric's artwork. Any other item placed in the Art Wallet will cause the wallet to tear, destroying the Art Wallet and its contents utterly. He must work diligently on the piece for at least two hours per day (sleep).
	If this is not done, all creativity and abilities are lost until two consecutive days (sleeps) per level of the cleric are spent in repentance. The painting and statuary of the Artificers are fantastic works (worth 100gp/level of the cleric).
	Kagyar / Ptahr clerics spend their spare time creating fantasy items of all sorts. When they are not involved in art, they are thinking about artistic expressions and such. Thus, some are quite eccentric and lead rather reclusive lives. Even their common dress of gray hooded robes indicates this. They are the epitome of the philosophic artist.
	If any cleric of Kagyar / Ptahr knowingly destroys a work of art, he must spent a full 10 days/sleeps in atonement for his crime. For Artificers, the penalty is more severe. If this is not done, a full five Intelligence points are permanently stripped from the Artificer, making him the cretin his actions indicate him to be: At an Intelligence of 2 or less, the Cleric himself becomes a puppet under the full control of the Immortal.
Temples and Such:	Dwarf make use of the cathedral-like caves as part of their temples. But soon these are filled with many constructions. In fact Lower Dengar is the great temple of Kagyar. To resemble the religious part of Kagyar several shrines are placed all around in the city. Most shops, office buildings, road-crossings, city portals, water-wells and other important locations will have a shrine to Kagyar. For other non-dwarf cultures stone constructions are created to resemble caves. Although these are less impressive of size, they equal that of the Dwarves in beauty (humans tend to have more fantasy, and that is more than enough to create interesting structural effects and architectural designs).
Known History:	In life, Kagyar was named Ka-gar. He was a member of the Brutemen a Neanderthal-like race which appeared on Mystara at about the same time as the earliest humans Ka-gar was a Brutemen artist, a cave-painter and carver of icons. He found Immortality along the path of the Polymath. Ka was his sponsor.
	As an Immortal he has become a patron of the arts and creativity. As an Immortal of the Sphere of Matter, he shares Ka's concern for the preservation of things, especially in light of the technological self-destruction of the human city of Blackmoor and the worldwide devastation it wrought.
	Kagyar is the 'father' of the modern Dwarven race. He took members of the old Blackmoor-era (Kogolor) Dwarven race and altered them to make them more resistant to magic (and to non-magical radiation which accompanied the destruction of Blackmoor), giving them a greater love of safe underground homes and artistic expression in durable mediums (Gold, Metalwork, Statuary, etc). He took this action in the hope that if mortals managed to wreck the world with an even greater holocaust, at least one artistic race would survive.
Personality:	Kagyar's interest lies only in the field of the promotion of the arts. He has little concern for the life or death of non-creative mortals (which would also be the main reason that he abandoned the Kogolor Dwarves who he did not alter, but were placed in the Hollow World by Ka, and which later took Garal, Frey and Freyja as Immortals), but will often provide inspiration, motivation, and spiritual help to a struggling artist who has a great potential. He is a strange, distant Immortal, always thinking about artistic expression and not about what is going on around him: consequently, he doesn't interact much with his peers.
	In the Hollow World, Kagyar is not the patron of the Kogolor Dwarves. He has nothing to do with them (though he appreciates their artisans as much as he does with those of other races). He will normally interact with mortals only for the reason listed above: to persuade them to save endangered art. He is the Patron, and perhaps the only one, of the Brutemen species, which now exists only in the Hollow World. He is followed as Ptahr in Nithia, former Outer World and today's Hollow World.
	In mortal identity and if in combat in Nithia, 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 round, can also do this with the powers of other magic items used against it, and hits for 1d100 points of damage.
	Ptahr enjoys new ideas and devices. When a being creates a device that is highly useful there is a 10% chance that the Immortal will reward that being with a <u>Thet</u> .
	This device is an amulet created to do one of two things: it can project an antimagic shell spell (30 th level power) around the user which does not affect the user's ability to cast spells on himself, or it allows the wearer to go ethereal once a week.

Appearance:

Kagyar appears as a hairy, bearded, gnarled man, with deep-set, somewhat beady eyes. He wears plain grey robes and hood, and carries a hammer and chisel as his weapons. It is not obvious from looking at him that he was born to the Brutemen race, since Brutemen are very similar in appearance to modern men.

As Ptahr walks the deserts and badlands of Nithia, but is rarely seen and almost never recognized. He appears as a tall (6') figure, covered in a gray linen robe and turban. He often walks hunched over, leaning on a gnarled staff, with his turban wrapped around his face to conceal his features. Most who see him hobbling across the desert consider him to be a madman or perhaps a ghost, for most would die of heat exhaustion in such dress. However, those few who have looked him in the face found narrow eyes containing the deep fire of creativity and patience. He wears the tight and stiff beard associated with Pharaohs and nobility, and suspended on a chain around his neck Ptahr wears a crystal pendant in the shape of his symbol, a crossed hammer and chisel.

**Allies:**

Kagyar's only Immortal ally is Garal Glitterlode, whom he sponsored. He has sponsored other Immortals but, owing to his distant personality, has never become close with any of the others.

Enemies:

Kagyar's chief enemy among the Immortals is Jammudaru, who enjoins his followers to destroy blindly. Jammudaru's followers routinely destroy art and craftsmanship, which infuriates Kagyar. If Kagyar sees any Immortal enjoining minions to destroy works of art (this includes destroying beautiful architecture by razing cities), he will plot and conspire against that Immortal.

Holy Days:

Hralin 1 (Thaumont). New Year. It is celebrated by much feasting and swilling, trade shows in the open air where the Dwarves show what they've been working on throughout the cold winter, singing, dancing, and wicked hangovers.

Hwyrilin 7 to 21 (Flaurmont). Arrangements. this is the traditional date for beginning of the year's negotiations for marriages. Dwarves who have just reached adult status begin the fearful work of asking one another for the privilege of matrimony. It makes these Dwarves to be under stress, jumpy, and irritable during these two weeks period. Matrimonial arrangements are not limited to this time, but as this is the traditional date, more are negotiated at this time than any other.

Styrlin 21 (Yarthmont). Cleric's Forum. This is a grand conclave of Dwarf-clerics from all over the nation who meet in a special place in the capital for seven days to discuss the state of clerical philosophy and practice among the Dwarves.

21st every month Lesser Cleric's Forum. This is the date for the lesser Clerics' Forum which take place in every community.

Bahrlin 7 (Klarmont) Weddings. Dwarves arrange for many of their weddings to take place in this month, or on this date. This is therefore a month of heavy, heavy celebration in Dwarven communities.

Barrlin 3 (Ambyrmt) Showing Day. This 'show and Tell' celebration day has great fairs for the sale and trading of crafts and, especially, for the demonstration of new techniques in craftsmanship and engineering. Other civilized cultures are welcome to see the great fair held in the capital, or local cities and learn from the Dwarves.

Jhyrlin15 (Eirmont) Caravan Day. Trading Dwarves try to return to their homes this date. This is a major celebration of and for the traders of the Dwarves. It is quiet and peaceful, a thanksgiving among Dwarves for their traders' and craftsman's' prosperity, characterized by wonderful feasts and reflective storytelling.

Piety awards:

Creation of a Dwarven Artifact artwork or construction	+10
Creation or repair of a Major artwork or construction	+5,
Creation or repair of a Medium artwork or construction	+2,
Creation of a Minor artwork or construction	+1 per 10
Kill a wittingly Destroyer	+3

Piety Penalties:

Destruction of a Major art work purposely	-30
Damaging of a Major art work purposely	-20
Destruction of a Major art work accidentally	-10
Damaging of a Major art work accidentally	-5
Destruction of a Minor art work purposely	-10
Damaging of a Minor art work purposely	-8
Destruction of a Minor art work accidentally	-4
Damaging of a Minor art work accidentally	-2

Habits: ▶ Trusting -2, Dogmatic +2, Generous -2.
Dead: Bury in the ground
Birth: revealed to all family and clan members
Colors: Amber, Golden, Yellow, Green
Incense / Oil: ginger, cinnamon, spicy scents, milk, honey ,
Symbols: anvil, hammer, all jewelry, all weapons, swords,
Stone / Metal: Gold, Pyrite, Steel, Iron, Goldstone, Diamond, Zircon,
Plants: Marigold, all Ferns, Juniper, Fir, Pine, Edelweiss
Day: Loshdain
Animal: Bulldog

Chant:

*Master Creator, Protector, Artisan,
 I beseech Thee,
 For I am in need of Your Blessing.
 I Malted this item from the best steel,
 I hammered it into shape with a thousand or so blows,
 I curved it, shaped it, altered it, colored it, added to it,
 I engraved this item with the best Runes,
 For now I need only the magic,
 That rest within Thee, my Lord,
 My life force is yours to take,
 As a payment, or as a Punishment,
 If my creation is worthy to thee or not,
 I beseech thee,
 Enchant this item,
 So it can Herald Your name.*

Or;
 Hammers ring in Caverns deep,
 Where you, Dwarf, your watch do keep.
 Teach me magic of Earth and Stone,
 Gems and Metals, Earth Mother's bone.
 From deep mountain caves of yore,
 Come to teach me ancient lore.
 Friend I'll be and secrets keep
 If you teach me magic deep.
 Dwarf of knowledge strong and old,
 Come as once you did of old.

Special Spells

Rune of Power

Range: Touch
Duration: Until Discharged
Casting Time: 1 round /square foot
Effect: creates power rune
Saving Throw: special
 Cleric 5 spell, granted by Kagvar only.

This special type of magical description is the heart of most Dwarven magic, usable by all dwarves with different degrees of power and reliability. Most modern dwarves have forgotten the usage of this magic though. Kagvar is the only Dwarven Immortal who grants this spell to only Dwarven followers. It is cast as a level 5 spell. A Rune of Power is like a magical Glyph. A rune can be drawn to any size larger than the caster's hand and can be extended to encompass any size area, provided the rune remains on a single, contiguous surface (no earth, as this is continuous different and even changing, and thus also no surface of tiles or mosaic). Successful Dispel Magic or Erase spells will remove Runes of Power. Thieves can locate and disable Runes of Power with a 50% base penalty. Any being touching the Rune, touching or opening the surface upon which the Rune is inscribed, or passing through an opening bounded by the Rune on four sides suffers its mostly harmful effects. Runes can't function offensively. For example if placed upon a sword it will not trigger if the sword is used to strike an enemy. If, however, someone picks up the sword, the Rune is triggered. The priest casting the Rune can specify a password or set of conditions that keep the Rune from discharging. It can be set to avoid discharging when creatures of certain races, alignments, faiths, and sizes to pass it. It can't be set to avoid specific levels, HD, Classes or professions (as this is unknown to characters or unable to discern). A Rune of Power can't be placed in the same area with another Rune, magical Glyph, or Symbol. The second warding placed will be instantly dispelled. If subject to Anti-Magic of a Beholder eye it will be active again 1 day after being "nullified". Runes are always made with the Holy Symbol, but can be prepared by any means (Carving, Painting, Cutting, Etc) to make it visible. If this is not done the Rune will be invisible until triggered or subject to a Detect Magic effect. (Another 25% penalty to Thieves), yet this is rarely done as dwarves use the runes as a warding and thus warning they want to be understood.

The known Runes of Power are as followed and their effect will be instantly when triggered.

Alhalbrin

This Rune melts metal. Once triggered it will glow for 3 rounds. All metal within 30' of the Glowing Rune becomes hot, inflicting 1d4 heat damage each round in contact with it. Each item must make a successful save vs. magical fire at -3 each round it is affected or it melts. Melting metal inflicts 4d6 points of heat damage each round to those in contact with it (if immune to heat 4 damage each round will hurt the character). A priest must have 30 **MP** or more to cast this Rune.

Faerindyl

This Rune causes a 10' sphere of flame to shoot from it and roll over/through the creature who triggered it (and those standing in-between). It travels in a straight line at 180'/round for 1 turn maximum. If it collides with anything larger (all dimensions) than it or if the rolling duration ends, it bursts in 20' radius sphere of flames. It simply rolls over smaller objects, but if larger than 3 feet high and 1' wide, it will change its direction in a random left/right straight line 50% of the time. If it falls in an opening larger than 8' diameter, it will burst after 10' falling. It can roll up/down stairs/ramps though at the same speed. Objects touched must save vs. magical fire or sustain fire damage or ignite. Creatures suffer 3d6 fire damage (no save) if touched by the ball, but they can negate this by jumping/running aside if seen it coming (choose direction) at a successful Dexterity check at -3. When it bursts in a sphere a save vs. spells will halve the damage. A priest must have 40 **MP** or more to cast this Rune.

Sabras

This Rune creates an effect similar to the Blade Barrier spell 10' thick and as long as the surface the Rune protects (or the opening the Rune surrounds). The Barrier lasts one round but inflicts 4d6 damage (Save vs. Spells for halve) to creatures within the area (objects save Fall or damaged also). A priest must have 130 **MP** or more to cast this Rune.

Thundaril

This Rune acts as a Polymorph Other spell on all creatures within a 20' radius (save vs. Spells to negate). The caster must choose and use in the casting, a tiny, innocuous form for affected creatures to assume. Snails, Slugs, Toads, Mice, Insects seem to be favorites. A priest must have 90 **MP** or more to cast this Rune.

Velurndyn

This Rune creates a Reverse Gravity effect. It flings all beings within 20', a 30' (30 yard outside) upward, before releasing them to fall to the ground, and thus causing falling damage. (sometimes this Rune is placed near a Spiked Floor/Ceiling, increasing damage). A priest must have 150 **MP** or more to cast this Rune.

The Following Runes can be scribed in the air or on a surface touched. They have a casting time of 1 and come into effect immediately after completion.

Bhelaerak

This Rune turns 10 **LB** / Level normal, nonmagical crystal or glass into an equally transparent substance that has the tensile Strength and unbreakability of actual steel, but the weight of the original material. Steel can be reshaped by a Smith and Fire and Tools, the material now could be handled similar. If later subjected to a Dispel Magic/Antimagic it will become normal again. (This is how the intricate Dwarven Crystal treasures are made—a Dwarven secret!!) A priest must have 30 **MP** or more to cast this Rune.

Corsimvyr

This Rune causes a hole 5' diameter, 10' deep to appear in solid rock or stone only. The stone will reappear at the end of the duration, and anything still in the hole will be disintegrated and becoming part of the wall. No resurrection in any form will be possible on the victim (if more than 1 pound flesh did stick out of the wall, the victim could be Cloned though). The hole may be directed horizontally, vertically or diagonally as the caster wishes at the moment of casting. A priest must have 110 **MP** or more to cast this Rune.

Delhaubrin

This Rune creates a sound effect that affects non-Magical objects of crystal, glass, ceramic, or porcelain such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within a 3' radius of the Rune are shattered into dozens of pieces by the spell. This will take 2 seconds. Objects weighing more than 100 cn. per level of the caster are not affected, but all other objects must save vs. Crushing blow or be shattered. Crystalline creatures usually suffer 1d6 points of damage per level of the caster to a maximum of 6d6, with a saving throw vs. spells for half damage. A priest must have 30 **MP** or more to cast this Rune.

Elemsvr

This Rune will make any one creature of any size or object up to Human size invisible by bending the light rays around or through the object or creature thus affected. When a creature becomes invisible, all items carried and worn will become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). If the caster makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature. An invisible creature will remain invisible until he or she attacks or casts any spell. A light source (such as a torch) may be made invisible, but the light (or darkness given off will always remain visible. Items made invisible that are carried or worn will remain so until displaced (clothes when undressed, items if put down, etc.). A priest must have 30 **MP** or more to cast this Rune.

Rune Chant

Range: 10 yards/level
Duration: Instantaneous
Casting Time: 2 rounds
Effect: creates power rune cast in range
Saving Throw: special

Cleric 7 spell, granted by Kagyar only.

This spell causes a Rune of Power to form anywhere in range, even in Midair. The Rune takes effect immediately. A Rune that does not have a specific area of effect fills a 20' radius area when cast with this spell. Read Rune of Power. This spell is also only granted according as written in the Rune of Power Spell.

Sources: Mythological Encyclopedia,
Dragon Magazines: 153, 186, 192, 200,
TSR1037—D&D—Gaz0—Dawn of the Emperors,
TSR9165—D&D—Gaz10—The Orcs of Thar,
TSR9227—D&D—Gaz6—The Dwarves of Rockhome,
TSR9339—D&D—HWR2—Kingdom of Nithia,
TSR1094—D&D—Champions of Mystara,
TSR2521—AD&D2—Savage Coast Campaign Book,
TSR2522—AD&D2—Orc's Head Peninsula,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Kallala of the Seven Veils

Nixy Queen

Patron of Charms, Seduction, Nixies

Region:	Everywhere nixies are present (especially Undersea)
Sphere:	Celestial (IM 14) of Time.
Home Plane;	Unknown.
Date Ascension;	19 th century BC
Sponsor;	Manwara (Protius)
Statistics;	AC-4, HD 33, Hp 200, MV 300'/100', SW 360'/120'. #AT 3 = Punch-3d6+1, Spear-3d10+4, AM 60%, Sv IM 14, AL CN ST 16, IN 31, WI 12, DX 15, CO 22, CH 50
Powers;	Detection Suite, Height Increase, Increased Movement Rate, Improved Saves vs. Physical attacks. Spear/trident +3. She will also use her giant net of snaring to entrap opponents, so they can be disposed of easily.
Followers Alignment:	Any
Follower Abilities;	Nixies acquire the Charm ability, even if they do not truly follow Kallala, since Fairies do not really follow Immortals, she finds it not necessary to enforce this.
Skill effects;	Swimming for free, or a +2 bonus if already chosen.
Taxes;	Followers are taxed 10% of their annual income by the Church. Her worshipers sacrifice one of their number or a captured enemy before each voyage so they will not suffer this fate. The goddess can create waves and whirlpools large enough to sink all but the largest ships. She does this only rarely, however, as her daughters, the Tempests (see later), enjoy sinking ships for her.
Clerics;	Clerics, Humanoid Shaman.
Alignment:	Chaotic or Neutral
Powers:	These clerics receive a +2 on Charisma and Comeliance (natural limits do apply)
Skill effects;	+2 bonus to Seduction, Deceit, and Persuasion Skills if Chosen.
Accepted Weapons;	Knife, Dagger, Spear, Trident.
Accepted Armor;	None
Holy Symbol:	Seven veils with the colors of the rainbow forming a circle.
Vestment;	Seven veils with the colors of the rainbow forming a circle.
Adventuring Gear;	any, with a belt of seven veils with the colors of the rainbow forming a circle.
Dogma:	Nixies, seduction, cleverness, femininity, natural beauty, physical toning and stretching to prolong beauty.
Daily Activities:	Furthering and protecting the Dogma.
Temples and such;	Kallala use no temples, but coral gardens of great beauty, near corresponding caves. Her prayer are always done in open water, with no plantations or rocks above.
Known History:	Kallala was the first mortal one of her kin, she who abandoned the Immortal life she enjoyed thanks to her fey heritage for the love of a mortal. Kallala was in fact a Sprite who lived on the Isle of Dawn long before the Alphatians' arrival. She was still very much young when she fell desperately in love with a Merrow, who every day came ashore from the depths of the Sea of Dawn to talk to her.

One day, tired of sharing with him only brief moments on the land, she prayed Manwara to help her follow her beloved in the sea. Manwara answered her plea and he transformed her into a Nixie, but in exchange she gave him her Immortal essence. Great was Kallala's dismay when she met her beloved on the bottom of the ocean and she discovered that he was already engaged with another Merrow. When he spurned her and refused to leave his betrothed, she fled heartbroken.

Soon the feeling of desperation was replaced by rage and the will for vengeance, so Kallala again embarked on a quest to reach Manwara again. Once she found herself in his presence, she demanded for her Immortality back, because she had been cheated. But the Old Man of the Sea could not grant this wish. Instead, he gave her the power to win his beloved back to her against his will to exact her revenge. This way Kallala, the first and only mortal Nixie, was given the power to charm every living creature who met her gaze.

Kallala desired above everything else to beget children that would never abandon and betray her like males did. She wanted children who could love her truly and made her feel wanted. So she began her longest quest that eventually brought her to grant all Nixies together the power to Charm Males, with all the knowledge pertaining beauty and health caring), earning Immortality in the Sphere of Time in the 19th century BC after assuring her followers' wellness in the following centuries.

Even today the Nixies are still only female (like normal faeries—which in fact they are—where Pixies are Male and Sprites are Female), and need males of other races (Pixies are preferred, but Elves, Humans, Triton and Merrow will suffice) for reproduction.

Personality:	Kallala is a free-spirited, flashy and mercurial character who loves to be under the spotlights. She always keeps many admirers and would-be lovers at her side to feel important and to gain favors, but she doesn't truly feel attached to anyone. She is the patroness of malice death and seduction, and she teaches her daughters to use these arts to live off the males' libido, a clear sign of the female's cleverness and supremacy. For this reason she despises Rathanos heartily, while she often finds a dear ally in Valerias and even Talitha.
Appearance:	A beautiful young 3' tall nixie with the shapely body of a teenager, with silken azure skin, long blond hair that touch her ankles, charming blue eyes and a seducing smile that can make the heart of every male thump like crazy. She always appears naked with a small shell covering her pubic area. When underwater, as Ran she is 40' tall and terrible to behold.
Allies:	She sometimes allies with Valerias or Talitha, but has no true Immortal friends.
Enemies:	Rathanos, Surtur, Fire- Elemaster.
Holy Days:	15 th of Thaumont, when the waters become warmer again, it's time for renewed love and mating.
Day:	Lunadain, clerics pray at dawn.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	The seas and oceans are places of natural beauty. Wherever you look you can find the care and attention lavished by Manwara's on the smallest of creations. Beautiful shells, exquisite coral formations, se anemones, the gossamer mists of plankton, tiny colored fishes, and us Nixies ourselves. Of course, we, the Nixies are the most beautiful and desirable of all of Manwara's creation, for we are also intelligent.
Dead:	Bury in the ground
Birth:	Baptize in lunar light
Colors:	Red, Orange, Yellow, Green, Blue, Indigo, Violet, especially shiny reflecting metallic colors
Incense / Oil:	None, but sugar is used as a water sweetener instead
Symbols:	Coral rose, Brain coral
Stone / Metal:	Ruby, Amber, yellow Crystal, Smaragd, Emerald, Blue Diamond, Amethyst, White Gold.
Plants:	Kelp rose
Animal:	Catfish
Chant:	The last song by a mortal human fisherman that was seduced by Kallala <i>Mistress, I beseech Thee, Your beauty haunts me, I must caress Thee, I must hold Thee, I must love Thee, I must mate with Thee, Please respond and return to me.</i>
Sources:	Mythological Encyclopedia, TSR9277—D&D—PC3—The Sea People, TSR1094—D&D—Champions of Mystara, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.





Karaash

Ilneval, Hong-Tzu, Ksharyah

Patron of Orcs, Battle and Conquest.

Region:

Tribes of humanoids all over the world, especially Broken Lands, Darokin, Ethengar, Norwold, Denagoth, Hule, Yazak Steppes, Dark Jungle and Krugel Horde in the Hollow World.

Sphere:

Initiate (IM 5) of Thought

Home Plane;

Unknown, but a Hard and Dry world according to accidentally travelers.

Date Ascension;

7th century BC

Sponsor;

Diulanna

Statistics:

AC-2/-9, HD 19, Hp 95, MV 150'/50',
#AT 2 = Punch-2d6+6, Heavy Crossbow-4d8+8, 2H-Sword-3d6+13, AM 50%, Sv IM 5, AL N
ST 25, IN 16, WI 12, DX 16, CO 24, CH 10

Powers;

Control Undead, Height Increase, Summon Weapons, Weapon Mastery (Heavy Crossbow, Mace, 2H-Sword).
2H-Karaash Sword+1, Heavy Crossbow +4.
Spiky Plate Mal AV6/ AC-7.

Followers Alignment:

Any

Follower Powers;

Gain the ability to use a Karaash Sword. A toothed blade the size of a normal sword, causing 1d10 points of damage. The sword is wielded at skilled level of weapon mastery. Its wounds can only be healed with magic, at the rate of the magical bonus of the spell per spell. Karaashite zealots gain a +1 to hit and damage when fighting unbelievers (i.e. those of opposing faith).

Taxes;

Followers are taxed 50% of their annual income by the Church, but much of it flows back in the form of food, weaponry and spells.

Clerics;

Shaman, Clerics

Alignment:

Chaotic or Neutral

Shamans Powers:

Gain an automatic +1 to Authority checks with followers of his faith. His Gri-gri is a Karaash sword causing terrible wounds which can only be healed with magic, at the rate of the magical bonus of the spell per spell.

Cleric Powers;

A +1 bonus to hit and damage rolls vs. infidels (anybody not worshipping Karaash).

Skill effects;

Leadership and Scare extra to chosen skills, or a +2 to these skills if already chosen.

Accepted Weapons;

Standard, Sword, 2-H Sword, Karaash Sword, Heavy Crossbow.

Accepted Armor;

Any.

Holy Symbol:

A huge great sword with wicked looking edges on its upper part, a Karaash Sword, also used as Gri-gri.

Vestment;

A black or red leather Harness to which the Holy Symbol (the Karaash sword) can be held—often at the back with the handle pointing down. A short push up would release it, thus the sword can be drawn in only 4 initiative segments instead of 6 as normally.

Adventuring Gear;

as vestments

Dogma:

Humanoids, battle, tactics, conquest, rule of the strongest

Daily Activities:

Furthering the Dogma, Train others followers the use of a Karaash sword as early as possible.

Temples and Such:

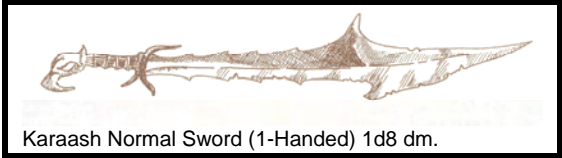
Karaash uses dome shaped temples, or caves, but these are not natural, but chiseled out, or bricked up to establish the dome shape. Shrines are domes also, but so small that no more than a meager sacrifice would fit in. Actually, shrines are not used for sacrificial duties, only to enable a local praying center to work, instead having to construct a whole temple. Burning red candles are important in services in either temple, shrine or even in personal praying.

Known History:

In life, Karaash was an Orc-king, a very successful Orcish war leader who led a great tribe to harass and raid many different nations between 8th and 7th century BC, which ravaged cities and kingdoms. He was a great hero to the Orcish people, and a very intelligent and strong-willed Orc. Karaash was a great tactician powered by fierce courage.



Karaash Longsword (2-Handed) 1d10 dm.



Karaash Normal Sword (1-Handed) 1d8 dm.

These qualities led him to the unusual choice of the Sphere of Thought when he began to quest for Immortality along the Path of the Epic Hero under Diulanna's sponsorship, who appreciated his willpower and determination in battle. Though this might be considered unusual for an Orc, it is ample proof that Orcs are not slow thinkers, as the race is usually portrayed. He represents the warrior ideal to which exceptional Orcs aspire.

Karaash ruled for years as a great war leader in the Hulean region before deciding to quest for the fable Blue Knife, as the great Wogar had done five centuries before. The fact that prompted him to go on such a quest was the meeting with a clan of Gnolls coming from the east. One of these Gnolls tried to earn his trust and come under his protection, and sensing the thirst for power and glory of Ilneval (such was Karaash's name at that time), he told him that his ancestors warred for decades in the eastern lands to retrieve the artifact, but found nothing and were later subjugated by the humans.

However, before his clan chose to flee, they met with strange creatures coming from the west, a race called Elves, who stated they knew the place where Ungar Red Fist had hidden the Blue Knife. These Elves had themselves abandoned their homeland to avoid being conquered by a great sorcerer wielding tremendous artifacts, among which the Blue Knife. Karaash believed the Gnoll and quickly rallied his troops marching westward, determined to become a legend like Wogar.

During his stay in the Robrenn region, Karaash raided many villages and was impressed by the bravery and the indomitable spirit of a priestess of Arduinna, who defended the stone sacred to his deity with the last drop of her blood while the other villagers had already surrendered. Ilneval was so struck by this show of faith that in the end he showed mercy and took the woman under his protection, questioning her on her beliefs and her deity's precepts.

After the initial distrust, the priestess introduced Ilneval to the cult of Arduinna, and he was later visited in his dreams by Diulanna herself, who promised him victories and glory if he would follow the path she showed him. Ilneval was so awestruck that he later converted to the cult of Arduinna and chose to be renamed Karaash, leading his troops out of Robrenn.

Thus he began to follow the Path of the Epic Hero, and after bringing havoc among the Goblinoids of the Yazak steppes and laying waste to the last of the Dravi settlements, he came to the western coast of Brun. There he met a powerful horde of Minotaurs led by Minoids who had fled Nimmur some years before. In the battle that followed, Karaash was victorious and soundly defeated the King of Minotaurs.

He then convinced many of them to join his army and thanks to their superior knowledge, they built many ships they used to cross the ocean and find the land where Arduinna had promised Karaash would have found riches and glory. When they landed on the coasts of the newly formed Tangor Peninsula, Karaash knew he had reached his destination.

With his army's great strength, he conquered what was left of the Tangor civilization and enslaved the Tangor people. At the end of the 7th century BC he finally completed his task and left the world becoming an Immortal, and after some decades his legend spread among the humanoid living in Mystara, making him one of the most renowned and worshipped humanoid Immortals.

Personality:

Even if he was an Orc in his mortal life, Karaash doesn't make preferences among his followers. He wants to be recognized as the supreme deity of all humanoids who consider the way of the warrior as the true proper lifestyle. Karaash embodies the perfect warrior and shrewd leader. He is utterly stern with all his followers and encourages them not to give into fits of rage, to dominate their emotions in order to fight more efficiently. He is a great strategist and keen tactician, and he loves in particular those leaders who are able to build a strong nation based on military conquest after a well planned campaign. Karaash however doesn't care about moral codes or rules: the important is to win over one's enemy no matter how.

He is not given to rages or expressions of emotion of any sort. He is very fond of proving his personal strength in individual combat, a holdover trait from his mortal life. He is a strategic planner and greatly enjoys watching his followers build mighty empires base upon military conquest. He has an indomitable will. Though he was an Orc in life, he's not specifically a Patron of Orcs. However, many Orc tribes, such as the Krugel Orc Horde in the Hollow World admire him greatly, and he has many Shamans and would-be imitators among them.

He is the fierce enemy of Atzanteotl and Ranivorus, who are constantly trying to corrupt his followers to swallow them into a downward spiral of chaos and useless death. On the other hand, despite being a sworn enemy of his worshippers, Karaash greatly respects Halav for his recognized skills of master tactician and fearless fighter.

Karaash is often considered a minor Immortal by Orc Tribes living outside the Broken Lands. A great warrior also known as Ilneval, he ravaged empires simply for the pleasure of winning and proving his strength. He is the prime example of a war leader.

He also defends the traditional values of the orcs of the Orc Head Peninsula and backs their struggle against not only Herath and Nimmur, but also against Pyre. The anti-draconic sentiment remains well hidden, but shamans of Karaash might secretly back a serious attempt at destroying Pyre if they were convinced of its success. Karaashite shamans know of the Order of the Ebon Eye and its purpose. They don't believe these knights have a chance against Pyre, but they will not interfere with the knights' efforts.

Karaash is honored to various degrees in most tribes of the Dark Jungle. His following is strongest among Silent Deaths. If there could be such a thing as "Orc-paladins," devout followers of Karaash are it. They constantly seek to demonstrate the greatness of Karaash's precepts and the value of Orcish supremacy.



The Orc King Thar on his former Bat-winged Throne in the Broken Lands.

Karaash was until recently very interested in the rule of the Orc King of the Broken Lands, King Thar, the inventor of the War-machines, military order, a single humanoid language (Tharian). But after the Wrath of the Immortals affair, the meteor impact, the Kobold King Kol 's treachery, the manipulating effects of Synn the Night Dragon, the opposing Dwarven army, the Shadow Elf intrusions and occupation and banishment, he lost his kingdom, and had to resettle somewhere in the Northern Reaches.

Karaash awaits the actions of Thar there, if he again succeeds to ascend to Kingdom like the Broken Lands, Thar would become an interesting Immortal candidate. Thar meanwhile rethinks his options planning to reconquer his part of the Broken Lands, slaying the Shadow Elven opposition and making a true kingdom in the Broken Lands. He even already invented its name: Tharian. But first Thar must defeat Uruk Vaath, who according to Karaash, is a lying blasphemous thorn in Thar's side.

Allies:

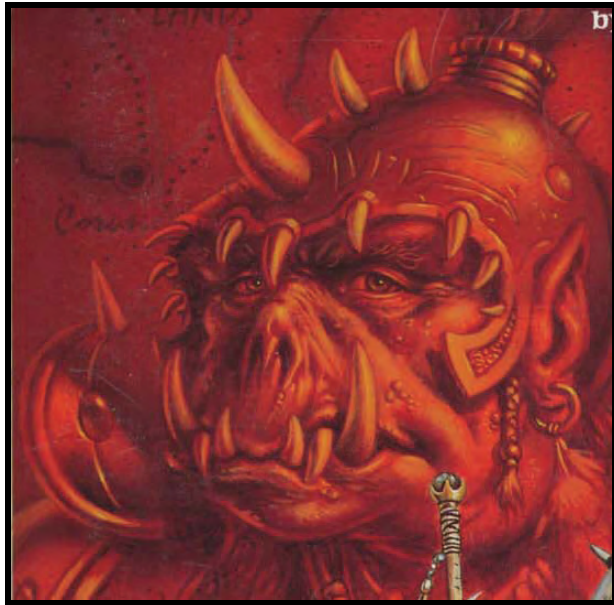
Karaash is an independent Immortal and has no specific allies among the Immortals, even among the other patrons of Humanoid races. Karaash and Halav Red-Hair have a deep-rooted military respect for one another. They are neither enemies nor allies, but if they found a common goal, they would collaborate and probably create a plan of tactical brilliance to achieve their objective.

Enemies:

Karaash's chief enemy is Atzanteotl, who has offended him by interfering in the lives of humanoid races. He has a second enemy in Ranivorus, the Gnoll Patron, who keeps trying to steal away Karaash's Krugel Horde followers.

Appearance:

An Orcish king in his best shape, with a glistening yellow skin tone, perfect sharp tusks jutting from the lower jaw, piercing eyes with an intelligent spark, and a well-muscled body covered by thick black hairs. He constantly dons a plate mail with jutting spikes and hooks, wielding his huge wicked-looking Karaash great sword with pride.

**Holy Days:**

this faith has no official Holy days. Karaash priests pray before sleeping, and while they dream they receive their spells. Thus if awakened earlier they will have at least several spells. It

takes 1 hour per spell level to gain the spells. Thus a caster able to memorize 4 1st, 3 2nd, 2 3rd and 1 4th level spell would find that he knows all spells after 4 hours of sleep, if awakened earlier. This is reduced by 1 hour if exhausted, food and / or water deprived (all work cumulative). When wounded over 50% another hour is added, if over 75% two hours and if over 90% even three hours. This means that a cleric must be healthy, well fed and nourished, rested to easily receive spells. This is also the reason that Humanoid Clerics get higher choice ranking in food or treasure dividing.

Piety awards:

None additional

Piety Penalties:

None additional

Habits:

Cautious -2 Peaceful -2 Forgiving -2 Energetic +2 Loyal +2

Dead:

Bury in the ground, or burn on pyres together.

Birth:

Baptize in Holy water or blood, (whichever available—if blood it always is of slain opponents, thought to bring some of its strength into the humanoid).

Colors:

Red, Orange, Yellow, Green, Blue, Indigo, Violet,

Incense / Oil:

Oil, Sweat,

Symbols:

Beheaded head on a stick, war-machines, Karaash swords

Stone / Metal:

Ruby, Amber, yellow Crystal, Smaragd, Emerald, Blue Diamond, Amethyst, White Gold.

Plants:

Kelp rose

Animal:

Catfish

Chant:

*Warlord, I need your wisdom,
I beseech Thee,
Give me an Idea how to conquer this enemy,
To show him your strength,
To show him their weakness,
Bless my weapons,
So I shall show them your strength,
So I shall show you their wounds.*

Extra Spells

Berserk

Range: Touch
Duration: 10 rounds
Effect : one follower of (allied) Immortal
Save; None
Casting Time: 2

Cleric 2 spell by special Immortals only. (Odin, Thor, Loki, Heimdal, Karaash, etc.)

Affects character touched or self, but only when the subject is a loyal (Hp 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. When the spell ends, the subject is exhausted for three full Turns, with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is too weary to use it); and the subjects movement rate is reduced by 50%. Two or more spells can affect the character in sequence. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save; None
Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Death Candle

Range: Special
Duration: Special
Effect : 1 creature
Save; None
Casting Time: 1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

Sources: Mythological Encyclopedia,
Dragon Magazines: 196,
TSR9165—D&D—Gaz10—The Orcs of Thar,
TSR2521—AD&D2—Savage Coast Campaign Book,
TSR2522—AD&D2—Orc's Head Peninsula,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Khoronus

Father Time, Qorun, Khnum, Kong Ru, Khauran, Future Norn; Skuld-Bethidia

Patron of Teaching lessons of Time To Rulers, Time, Seers, Prophecies

Region:	Worldwide.
Sphere:	Hierarch of Time (IM 36) of Time.
Home Plane;	Chronopolis (free Outer Plane)
Date Ascension;	several decades before the Rain of Fire.
Sponsor;	Probably Himself
Statistics;	AC-24, HD 50, Hp 2000, MV 150'/50', #AT 6 = Punch-6d6+4, Scythe-5d6+9, AM 90%, Sv IM 36, AL N ST 20, IN 54, WI 100, DX 20, CO 60, CH 44
Powers;	Extra Attacks per round 2x, Height Increase, Increased Damage. Scythe+5 of Slicing
Followers Alignment:	Any
Taxes;	Followers are taxed 20% of their annual income by the Church.
Clerics;	Clerics, Mystics, Healers, Druids. Most are male.
Alignment:	Any
Powers:	These clerics have a superior sense of timing and so receive a +2 on their individual initiative.
Skill effects;	And receive the Endurance skill in addition to other skills. Required; Ancient History. Recommended; Local History, Reading / Writing, Honor Khoronus.
Accepted Weapons;	Standard
Accepted Armor;	Any non magical, no shields.
Holy Symbol:	A sand hour, or water clock, or wax-candle-clock.
Vestments;	A simple cotton robe with a rope as belt
Adventuring Gear;	Any, but a time-keeping device must be present.
Dogma:	Humanoids, battle, tactics, conquest, rule of the strongest
Daily Activities:	Identification of the current time and day: regardless of how long the priest has been underground, unconscious, or otherwise unable to observe the passage of time, he'll know roughly what time it is (within the hour) and exactly what day of the year it is. Duties of the Priest: Guidance, Marriage.
Temples and Such:	Normal temples of round design like today Muslim buildings. Lots of water parties are part of the temple, praying grounds and its gardens. Water flowing over steps also depicts time.
Known History:	<p>In life, Khoronus was one of the early founders of the Blackmoor city and a counselor to the city's first rulers. Concerned because his countrymen rarely considered the consequences of their actions, he invented a time machine to see how his descendants and their city would fare. He traveled forward in time only to witness Blackmoor's total and complete destruction. Realizing that he would never be able to change his countrymen's attitude enough to prevent the disaster, he decided to take steps that would preserve his family and culture without altering the future.</p> <p>He traveled a century into the future, assumed a new identity, and persuaded a number of his descendants to travel with him to a world which was far away in the Prime Plane (the Planet Damocles in the Mystarean Solar System, which to the technologies of that era took more than four years to reach). There they built a new culture inspired by Blackmoor. Khoronus, ever the engineer, designed the capital city himself. he then used his time machine to make further excursions into the future to help the colony survive the challenges to come. In the course of his adventures, he discovered an artifact which did everything his time machine did but was far more reliable, so he used it to help complete his tasks</p> <p>Finally, the fate of the colony secure, (for so far he survived) Khoronus sent his time machines far into the future so no one could abuse them or undo his work. And then he died after a fruitful life...or so he thought.</p>

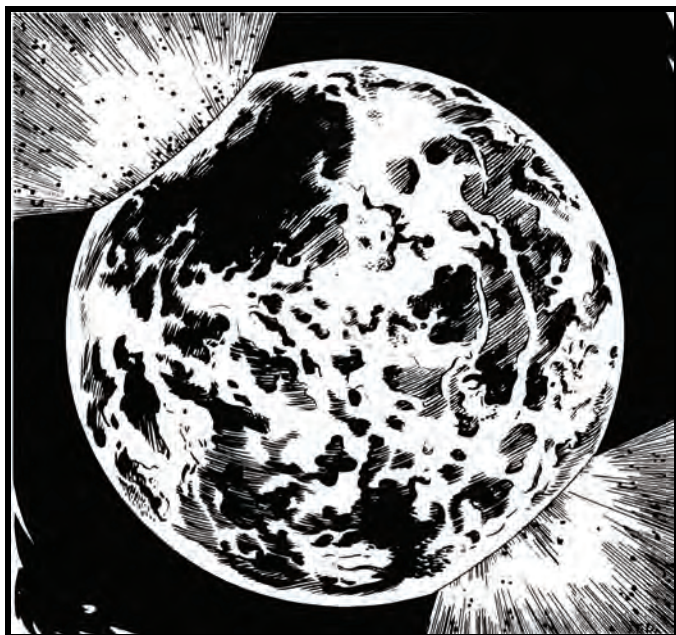


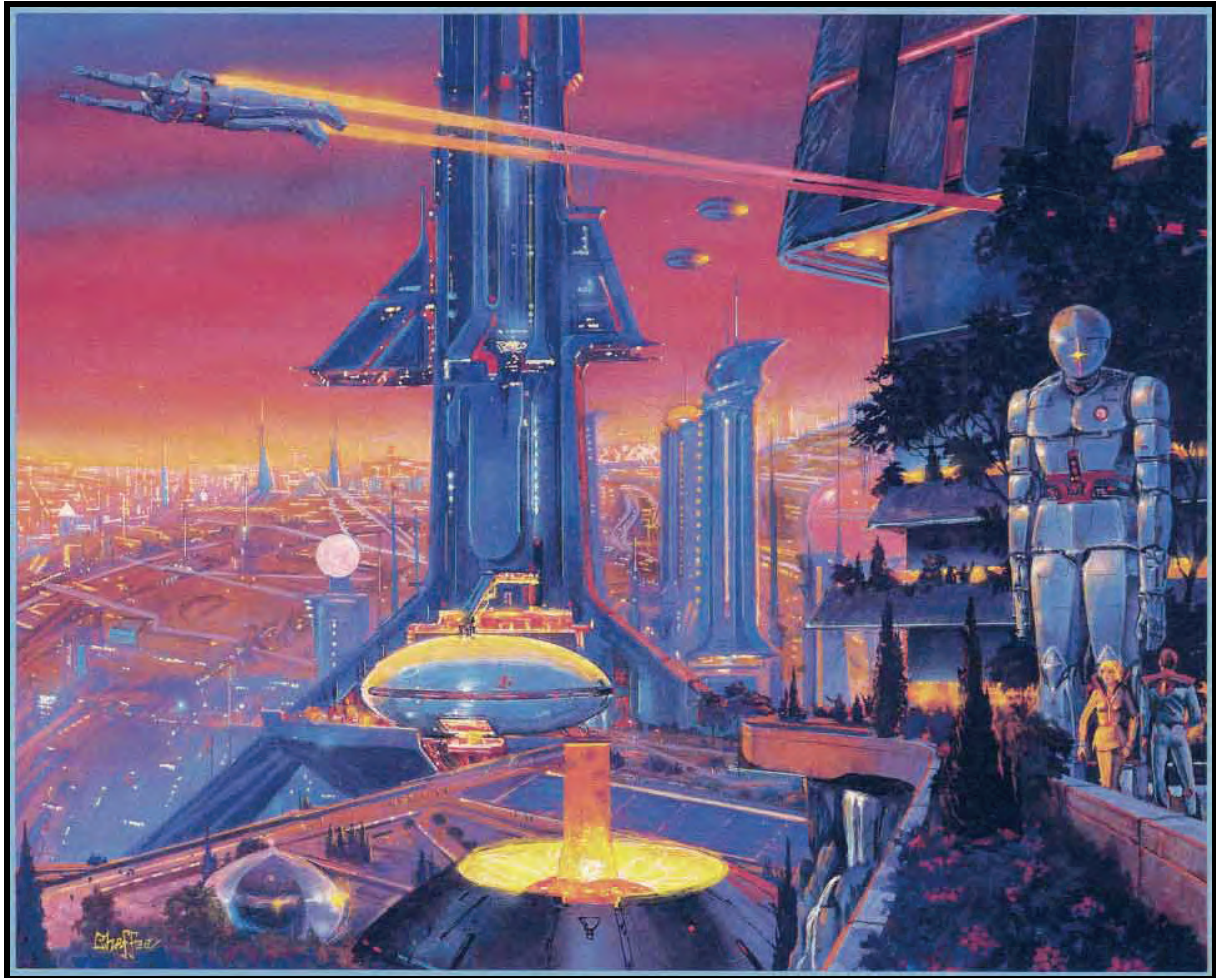
He awoke as an Immortal. Though no Immortals of the Sphere of Time were known to the men of Blackmoor, Khoronus had accidentally stepped upon the Path of the Dynast and accomplished it without ever realizing this fact. Though he must have had an Immortal Sponsor, he awoke without knowing who this individual was.

Over the millennia to follow, he rose in power and wisdom, devoting much of his time to trying to teach mortal rulers the lessons of time and experience. He eventually became the most powerful Immortal of the Sphere of Time.

Recently, in a nostalgic mood, Khoronus re-created his original time machine, this time much improved and built as an Immortal artifact. But he accidentally hit the wrong knob on the device and sent it back into time. Moments later, it returned, and in the company of the original Time machine that he built. This has left Khoronus with the disturbing realization that the artifact he found as a mortal was the one he later created as an Immortal, making him wonder if he were actually his own sponsor.

The culture he created on the Planet Damocles in the Mystarean Solar System, evolved into a highly technological civilization (about like Earth today, and then about one hundred years further evolved). As the culture was uninterested in planar, or outer Planetarian research, they never explored beyond the first hundred miles above the surface of their world (contrary to our today-like society), they evolved their technology inward.





The Mind-flayers were one of the sentient races on this world. Other races (and more dominant) were more human-like. The origins of the Mind-flayers are lost in time, but it is rumored they originate from the same dimension of Nightmares as the Neh-thalggu (brain collector) and Diaboli.

The local nations envious about several inventions, or energy Sources owned by the other, and religious conflicts resulted in several wars.

The continuing attacks of Mind-flayers, together with Terrorist attacks, and finally a Global war, which at the end unknown to him finally blew itself up in 1000AC 15th Yarthmont (Mystarean Time), in a series of Atomic, Bacterial, Chemical, Fusion, Elemental, Viral, and Magical wars.

The after-effects still rage on in the solar system, even while there are no survivors. Some pieces landed on Mystara (see Wrath of the Immortals 1005AC—with devastating effects), some became Planetarian bodies, most of them slammed into the larger Planetarian bodies, while the rest remained in their orbit around the sun, as a belt of debris, stones and such. (see more about this in the chapter of the Mystarean Solar System in “The Ultimate Spellbook”.

Personality:

Khoronus is an old, thoughtful Immortal. A lecturer and a thinker, a peacemaker and a moderate. Manu Immortals grow impatient with his insistence of examining all the options before committing himself to a course of action.

However, once his mind is made up, he will not hesitate to do what he thinks is right: hence he is highly respected. He is capable of very human emotions. Long ago, he fell in love with the Immortal Djaea, an Immortal of the Sphere of Matter, and she with him. They have been a couple since that long-ago time.

Off all the present day Immortals, Khoronus is the one most interested in finding more about the Old Ones, and the one of becoming an Old One himself (unknown to him). He seeks to discover what happened to the preceding generation of Immortals and worries about whatever catastrophe overtook them could happen again.

The three Norns or Cronos

The Immortals of fate. The Norns (of which there were principally three being Urd, Verdandi, and Skuld) represent the past, present and future, respectively. These Immortals are ever diligently questioned by the Immortals (particularly Odin) about the future as it pertains to themselves. The Norns will not let it be known what fate awaits the Immortals, 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.

Mortal Knowledge

Mequisa (Urd-Lawful), Bethidia (Skuld-Neutral), and Chasandri (Verthandi-Chaotic) are the three crones, they represent something more. These old women symbolize the balance of forces, or alignments, in the world. Their origin is obscure, but they are certainly very old. They are always together. You may want to use them in future adventures. If you do, adjust their spells and possessions, based on the passage of Time.

Immortal Knowledge

The Norns are three eldritch and fearful Immortal crones that mysteriously appear to a mortal at the Time of birth and death, though Northmen myths tell of heroes and even Immortals, who seek out the Norns in the remotest mountain crags for their wisdom, their power, and their prophecies. By tradition, the Norns are known as **Skuld (Khoronus)**, Keeper of the Unchanging History, Patroness of the Past; **Urd (Ordana)**, Mistress of the Manifold Paths, Patroness of the Present; and **Verthandi**, She Who Sees the Unforeseeable, Patroness of the Future. Verthandi has always been a mysterious Immortal from the Sphere of Time, and his name clearly comes from one of the Norns of the Norse Pantheon. Modern legends say that in a dark cave atop a high and rocky peak in Norwold sit the Norns (or at least their mortal avatars), where the locals know them as the Cronos of Crystykk.

Appearance: Khoronus appears as a tall, stately man, so old as to appear ageless. He has long white hair and a very long beard (also white), but is neither wizened nor stooped.

Mortal Identity: **Skuld or Bethidia, the Neutral:**

AC-6, AV6; C23; hp 63; MV 90' (30'); #AT 1 mace +5; D 6-11; Save C23; ML 12; AL N; XP 3,750; ST 10; IN 12; WI 17; DX 14, CO 15; CH 8 Spells.

1st level: cure light wounds*, detect evil, detect magic, light*, purify food and water, remove fear*, resist cold.

2nd level: bless*, find traps, hold person*, know alignment, resist fire, silence (15' radius), speak with animal.

3rd level: continual light*, cure disease*, growth of animal, locate object, remove curse*, striking.

4th level: cure serious wounds, dispel magic (x2), neutralize poison*, protection from evil 10', sticks to snakes

5th level: commune, cure critical wounds, raise dead, truesight.

6th level: aerial servant, animate objects, barrier, cure-all.

7th level: earthquake, holy word, raise dead fully* (x2)

Bethidia wears plate mail +2, a ring of fire resistance, and a ring of spell storing (antimagic shell, conjure elemental, haste). She carries a shield +4, and a mace +5 (slows victims— no Saves apply).

Allies: Khoronus has sponsored many Immortals, but none is close to him. He has a love relation with Djaea since centuries.

Enemies: Khoronus often finds himself in opposition to Valerias, a passionate Immortal who wants mortals to make important decisions based solely on emotion. They often interfere with one another's plots. Oddly, though, they like one another. Though their disputes are often heated, their differences are ideological rather than personal.

Holy Days: Soladain (because the sun is the best known timekeeper). Priests pray at mornings after awakening a restful night. They receive their spells depending on their piety level and wisdom adjustment, 8 Turns – (reverse Wisdom adjustment + Piety Level) (examples; Wisdom 3=adjustment -3, + Piety level 1 results in a -2 thus it takes 10 Turns, Wisdom 18 =adjustment +3 + Piety level 4 results in a 7 thus it takes only 1 Turn.)

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Cautious +2 Energetic -2 Modest +2 Forgiving +4
These clerics continuously have an elf-like way of life in regard with action and the way of working with time. However, they can also be very spontaneous and fast.

Dead: Let time rot matter away, if anything. Special rotting fields exist so the bodies will not spread diseases. They are laid on raised wooden tables made of branches, so the process will not be hindered by other matter. The site is consecrated, and it is great sacrilege to enter these grounds without someone to be laid down here. Those willing to die (suicidal tendencies) may live there however, until their moment passes. There is no remorse and no need to mourn near the corpse, as the soul already passed on. Memories, however, are greatly cherished.

Birth: Baptized in Holy Water of a Consecrated creek or waterfall.

Colors: White, Light-grey, Dark-grey, light-blue, Dark-bleu.

Incense / Oil:	Sandalwood, Storax, Myrrh, Jasmine, Lotus
Symbols:	Any timekeeping device.
Stone / Metal:	Diamond as it resist time at best, but is also shaped by it. Pearls, and Crystals as it grows in time.
Plants:	Mimosa, sundew (i.e. living non-magical mobile plants resisting the immobility of time).
Animal:	Bear, Guinea-pig, Squirrel, Frog (i.e. winter hibernating creatures they are able to resist Time).

Extra Spells

Timelessness

Range:	Touch
Duration:	1 day/level
Casting Time:	7
Area of Effect:	One creature
Saving Throw:	Negates

Cleric 7, Healer 7, Druid 7 spell.

This spell totally stops the flow of time for a single living individual. All signs of life stop and the subject is incapable of any movement or thought. While the spell is in effect, the subject is totally immovable and can't be affected by any physical or magical forces. Weapons simply bounce off the subject as they would bounce off the hardest stone. Spells, including dispel magic, are totally incapable of affecting the subject in any way. The subject doesn't age. Aside from the fact that the subject remains visible, frozen in place like a statue, he is effectively no longer part of the universe. (Most powerful of magics, such as Wishes, and creatures of Immortal or equal status can affect the subject.) When the Cleric casts the spell, he or she states the duration for which the spell will remain in effect (the maximum is one full day cumulative per level of the caster—i.e. level 10=1+2+3+4+5+6+7+8+9+10=55 days). Once the spell is cast, this duration can't be changed; the Cleric can't terminate the spell before the stated time has elapsed. If the subject is unwilling to be affected by the spell, the Cleric must touch the victim for the spell to take effect; the subject receives a normal save to resist the effects. A willing subject need not make a save. The Cleric may cast this spell on himself if desired. This spell can provide a powerful defensive maneuver; while the spell is in effect, the subject is totally invulnerable. Timelessness is also an effective form of long-term imprisonment, as long as the Cleric is around to cast the spell again at the appropriate time. This is an exceptionally powerful spell. Casting it puts a significant strain on the Cleric. Each time he casts Timelessness, the Cleric must make a Constitution roll. If the Cleric fails this throw, he or she permanently loses 1 point of Constitution.

Chant:

*Dawn, Dusk, Day, Night,
 An Hour, A Century, A Day, a Minute,
 A Year, a Round, A Decade, A Second,
 Millennia pass,
 And Bring Your wisdom,
 Time is short,
 Time is Fast,
 Time is Slow,
 One Moment You have Enough,
 The second is already passed,
 I ask a moment,
 A speck of Your Time,
 To make Your Wisdom,
 A bit more Mine.*

Sources: Mythological Encyclopedia,
 TSR1037—D&D—Gaz0—Dawn of the Emperors,
 TSR9339—D&D—HWR2—Kingdom of Nithia,
 TSR1094—D&D—Champions of Mystara,
 TSR9191—D&D—DA3—The City of the Gods,
 TSR1017—D&D—Immortal Rules,
 TSR9171—D&D—IM1—The Immortal Storm,
 TSR9207—D&D—IM3—The Best of Intentions,
 TSR2521—AD&D2—Savage Coast Campaign Book,
 TSR2522—AD&D2—Orc's Head Peninsula,
 TSR1054/1401—D&D—HW0—Hollow World,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Kiranjo
Gylgarid

Patron of Minotaurs, Patron of Violence and Fury, Patron of Greed

Region:	Davania (Jungle Coast, Meghales Amosses), Hollow World (Milenia), Known World (Heldannic Territories, Vestland), Skothar (Minaea), Midlands (Borea), Vacros.
Sphere:	Temporal (IM 7) of Entropy.
Homeplane;	Unknown
Date Ascension;	480 BC.
Sponsor;	Orcus.
Statistics;	AC-1, HD 21, Hp 110, MV 150/50', #AT 2 = Punch-3d6+4, AM 50%, Sv IM 7, AL C ST 20, IN 11, WI 16, DX 9, CO 16, CH 13
Powers;	Increased Damage, Thief Special Abilities, Detection Suite, Enhanced Reflexes.
Followers Alignment:	Neutral and Chaotic
Taxes;	Followers are taxed 50% of their annual income by the Church.
Clerics;	Humanoid Shaman
Alignment:	Chaotic
Powers:	+1 bonus to Strength.
Skill Effects;	Free Fighting Frenzy Skill.
Allowed Weapons;	Standard, Natural, and not ranged Two-handed weapons.
Allowed Armor;	Any
Holy Symbol:	A Minotaur's Head or a Praying Minotaur.
Vestments;	Simple Robes with a wide belt with the holy symbol emblazoned on it.
Adventuring Gear;	Any.
Dogma:	Minotaurs, massacre, violence, fury, cruelty, greed (see taxes), berserkers.
Daily Activities:	Protect and further the dogma. Duties of the Priest: Guidance, Marriage.
Temples and Such:	Hidden wooden temples or caves consecrated with shrines.
Known History:	Kiranjo was the spawn of Minoides, the Enduk who killed Gildesh (Ixion's servant in Nimmur) and who brought down on himself and his allies Idu's (Ixion) curse, losing their wings and becoming the first true Minotaurs of Mystara. Driven away from Nimmur by the Enduks in 800 BC, Minoides led half of his followers westward, while the other half chose to head eastwards, renegading the leader who had cursed their lives forever.

Once arrived on the western coasts of Brun, Minoides and his troops had to compete with the local humans for food and territory, but the most fearsome opponents arrived only some years later: the horde of Goblinoids led by Karaash on his quest for Immortality. Humanoids and Minotaurs clashed and died in the hundreds, and eventually Karaash slayed Minoides in single combat. Many Minotaurs fled, but other chose to stay with the winners and swore fealty to the new leader, Karaash.

They told him of a fabled land beyond the sea where the Twilight People lived, surrounded by mountains of gold and jewels (the Minotaurs were referring to the Tanagoro merchants from the Tangor peninsula they had ambushed and razed many times when they landed on Brun) and Karaash decided to conquer them. With the Minotaurs' skills and help, he built an oceanic fleet and sailed westwards. However, once landed on Skothar, many of the Minotaurs rebelled and fled away from their conquerors. Some remained in the Tangor peninsula razing the Tanagoro villages, while others moved north-westward, looking for the Cities of Gold described by some Tanagoro slaves (a trick used to convince the invaders to leave their lands for better plunder). Kiranjo was among the latter ones.

He led his tribe across mountains and valleys, until he reached the fertile plains where the Jennites lived. Thinking he finally found the Golden People, Kiranjo started to capture and torture all humans he met, raiding villages and wreaking havoc between Jen and current Minaea.

Kiranjo became increasingly greedy and suspicious after decades of razing both the Jennites and the Alphatian merchants who sailed across the waters of the Minaean Strait, always looking for the mythical Golden Mound of the Jennites. He was terribly jealous of the immense treasure he had accumulated with all his raids and so he planned to build a safe place to hide it forever.

In the middle of the Minaean forest he built his Labyrinth underground, and he spread rumors about the immense riches it contained to attract the greedy and dumb adventurers, in order to kill and rob them. His actions attracted Orcus's attention, who was pleased by Kiranjo's offerings of blood and gold. So he revealed to the Minotaur the path towards Immortality in the sphere of Entropy to enjoy his riches and raids forever. After creating an epic weapon and defeating the insurrection led by his own right-hand man, Kiranjo succeeded in becoming Immortal in 480 BC.

In 100 BC the fleeing Milenians arrived on the Minaean coasts and this gave him the opportunity to spread his cult among the humans. The merchants of the far isle of Vacros who used to sail from Davania to Skothar, were slowly influenced by Kiranjo's words of power and richness beyond belief, and they eventually adopted his cult.

Kiranjo's faith became Vacros's main religion, and the Vacrosians imported Minotaurs from Skothar considering them holy representatives of their deity. The Minaeans were instead much more resistant to Kiranjo's influence, probably because they were poorer and had direct contact with all the cruelties committed by the Minotaurs. Many merciless Minaean brigands and pirates converted to Kiranjo's faith however, and they eventually earned the region its infamous reputation for being a haven for raiders and criminals.

Around 600 AC the isle of Vacros was besieged and destroyed by the nearby states after enduring a long series of raids and injustices ordered by the King priests of Vacros. Kiranjo's followers abandoned the island and were scattered to the four winds. Many of them perished, but others found a safe refuge in the Northern Reaches and in the eastern part of Davania. Among the Northmen, Kiranjo's figure was likened to that of the monster Gylgarid, a mythic creature that served Hel according to Norse legends. Therefore he became popular as Gylgarid and his priests had their way only among those Norse clans of raiders particularly aggressive and cruel.

Gylgarid encouraged the creation of special elite forces of brutal warriors who could enter in a frenzied state of fury and endure pain for longer periods of time : the Berserkers. He hopes to use them one day to get a revenge on those people who caused the fall of the Kingdom of Vacros. Recently some of his followers were able to make short trips to the shunned isle of Vacros to build a new temple, but they were driven away shortly after by the nearby people of Cathos, increasing Kiranjo's frustration and rage.

- Personality:** Kiranjo is extremely boisterous, cruel and merciless, often prone to maniacal fits of madness and destruction. He enjoys wreaking havoc and spilling blood and his enemies' cries of agony are his most prized trophies.
- Appearance:** An 8' tall Minotaur with iron horns and killer gaze who wears a heavy plate armour of Antalian heritage and sports a huge blooded battleaxe or Trident.
- Allies:** None. He thinks he owes fealty to none but himself.
- Enemies:** He hates all the Immortal patrons of Law and Peace, and has a bloody feud with Thor after the Thunderer bested him during an important challenge in the higher spheres.
- Holy Days:** 2nd Flaurmont is his day. Festivals and retributions are set on this date. Priests pray an hour before sunrise, and they receive their spells only with the first beams of light. When they are too late, they have to wait till the next morning. It does not matter if the sky is clouded or even magically darkened, as some of the beams of light will penetrate the cover. Remember also that underground or in valleys these beams of light will enter later (at a higher sun-position) or even not at all.

In the Hollow World this is not needed, then they will receive their spells directly one hour after praying. On other planes, where the sun is not present the same way, but on those where a sun does exist, the original moment counts. On worlds with more suns the cleric may receive spells whenever prayed for prior to a sunrise.

- Piety awards:** None additional
- Piety Penalties:** None additional
- Habits:** ▶ Loyal =3 or less, Trusting -2, Peaceful -5, Forgiving -2, Honest -3.
- Dead:** Bury, or entomb.
- Birth:** Baptized in Holy Water.
- Colors:** Dark—almost Black—red
- Incense / Oil:** Jasmine, Juniper, Blood.
- Symbols:** Any Axe
- Stone / Metal:** No stones, Steel
- Plants:** None
- Animal:** Bull
- Chant:** *Forgotten Hero,*
Forgotten Song,
Forgotten Wards,
Forgotten wrong.

Extra Spells

Berserk

Range: Touch
Duration: 10 rounds
Effect : one follower of (allied) Immortal
Saving Throw: None
Casting Time: 2

Cleric 2

Affects character touched or self, but only when the subject is a loyal (Hp 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. When the spell ends, the subject is exhausted for three full Turns, with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is too weary to use it); and the subjects movement rate is reduced by 50%. Two or more spells can affect the character in sequence. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

Heroism

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save: None
Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Sources: TSR9060—D&D—M2—Maze of the Riddling Minotaur,
TSR9218—D&D—X13—Crown of Ancient Glory,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Korotiku

The Spider, The trickster, Saint Renard, Yehm, Orumjek, Karut, Koru Ti-Kong.

Patron of Mischief and Thinking

Region:	Pearl Islands, Tangor, Thyatis, Ochalea, Sind, Savage Coast, Herath.
Sphere:	Hierarch (IM 32) of Thought
Home Plane;	Spithra (free Outer Plane)
Date Ascension;	Unknown
Sponsor;	Unknown, probably none.
Statistics;	AC-40, HD 16, Hp 900, MV 300/100', #AT 4 = Punch-4d6+6, Dagger-3d4+9, AM 90%, Sv IM 32, AL C ST 25, IN 78, WI 25, DX 100, CO 25, CH 60
Powers;	Height Decrease, Detection Suite, Increased Movement Rate, Thief Special abilities. 4 Daggers +3 of Hiding (invisibility power)
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, Mystic
Alignment:	Any
Powers:	These clerics can Hide in Shadows as a Thief of Equal level.
Skill effects;	And receive the Endurance skill in addition to other skills.
Accepted Weapons;	Standard, Daggers
Accepted Armor;	Any.
Holy Symbol:	A silhouette of a spider.
Vestments;	A bound wrapped cloth with open neck , legs and arms (see illustration of Korotiku).
Adventuring Gear;	as Vestment, but thickness depending temperature. In colder environments further wrappings cover the exposed parts.
Dogma:	Use wit and guile, trickery with a smile.
Daily Activities:	Protect and further the dogma. Duties of the Priest: Guidance, Marriage.
Temples and Such:	Sturdy triangular flat structures of stone or wood, with in the corners the shrines. Other important buildings like the sanitarium, hospital, library and document rooms are smaller triangulated blocks attached to each other on no more than two sides of the main building.
Known History:	Korotiku is one of the oldest Immortals and, like Thanatos or Odin, does not remember have been a mortal being. He is a manifestation form of cleverness and trickery, and is a favorite Immortal of clever fighters and thieves. In the Outer World, he is best known under the name of Korotiku, under which he is worshipped in the Pearl Islands and in Tangor. In many stories told about him tricking the other Immortals he is called the spider because that is his a symbol and manifestation form. As far as known he was never a spider. Given his affinity to spiders, he thinks that he might have been a Planar Spider, but cannot remember his mortal life or his Immortal patron. He speculates that his patron has taken away that memory when Korotiku achieved Immortality.



Because Korotiku is one of the most intelligent Immortals of the Sphere of Thought, Ka the Preserver persuaded him to help in the development of the Hollow World, to contribute details pertaining the Sphere of Thought.

The Chameleonmen Story: Chameleon men descended from the Wallaras, a native race of hunter-gatherers, possibly one of the oldest races on Mystara. There was a time in the past when the Wallaras walked side by side with the spirits that created them. They were in tune with the land, so much so that Wallaras equated their life and well-being to that of the earth and its wealth.

The Wallaras viewed themselves as the protectors of nature with which their creators had entrusted them. They built a small city, Risilvar, in the hills where the link between them and their Immortal patrons was the greatest. From there, they flourished and learned much about the universe. These were very wise people, a race that could pierce mysteries that other races did not even suspect existed.

Although a small, peaceful people, Wallaras soon attracted the enmity of the Herathians who had many dark secrets to hide. The Wallaras knew of the Aranean nature of the Herathian wizards, but saw it not as a threat but as just another incarnation of nature. Alas, Herathians did not follow this thinking. As years passed, the discomfort of believing their concealment was at risk grew unbearable to native Araneas.

This situation caused a frightening psychosis with which Araneas did not know how to deal. At greatest risk were the older creatures, often the most powerful ones. Thus, the greatest wizards created a spell that would remove all knowledge of the Araneas' true identity from the mind of the Wallaras. Alas, the mental uneasiness prevailing among Herathian wizards at the time caused them to miscalculate the severity of their spells effect.

The result was catastrophic. In removing knowledge of the Araneas from the minds of the Wallaras, the spell backfired and kept altering the memory of Wallaras. Herathians were at a loss to halt the spell, and the hapless Wallaras' civilization fell back to the stone age. Only obscure memories and legends of their past survived in their minds.

This tragedy caused the Great One—the Immortal patron of Wallara—to seek revenge. A plague of dragons attacked Herath. Araneas were experienced and organized enough to survive the wrath of the Great One, though at a dreadful cost to their nation. Herath faced such horrendous devastation that Korotiku met with the Great One and explained the error of his Aranean followers. It cost The Trickster dearly to convince the Great One to cease the attacks, in addition to a promise of Herath never to interfere with the Wallaras again. The message got through to the Aranean clerics, and soon Herathians began rebuilding their nation. The Herathian clergy also destroyed all traces of the despicable spell of forgetting, and forever banned further research on its effects for fear that someday it might be used against Herathians.

Personality:

Korotiku is a mischievous being, a prankster. His goal in Immortality is to shake up the live of the complacent, to make the pompous look silly, to shatter illusions, to reward the clever and self-sufficient. These traits are all related to his Sphere. Every time he shatters an illusion, he forces someone to think about his or her beliefs. Every time he makes someone look silly, he forces that individual to reconsider his or her values. Every time he startles the calm, he shocks that individual out of a state of non-thinking. His true goal is to trick or to convince every sentient thing to think about everything. As much as possible. He simple prefers to manifest his goals through seemingly-random pranks and mischief. He does not spare Immortals from this. In fact, they are the most common targets for his mischief.

Korotiku looks on the Hollow World as his playground even more so than the Outer World, because he had a hand in its shaping. Eventually, heroes in the Hollow World will draw his attention, and he will play a series of pranks of non-destructive pranks on the most pretentious character in the party. Eventually, he will grow tired of the party, leave behind a medallion with his symbol, as a 'signature' for the pranks, and turn his attention elsewhere.

However, if any of the characters does something particular clever while Korotiku is observing the party, Korotiku will reward that character—usually by granting him some crucial information or a particularly talented follower (who will be a minion of Korotiku).

Araneas are an old-time favorite of Korotiku, and is known by them as Yehm. It is tempting to say he once was a mortal aranea, which would attest to this race's ancient existence in the universe, but no proof exists of this. Nevertheless, Yehm is the grand patron of Araneas, even more so than he is of the lupins.

As Saint Renard he is known to the Lupins of Renardy. He represents freedom of thought, wit, wisdom, smell, cunning, but also trickery. He is the chief Immortal of the Renardois pantheon and so far has guided the royal dynasty of the Clairvaults well. Korotiku is the only Immortal of this group who wasn't a Lupin (although everyone in Renardy would object to this statement). He sponsored lupins to become Immortals as a prank played on pompous Immortals of human origins.



Patron of clever fighters and rakes, Korotiku is a popular Immortal of the Pearl Islands. From there his cult spread to other parts of the Empire, especially Thyatis City (a melting pot of many peoples and faiths). Besides Pearl Island immigrants, many of the young rakes and swashbuckling fighters favor the Spider (as he is sometimes known, after his appearance in certain legends). Although his Islander following has led him to be regarded in the Thyatian Empire as something of a provincial divinity, he is in fact one of the oldest Immortals, and may never have been a mortal being.

He is a wily trickster, and many a tale describes his pranks played on other Immortals. His activities may seem random and meaningless, but they are in fact directed toward the stimulation of thought. Many other Immortals, particularly the younger ones (to Korotiku's perspective, which may mean millennia old), fail to grasp the intention and subtlety of Korotiku's activities. The problem with forcing people to think by deceiving and tricking them is that they may never stop thinking, as it were: they will be forever skeptical, or at least ready to lay blame on the person who first tricked them.

This may lead to misunderstanding, when evil mischief is mistaken for the Spider's doing. Evil mischief, of course, is the province of Lokar, Korotiku's enemy. The common ground of mischief-causing is an impassable rift, as Lokar's tricks are motivated by hate and malice.

Appearance: Korotiku has two manifestation forms. One is a huge black spider, comically roly-poly, with a human face. The other is a tall, elegant dark-skinned Pearl Islander, (pictured above).

Allies: Korotiku's personal friends include the clever Immortals Asterius and Eiryndul. He is the sponsor of Immortals like Diulanna. In the development of the Hollow World, Korotiku's allies are Ka the Preserver, Ixion, and Ordana.

Enemies: Korotiku, in all the multiverse, most hates the Immortal Loki. Loki is also a patron of mischief, but always for destructive or harmful purposes, which galls Korotiku. He opposes Loki wherever he perceives that Immortal at work.



Holy Days: Gromdain, priests pray at dawn.

Piety awards: Play a trick successful (non harmful)
+1 for 1 month

Piety Penalties: None additional

Habits: ▶ Patient,
Peaceful +2,
Energetic +2

Dead: Let rot away, if anything.

Birth: Baptized in Holy Water brought on by the Priest drooling it upon the baby.

Colors: Dark—almost Black—red

Incense / Oil: Frankincense, Cinnamon.

Symbols: Spiders, webbing

Stone / Metal: Gold, Amethyst and Coal together.

Plants: None
 Animal: Wyvern
 Chant: *Packet full of Pony,
 Steps full of Phony,
 Joy around the corner,
 Laughter the Warmer.*



A Warning to over-confident Mortals, magically attacking Korotiku, He hits back, in a way never imagined before, or afterwards actually. (see the above two pictures, about a group of Glantrian Mages in 1008 AC, thinking they could defeat him and gain his powers) defeated in a actually comical way.

Special Spells

Heroism

Range: Touch
 Duration: 1 round per level of the caster
 Effect : person touched
 Save; None
 Casting Time: 6
 Cleric 4 spell

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Sources:

Mythological Encyclopedia,
 Dragon Magazines 179, 184, 186, 187, 188,
 TSR1037—D&D—Gaz0—Dawn of the Emperors,
 TSR1094—D&D—Champions of Mystara,
 TSR9296—D&D—DDA2—Legions of Thyatis,
 TSR2521—AD&D2—Savage Coast Campaign Book,
 TSR2522—AD&D2—Orc's Head Peninsula,
 TSR1054/1401—D&D—HW0—Hollow World,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex,
 Site of Pandius.

The (Nine) Korrigans

The Nine Saviors; Hlin, Idunn, Keeper of the Golden Apples

Patrons of Wendar, Protectors of the Elvenkind

Region:

Wendar, Norwold.

Sphere:

Empyrean (IM 22) of Energy

Home Plane:

Unknown. Spring Maiden has as Idunn a relation with Bragi-Guidarezzo of the Aesir and thus belongs to the Asinye. Keeper of Souls has as Hlin also a place among the Asinye.

Date Ascension:

1600 BC

Sponsor:

Ixion

Statistics:

AC-40, HD 16, Hp 900, MV 300/100',
#AT 4 = Punch-4d6+6, Dagger-3d4+9, AM 90%, Sv IM 32, AL NG
ST 25, IN 78, WI 25, DX 100, CO 25, CH 60

Powers:

Height Decrease, Detection Suite, Increased Movement Rate, Thief Special abilities.
4 Daggers +3 of Hiding (invisibility power)

Followers Alignment:

Any

Taxes:

Followers are taxed 10% of their annual income by the Church.

Clerics:

Clerics.

Alignment:

Neutral or Lawful

Powers:

Permanent spell-like ability Speak with Animals:
+5% to total chance when trying to create new magic items:
Clerics have access to 1st level druid spells too
bonus general skill Hiding (Forest);.

Skill effects:

Standard, one chosen among each one of the Korrigans' holy weapons.

Accepted Weapons:

One chosen among each one of the

Accepted Armor:

Korrigans' chosen armor.

Holy Symbol:

A Korrigan (a legendary creature of the woods), actually a form of Sargugh with antlers.

Vestments:

green robes with variable green patterns
as vestment but no cloak or robes.

Adventuring Gear:

Dogma:

Wendar, elves, freedom, magic, protecting
the woodland races, opposing Idris.

Spring Maiden/Idunn;

Bragi's Wife, youth, beauty, eternal life

Keeper of Souls/Hlin;

solace, protection, guardian of souls.

Daily Activities:

Neuel-ethin Orië

Among the Geffronell, the Precepts of the Korrigans (Neuel-ethin Orië) are not treated with the same religiosity that they receive in Wendar. To the Geffronell, it is a mystical philosophy tradition, and they understand the tenet of fellowship to mean living in accord with the life-death cycle of the natural world. The Assembly of Nine is currently the military command of the elves, but it was historically the most senior teachers.

The appearance of the Dark Lords fifty years ago has been more troubling to the elves than the attacks by Denagoth. They understand that the powers wielded by the Dark Lords are a part of their own training. The older elves fear a return to the time of Dark Elves and the corruption that they wrought. Duties of the Priest: Guidance, Marriage.

Temples and Such:

Wooden, white plastered tower-like structures, reminiscent to the towers of the Sylvan Realm.

Known History:

The Korrigans were ten elves of clan Genalleth, one of the clans who settled in the mountains north of Glantri after leaving Ilsundal's migration in Brun. Even if they belonged to different families, they struck a bond of friendship and loyalty over the years they adventured together, and united by the faith in the power of magic they adopted as symbol of their group the fabled Korrigan, a woodland being who dwelt in those lands.



They became very famous among elves and Antaliens alike, and thanks to their intervention the Genalleth valley was spared by the raiding humanoids led by Akkila-Khan in 1722 BC.

After this event, the Dreaming Seer foresaw a great cataclysm approaching because of a powerful artifact, and the Korrigans decided to prevent this catastrophe. They split and started to search the nearby regions looking for this artifact. The elfin known as Baaq-Mor found it first in the area south of the Glantrian Alps, but she kept her discovery from her companions. She believed that she could use that relic to increase her powers: little did she know it was an ancient Blackmoorian machine which was doomed to explode as soon as it was activated.

Baaq-Mor convinced the elves living in that area to hide the artifact and to study it secretly (since she could not transport it in another location), but this worked against her plans. The elves tinkered with the artifact and caused a chain reaction which led to the Glantrian Catastrophe. The terrible nuclear explosion which resulted annihilated all living beings in a 100 miles radius and created the Broken Lands. It also produced a dark noxious cloud which obscured the sky over the region comprised between northern Darokin and Wendar, bringing with it a rotting disease. Many Elven clans who dwelt in the northern highlands perished, while others sought refuge below the ground.

The Korrigans used all their magical knowledge to protect their clansmen, who had fallen victim to a disease which corrupted both their bodies and minds. They used an artifact of Energy discovered during their voyages (Enoreth's Pit) to imbue their land with powerful magics and created the so called ley lines or Nexi (arcane foci), which awakened the power of nature in the Genalleth valley.

Afterwards they crafted an artifact which was able to tap these Nexi in order to create a mystical barrier that would protect the area of current Wendar from diseases and other threats. Thanks to the power of the Nexi and this artifact, the Elvenstar, the Genalleth elves and their human allies were able to withstand the nuclear winter and survive without being decimated. The losses were heavy, but the survivors acquired great faith in the Korrigans and Mother Forest, who were considered the saviors and protectors of the whole land.

Unfortunately, Baaq-Mor's treachery became public at this point, when she used her powers to corrupt one of the Nexi in order to stop her own disease and attain Lichdom. The ceremony made a whole area of forest bleak which later got renamed Dark Woods of Baamor (Baaq-Mor means Black Wing in ancient Elven). When the Korrigans discovered it, they banded together and banished Black Wing from Wendar. The Nine remaining Korrigans, now in their elder age, taught some trusted disciples the secrets of the Elvenstar and of the arcane arts (which had been forgotten by or inhibited in many elves because of the radiations), and were acknowledged as the most powerful mages in the area.

Ixion had observed their actions during all this time, and finally made them understand through omens and dreams that they were way ahead on the path towards Immortality. However, only one could be chosen, so they now were compelled to fight one another for supremacy. The Nine Korrigans stood true to their friendship and they asked Ixion to take all of them as Immortals or none.

Moved by their honour and friendship, Ixion accepted their plea and the Nine Korrigans became Immortals in the Sphere of Energy in 1600 BC all together (only case in history where a group achieved Immortality all together). However, to avoid breaking the Immortal laws, their souls melded during the ascension, and became one single Immortal, although they retained their personalities. The Korrigans now maintain 9 different manifestation forms (avatars) which are closely linked but enable them to act individually all the way (even if they all share the same amount of power).

Personality:

The Korrigans are now worshipped in Wendar as protectors of the elves and the ancient traditions. They are fascinated by the combined powers of magic and nature, and they look favorably upon those adventuring parties who are held together by feelings of loyalty and honour, and who carry on the cause of Good.

Idunn; the Immortal of Spring and Eternal Youth. Idun keeps the Apples of Youth that the Immortals partake of everyday to keep their longevity. Her dwelling place is the Groves of Brunnaker in Vingolf.

Appearance:

Each of the Nine Korrigans has a particular aspect and nickname, which is associated to some kind of craft he mastered in his or her mortal life. All Korrigans look like blond elves with bright eyes and perfect features, in prime shape and age. Each one is clad differently and bears some kind of characteristic object and weapon:

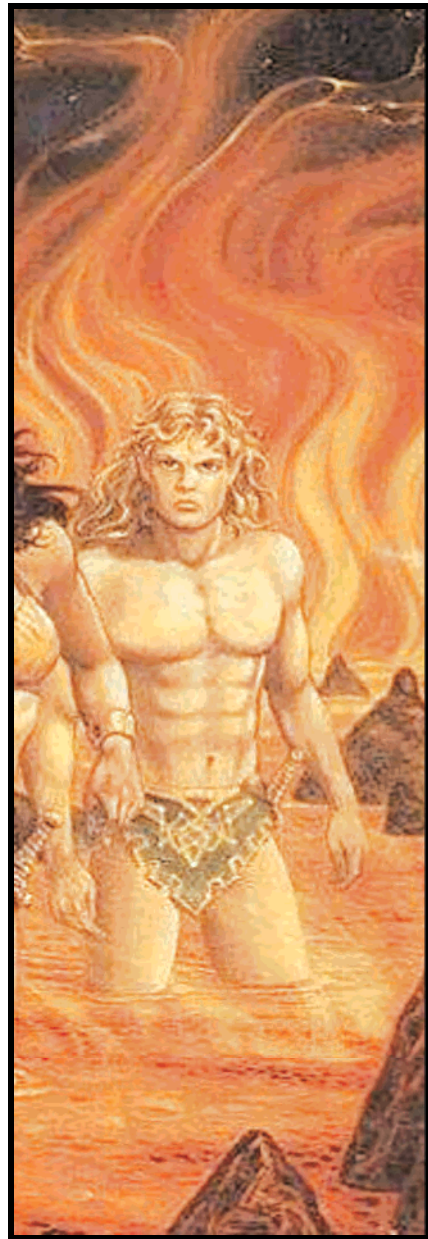
Fiery Champion :	Red dragon scale armour, longsword and a dragon's fang
Eternal Wanderer :	Banded armour, short sword and a pair of dusty deer boots.
Spring Maiden / <u>Idun</u> / <u>Idunn</u> :	Lilies flower robe, short spear and a beautiful Alpine star (edelweiss) in her hair.
Dreaming Seer / Keeper of Souls / <u>Hlin</u> :	Blue robe, quarterstaff and a black strip on his eyes.
Merciful Healer :	White robe, sling and a white dove perked on his shoulder.
Rainbow Singer :	Red robe, light mace and a crystal harp
Silent Hunter :	Leather armour, longbow and a wolf's pelt cloak
Silver Carver :	Leather armour, silver dagger and artisan's tools
Verdant Caretaker :	Green leaves tunic, sickle and a crown of maple leaves (see picture)

The names are translations of their Elven names. The underlined names are the known originals.

Allies:	They are loyal followers of Ordana (who considers them her protectors) and of Ixion, and they are on good terms with all the other Elven Immortals, even if they are not formal allies.
Enemies:	The Korrigans never forgave Idris (Black wing) to have caused so many deaths because of her thirst for power, and they oppose her as much as her patroness Hel in every possible scheme.
Holy Days:	none
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Forgiving -1 (Idris -4), Cautious +1, Trusting +1, Loyal +2
Dead:	Bury under a tree in consecrated ground
Birth: Water	Baptized in Holy Spring Water or Holy Dew

Idunn **Others may and do vary partially or wholly.**

Colors;	Silver, Green.
Incense/Oil;	Apple Blossom.
Symbol;	Apples.
Stones/Metals;	Quartz, Crystal, Smoky Topaz, Copper.
Plants;	Loosestrife, Mugwort, Rose, Willow, Birch, Fir, Apple, Hawthorn.
Day;	Lunadain.
Runes;	Elhaz, Ehwaz, Othala.
Chant;	<i>Asa-Goddess of Immortality, Keeper of the wondrous golden apples, Grant me the Youth and long life of the Gods, Youth and enduring life of the mind as well as of the body. Let my keyword be flexibility, That my expansion in the realm of magic May be unending.</i>



Comb of the Korrigans

A group of nine powerful elves took a rare woodland creature (the Korrigan) as their symbol. Successful as a mortal group, they resumed their close friendship after all reached Immortality. Together they created this item to aid mortal elves to reach Immortality, but only if they strive toward representing the best of Elvenkind. The Korrigans became nearly legendary in mortal life, commonly using shapechanging and haste in their travels and combats, and this device presumably bestows similar powers.

Description: Hair comb, 5 inches long, made of pink bone-like substance, fine teeth.
Monetary Value: 25 gp

Magnitude: Lesser artifact of Energy
Power Limits: 215 PP recharge 10 TP/Hour
Powers: No effect upon Immortals.

Attack Powers:

Poison breath	20' cube, Poison S + P, 3 rounds	50 TP
Polymorph Other	as spell, range 60', HD new form up to 2x original form	15 TP
Slow	as spell, range 240', 3 Turns, 24 creatures in 30'	25 TP

Information and Movement Powers:

Haste	as spell, range 240' 3Turns, 24 creatures in 60'	30 TP
Fly	as spell, 40 + 1d6 Turns, MV 360'/120'	25 TP
Transport Through Plants	as spell, self + two others touched	45 TP

Transformation Powers:

Produce fire	as spell, 2Turns	15 TP
Repair Normal Objects	up to 1000cn	10 TP

Defensive Powers:

Cure disease	as spell, range 30'	20 TP
Cure wounds, critical	as spell, Curing 21 hp	35 TP
Polymorph self	as spell, 46Turns	65 TP

Activation:

The comb is not active when acquired. If it is left within a burning fire for 1 full turn, it is activated, but will not reveal powers. Thereafter, whenever the user befriends an elf (loaning money, curing, aiding in battle, etc.), one power is revealed telepathically (maximum of 1 per day), in order of power.

Use of Powers:

A power is invoked when a given combination of the comb's teeth are plucked, producing a nearly inaudible musical tone.

Handicaps _____ 2:

When first power is used: User starts turning into an Elf (1st level): the process takes 3 months to complete. User becomes aware of minor changes (animosity toward dwarves, among other things) in 2 weeks. Change stops completely as soon as artifact is no longer owned, but the change back to normal takes 3 months.
Energy drain: User loses 3 levels of experience when Poison Breath is first used.

Penalties _____ 3

If ever fighting with an Elf, happens 4 in 6 = Slow effect centered on user
If ever killing a Lawful Elf, happens 1 on 6 = Polymorph Other: upon user, to turn into an eagle.
If betraying an Elf, happens 1 on 6 = Memory penalty: User can't memorize any spells of the highest spell level he or she can normally study. Effect is cumulative if not removed.

Sources:

Breton folklore, Various works on folklore of the British isles (Irish, Scottish, and Gaelic), such as Celtic Myth and Legend, by Charles Squire. See fays (or fees or faeries): druids of ancient Gaul: the Lamignak elves: Fountain Women of French folklore: also see A Field Guide to the Little People (Arrow-smith and Moorse, 1977).
Mythological Encyclopedia,
Dragon Magazines: 153, 186, 192, 200,
TSR1037—D&D—Gaz0—Dawn of the Emperors,
TSR1094—D&D—Champions of Mystara,
TSR1021—D&D—Master Rules,
TSR1017—D&D—Immortal Rules,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Koryis

Koru Yi-Si, Kurya

Patron of Peace, and Prosperity



Region: Alphatia, Norwold, Pearl Islands (especially: Ochalea).

Sphere: Temporal (IM 10) of Thought
Home Plane; Pax (named in honor of the Immortal Pax—an old friend of Koryis)
Date ascension; unknown but long before the wars that destroyed the Alphatian Homeworld (thus before Landfall 1000 BC.
Sponsor; Unknown, Korotiku suspected.

Statistics; AC-2, HD 24, Hp 140, MV 150'/50',
 #AT 2 = Punch-2d6+2, AM 50%, Sv IM 10, AL L
 ST 17, IN 18, WI 15, DX 12, CO 14, CH 15

Powers; Detection Suite, Enhanced Reflexes, Improved Saving Throws vs. Mental Attacks, Turn Undead.

Followers Alignment: Neutral or Lawful
Skill effects; Free Etiquette Skill, and Knowledge of Ochalean Etiquette and Behavior rules.
Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Paladins, Mystics.
Alignment: Lawful
Powers: These clerics are able to cast a Protection from Evil once a day in addition to their chosen spells.
 A Protection from Evil spell memorized once, can be cast a maximum of 3 times per day. A successful Wisdom check after casting the spell decides if the spell did leave the casters mind.
Skill Effects; Bonus Skill of Negotiation, beginning at minimum 3+1per intelligence and wisdom bonus, a +1 bonus is earned for every 3 levels, to a maximum of 18.
Accepted Weapons; Quarterstaff, Net, Bolas, Bo Stick, Lasso, Any Defensive or Subduing Martial Art.
Accepted Armor; None

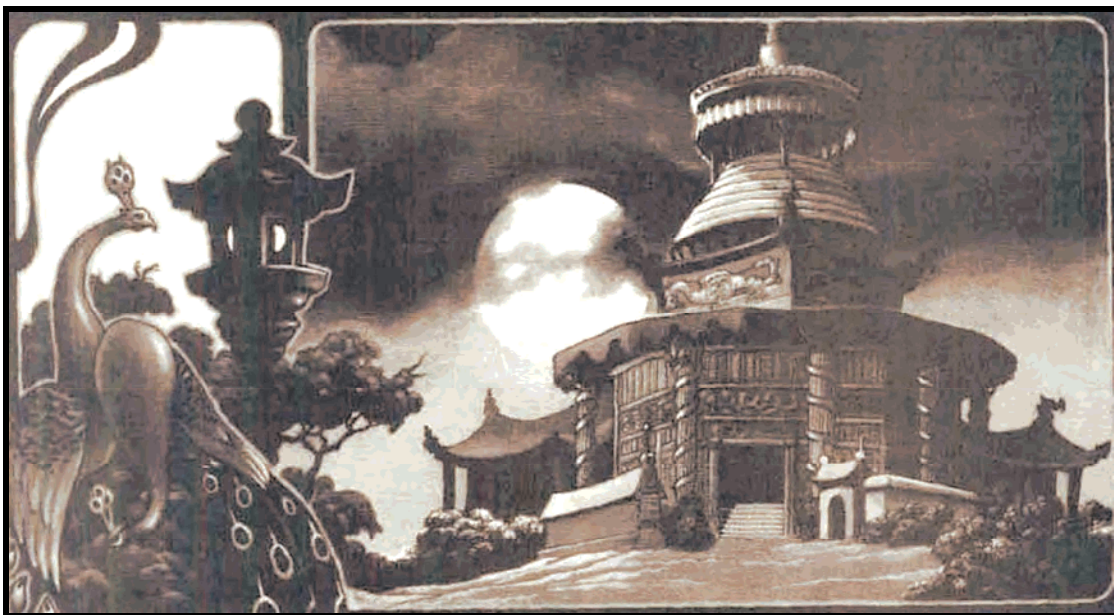
Holy Symbol: A hand held, palm forward, fingers up, representing a hand-sign of peaceful intent. The cleric's right or left hand must have been enchanted by the Holy Symbol spell to use it as a Holy Symbol in Turning Undead or similar actions, where a Holy Symbol would be needed.

Vestment; Any
Adventuring Gear; Any

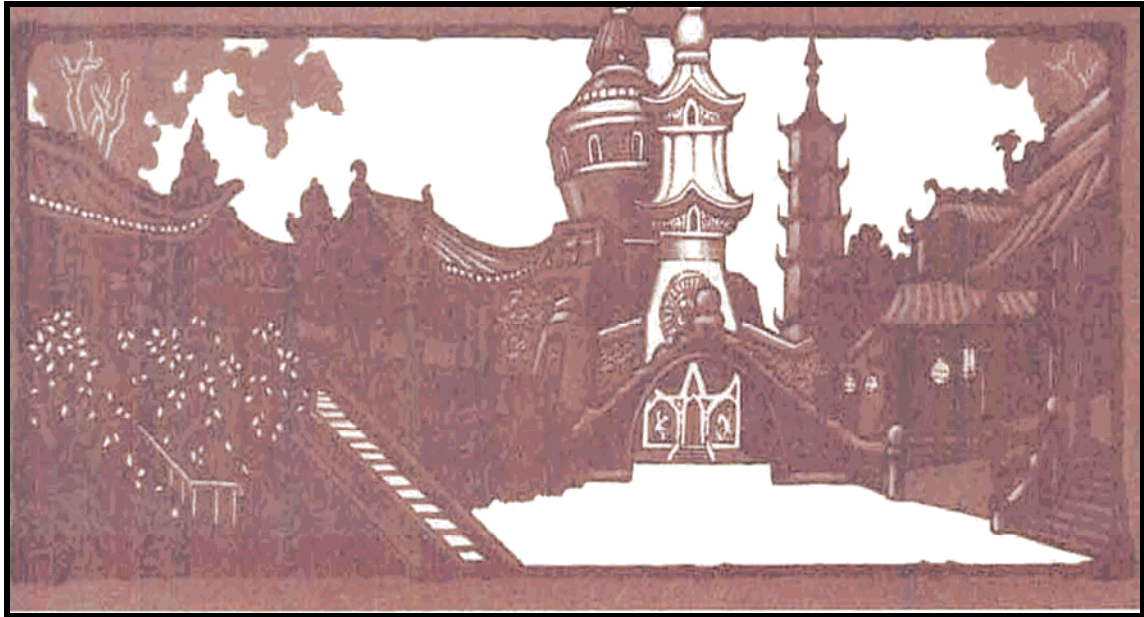
Dogma: Peace, non-violent solutions to conflicts

Daily Activities: Protect and further the dogma. Duties of the Priest: Guidance, Marriage.

Temples and Such: A Wooden semi-circular construction of intricate multi-level design.



Shrines look like stone decorated structures several feet high and are placed wherever possible, along roadside, crossways, in cities and villages, and inside the houses of the wealthier merchants. See next illustration.



Known History:

In Life, Koryis was an Alphatian Magic-user, born when the Alphatians lived on their far-away world before it was destroyed by war. He was an adventurer called the 'negotiator' because he preferred discussion to combat. He was also a lycanthrope, able to take the form of a bear at will. He embarked on the Path of the Epic Hero long before the wars that destroyed the Alphatian Homeworld. He achieved Immortality, and returned "home", only to find it had been destroyed, but he managed to follow his people to the world of Mystara. He has a strong following among the merchants of Alphatia, but is not very popular among the mages and wizards of that empire. He has a strong following in the nation of Ochalea.

Settled in the centuries after Alphatian Landfall by common Alphatians with no magical abilities, Ochalea grew to be an independent-minded dominion of hard-working people. Clerical concerns occupied the population in lieu of magical interests, and the Ochaleans became very reserved, very scholarly people devoted to honoring the Immortals (especially Koryis).

Ochalea provided a lot of grain and livestock to the Alphatian Empire before the first Alphatian/Thyatian war. During that war, though, the Ochalean King saw the opportunity to establish complete independence for his nation, as guided by Koryis, and threw his lot in with King Lucinius. It was a good decision, and Ochalean Clerical magic helped Lucinius achieve Thyatian independence. But that king was murdered by General Zendrolion when Lucinius was—and practically before the Ochalean's realized that they won the war, they were occupied by Thyatian imperial troops and ruled by a Thyatian appointed king.

In the centuries since, Ochalea has remained a Thyatian region, counted as a Grand Duchy of the Empire. Ochaleans have become a quiet, yet reserved people who place great importance on manners and proper behavior. (all traits learned from Koryis). They do not approve of women adventuring, or doing male things—but cannot legally interfere when an adult Ochalea woman wants to take up a military or adventuring life. Though she will suffer from lots of discriminatory behavior, she may continue on her chosen course. Magic-users, Thieves and Demihumans are tolerated, but are not liked or trusted only fighters, and clerics receive the trust of Ochalea.

Personality:

Koryis was not a typical Alphatian. He was a pacifist, a firm believer in solving problems, all problems, through negotiation and commerce. As such, all his fellow Alphatians found him boring and unrealistic. Today, less patient fellow Immortals find him likewise.

In the Hollow World, Koryis keeps his eyes open for Alphaks' recruiting tactics. Koryis hopes to forestall any major invasion of Alphatia by Alphaks' minions from the Hollow World. In the Hollow World he is followed by the Gentle Folk Elves.

He is the Patron of Ochalea and his is the major faith in the Kingdom. Outwardly, all other Immortal beings of the Celestial Court of Pan-Du (Pandius) bow to his will, when it comes to dealings with the Ochaleans. He is lawful and benevolent, and only promotes goodwill for his strongest group of worshippers.

Koryis is rarely actively involved in mortal lycanthropic events, but he is kindly disposed toward peaceful were-creatures. He would love to re-establish the good will Alphatians once felt toward some lycanthropes.

Appearance:	Koryis his manifestation form is his original, a pure-blood (white-skinned) Alphatian man, hollow cheeked and gaunt, wearing simple robes, bearing an expression of long-suffering determination. Occasionally he takes the form of a large bear with a similar expression of determination.		
Allies:	Koryis' only Immortal ally is Alpathia, who shares both his interest in the Alpathians and his preference for peace.		
Enemies:	Koryis' chief enemy is Alphaks. Koryis knew Alphaks in Life and disliked him then. In Koryis considered opinion, the transformation to Immortal Fiend or Demon has not improved his old acquaintance one whit. Now that Alphaks has returned, Koryis has pledged himself to thwarting Alphaks at every turn. Korotiku has fun poking holes in Koryis devout pompousness, but Korotiku isn't truly his enemy. Nü Yue-Wang (Nyx) is Koru Yi-Si's major foe in Ochalea.		
Holy Days:	Ochalea; 15 th Thaumont. Day of Peace.		
Piety awards:	None additional		
Piety Penalties:	Resolving a conflict without dead		+1
	Resolving a conflict without damage		+2
Habits: ▶	Peaceful	+3,	Cautious +3, Generous +2, Honest +2.
Dead:	Bury in the ground		
Birth:	Baptized in Holy Water after a strict and long lasting (1 hour or more) ritual heralding all known ancestors of the child.		
Colors:	Dark—almost Black—red		
Incense / Oil:	Jasmine, Lotus, Zzongha (minute amounts—and not inhaled, consumed or similar).		
Symbols:	A White Vane		
Stone / Metal:	Crystal, Nickel, Tin.		
Plants:	None		
Animal:	any creature with hands (i.e. with opposable thumb)		
Chant:	<i>none</i>		

Ochalea Ochaleans are a reserved and religious people who place great importance on manners and proper behavior. The long-standing following of the traditions of the Immortal Koryis has also made them very quiet, polite, and peaceful. Normal recreational activities in the rest of the Known World, such as drinking and gambling, are illegal here. They do not like violence and prefer to solve all their problems through negotiation.

One of the greatest mysteries of the Ochaleans, however, is their very own traditions. Because of their peaceful ways, Ochaleans believe in the equality of all men. There is no distinction between the respect shown to members of different social classes. But as mentioned above, it is in the equality of MEN that is followed.

By Ochalean tradition, the woman has a lesser role in society, placing her just above that of a convicted slave back in Thyatis. Admittedly, some places in Thyatis are not much better, but at least that is just the behavior of certain citizens and not an actual law, as it is here in Ochalea. Females are therefore required to stay at home and perform family duties and household chores. There are more arranged marriages in Ochalea than in the entire Empire. A woman has very little choice regarding anything.

The one thing that could be admired of these people is that their peaceful nature has made them rather scholarly. The large number of priests, whom are held in high regard here, has helped turned this nation into one of the most educated on the Known World, ranking third behind Glantri and Darokin.

Important Characters in 1010 AC:

Archduke Teng Lin-Dieu, Age 50, 5'10", 160 Lbs, Ochalean Ancestry-Copper skin, almond-shaped eyes, like common Alpathians., brown Hair and eyes, very creased features and a near-sighted squint. Wears the standard featureless Ochalean outfit but in royal jade-green. Cleric of Koryis level 36, Lawful. He is the titular leader of Ochalea. He is a reserved but friendly scholar who rules his island Duchy well, and considers himself as much Thyatian as Ochalean. His life's quest involves understanding the true desires of Koryis and teaching the Ochaleans to direct themselves to those goals.

Sources: Mythological Encyclopedia,
 Dragon Magazines: 153, 186, 192, 200,
 TSR9159—D&D—M1—Into the Maelstrom,
 TSR9148—D&D—M2—Vengeance of Alphaks,
 TSR1037—D&D—Gaz0—Dawn of the Emperors,
 TSR9368—D&D—PC4—Creature Crucible, Night Howlers,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Kythria

Aphrodite, Ishtar, Astarte, Sjofn, Cytherian Goddess.

Patron of Love and Friendship, Fertility, Beauty.

Region:
Sphere:

Makai, ancient-Minrothad tribes, Pearl Islanders
Temporal (IM 10) of Energy (although in the Wrath of Olympus—page 2—mimicking an Empyrean to Terra, Brissard, and Talitha. Some think her lies were so great, that she can't be more than an Initiate (Wrath of the Immortals—page 40).

Home Plane;
Date Ascension;
Sponsor;

Mount Olympus (top of Olympus)
about 850 AC
Eiryndul.

Statistics;

AC-2, HD 24, Hp 140, MV 150/50',
#AT 2 = Punch-3d6+3, AM 50%, Sv IM 10, AL C
ST 18, IN 24, WI 16, DX 18, CO 25, CH 23

Powers;

Call Other, Increased Damage, Improved saves vs. Mental Attacks, Turn Undead.

Followers Alignment:

Any

Skill effects;

Free Etiquette Skill, and Knowledge of Ochalean Etiquette and Behavior rules.

Taxes;

Followers are taxed 10% of their annual income by the Church.

Clerics;

Clerics. Females only.

Alignment:

Any, but most are Chaotic or Neutral

Powers:

These clerics are able to cast a Protection from Evil once a day in addition to their chosen spells.

A Protection from Evil spell memorized once, can be cast a maximum of 3 times per day. A successful Wisdom check after casting the spell decides if the spell did leave the casters mind.

All spells related to child-bearing are created by her, and spread over the other Immortals. Any saves needed to resist these spells are lowered by 1, and all effects +1 to damages, +10% to durations, and +10% to any other effect, as her variation of these spells is a bit stronger.

Skill Effects;

Her clerics surround themselves with beauty, and they favor skills such as artistic ability, dancing, musical instrument, singing, etc., skipping all things related to manual labor. There are also rumors that they are trained in skills related to sex.

Free Acting and Allure Skill.

Accepted Weapons;

Standard

Accepted Armor;

Any

Holy Symbol:

A Picture of herself (often depicted as a Blonde), rising from a Shell or sea-waves (foam).

Vestment;

A thin silk robe with golden (high-heeled) slippers.

Adventuring Gear;

As vestment but including a scantily covering Armor, (AV-1).

Dogma:

Love, Passion, Desire. Love is Sex. Love is changing, but the enjoyment and the memory is eternal. The goddess of love and beauty extracts tribute from lovers, romantics, and those who agree that luxury and self-indulgence are the goals most worth having. Her clerics are similarly indulgent and not prone to go adventuring, unless, of course, their latest paramours are members of adventuring parties (they are never without companionship of the opposite sex).

Daily Activities:

Enabling followers to feel the love of Kythria, by sacrificing one-self in body and soul (sex). Protect and further the dogma. Duties of the Priest: Guidance, Marriage.

Temples and Such:

Large pillared, open circular domed temples on top of a hill, covered with roses and a multitude of rich-smelling flowers, often a small stream is nearby.

Two islands belong to her; Cypri and Cythera and have several temples and abodes for love making on these lush warm islands. In Ancient Milenia she was the keeper of a temple on the Akro-Korinth, a mountain in the province Korinthe. In these temples and islands courtesans and priestesses bring her religion by becoming prostitutes.

Known History:

As a mortal, Kythria was the most celebrated beauty of the Makai natives (Ierendi) and her legend had spread all across the Known World. Those who journeyed far to her island home in Ierendi discovered the accounts of her beauty were agonizingly lacking. However, they deemed their mortal lives were inestimably blessed when they felt first hand her grace, her charm, her zest for live, and her boundless love. It came as no surprise that Kythria was also a priestess of the beautiful Patroness of Romance and Passion, named Valerias. In fact, Kythria was so devoted to her Patroness that she began on the Path to Immortality with Valerias as her sponsor. However, she failed the test, and had to search a new Immortal sponsor. Eiryndul's sponsorship proved more rewarding, and it was under his Immortal wings she finally became Immortal.

She became revered in ancient Milenia under the name Aphrodite, after she appeared in her manifestation form from the foam of the ocean on the isle of Kythera (Real World Cyprus). Her beauty was so great that soon temples were made in her honor. Her most famous temple is the Akro-Korinth (real world harbor and merchant city of Korinthe). Here priestesses and courtesans worked in her name (including Temple prostitution). Some of these temples still exist in the remnants of ancient Milenian culture.

Until now, the culture has not resurfaced in the Milenian Hollow World Empire, although she would truly accept it. but the existing Immortals and the Spell of preservation restrict her movement in that direction.

There are some Immortals who choose not to heed the dictates of preservation of the Prime Plane, regardless of the logic involved. Seven such Immortals (Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares) descended to the Prime at the end of the War of the Immortals (1004-1009) and declared themselves the Olympians. This band of Immortals went to the Prime on a lark, ignoring all the admonitions they had received as novices. Such a hand-off attitude made no sense to them: would it not be more expeditious for Immortals to take the course of the Prime into their own hands to insure that foolish mortals could not damage it? they chose to emulate, gods, so they would be admired, respected... and feared. The scope of the project? To eventually rule all of the Prime Plane.

Immortals personating gods and negating the Prime rule: No Direct Interference against Mortals? Unheard of and, as will be seen, the dangerous consequences of their deed caused turmoil throughout the multiverse.

The day that the imposters arrived on the prime, they appeared before the bewildered populace of Corunglain, in the Republic of Darokin. They demanded worship and tribute, claiming it as their due right. And who could deny them, these god-like beings encased in dazzling white light and speaking with ringing voices.

So worship was made and tribute offered. In keeping with the roles they were assuming, these Immortals ascended a mountain in the Broken Lands, dubbed it "Mount Olympus", and set about making it a permanent home. The summit was sheathed in rolling thunder and billowing clouds, through which Zeus would occasionally hurl a thunderbolt at some hapless mortal. An enterprising cleric was always handy to rationalize this divine retribution against the sins of the victim, no matter how trivial or insignificant those sins were.

The council of Darokin made obeisance to the gods and consulted the oracles, seeking a reason for this calamity and guidance for the best course of action. The gods remained silent. Sure in their hearts they were being tested by their Immortal deities, they dispatched an army to drive off the intruders. Fully 3000 armored elite marched off to do battle with the Gods of Mount Olympus". Incensed by the effrontery of these mortal, the fraudulent gods blasted the host with all their Immortal might. The flanks of the mountain were covered with slain warriors, like dead leaves drifted by wintry winds. Few lived to spread the news of the crushing defeat.

But the use of so much power on the Prime Plane attracted the attention of the Immortals. Night, Hierarch of Entropy, and three other Immortals of Entropy (Masauwu, Orcus, and Talitha) had long desired to hasten the advancement of their sponsored mortals to Immortality, they sought the removal of at least seven Immortals. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) would be brought along, eventually to replace the Immortals so removed. Since this would be a simple replacement, Night sees the project as furthering the goals of her sphere.

The dangerous tampering by the band of renegades calling themselves gods proved a stroke of good fortune for Entropy. They moved speedily to incarcerate the Immortals, but instead of bringing them to the hierarchy for discipline, they made a few modifications to Olympus. It is now apparent that Night is intent on eliminating the Olympians directly on the Prime Plane.

Demons descended on the mountain and, with the help of a gluttonous Jumper, erected an encircling barrier of Time and Air around part of the palace. Inside, the imposters found that their magic would not work, and all, save Athena, were quickly overwhelmed. She was not within the area enclosed by the barrier and fled, followed by Orcus and Talitha in hot pursuit. The foolish Immortals were bound with chains to the mountain. The metal of the chains was unknown to them and they could not break it. a feeling of weakness and lethargy came over them, as if the rock to which they were chained was sucking the power from their bodies.

Before leaving, Talitha released a tormentor upon them, a winged fury bearing the grinning visage of the Titan Prometheus (who Zeus had chained to the Mountain earlier). The demon repeatedly attacked the Immortals, ironically visiting on the Olympians the eternal punishment Zeus prescribed for the Titan.

The Immortals made a serious error in judgment in their haste to elevate their mortal candidates to Immortality. The hierarchs ruled that open slaying of Immortals on the Prime, to be witnessed by mortal eyes, would eventually jeopardize the replenishment of the Ranks of the Immortals. What mortal would aspire Immortality after observing such a thing, or even just hearing the tale? Clearly, this course of action was dangerous and had to be halted.

The Immortal Terra called for some other Immortals, as she captured the plea for help from a drained Athena, still followed by at that moment unknown enemies. She revealed repentance for her actions by making her whereabouts known to Terra with a last burst of power. She had sought sanctuary on the planet Coriot in the Outer Plane of Kryla. The other Immortals were charged by Terra to capture her and bring her back. After passing through displaced gates by Orcus, they found her and found out what happened. After a course of several actions they assumed the mortal identities of mortal heroes of Darokin (Balthac, Sinan, Aurum, Ascalon), battled the Entropic Immortals in their assumed identities of Calor Kazad, the Lich Mormon, and a Whispering Demon), and defeated the jumper on the displaced top of Mount Olympus.

Night was censured by the Council of Mystara for her dangerous exploit, and diminished in rank several levels, Calor, Kazad, Mormon, and Lecarkus were slain in the battle and finally never became true Immortals of Entropy, only Brissard survived as he had fled prior to the battle. The mortals' memory of the account was erased, but although a golden age, away from war to arts and culture started, their greater level of learning questioned the existence of the 'gods' they followed and replaced them with other deities.

Only the blasted rock that was Mount Olympus remains as a reminder to all Immortals of the consequences of breaking the Prime Rule of no direct interference against Mortals.

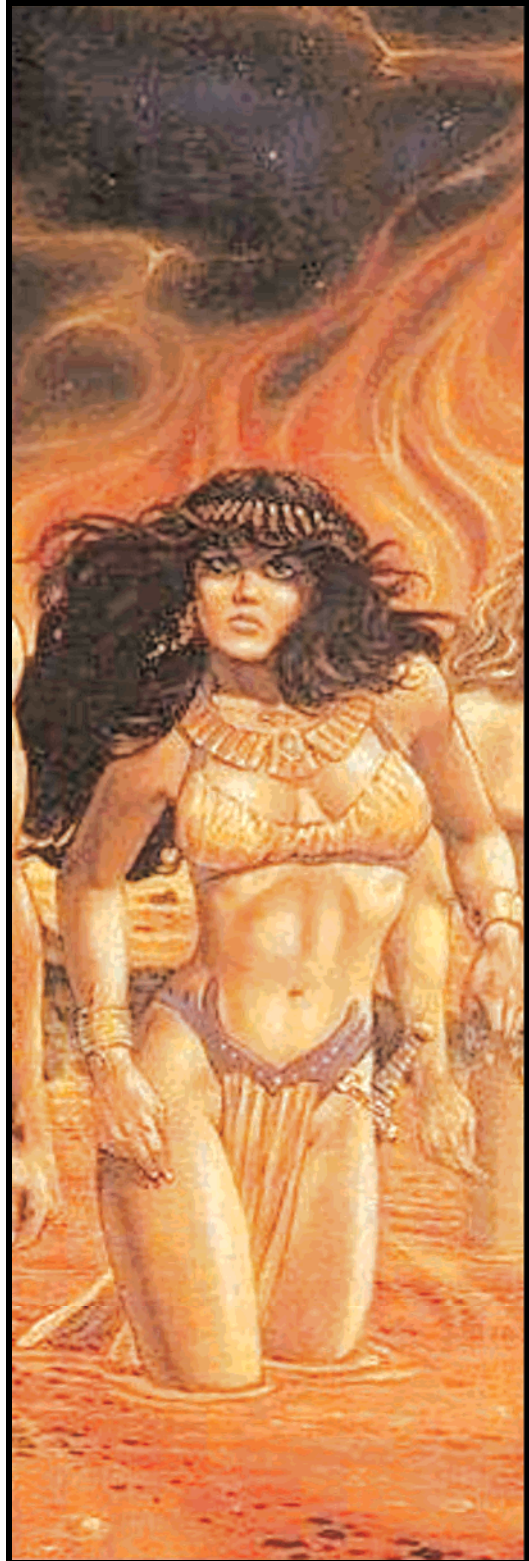
In her mythology it is told that she is a daughter of Zeus and Hera or Dioone (whoever that might be) and she is married to Hephaestus (Wayland). She is also the lover of Ares and Adonis. Her mortal sons Eros, Himeros Hymenaios and Aeneas (son of the Hero Anchises).

Personality:

Kythria has a personality very similar to Valerias, but is more free-spirited, and demanding. She is like Valerias a passionate and quick-tempered character. Easily swayed to help a handsome hero or a lovely heroine. But like Valerias, her attentions are fickle and she quickly loses interest in individuals. She is the blessings-bringing mother and patron of plants and animals, of sailors.

Appearance:

The Immortal was a female, lithe in build and blithe in movement. Her head was crowned by a wreath of rainbow-colored hibiscus blossoms and was bowed down deeply, revealing only hints of her beautiful features. Her shiny black hair was reminiscent of volcanic obsidian glass, and the tresses flowed down the sides of her hidden face onto supple shoulders of smooth tanned skin. A lei of tropical flowers or a ring of gold jewelry, ringed her delicate neck and draped down onto her otherwise exposed and full bosom, which is rarely covered, and if then scantily. Her loose short skirt, patterned with orchid designs, tied at the waist, and gently dancing to an illusory salty sea breeze, was the only true piece of clothing of this Immortal island beauty. In her Immortal form she prefers to have Blond golden-like hair on a pale-skinned human body. She wears a Golden Asp on her right upper-arm or wrist, and often a longer similar one around her waist like a belt. Her left arm is also adorned by a 5" wide bracelet of Gold. She wears golden sandals with the highest of heels. She wears a single—easily to be removed—silken gown (and rarely a bra), which seems barely ample to cover her breasts or privates.



Allies:

She was befriended with Zeus and Hera, what was the reason to link herself to the idea of the Wrath of Olympus idea. She had a short liaison with Hephaestus, Ares, Adonis. Her mortal identity has brought forth the children: Eros, Himeros, Hymenaios and Aeneas (the last from the father Anchises).

There are rumors she even shortly infatuated Ixion, but the recent appearance of Valerias, caused Kythria to move away. Here she had earned apparently the name Venus, and it was the single and most deeply dent in the relationship of the two Hierarchs Ixion and Valerias.

Enemies:	Valerias has an understandable distrust to her, but no hatred or true animosity does exist between the tow courtesans. Aphrodite hates Talitha and Brissard, and dislikes the Immortals who saved her from Talitha. She still thinks Immortals should use their powers to use upon their followers, but the strict control of especially Terra prevents her from actually acting like thus again.
Holy Days:	Her holy Day is the 14 th of Vaternont. A day when lovers reveal each other to each other.
Piety awards:	+1 Cumulative per child born, even males get this bonus, but they only if they truly wanted the child. accidental pregnancies are only beneficiary to females.
Piety Penalties:	-5 per abortion -1 per illegal birth control
Habits:	▶ Any pregnancy protecting device or spell may only be used when the priests allow it, and that needs to have dire means to be accepted and high costs towards the temple. Reverent +1, Peaceful +2, Honest +1, Dogmatic +3.
Dead:	Bury or entomb.
Birth:	a cherished family festival.
Colors:	White, Golden, Yellow, Rose, Pink. Pastel-tints
Incense / Oil:	Rose, Lily, Daffodil, heavy incenses.
Symbols:	a kiss, a red heart symbol, pillows,
Stone / Metal:	Marble, Silver
Plants:	Myrrh, Granite, Elm.
Day:	Nytdain
Animal:	Dolphin, Dove, Swan.
Chant:	None

Extra Spells

Yemelat's Orgiastic Frenzy

Range:	20' radius circle centered within 60' of the caster
Duration:	special
Casting Time:	6 turn
Area of effect:	see range
Save:	special

Cleric 6 spell.

Yemelat, whose archbishopric is among the most coveted of all the dioceses of lord Priapus, is most famous for his orgiastic frenzy spell, first put to shockingly great effect at a special high council of the Clerics of Odin, Thor, and Tyr. this spell compels those within its range to engage in sexual activities with wild abandon with anyone else within the zone. those within may individually save vs. TS at -5 to stave off the effects, but must save again if they touch anyone or anything in the zone, including their own bodies, until they escape the zone or until everyone falls unconscious within the zone.

Sources: Mythological Encyclopedia,
Dragon Magazines: 153, 186, 192, 200,
TSR9171—D&D—IM1—The Immortal Storm,
TSR9207—D&D—IM3—The Best of Intentions,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Land

Patron of Earth Elementals, Guardian of the Elemental Plane of Earth



Region:	Elemental Plane of Earth
Sphere:	Empyrean (IM 21) of Matter
Home Plane;	Earth Elemental Plane
Date ascension;	In the era of the Blackmoorian rise on Mystara, about 3500 BC
Sponsor;	Unknown (likely Terra)
Statistics;	AC-8, HD 35, Hp 360, MV 150/50', #AT 4 = Punch-4d6+11, AM 70%, Sv IM 21, AL L ST 57, IN 21, WI 15, DX 12, CO 14, CH 15
Powers;	Extra attacks, Increased Damage, Improved Saving Throws vs. Physical Attacks, Turn Undead.
Followers Alignment:	Neutral or Lawful
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Druids
Alignment:	Lawful or Neutral, Druids only Neutral
Powers:	These clerics get a +1 to Strength Detect grade or slope in passage on 1-2 on 1d6 (same as Dwarf ability). Determine approximate depth underground on 1 on 1d6 (same as Dwarf ability). Immunity to all snake and Medusae venoms.
Skill Effects;	Extra Skill of Endurance. Required; Honor Land, Any one from the following list—Agriculture, Brewing, Mining, Stonemasonry. Recommended: Ancient History, Ancient Languages, Reading/Writing.
Accepted Weapons;	The weapons chosen for this order come in three types: Agricultural/harvesting type weapons (such as the scythe), those which sometimes use stones (such as slings, or primitive maces and axes), and those which simply suggest heavy beating, pounding, or the earth (picks and mauls, for example). Club, dagger/dirks, knife, mace, maul, morning star, picks (all), scythe, sickle, sling, staff sling, stiletto, Warhammer.
Accepted Armor;	All non-magical non-metal armor, all non-magical non-metal shields.
Holy Symbol:	A Stonewall
Vestment;	None
Adventuring Gear;	normal (any).
Dogma:	Earth elementals, order, strength, protecting the Elemental plane of Earth. This deity is the manifestation of the world in all its aspects. He's not just a Immortal of growing things, plants and animals: he also represents weather, volcanoes, earthquakes, flood, and many other powerful natural forces. Many earth-gods are also makers of monsters.
Daily Activities:	Protecting and furthering the dogma and its goals. Duties of the Priest: Guidance, Marriage.
Temples and Such:	This Immortal's priests are a vigorous sect who insist that everyone worship the Immortal, for without the Immortal all creatures on the face of the world could not exist. Each of his lesser aspects represent only one aspect of the earth; Earthquakes, Volcanoes, Mountains, Caves and Caverns. The attributes of Agriculture, Animals, Nature and Vegetation can also be considered of the Land. All this together reveals locations of religion, when consecrated each of the aforementioned locations constitutes as a "Temple" of Land.
Known History:	Land was an earth elemental from the plane of Earth who descended directly from Terra's lineage. Due to his fealty and devotion to his old ancestor, Terra took a special interest in Land and tried to lead him through the path to Immortality. Knowing that the Elemaster of Earth would have been greatly offended by this act, she convinced Land to swear loyalty and eternal servitude to the Elemaster before embarking on the path of the Polymath, and this pleased the ancient Immortal. Ground was probably an Immortal sponsored by the Earth Elemaster to oppose Terra. A wormhole from the Prime Plane to the Dominion of Ground had formed. Ground did not desire such a connection with the Prime Plane—which is a Ruler's right—and walked the wormhole to its end. Land followed some distance behind, as he wanted to visit Ground to discuss the whole matter. And there, on the planet that was named, Immortal Hellions blasted Ground as he emerged, never giving this reasonable ruler a chance to speak. The smell of power was strong, the force such that the wormhole collapsed. Unable to mete out proper punishment to the murderers, Land was able to grab a single terrified Humanoid, and brought it back for sentence. Land already disliked Immortals who use the Prime Plane as their private playing ground. Urtson, an Immortal Kryst, found out that the captive was a mortal instead Immortal and decided that Ground was slain by powerful Mortals, perhaps with the use of an Immortal Artifact, explaining the smell of Immortal power. Land demanded a verdict. The surrounding Elementals declared Death, by burying alive in Elemental Heartearth (taken from Land's chest). The unlucky victim died, multiple times, plants growing on the mound of earth and dying again, and again. The plants bore the features of the poor soul within the mound, slowly the shrieks gradually weakened, to finally stop. This all just preceded the Wrath of Olympus.

Personality:	After Land attained Immortality (in the era of the Blackmoorian rise on Mystara), the Elemaster immediately grabbed the opportunity to remember his oath, and from that moment Land has served two masters: Terra and the Elemaster of Earth, following the orders of both. He is thus in a difficult position, always obliged to mediate between the two parts without betraying any of them. He's the ultimate defender of the Earth Elementals and is in charge of guarding the Plane of Earth against planar interference of any kind, a duty he performs with the outmost efficiency and even bouts of sadism. Land may in his ways of thinking and defending others (like in the case of the death of Ground) arrogant and self-important, but his actions actually affect untold members of being in the Multiverse. He is forgiving if the truth is found out, but unrelentless strict if lied about. He will point out the stupidity of mortals and Immortals alike, on any case where lack of Elemental Earth knowledge is on his upper hand.
Appearance:	A huge neck less humanoid made of rocks, earth and soil. His voice sounds like the sound that Glaciers make while grating the mountains.
Allies:	Terra, Elemaster of Earth, and all Earth Elementals. Both are depicted in the initial illustration. Land just appears slowly from the Plane of Earth while Terra (in Elven Mortal Form) holds the beacon stone with which she called for him.
Enemies:	Elemaster of Water. Land also has a tendency to distrust Immortals of other than the Earth Plane, but he is no enemy to them. He will not slay them out of hand.
Holy Days:	None. Priests pray before sleeping and receive spells after awakening.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Forgiving -2, Cautious -2, Modest +1, Courageous +2
Dead:	Bury or entomb.
Birth:	Not Applied
Colors:	Brown-Golden
Incense / Oil:	Sulphur, Wet Dirt.
Symbols:	Any loose boulder
Stone / Metal:	Clay, Whetstone, Pyrite
Plants:	Grasses.
Animal:	Common Worm.
Chant:	the sound of an continuing avalanche.
"Artifact"; <u>Heartearth</u> Power:	100 PP Heartearth looks like simple soil after extracting it from Land's chest (by Land himself), but it is much, much more. It feeds on rock or earth, and flesh or plant material providing humus for fertility. It causes immediate plant growth from anything it touches (including Immortal forms), then rapid decay. It must be caught before it strikes a character, or the ground, but this catching must not be done physically. Some kind of magic is required, like a Force Field in the shape of a hemisphere or container of any size.
<u>Handicap/penalty:</u>	If the Heartearth does strike a living or Immortal being it causes 2d10 damage each round until a Cure Disease or a Remove Curse are cast. If it hits the ground it becomes useless. Else it can be used in many different ways. Especially low ranking Immortals will like the stuff as it enables them to create without the—for them—costly permanent power spend in such a process.
Sources:	TSR9171—D&D—IM2—The Wrath of Olympus, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

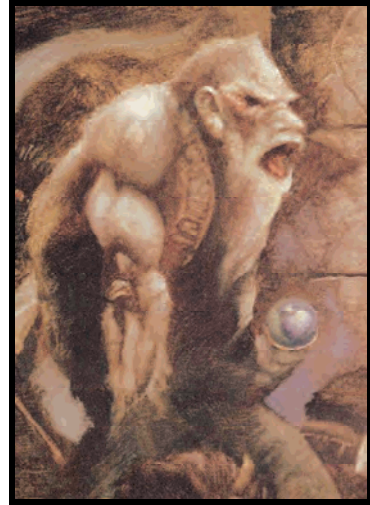
Leptar

The Slave Lord, Lapitri

Patron of Pain and Wounds

Region:	Slavers, Iron Ring Members, Evil Karameikans.
Sphere:	Celestial (IM 18) of Thought
Home Plane;	Pyts
Date Ascension;	40 BC
Sponsor;	Orcus
Statistics;	AC-13, HD 32, Hp 280, MV 150/50', #AT 3 = Punch-3d6+9, Spear-3d6+13, AM 60%, Sv IM 18, AL C ST 40, IN 33, WI 28, DX 28, CO 45, CH 50
Powers;	Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage. Spear +4
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Avengers, humanoid Shaman.
Alignment:	Any Evil
Powers:	These clerics receive a +1 on individual initiative
Skill effects;	And receive the Endurance skill in addition to other skills.
Accepted Weapons;	Standard, Whip, Mancatcher
Accepted Armor;	Any
Holy Symbol:	A pair of black manacles.
Vestment;	Cultists often tattoo Leptar's symbol onto their chests or arms. Clerics wear black ceremonial robes with eye-holed hoods. However, these are just worn for ceremonies. Since the cult is illegal, Clerics usually hide their allegiance and dress like commoners for non-religious occasions.
Adventuring Gear;	As Vestment, but under armor.
Dogma:	Leptar promotes slavery and cruel treatment of slaves. The strong have a right to control the weak according to this twisted Immortal's philosophy. He is the main sponsor behind the Iron Ring Slavery Organization existing and working in Karameikos, Thyatis, Alphatia, Northern Reaches, Norwold, Darokin, The Five Shires, Minrothad, Ierendi, based in the Black Eagle Barony.
Daily Activities:	<p>Capture, Enforce and enslave, and sell living humans as slaves. The concept of slavery as a problem for Karameikan relations with neighboring nations is to be developed further. The fact that slavery was explicitly illegal in Karameikos might seem as a naïve way to portray Karameikans as the good guys.</p> <p>However, perhaps due to the large operations of the Iron Ring, Slavery is and has been a large problem in the country, with large numbers of people being kidnapped and sold off into slavery to Thyatis or as Indentured Servants to Darokin. The Iron ring has been supported by the Black Eagle, and will receive continued support from the Baron's allies in Hattias even after Halag is liberated.</p> <p>Darokin Diplomats are aware of kidnapped Karameikans being sold into Indentured Servitude and are trying to solve this problem in order to ensure good relations with Karameikos, but legal issues and powerful lobbies has so far made this difficult. Halflings from the Five Shires have also been kidnapped in raids from the Black Eagle Barony and sold through the Iron Ring as slaves. This has increased problems between Karameikos and the Five Shires.</p>
Temples and Such:	Leptar has a following in Karameikos, Thyatis and other Known World countries, but is considered illegal in all of them. His temples are often secret underground lairs where slavers gather to worship their dark patron in secret. The best known sanctuary was that of Elwyn the Ardent, a castle constructed by Walls of Steel, spiraling inward, to the center where the actual temple wads, ad stolen artifacts where kept. In the spiral lived several creatures (Red Orcs, Acolytes, Golems, and even a captured young Black Dragon.
Known History:	Leptar was a Warlord in Traladara several hundred years ago. At that time, Thyatian merchants were settling in Marilenev (Today's Specularum). He made a huge profit from selling kidnapped Traladarans as slaves to his Hattian allies. Eventually, his schemes were toppled by the healer Chardastes. He went on with his quest for Immortality, with Orcus as his sponsor, and succeeded around 40 BC.

Personality:	Leptar is a Hairy, dull-witted brute who wants only to hurt others. His latest follower was Elwyn the Ardent, who had succumbed to the detrimental effects of the Immortal Power of the Artifact Bell of Chardastes, after stealing it. Elwyn intended to become all classes together at once, obsessed holding all might, she was eventually defeated and the bell returned.
Appearance:	Leptar appears as a powerful enormous humanoid figure with glowing yellow eyes and most of his body covered in short dark fur. Only his hands and feet are uncovered. He wears no clothing.
Allies:	Leptar is allied with the Unholy Trinity (Arik, Orcus and Demogorgon), who seek to return Traladaran lands to Beastman rule. The Unholy Trinity views Leptar mostly as a servant, but Leptar hopes eventually to become accepted as an equal.
Enemies:	Leptar and Chardastes remain enemies to this day. Chardastes had defeated Leptar earlier in his Quest for Immortality, but unknown to Chardastes at that moment an Immortal does not die when killed. Leptar also opposes Halav, Petra and Zirchev.
Holy Days:	27 th of Kaldmont. Secret meetings and binge parties at night. Often resulting in violent harassing parties after ward, targeting any (to them) strange, foreign and clearly weaker group of people.
Day:	Gromdain, Priests pray at Dusk. Receive spells after awakening.
Piety awards:	Enslave a Human or Demihuman +1
Piety Penalties:	None additional
Habits: ▶	Cautious +1, Peaceful -2, Generous -4, Xenophobic racists.
Dead:	Bury or entomb.
Birth:	Determine value of baby.
Colors:	Brown and grey
Incense / Oil:	Rose, Tulip, Narcissus.
Symbols:	Mollusks (especially those with Algae fur)
Stone / Metal:	Pearl, Mother of Pearl
Plants:	Daisies
Animal:	Any mammal rodent.
Chant:	none
Sources:	TSR9131—D&D—Gaz1—The Grand Duchy of Karameikos, TSR2500—AD&D2—Karameikos, Kingdom of Adventure, TSR9223—D&D—Gaz4—The Kingdom of Ierendi, TSR9192—D&D—B1-9—In Search of Adventure, (34), TSR9143—D&D—B9—Castle Caldwell and Beyond, (31), TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Possible good Source, that was created to be published by TSR, but unknown if TSR actually did ever publish it. They have made advertisements about it though. So it must somehow, somewhere, still exist, maybe the original writer still has it, or it is hidden in the TSR or WOC archives.

TSR2516—D&D—DDA5 or DDA6—The Iron Ring.



Liena

Aline (Sigbertdottir), Conquering Splendor, Saga

[Patron of Oceansend, Effects of War on History](#)

By Marco Dalmonte

Okay guys, this was particularly tough, because I had to reconcile two different canon facts: first the thing she was Thincol's mother (while his father was a Thyatian named Apollus!) and was already on the path of the Dynast in IM3 (set some years after the Alpathian Spike Assault) without being however the "founder" of Thyatis: second the fact that Allston wrote in Wrath of the Immortals that she is considered a protector of Norwold (and the fact that Thincol was born in Oceansend) and that her husband in Oceansend was a shipwright . Here's what I came up with, and I hope you like it.

By Robin

Yes I Do. And with me several hundred of my players also. So hereby my thanks, additions and a few repairs of minor mistakes (like the name—it is ...dottir, instead of ...datter—meaning daughter of...).

Region: Thyatis, Ocean Send).

Sphere: Celestial (IM 1) of Time

Home Plane; Unknown

Date Ascension; 980 AC

Sponsor; unknown [likely: Vanya]

Statistics; AC-0, HD 15, Hp 75, MV 150'/50',
#AT 2 = Punch-3d6+2, Sword-4d6+6 / +7, AM 50%, Sv IM 1, AL L
ST 17, IN 12, WI 12, DX 10, CO 14, CH 15

Powers; Increased Damage, Extra Attacks per Round, Fighter Options, Summon Weapons.
Normal word +4 / +5 vs. Trolls.

Followers Alignment: Any
Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Paladins, Exorcists.
Alignment: Lawful / Neutral

Powers;
Skill effects; +2 bonus to any one skill (not free) chosen from the following: Military Tactics, History and Knowledge of Myths and Legends.

Accepted Weapons; Standard, Short sword (Gladius)

Accepted Armor; Any

Holy Symbol: A golden Sceptre.
Vestment; Yellow gold-rimmed robes
Adventuring Gear; normal clothing, but with a Cloak as the vestment.

Dogma: War, history, discipline, order, Norwold, Thyatis

Daily Activities: Protect and further the dogma. Duties of the Priest: Guidance, Marriage.

Temples and Such: Small stone (white marble preferably) structure without windows, only a single entrance and 2' square hole in the ceiling. It has a pedestal with Altar aligned with chandeliers underneath the ceiling hole, and just enough space behind that for a priest, and up to ten others in front of it. The



largest portion of the structure is for the followers. Outside, the simple structure will be adorned with Corinthian columns while the structure itself remains bare of any decoration.

Known History: Aline Sigbertdottir was born in Thyatis by a Heldanner mother (the warrior Sigbert) and a Thyatian father (the gladiator Apollus) who wrestled in the Arena of Thyatis. She became an orphan when her parents died in the gladiators' games and she was then adopted by her father's brother, a Thyatian cleric of Vanya. Ever since her childhood then she grew accustomed to a life of hardships and virtue, absorbing the ideas of greatness and heroism preached by her uncle. She lived under the nickname Daughter of Apollo with pride.

When she was grown up, she left Vanya's temple with her uncle's blessings and she joined the Sisterhood of the Sword, where she hoped to act in Vanya's name and become a skilled fighter. She later joined a band of adventurers and traveled extensively across the Known World, visiting also Norwold, her mother's homeland, where she was particularly struck by the Heldanners' pride and bravery.

During the Thyatian civil war that ended in 898 AC, Aline returned home and sided with the exiled Emperor Gabrionius III, fighting for his cause and making herself known through her victories. When the forces loyal to Gabrionius III won the war, the emperor awarded Aline with a noble title and the permission to found a dominion in Norwold under the Thyatian flag. Aline gathered a group of worthy and resolute knights and settlers that had fought at her side and in 900 AC she founded the town of Oceansend in middle Norwold. Here she earned the nickname of Conquering splendor, for the way she won these battles.

She ruled over the town for twenty years before Vanya appeared in her dreams and revealed her the secret path to Immortality. Afterwards, Aline abdicated in favour of her son, Olaf, and quested for an artifact of time travel. During her adventures she had a vivid omen regarding the triumphant future of his second son, and this led her back to Oceansend, where under the false identity of Liena she found the skilled shipwright she had seen in her dreams, an Heldanner named Tor, and married him.

In 938 AC she gave birth to Thrainkell Torson (the original name of Emperor Thincol Torion) and she raised him with special care and attention, putting him always before all the other children she had from Tor and convincing him that in the future he would have become a great warrior and leader of many.

Once Thrainkell reached puberty, Liena understood it was time to take another step in her path of the Dynast and left her family, traveling through time to help his son repel the Alphatian invaders in the Spike Assault and obtain the Thyatian Imperial Throne. She later helped him maintain his position by crushing a dangerous invasion of trolls in Biazzan in 961 AC (IM3).

Aline was then a 34th level Lawful cleric. She was here because of her vow to defend the Forces of Law against the Forces of Evil. She was also here because she is the mother of the current Emperor of Thyatis. Her dynasty is unlikely to topple if Biazzan is lost, but the trolls could cause considerable trouble before the armies of the Thyatian Empire return from their campaigns against the Alphatians. She realized the desperate nature of the Thyatian defense of the Shillabeer Gap, but believed that this is a test of her faith, and that her forces would triumph through a miracle. She had the following companions.

Charek Walda, the Great Defender. The Sword of Ares

Charek was a 31st level Neutral fighter. He was here because of his love for Aline. He personally cared more for her and his own quest for Immortality than for the fate of Biazzan, but had been unable to persuade Aline that the situation is hopeless. She insisted they must have faith.

Dernfara of the Southern Isles

Dernfara was a 30th level Neutral mage hired by Aline to provide magical support for the defense of Shillabeer Gap. The money was good but he did not plan to remain to the bitter end. He expected to roast quite a few trolls with meteor swam and fireballs, but intended to save multiply-redundant transportation magic to effect his withdrawal.

The others were Lawful followers of Aline, bound by oath.

Lendor: A 10th level Karamaikan fighter, Lendor was here only because he gave his word. Familiar with trolls, he knew he would be a dead man.

Anarachak: At 15th level, Anarachak was the highest level Thyatian cleric who could be spared for such a suicidal mission. She was quite bitter about it, but resolved to face her fate with honor.

Bynar Raedwulfson: A 20th level Northman fighter, Bynar is especially fond of defeating trolls. Bynar would not miss this for the world-more trolls to kill in one place than he had ever seen before. (No one ever said Bynar was bright.)

Vestri Thjofrson (West-One Thief s-son): A 12th level Northman mage, Vestri is Bynar's companion. A bright fellow, he realizes this is a hopeless cause. He was saving a couple of Fly spells to get himself and his buddy out of this one.

Brethil Moonkindler: A 10th level Elf, Brethil owed Aline a favor and was here to repay it. The debt did not warrant risk of death: Brethil planned to teleport out of danger when the situation would become hopeless.

Drogo Prickthorn: An 8th level Halfling, Drogo was a storyteller of renown, believing a real story would come of this adventure. He had not quite figured out how he would survive to tell it, but was working on it.

After that, she returned to Norwold, where she backed her grand-son Yarrvik's (son of her nephew, daughter of Olaf, and the Thyatian governor sent by Emperor Gabrionius IV to rule Oceansend after the death of his son in 936 AC) fight for independence of Oceansend, which had been occupied for a brief time (958-962 AC) by Alphatian troops during the Alphatian Spike Assault.

She later traveled again in time and succeeded in making Oceansend independent from Thyatis and Alphatia under the leadership of King Yarrvik the Fair, who got the support of her son Emperor Thincol I Torion when she secretly revealed she had helped him become Emperor of Thyatis for the only purpose to make Oceansend an independent kingdom. This way she ended her quest on the path of the Dynast and became Immortal in the sphere of Time in 980 AC. Today she is remembered and worshipped by her descendants under the divine name of Liena.

Personality:	Liena is a young Immortal, but she is wise and far-sighted. She is particularly interested in war's effects on the history of humanity and thinks that the principles of honour and discipline are the keys that can lead against victory over Chaos. After helping Thincol conquer the crown of Thyatis, Liena keeps her interest for the Thyatian empire, where she is worshipped as a legendary heroine and has been officially promoted to the status of divine protector of the house of Torion by Thincol. However, her main attention still lies to the well-being of Norwold and the kingdom of Oceansend in particular. She hopes that one day Norwold will be united under a strong King to put order in this chaos filled region, a monarch that will eventually put an end to the foreign (Alphatian, Thyatian, and Heldannic) intrusions in Norwold territory and politics.
Appearance:	A middle-aged woman with tanned complexion and a sturdy figure, combing his brown hair in a single tress that reaches her mid-back. Her look is determined and she has a faint strangely shaped scar on her forehead. She wears a plate mail (often without helmet), along with a long brown cloak covering her shoulders or wrapped around her waist and a Gladius at her side.
Allies:	None as yet, she has still to obey her sponsor Vanya.
Enemies:	Possibly none, but when she finds out which Immortals of Entropy fought against her in the battle of the Shillabeer Gap (Harrow, Mazikeen, Hircismus, and Pharamond), she will take these as her personal enemies.
Holy Days:	none as yet, her faith is too small to determine a Holy day. Priests pray in the morning.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Courageous +2, Energetic +1, Honest +1.
Dead:	Bury or entomb.
Birth:	Not Applied
Colors:	Brown-Golden
Incense / Oil:	Sulphur, Wet Dirt.
Symbols:	any kind of Short Sword.
Stone / Metal:	Clay, Whetstone, Pyrite
Plants:	Grasses.
Animal:	Common Worm.
Sources:	TSR9207—D&D—IM3—The Best of Intentions, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Lokena

(Pallas-)Athena, Minerva
Patron of War, Fighters, Competition



Region:	Neathar (Hollow World), Hinterlanders, Worldwide (especially Women).
Sphere:	Celestial (IM 15) of Matter
Home Plane;	unknown
Date Ascension;	about 300 BC
Sponsor;	Ka
Statistics;	AC-6, HD 29, Hp 220, MV 150'/50', #AT 3 = Punch-7d6+8, Lance-8d8+11, AM 60%, Sv IM 18, AL L ST 35, IN 28, WI 27, DX 36, CO 37, CH 25
Powers;	Increased Damage 4x. Lance +3 of extra damage (able to morph into a gigantic snake) Aegis—the terrifying Shield,.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Paladins, Exorcists, Healers. They are expected to have minimum Wis / Int of 12.
Alignment:	Lawful / Neutral
Powers:	Analysis, Detection, Identification of cheating in athletic competition and challenge fights. If the competition is set up with rules in advance, the priest of this sect, if he is watching the fight or competition from within 60', will always be able to detect when the rules are broken, and be able to tell whether it was deliberate or accidental. They are also 100% accurate when telling whether someone stepped out of a boundary, telling who reached the finish line first, etc. (This power is the principal reason that these priests are always asked to judge events.) The priest can cast Bless one time per day in addition to all other spells he can cast for each wisdom bonus he or she has.
Skill Effects:	Extra receive the skill Art-Painting and Appraisal (only Paintings) in addition to chosen skills. Their favored skills are the artistic ones, like artistic ability, weaving, and pottery (it's not enough to make a good, useful pot; it should be elegant, too), but never musical instruments . Athena is rather embarrassed by her ineptitude at that skill. Many of these clerics are scholars and are intensely competitive, for Athena is as proud of her skills as Aphrodite is of her beauty. Required: Endurance, Honor Athena Recommended: Reading/Writing, Gaming.

Accepted Weapons;	Standard, Dagger/dirk, Hand/throwing axe, Javelin, Lance, Spear, and one sword type from following list: choice should be the type of sword most commonly used in organized competitions in the local culture: Bastard, cutlass, Khopesh, long, rapier, Sabre, short, two-handed.
Accepted Armor;	All non-magical armor and non-magical shields.
Other Limitations:	A priest of Athena may use magical items in normal combat and warfare but he may not use them in competition matches, and he may not use them in challenge matches with enemies unless he declares their presence to the enemy in question. If he violates this rule, he offends his Immortal.
Holy Symbol:	A Shield held up by a Snake, next to a winged Helmet.
Vestment;	Simple white robes adorned with silken (gold looking) shawls as belts.
Adventuring Gear;	Any
Dogma:	Athena is an Immortal of war, but also of peace, wisdom, prosperity, and justice. Art and female handiwork are entitled to her personal protection. This is the Immortal of competition, especially of athletic competition. This Immortal stresses fairness, impartiality, and truth in its followers. She is also a proponent of health, exercise, and physical self-improvement. Her priests follow the same goals, and support these goals by conducting regular athletic exercises and games, and by acting as impartial judges for those games.
Daily Activities:	Further and protect all parts of the Dogma. Athena is mistress of every art and craft and is the second virgin goddess. Less demanding than Artemis, she allows male and female clerics in her cult and requires them to stay chaste only until marriage. Followers of the goddess of wisdom want to learn everything: knowledge, skills, and the secrets of human nature. Though they adventure for lawful-good ends, their greatest delights are in unearthing knowledge. Duties of the Priest: Guidance, Marriage. Judgment: Priests of this Immortal are asked to be judges at all athletic events, to help ensure fairness in the sport. (A given event won't necessarily have only priests of this Immortal as judges, but the later rounds of events, and especially the finals, will be judged only by these priests.) Vigilance: Against unfairness. Priests of this Immortal loathe unfairness and dishonesty above all other human traits. This isn't just unfairness in the sports arena: They also oppose unjust rule. Additionally, when two forces of basically equal honor and righteousness clash, these priests, if they choose to become involved, tend to support the weaker side, the underdog.
Temples and Such:	in the year 409 AC the Erechteion, and Parthenon were erected in Ancient Milenia. Like today in Thyatis and the remnants of Milenia and Hollow World Milenia, these temples reveal a giant statue of her made of gold and ivory, that stands in the cellar or great room. The Aigis shield, helm, snake are part of this 40 to 60' high statues.
Known History:	In life, Lokena was a magic-user of Glantri who envied Fighters' abilities. She was born on a ship somewhere in the Sea of Dread, south of Minrothad, at about the same moment that the Immortal Zeus battled Hephaestus, Steel Giant master smiths. One of these giant used a self-created two headed axe, and slammed it in the head of Zeus. The Immortal fell down, with a tremendous impact on the ship. In the —now—sinking ship, enwrapped in the long hairs of Zeus, washed in the Immortal's blood, was the newly child Lokena, the only survivor from the incident. Zeus, having some responsibility, wished her and the rest of the crew away to the newly country of Glantri (About 500 BC). She was adopted by a Glantrian Mage originating from Boldavia, who raised her and guided her to become a magic-user and artist, interested in paintings and the beautiful effects what colors can do. When Lokena later met Zeus, in one of her adventures, he instantly recognized the aura of his Immortal blood, that somehow had infested the fragile mortal form. He was shocked, but could not explain, nor feel truly guilty about what happened, as it was an accident. But, he later gave her a Milenian Helm, Lance, and the Artifact the Aigis Shield, as a payment for the things that did happen to her. She earned Immortality as a Polymath with Ka as her sponsor and now enjoys a good fight. There are some Immortals who choose not to heed the dictates of preservation of the Prime Plane, regardless of the logic involved. Seven such Immortals (Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares) descended to the Prime at the end of the War of the Immortals (1004-1009) and declared themselves the Olympians. This band of Immortals went to the Prime on a lark, ignoring all the admonitions they had received as novices. Such a hand-off attitude made no sense to them: would it not be more expeditious for Immortals to take the course of the Prime into their own hands to insure that foolish mortals could not damage it? They chose to emulate, gods, so they would be admired, respected... and feared. The scope of the project? To eventually rule all of the Prime Plane. Immortals personating gods and negating the Prime rule: No Direct Interference against Mortals? Unheard of and, as will be seen, the dangerous consequences of their deed caused turmoil throughout the multiverse.

The day that the imposters arrived on the prime, they appeared before the bewildered populace of Corunglain, in the Republic of Darokin. They demanded worship and tribute, claiming it as their due right. And who could deny them, these god-like beings encased in dazzling white light and speaking with ringing voices. So worship was made and tribute offered. In keeping with the roles they were assuming, these Immortals ascended a mountain in the Broken Lands, dubbed it "Mount Olympus", and set about making it a permanent home. The summit was sheathed in rolling thunder and billowing clouds, through which Zeus would occasionally hurl a thunderbolt at some hapless mortal. An enterprising cleric was always handy to rationalize this divine retribution against the sins of the victim, no matter how trivial or insignificant those sins were.

The council of Darokin made obeisance to the gods and consulted the oracles, seeking a reason for this calamity and guidance for the best course of action. The gods remained silent. Sure in their hearts they were being tested by their Immortal deities, they dispatched an army to drive off the intruders. Fully 3000 armored elite marched off to do battle with the Gods of Mount Olympus". Incensed by the effrontery of these mortal, the fraudulent gods blasted the host with all their Immortal might. The flanks of the mountain were covered with slain warriors, like dead leaves drifted by wintry winds. Few lived to spread the news of the crushing defeat.

But the use of so much power on the Prime Plane attracted the attention of the Immortals. Night, Hierarch of Entropy, and three other Immortals of Entropy (Masauwu, Orcus, and Talitha) had long desired to hasten the advancement of their sponsored mortals to Immortality, they sought the removal of at least seven Immortals. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) would be brought along, eventually to replace the Immortals so removed. Since this would be a simple replacement, Night sees the project as furthering the goals of her sphere.

The dangerous tampering by the band of renegades calling themselves gods proved a stroke of good fortune for Entropy. They moved speedily to incarcerate the Immortals, but instead of bringing them to the hierarchy for discipline, they made a few modifications to Olympus. It is now apparent that Night is intent on eliminating the Olympians directly on the Prime Plane.

Demons descended on the mountain and, with the help of a gluttonous Jumper, erected an encircling barrier of Time and Air around part of the palace. Inside, the imposters found that their magic would not work, and all, save Athena, were quickly overwhelmed. She was not within the area enclosed by the barrier and fled, followed by Orcus and Talitha in hot pursuit. The foolish Immortals were bound with chains to the mountain. The metal of the chains was unknown to them and they could not break it. a feeling of weakness and lethargy came over them, as if the rock to which they were chained was sucking the power from their bodies.



Before leaving, Talitha released a tormentor upon them, a winged fury bearing the grinning visage of the Titan Prometheus (who Zeus had chained to the Mountain earlier). The demon repeatedly attacked the Immortals, ironically visiting on the Olympians the eternal punishment Zeus prescribed for the Titan.

The Immortals made a serious error in judgment in their haste to elevate their mortal candidates to Immortality. The hierarchs ruled that open slaying of Immortals on the Prime, to be witnessed by mortal eyes, would eventually jeopardize the replenishment of the Ranks of the Immortals. What mortal would aspire Immortality after observing such a thing, or even just hearing the tale? Clearly, this course of action was dangerous and had to be halted.

The Immortal Terra called for some other Immortals, as she captured the plea for help from a drained Athena, still followed by at that moment unknown enemies. She revealed repentance for her actions by making her whereabouts known to Terra with a last burst of power. She had sought sanctuary on the planet Coriot in the Outer Plane of Kryla. The other Immortals were charged by Terra to capture her and bring her back. After passing through displaced gates by Orcus, they found her and found out what happened.

After a course of several actions they assumed the mortal identities of mortal heroes of Darokin (Balthac, Sinan, Aurum, Ascalon), battled the Entropic Immortals in their assumed identities of Calor Kazad, the Lich Mormon, and a Whispering Demon), and defeated the jumper on the displaced top of Mount Olympus. Night was censured by the Council of Mystara for her dangerous exploit, and diminished in rank several levels, Calor, Kazad, Mormon, and Lecarkus were slain in the battle and finally never became true Immortals of Entropy, only Brissard survived as he had fled prior to the battle. The legend and body of Calor were also used in the Wrath of the Immortals, near the cairn of Balthac.

The mortals' memory of the account was erased, but although a golden age, away from war to arts and culture started, their greater level of learning questioned the existence of the 'gods' they followed and replaced them with other deities. Only the blasted rock that was Mount Olympus remains as a reminder to all Immortals of the consequences of breaking the Prime Rule of no direct interference against Mortals.

- Appearance:** A middle-aged woman with tanned complexion and a sturdy figure, combing his brown hair in a single tress that reaches her mid-back. Her look is determined and she has a faint scar on her forehead. She wears a plate mail without helmet, along with a long white cloak covering her shoulders and a Gladius at her side.
- Allies:** none as yet, she has still to obey her sponsor Vanya.
- Enemies:** Poseidon is one of her antagonists, with whom she battled after attaining Immortality. To fight for the right of some Milenian Followers in some land area, Poseidon granted these followers the Horse, but Athena won, as she created the Olive. All Immortals of Giants will also easily become her enemies.
- Holy Days:** Once a 4 years (always 21 Klarmonth) are held the Panathenaeën, a party for all her followers. The goddess (as she sees herself) statues are dressed in newly woven and embroidered peplos (upper clothing) that in an procession will be brought to the Temple. 19 to 23 Thaumont, the Quinquatrus, are held, these days are the most important artist days, artists and craftsmen from all over come to show, and sell their stuff, in a merry party-like atmosphere.
- Days of prayer:** Soladain. Priests pray at dawn.
- Piety awards:** Defeat a Giant +1
- Piety Penalties:** Destroy paintings, -1
- Habits:** ▶ Cautious -2, Courageous +1, Dogmatic +3.
- Dead:** Entomb under the temple.
- Birth:** Baptized in the temple with holy (collected Rain-)water
- Colors:** Brown-Golden
- Incense / Oil:** Sulphur, Wet Dirt.
- Symbols:** Snake, Bird, Paintings, Statuettes.
- Stone / Metal:** Clay, Whetstone, Pyrite
- Plants:** Olive (created by her).
- Animal:** Bird, Snake.
- Chant:** none

Special Spells

Heroism

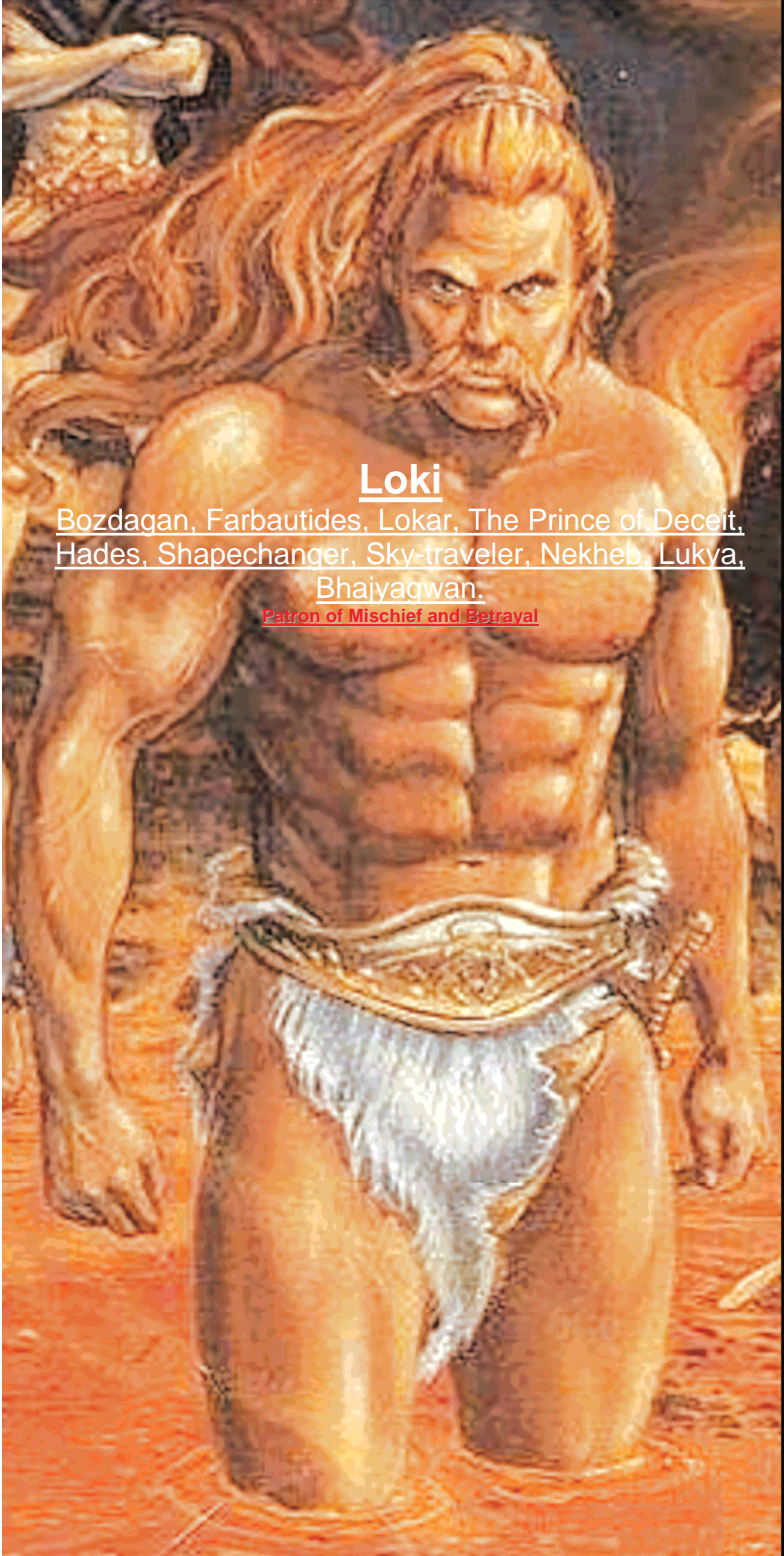
- Range:** Touch
- Duration:** 1 round per level of the caster
- Effect :** person touched
- Save:** None
- Casting Time:** 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum **HD**. The exact gained **HD** (and thus corresponding **Hp**, **Saves**, **THACO**, **Spell-casting power**, etc.) is given on the table. Any damage is taken from the magically gained **Hp** first (just like an **Aid** spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/**HD**, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

- Sources:** Mythological Encyclopedia,
 Dragon Magazines: 153, 186, 192, 200,
 TSR1037—D&D—Gaz0—Dawn of the Emperors,
 TSR9384—D&D—HWR3—The Milenian Empire,
 TSR1017—D&D—Immortal Rules,
 TSR9189—D&D—IM2—The Wrath of Olympus,
 TSR1054/1401—D&D—HW0—Hollow World,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Loki

Bozdagan, Farbautides, Lokar, The Prince of Deceit, Hades, Shapechanger, Sky-traveler, Nekheb, Lukya, Bhaiyagwan.

Patron of Mischief and Betrayal

Region:	Savage Coast Selvaggia (Eusdria), Hule, Isle of Dawn (Caerdwicca, Helskir, Redstone), Hollow World (Antalia, Merry Pirate Seas), Heldannic Territories, Northern Reaches, Norwold (Landfall, Oceansend, Vylstagrad and Stamtral).
Sphere:	Eternal (IM 30) of Entropy
Home Plane;	Utgarth (free Outer Plane Connected to Asgard)
Date Ascension;	18 th century BC
Sponsor;	Rathanos first, followed by Thanatos.
Statistics:	AC-22, HD 44, Hp 750, MV 150'/50', #AT 4 = Punch-5d6+4, AM 80%, Sv IM 30, AL C ST 20, IN 55, WI 30, DX 36, CO 18, CH 60
Powers;	Control Undead, Detection Suite, Increased Damage, Thief Special Abilities. Spear +4
Followers Alignment:	Chaotics and Neutrals. Worship is outlawed in Ostland, and disliked but tolerated in Vestland, Norwold, and Soderfjord. Loki's worship is rarely public (exception Hule). Most priests therefore adopt the disguise of a vagabond or mercenary.
Recommended skills:	If the character is a fighter, elf, or dwarf, the two class-related skills are Fighting Instinct and Intimidate. If the character is a thief or Halfling, the two class-related skills are Surprise and Evade. if the character is a magic user: the two class-related skills are Read / Write Language and Ancient History
Background skills;	For fighter, elf, dwarf, thief, or halving characters. Roll 2d4 to determine training background. if the character is from a seacoast or river clan, -1 to roll. If from a landlocked clan, +1 to roll. When background is determined, choose two skills from that background.
1. Sailor:	Boating, Navigation, Ship Building, Sailing, Weather Knowledge
2. Craftsman:	Carpentry, Metalsmithing, Bowmaking, Tanner, Potter, Tinker, Jeweler
3-4. Farmer / Herder:	Nature Lore, Stamina, Outdoorsman, Horsemanship
5-6. Servant / Thrall:	Domestic Crafts, Deceive
7. Laborer:	Muscle, Stamina
8. Merchant / Handler:	Know Market Value, Persuade, Deceive, Gain Dust, Horsemanship
9. Hunter:	Hunting, Nature Lore, Stamina. Outdoorsman, Horsemanship
<u>Background determine Training Background, and choose two skills.</u>	
1-5. Private Apprentice:	Read Runes. Skald
6. Magic College Graduate:	Planar Geography, Non-Human Cultures, Magical Engineering, Alchemy, Alternate Magics, Clerical Magics.
Obligations;	Honor and Obey Clerics and Ravens of Loki, and the rightful lords acknowledged by Loki's Clerics.
Taxes / Tithes;	In Ostland, followers are taxed 10% of their annual income by the Temple of Loki.
Clerics;	Clerics, Avengers, Humanoid Shaman, Mystic.
Alignment:	Chaotic
Powers:	They may receive reversed forms of Clerical Spells at 1 st level (normally only possible at 4 th level or higher). These clerics can Find Traps and Remove Traps as a Thief of the same level.
Skill effects:	Clerics of Hades will study any skill relating to the underworld environment. They may take the appraising skill but only regarding gems. They use no skills involving air or water, as these are within the spheres of interest of Zeus and Poseidon. Must Have; Read Runes and Honor Immortal. Has one of the following skills extra to those normally available; Deceive, Disguise, Move Silently, Grovel.
Accepted Weapons;	Standard, any dagger.
Accepted Armor;	Any
Holy Symbol:	A beautiful drinking goblet containing a bubbling, boiling, nasty-looking liquid.
Vestment;	Dark brown robes and green pants or dress.
Adventuring Gear;	Any
Dogma:	Gremlins, Earthquakes, Fire, Forest fires, cunning, wit, stealth, deceit, mischief, daring, agility, trickery, thieves, revenge, destruction, lecherousness, death, lies, evil and dark magic are his interests. Hades' evil is not so much active maliciousness as ruthless cold-bloodedness. He doesn't go out of his way to cause pain and suffering, but he won't hesitate to do so if it is necessary to his plans. His clerics are much the same: ruthless and dangerous if crossed, but they wouldn't go out of their way to kick a cripple.
Daily Activities:	Furthering the Dogma. (read the part about Hule). Public worship is extremely rare (exception Hule), the few established Loki Cults are usually the itinerant type, and they habitually travel in disguise. Known for their charity and sympathy with outlaws, criminals, cowards, and other social outcasts. Loki's clerics are despised by many for their dubious moral character. They have a reputation for treachery, deceit, and glib fast-talk. However, Loki's clerics are not automatically untrustworthy, despite their poor reputations. Protect and further the dogma. Duties of the Priest: Guidance, Marriage. Hades teaches that all mineral wealth. gold, gems, and the like belongs to him by right. The avid collection of wealth, by any and all means, is the chief reason his clerics go adventuring.

They dislike dwarves (who plunder so much of Hades property) and hate undead (who have cheated the lord of the underworld). They never use animate dead spells, and they are known to battle and destroy undead (and those who create them) with all the fervor of the staunchest paladin.

Temples and Such: Any, often temples of other religions. If self created, simple stone halls with altar and seating spaces. Often two steam of flowing water are placed left and right from the altar to the entrance inside the structure.

Known History: Loki was a clever trickster and cunning Antalian (Antalians were the ancestors of the Northern Reaches) wizard specialized in fire magic, that lived in lower Norwold during the 19th century BC. He was able to gain power and riches thanks to his lies, treachery and intrigues, becoming the trusted adviser of many chieftains before betraying them and vanishing with their treasures or their lives. He followed at first Odhinn, and was so rigidly in these ideas (which he contorted and twisted for his own purposes) that he became known as the Blood-brother of Odhinn. He eventually succeeded in discovering the path to Immortality and began the path of the Paragon under the sponsorship of Rathanos, lord of fire.

However, he always tried the shortest way to reach his goals and used so many tricks and deceiving skills that he intrigued Thanatos became interested in him. Somewhere along his Path, he began listening to the smooth, seductive, corrupting words of Thanatos, who began to lure him away from Energy showing him a much more satisfying and rewarding path towards Immortality. He listened, and he believed, and eventually switched his allegiance to the Sphere of Entropy. It was at this point that Loki openly betrayed Rathanos and sided with Thanatos. He befriended the Giant Farbautides, nicknamed: the Cruel Smiter, and married Sigyn.

Loki, a master of betrayal, of turning people against one another, swiftly achieved the goals on the Path to Immortality this time. He successfully completed his path in the sphere of Entropy in the 18th century BC, after creating the Gremlin race and spreading it in all the world's continents to wreak more havoc and chaos. He is regarded as the patron of deceit not only among the Norse and the Vatski of Norwold, but also in Hule, where he is worshipped as Bozdogan, patron of Deceit and protector of the Sanctified Lands of Hule where lies are holy.

Perhaps the most charming of Entropic Immortals, he does not cooperate with other Entropics, but occasionally does favors for the Immortals of other spheres, to lure them into a false sense of security or to persuade them that he might be lured away from his evil sphere. This is all false hood. He is having so much fun with his destructive mischief ever to abandon his Sphere. Further Read the Northern Reaches Phanteon in Pages of Virtue.

The Legends: Loki is neither Aesir nor Vanir; he is the son of a giant, Farbautides, but he is a blood brother to Odin and dwells in Asgard. He has a wife, Sigyn, and two sons. He is restless, impulsive, talkative, very cunning, and very sociable. Frequently, he adventures with Odin and Thor. The oldest legend concerning Loki tells us a lot about him.

After the Aesir-Vanir war, the walls of Asgard were completely demolished by Vanir battle-magic. Shortly after peace broke out, a giant approached Heimdall with an offer to rebuild the walls for a price. Odin consented to listen to him, and the gods gathered in counsel. The giant offered to rebuild the walls in 18 months, but he wanted the sun and moon in return (and, of course, Freya).

The gods were about to dismiss him in anger when Loki suggested to Odin that he should agree, but only allow the giant six months. After all, Loki pointed out, to do this in six months was clearly impossible, and then the walls would at least be partially rebuilt for nothing. The other gods agreed. Indeed, not only did they think Loki's idea was a good one, but many of them wished that they had thought of it themselves.

Reluctantly, the giant agreed, but with one proviso: that he was allowed the help of his stallion, Svadilfari. Odin agreed to this. Of course, the giant and his steed were so incredibly strong that it became horribly clear that they were going to rebuild the walls in six months after all. With a few days left and Freya extremely unhappy (tears of gold everywhere), Odin collared Loki and told him to do something about matters.

No use Loki protesting that everyone had agreed with his idea; the blame was put fair and square on him, and he was forced to use his cunning to solve the problem. This he managed by changing his form into that of a mare and distracting the stallion, so that the walls were not quite fully rebuilt by the end of the six months.

As a result of his dalliance with Svadilfari, Loki bore the great horse eight legged Sleipnir, which he gave to Odin for nothing.

Loki brings great evil into the world. It is he who fathers the World Serpent, the Fenrir wolf, and even Hel herself. Still, virtually nothing of value which the Norse gods possess did not come from Loki witness the list above. What is becoming very clear is that Loki brings great evil and powerful good into the world. This is almost a definition of neutrality, and since Loki's chaotic alignment is not in doubt, it supports the suggestion that chaotic neutrality is his alignment. Indeed, Loki's bearing of Sleipnir adds to this claim.

Related to this, note Loki's generosity. Unfairly blamed when things go wrong, he nonetheless gives Sleipnir to Odin for nothing, and what a great gift that steed is! Not that this is matched by an reciprocal gift from Odin, though.

Loki's generosity is shown in another tale. After he has sheared off Sif's hair while she is sleeping (surely this is not evil but just a prank), Loki is forced to make amends. Fair enough; but Loki returns not only with Dwarven-crafted golden hair for Sif, but also with Odin's magical spear and ring, Thor's hammer, and Frey's magical boat! Loki's recompense so far exceeds the magnitude of his original offense that he just can't be seen as evil here.

This tale tells us many things about Loki which crop up in other stories about him. First, there is no trace of evil in his behavior. On the contrary, he used his wits to the best advantage of Asgard. The idea appeared to be a good one, and everyone agreed to it, but poor Loki was blamed when it went wrong. And this happens when Thor's hammer is lost to Thrym, who demands Freya in exchange for its return. Then, it is Loki who devises the brilliant plot of disguising Thor as Freya, with a veil to hide his beard, so he may attend the wedding ceremony, get his hands on the hammer, and dispatch Thrym.

Loki uses his cunning in the interests of Asgard more than once but, oddly enough, his ideas often look sound but don't quite work out. But Odin and Thor both frequently adventure with him, and it's clear that while they do not exactly trust him, they hardly seem to regard him as evil in the tales concerning their adventures.

Then, what of the death of Balder? The one source which implicates Loki in Balder's death which recounts Loki's giving the blind god Hodur the shaft of mistletoe which kills Balder just happens to be the one which gives by far the blackest version of Loki generally. After Balder's death, Aegir holds a banquet for the gods, which Loki attends as a tolerated (if abusive, and not warmly welcomed) guest. This is incredible if he had been responsible for Balder's death.

At Ragnarok, of course, Loki throws in his lot with the forces of evil. And why not? Much help he has been to Asgard and no thanks he has gained for it. His many gifts (admittedly balanced by the evils he has created) have never been reciprocated. He has been unfairly blamed for so many things which were not his fault. Why should he not be revenged? In any case, one can see Loki siding with evil because Ragnarok brings great chaos into the world. Loki is using evil as a tool to maximize chaos.

Loki is also an Immortal who has some affinity with the forces of nature—particularly fire—but this is very much subordinate to his role as a cunning trickster in the legends about him. That is why the fly is a suitable symbol for him, since it is in this form that he steals Brisingamen from Freya (at Odin's behest) and also stings a Dwarven smith which is completing the manufacture of Mjolnir, Thor's hammer (which is why the handle is slightly shorter than Thor might wish). Loki can shapechange into a bird, and he also possesses magical boots which (among other things) grant the power of flight. Yet in one tale, he needs to borrow Freyja's falcon cloak to permit him to fly, probably the magic was ineffective or he was temporarily nullified magically.

Personality:

Loki is not an ambitious Immortal. He has largely confined his attentions to two main areas. First and foremost are the mortals (and Immortals) of the Northern Reaches, descendants of his own tribes, preferring to bring them dismay and confusion. The second is the nation of Hule, a theocracy ruled by his priesthood in the name of 'Holy Decent'.

Loki is the Immortal of supreme mischief and strife. He is the bringer of many pangs to Asgard and at the end will fight against the other Immortals 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 may Shape Change into any object or creature, and often does. Those that are not Immortals that converse with Loki for more than three rounds will come under Loki's control until he revokes the situation.

He delight in trickery and pranks, ranging from the harmless to the most malicious sorts. He is handsome, attractive, and free with the ladies. A dangerous Immortal to invoke as one never can be certain how he will answer.

He doesn't actively recruit his following but finds followers anyway in mortals who aspire his spirit and freedom. Loki does not actively seek new followers as many other Immortals do, since he is particularly insensitive to the prayers of his worshippers, since he believes that all people will follow his way eventually. In fact he believes that all mortals have a natural tendency towards evil and selfishness, and the most evident proof of this is that the world is so ripe with treachery and deceit that cause the mortals' constant downfall. So he just teaches his followers to increase entropy in the world and act for their own gain at the same time, and this can only be done becoming master manipulators in order to avoid being deceived first. He is a patron of Thieves, troublemakers, con-men, and politicians everywhere.

Loki is a master of deceit and treachery. His goal is to put his enemies one against the other to provoke destruction and suffering, and he often succeeds in his attempt thanks to his great manipulation skills. He especially likes to pretend to be ready for redemption, luring other good-willed Immortals to befriend him and fight for his cause, and then he betrays their trust in the most critical moments. Loki is constantly weaving his plots and deceits against other Immortals and mortals too, in particular as patron of Hule.

Loki does not have many worshippers in the Hollow World. In the Outer World he is worshipped as Loki by some men of the Northern Reaches, as Bozdogan in Hule and as Farbautides by some men of Thyatis and the Isle of Dawn. In the Hollow world there are some evil tribes of Antalians and Neathar who worship him as Lokar.

Thoroughly wicked, Loki represents the dark aspects of trickery: deception, betrayal, lies, and so forth. He is known in the Hollow World as "Lokar": His important worshipper and instrument, Wastoure, hails him from the interior realms. Lokar is also known as Loki (in the Northern Reaches) and as Farbautides (on the Isle of Dawn and other scattered locales in the Empire of Thyatis).

In the past, Loki has largely confined his attention to the Northern Reaches. In his outcast devotee, Wastoure, however, he saw a delightful opportunity to sow discord among the Thyatians. Perhaps his activities and meddling are all the more malicious because he has no real serious plan or objective. He just desires to cause trouble for its own sake.

Loki has very few followers, and he does not actively seek any of them. Rather, certain people, especially thieves, trouble-makers, and social outcasts, are drawn to him. They admire his spirit and freedom, and hope that he will use them as a vehicle for his trickery, rather than an object thereof. Loki is weak (by the standards of divine beings) and will use magical powers, avoiding physical combat if at all possible. If forced to fight, he uses an envenomed dagger +3.

The weaknesses in Loki's perspective should be fairly obvious. In him treachery is so rife, deception so prevalent, and trickery so ubiquitous, that the Immortal can acknowledge no real purpose in anything. In the end he worships his own mischief-making, and strives to increase it infinitely. Success in this would be self-defeating, however, because he would no longer have anyone to deceive or betray. So in a sense, Loki (and his admiring followers and imitators) deceives and betrays only himself, and leads a profoundly hollow existence.

Magical detection spells and illusions, will have no chance of affecting Loki if cast by beings of 20th-level or below. Loki cannot be magically controlled in any manner. Loki possesses a pair of magical boots which combine the powers of water walking, flying, speed, and striding and springing. He may also possess some other magical items directly relevant to his unparalleled thief abilities (ropes of climbing, constriction, etc.).

Appearance:	Loki appears as a slender, hawk-faced, bright-eyed man of the Northern Reaches. He has red flaming hair and wears the furs and clothing of men of that area. He carries no weapons.
Allies:	Loki has no allies. He and Hel get along wonderfully but do not conspire together. He sometimes convinces other Immortals that he is willing to renounce the Sphere of Entropy, return to a mortal existence, and quest for Immortality in another Sphere, which prompts naïve Immortals to help him choose 'the correct path', but he always betrays (or at least humiliates) them and returns to his old ways.
Enemies:	During the course of the centuries he has become enemy of Odin (because of his alliance with Hel), Thor (that he opposed during his mortal life and his rise to Immortality, and out tricked more than once), Frey and Freyja (whose goodness and loyalty he finds stomaching), Eiryndul and Korotiku (who despise him for using cleverness and deceit for destructive purposes). He also likes to torment and ridicule Stodos, Lord of Ice and another ally of Hel, but the goddess does not consider this rivalry a true enmity and leaves them bickering like small children.
Holy Days:	28 Kaldmont; Loki Day.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Honest -3, Dogmatic -3.
Dead:	Buried
Birth:	nothing special
Colors:	Black
Incense / Oil:	Dragon's Blood, Pepper, Yew.
Symbols:	Snake, Fly.
Stone / Metal:	Onyx, Jet, Obsidian, Black Agate, Lead
Plants:	Beech, Yew, Elm, Ivy, Juniper, Mullein, Thistle, Blackthorn, Willow, Elder.
Day:	Loshdain
Animal:	Wolf, Snake.
Runes;	Thurisaz, Nauthiz, Kaunaz
Chant:	As Master Thief <i>A Thief has taken what is min. Return it all, Loki Divine.</i>

As from other Aspects
Oath breaker, Troublemaker,
Master of Lies,
Blood-brother of Odhinn,
From whom truth flies.
Cunning deceiver, evil spell-weaver,
Skillful Shapechanger,
Son of Giant, Asgard-defiant,
Keep me from danger.
Cunning and fire, treacherous liar,
Come to my aid.
Teach me your daring, mischievous faring,
That trouble be made.
Wondrous dark magic, Loki, Teach me,
But Harken that my spirit stays free.



Loki in his more Demonic Shape.

Extra spells:

Berserk

Range: Touch
Duration: 10 rounds
Effect : one follower of (allied) Immortal
Save; None
Casting Time: 2

Cleric 2 spell by special Immortals only. (Odin, Thor, Loki, Heimdal, Karaash, etc.)

Affects character touched or self, but only when the subject is a loyal (Dip 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. When the spell ends, the subject is exhausted for three full Turns, with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is to weary to use it); and the subjects movement rate is reduced by 50%. Two or more spells an affect the character in sequence. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

Interpret Runes

Range: touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell of Northern Phanteon only (see list).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Idun
Mahogany wood	Heimdal
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Fjalar
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
 Duration; 10 rounds unless otherwise specified
 Casting Time: 2
 Effect: One Power Rune inscription.
 Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
 Duration; Permanent
 Casting Time: 3
 Effect: One Power Rune on one single object.
 Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
 Duration; Nine Nights
 Casting Time: 3
 Effect: Cleric
 Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use

of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of "Pages of Virtue".

In the Loki cult, the Cleric drinks the potion and is sealed in darkness. This may even be some dark dungeon where he wanders in dream sleep in darkness for the period of nine days—special dungeons exist primarily for this purpose. Many of these exist in Hule, only a few on the Northern Reaches.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Creations;

Sleipnir, Immortal offspring of Svadilfari and Loki as a mare. The Trickster gave him to Odhinn to regain his Friendship.

Loki's Magical Boots: These boots combine the powers of: — Water walking— Flying— Traveling— Speed

Loki's 1st offspring as mortal identity were from his mortal wife, Glut. They were female humans named Eisa and Einmyria.

Loki's second wife (according to legends a giantess named Angrboda) bore him Hel, Jormungandr and the wolf Fenris. In fact Angrboda/Demogorgon and Hel helped him to create the artifact creatures Jormungandr and the wolf Fenris.

The Wolf Immortal of Fenris/Fenrir. Enemy of the Immortals. This beast was so viscous that the Immortals had to finally chain him, Which did cost Tyr his hand.

Jormungandr or Midgardsormr—The World Serpent, a creature placed in the oceans of Midgardh to destroy the world in the Ragnarok. Some mortals think the Giant Behemoth Shark is Jormungandr, but this is false, Jormungandr is even worse.

Loki's last wife, Sigyn, bore him two sons, Narve and Valin.

A Report for the Admiral and Staff by Raman Nabonidus, Chief Engineer of the "Princess Ark"

It wasn't difficult to find material about the Great Hule. Between what I could dig up in my own library, some help from Yarani, and an impromptu visit to a library in Yenigaz, my writing table quickly became very crowded with books, scrolls, parchments, wax tablets, printed silks, ivory engraved with minuscule runes, skullcap etchings, painted papyruses, sculpted marbles, and other literary bric-a-brac. Here is what I gathered from all this. The Great Hule is a strange nation, ruled by people who call themselves Holy Men. However, most of their "holy" philosophy seems to be based on lies and trickery. Using the people's fervor for their Immortals, these Holy Men have placed themselves in a ruling position. Several Immortals are honored in Hule. The greatest one is called Bazdagan. According to certain scriptures I acquired from an Echalean dealing in obscure — Uphold and further the goals of the Holy Men;—Bring the downfall of foreigners, infidels, or "wrong thinkers": or, —Acquire wealth in the name of the Temple of Hule, usually by trickery, theft, extortion, and so forth.

According to a Hulean lawyers' manual, if someone can prove that certain lies were perpetrated for one of the reasons given above, any kind of misrepresentation, libel, or deceit becomes perfectly legal and even praised. Those who think differently are "wrong thinkers" and are sent to the temple to learn the error of their ways. Of course, it is wise not to lie inconsiderately; a lie is a double-edge weapon. It is ill advised to lie to Holy Men, and among Holy Men it is heretical to lie to a superior—which explains why the Hulean ruling class is so rigidly classified in a someone else.

The true goal of the Holy Men is to acquire for Bozdogan (or his Immortal companions) the greatest number of followers. That is done through skillful deceit, which is a holy act in itself. Bozdogan, also known as the Prince of Deceit (Sphere of Thought), found a way to nourish himself from his followers. Trickery Every time someone deludes someone else, Bozdogan gains some sort of arcane power. The greater the number of people involved and the subtler the duplicity, the more "food" for Bozdogan. Petty lies or blatant frauds are worthless in this respect and could cause unrest among the people: such are frowned upon by the Holy Men.

I found rudiments of Hulean philosophy written on a goblin's skullcap dating back to BCE 1,500. Hule has occasionally shrunk as a result of invasions or wars, but its slow expansion has mostly remained unchecked. Hule is a mosaic of various micro cultures that have fallen, one after the other, to the Hulean deceit-machine.

The Holy Men do not necessarily belong to the clergy, although many do. There are an inordinate number of thieves among the Holy Men, too. Holy Men are especially favored of Bozdogan, and they occupy official positions in Hule's ruling class. Unmistakable signs help determine who is favored, such as being incapable of ever uttering the words "yes" and "no," "black" and "white;" or "is" and "have," or the inability to use the letter "e" or numbers of any kind, etc. These Holy Men maintain civil order and the "orthodoxy of thoughts," providing enlightened rulership of the land through deceit.

In Hule, lies are a holy thing, and certain types of untruths constitute ritual acts in the Bozdogan philosophy. To qualify for holiness, lies must ultimately perform at least one of the following functions: —Bring new followers to adopt the ways of Bozdogan: —Uphold and further the expansion of the Great Hule: Deceit (Sphere of Thought), found a way to nourish himself from his followers' trickery. Every time someone deludes antiques and lost tames, the true goal of the Holy Men is to acquire for Bozdogan (or his Immortal companions) the greatest number of followers. That is done through skillful deceit, which is a holy act in itself.

Also according to the same Sources, Bozdogan, also known as the Prince of complex, extremely detailed hierarchy. Grand deceit of the more subtle and daring kind, especially involving a great number of unsuspecting people, is what truly makes the stuff of the legendary Hulean heroes, such as Hasadus, mentioned hereafter. The best deception remains the one where the victim is ultimately content and largely oblivious.

Inside a set of translucent marbles borrowed from the library at Yenigaz, in which magical letters appeared when held up to the eye, I researched details on the history of Hule. There, among the colored swirls, I discovered the mention of Hasadus. A great goblin horde, the Wolf-Riders lead by the bloody Wagar, ravaged the lands of Central Hule, circa 1271 BCE. Wagar's horde captured Hasadus and others as slaves after slaughtering a great many people.

Late one evening, Hasadus accidentally overheard an old goblin shaman mention the Blue Knife, an ancient relic the goblins had been after for centuries. The quest for this object had brought them to Hule. Hasadus walked up to Wagar himself and declared the Immortals had sent them to him, for he, he said, knew of the Blue Knife's location. He animated a simple sword enchanted with continual light, then had it hover in the dark over his own hand as a "amen" of the Immortals.

That feat impressed the goblins beyond all hope of their realizing his trickery. Hasadus said the Blue Knife lay beyond the Black Mountains to the east, then beyond the Great Waste. There, they should seek the holy relic. Two thirds of the horde moved on, spurred by the unexpected revelation, while the remainder stayed in Hule as followers of Hasadus. Since then, descendants of Wagar became the mainstay of Hasadus' Honor Guard. Their symbol is a blue dagger pointing down over a sable background. Legends say that Hasadus died, but Bozdogan returned him to the living a few centuries ago, when Hule threatened to crumble before the aggression of northern barbarians. Newly reincarnated, he perpetrated many other hoaxes that saved the hagiarchy and caused dissent and chaos among the barbarians.

There are clues in the tomes and scrolls I studied that corroborate the legend of Kosadus's return among the mortals. What is certain is that fervor for Bozdogan increased drastically during that period. Kosadus, or perhaps someone claiming to be him, became the architect of the greatest expansion in Hulean history. He founded his holy capital at the heart of a huge forest called Darkwood. This fortified city-temple was far away from urban centers. It seems The Master now rules the vast Hule from there.

Other scriptures I gathered from Yavdlom scribes tell of a favor granted by Bozdogan. The Immortal gave Kosadus a magical avatar as a substitute for his old and failing body. Perhaps the true body still lies somewhere today. The scribe who wrote this tale conjectured Bozdogan's wish was to give his trusted disciple more time in a quest to attain true Immortality at his side. Nowhere in the ship's archives could I find mention of the avatar's death or Kosadus's success. It is hard to decide whether Kosadus is The Master. I could find nothing that says he couldn't be, but most of our references are many years old.

The Master is currently very much in control of Hule. Much of his armies rely on humanoid tribes, particularly goblins, though a vast corps of dervishes defend the many city-temples. Among these dervishes are a number of elite troops armed with red steel scimitars, which are lighter and more resilient than common steel weapons. These dervishes have regularly repulsed barbarian incursions from the north, thanks mostly to their red steel equipment.

The people of Hule view the brutal and bloodthirsty northern hordes as a great peril and have justifiably feared them throughout their history. Hulean literature depicts barbarians as faithless, ignorant brutes incapable of understanding and adopting the subtle ways of Hule. It would be safe to presume these barbarians nourish a particular hatred for the bizarre practice of Holy Deceit that clashes with their simple, straightforward customs. For them, Hulean-bashing is a both a useful and praised activity.

Given certain footnotes in a Zvornikian Gazetteer, I conjecture that Hulean red ore is mined and processed in Darkwood, but this is a minor source of Red Steel compared to that available in Slagovich. Hule recently spent huge sums of money to buy Slagovich's stockpiles. Many other states compete for that precious metal, especially these nations on the opposite side of the Bay of Hule. There are rumors of other mines existing on the Savage Coast, south-west of Hule, but if these mines exist their owners have hidden them very well.

In a merchant diary dated 987 AC, I also found mention of a Minrathad ship that bought red steel, then sailed back toward the East. This concludes my study of the Great Hule. For me to unveil more on this vast nation and its dealings with neighboring states, it would be useful to visit the Savage Coast and gather as much literature as possible. This would reveal more about what other people think of Hule as well. I would finally suggest visiting another library during our next voyage.

Sources:

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Site of Pandius.



Lornasen

Vasha

Patron of Marksmen, Dawn

Region:	locally, Thyatis, Norwold.
Sphere:	Temporal (IM 8) of Energy
Home Plane;	Unknown
Date Ascension;	Somewhere around 770 AC
Sponsor;	Rathanos
Statistics:	AC-1, HD 22, Hp 120, MV 150/50', #AT 2 = Punch-2d6+3, Long Bow-2d10+3, Normal Sword-3d8, AM 50%, Sv IM 7, AL N ST 18, IN 20, WI 13, DX 15, CO 19, CH 20
Powers:	Weapon Mastery; Long Bow, Normal Sword, Lance +3
Followers Alignment:	Any.
Taxes;	Followers are taxed 20% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Any
Powers:	Charm person once a day per wisdom bonus.
Skill effects:	Required: Direction Sense, Honor Lornasen. Recommended: Reading/Writing, .
Accepted Weapons;	Standard, the bow (Any) was chosen as this order's only weapon because it is representative of light (shafts of light being equivalent to arrow-shafts).
Accepted Armor;	None, No Shields
Holy Symbol:	Chariot on a pattern of Rosy Colors
Vestment;	Rosy red and orange
Adventuring Gear;	As Vestment.
Dogma:	The Immortal of dawn represents the border between Night and Day, Darkness and Light, Moon and Sun. He's a friend of mankind, a bringer of inspiration, an enemy of dark things. The priests of this Immortal work mostly to keep the flock appreciating the Immortal's virtues.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Vigilance against evil creatures of the night, especially undead.
Temples and Such:	Some pillars placed around a continuous active lava pool.
Known History:	Lornasen could never fully explain why she sought Immortality. The best explanation was her zest for life, to see what new things the morrow would bring. Having reached the pinnacle of her race, she simply thought there should be something more. Atop Catspaw Mountain an Empyreal of the Sphere of Energy accepted her petition. She was quested to find Gilgrave's Bow, an artifact capable of shooting bolts of fire instead of arrows. This she did, freely giving the artifact to her sponsor as a token of respect. Lornasen created a magical ointment with the power to give life to any plant or tree. The ingredients were very rare; some, like the Breath of Spring, were nearly impossible to find. But she succeeded, and her forest was adorned with magnificent, hardy trees. She had no difficulty finding young elves to apprentice under her. She imparted to them her love of the forest and all living things as well as her knowledge of magic. The ointment had already transformed her forest into a garden spot, a place of perfection that Lornasen was loathe to change. In the end she decided to appeal to her sponsor, and the Empyreal answered that the perfection she had created satisfied this requirement of the Paragon's path. As for being acknowledged the superior magic-user of the land, this was easy. The duels were fought, of course, but her fellow mages lost gladly and Lornasen accepted their homage with good grace.
Personality;	Lornasen's behavior is the epitome of goodness, as can be seen from her actions on the path to Immortality. This does not mean she is Lawful. To the contrary, while a mortal she was considered most Chaotic, a free spirit of the earth not to be bounded in any way. On becoming Immortal, her views changed. She is avid to learn all she can, drinking in new experiences like fine wine and acknowledging and supporting the rights of all creatures who inhabit the Multiverse.

Appearance; Lornasen is endowed with the timeless beauty of elves. She is 5' 5" tall and weighs a mere 90 pounds.

Her hair is blond and worn short-cropped. Her eyes are either gray or hazel, depending on the light and her mood.

Seeing no way to improve upon nature's work, her Immortal form is the same.

Her mortal Identity has however lower abilities; ST 17, IN 18, WI 11, DX 12, CO 15, CH 17. Elf 10 G, Hp 49, AL C

Allies: The priests of this Immortal are on good terms with the priests of Nyx, Elemaster of each Sphere, Ixion, Chardastes, Zirchev, Asterius, Yav and she somehow fancies the male Chauvinist Immortal Rathanos (her sponsor).

Enemies: None as yet. She will however oppose Entropic Immortals.

Holy Days: None, but the hour around Dawn is Holy, no food everybody must be in prayer during this hour (half hour preceding sunrise and another after). Nothing may be done during this time as this would be great sacrilege. Animals, however, are free from this rule. Natural happenings during this time are seen as personal responses of Lornasen over her followers, their prayers and behavior. A disaster reveals that she has temporarily abandoned them for they have done her somewhere great wrong (and the clergy and populace must find themselves out what, where and when) which will be restored when the sun shines clearly on one of the following dawning's.



Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Dogmatic +5, Reverent +2, Courageous -2, Loyal +2.

Dead: Thrown in the Holy Lava pool.

Birth: Baptized in Holy Lava smoke (a by coming handicap of this poisoning will be that all her followers have a maximum constitution of 16, but have a bonus of +2 on their saving throws vs. poisonous air). This religion does not use holy water.

Colors: Rosy red, Orange, and opposing Black, dark-brown

Incense / Oil: Sulphur, Pine, Palm, Sandalwood (the latter are burned continuously around the temples, shops, and homes—and therefore are grown in great amounts on fields nearby).

Symbols: Lava pools, and streams, Dawn-lighting, Morning rains = Good
Bad weather, Earthquakes, Clouded skies, nightly thunder preceding dawn, dead people or animals near holy places = Bad.

Stone / Metal: Basalt, Obsidian, Sponge stone (floats), Steel

Plants: Sandalwood

Days of prayer: Any day but only at dawn. Clerics pray at dawn and receive their spells directly during praying

Animal: Lava lizard, ash-crawler, Red Dragon, Ruby Dragon, Xytar

Chant:
Morning Prayer
*Hot, Light moving,
Singe, burn and cleanse our souls,
Cleanse our breath of nightly evil,
Sun reborn,
We get strong,
To bring thy our loyalty.*

Sources: TSR9189—D&D—IM2—The Wrath of Olympus,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Saimpt Loup

The Cold, Night Hunter, Cochere

Hunting (Lycanthropes)

Region:	Savage Coast, Yazak.
Sphere:	Temporal (IM 7) of Thought
Home Plane;	Arborea/Olympus/The Wolfwoods
Date Ascension;	112 AC
Sponsor;	Korotiku.
Statistics;	AC-1, HD 21, Hp 110, MV 150'/50', #AT 2 = Punch-2d6+6, Lance-2d10+9, AM 50%, Sv IM 7, AL LE ST 13, IN 16, WI 15, DX 20, CO 16, CH 11
Powers;	Call Other, Fighter Options, Height Increase, Improved Saves vs. Mental Attacks. Lance +3
Followers Alignment:	Any, Wovenfolk any except Neutral Good, Chaotic Good or Chaotic Neutral.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman.
Alignment:	Any, Wovenfolk any except Neutral Good, Chaotic Good or Chaotic Neutral.
Powers:	Move Silently and Hide in Shadows as a Scout of the same level.
Skill effects:	Extra Riding (Dire Wolf), and Survival (Plains)
Accepted Weapons;	Short bow, short composite bow, horseman's flail, horseman's mace, horseman's pick, lance, spear, dagger, knife, saber.
Accepted Armor;	Leather, studded leather, padded armour, shield (up to medium)
Holy Symbol:	A white wolf
Vestment;	Priest of Saimpt Loup are nearly indistinguishable from common hunters or beast riders. However, they wear a small piece of white fur as their holy symbol.
Adventuring Gear;	As Vestment.
Dogma:	Mercy, hunger, destruction, night, winter, one who keeps the lupins strong by weeding out the sick and weak. The eldest Lupin Immortal, Saimpt Loup fosters the traditional values of tribal life. In contrast with Saimpt Clébard, he portrays the Lupin hunter and raider of the steppes. Saimpt Loup also encourages a "survival of the fittest" view of life.
Daily Activities:	For the followers of Saimpt Loup, hunting is a holy endeavor. They always look at themselves as hunters, even though they may follow other careers. When actually involved in hunting, they show respect for the hunted animal, as they know that its death is their life. Priests of Saimpt Loup are traditionally responsible for funeral rites (though the clergy of Saimpt Clébard is now contesting this role: Loup-worshippers also prefer the traditional burial in mounds, while the richer followers of Clébard now build family mausoleums, often decorated with marble sculptures). Many priests are travelers or hunters. Duties of the Priest: Guidance, Marriage.
Temples and Such:	Priests, Beast Rider rangers. Saimpt Loup is worshipped mainly by the few nomad lupins. The only important established center of worship is Deauvais, as most priest prefer to hold ceremonies outside the towns. Lupin Beast Riders are commonly associated with Saimpt Loup, though there isn't a formal knightly order. Lupin Beast Riders and Honorbound are often at odds, like their patron deities, and fights or duel between them are quite common.
Known History:	Saimpt Loup, whose mortal name is all but forgotten, was a hunter and rider in the plains north of modern Renardy. When he was young, his clan was attacked by the vanguard of the goblinoid horde that was going to invade the western Savage Coast. Saimpt Loup was the sole survivor. He was able to reach the other clans, and warn them of the imminent invasion. The lupins could barely withstand the strength of the goblinoid army, but Saimpt Loup managed to convince them to cooperate under his leadership (which wasn't an easy task, as the tribes were scattered and fiercely independent, and many lupins were not aware of the danger). He proved a good leader and a better fighter, preferring ambushes to open fight. The war ended when Saimpt Loup, with a single companion, reached the enemy camp, slew the Orc Warlord and his High Shaman and set fire to the tents. This deed completed the quest for Immortality of Saimpt Loup, but he was wounded by poisoned arrows while escaping the burning camp. His body was never found, as Saimpt Renard gated him to Arborea before the death of his mortal body, and conferred him the gift of Immortality.
Personality:	As the patron of mercy but also of hunger, destruction, night, and winter, St. Loup portrays both good and evil among lupins. Originally, St. Loup was the one who kept the tribes strong by weeding out the sick and the weak.

Appearance:

St. Loup looks like a common Wolvenfolk grey furred Lupin, with Light-bleuish eyes, a tiny black pupil, in a black sclera these are set under a high and darkened brow with dark fur around the eyes. This gives a bit of a intriguing, attracting yet also fear-inspiring, dominating and evil look. He uses a Dire Wolf (named Dremmon) companion as his personal riding animal. This creature can grow and shrink to a normal wolf size to double that of a Dire Wolf at will.

**Allies:**

Korotiku.

Enemies:

Yazak Goblinoïds pantheon. Saimpt Loup also sees with disfavor the rise of Saimpt Clébard.

Holy Days:

Winter is the season dedicated to Saimpt Loup. He is celebrated on the first and last day of winter. A day of joy and a day of sadness but awaiting what comes.

Day of Prayer:

Soladain, Priests pray at dawn.

Piety awards:

None additional

Piety Penalties:

None additional

Habits: ▶

Reverent +1, Courageous +1

Wolvenfolk:

These hardy creatures have an innate tie to Saimpt-Loup, the Immortal of death, mercy, and survival of the fittest. Contrary to natural Lupin evolution, Saimpt-Loup created original Wolvenfolk bloodlines. It gives them the ability to sometimes conjure death itself.

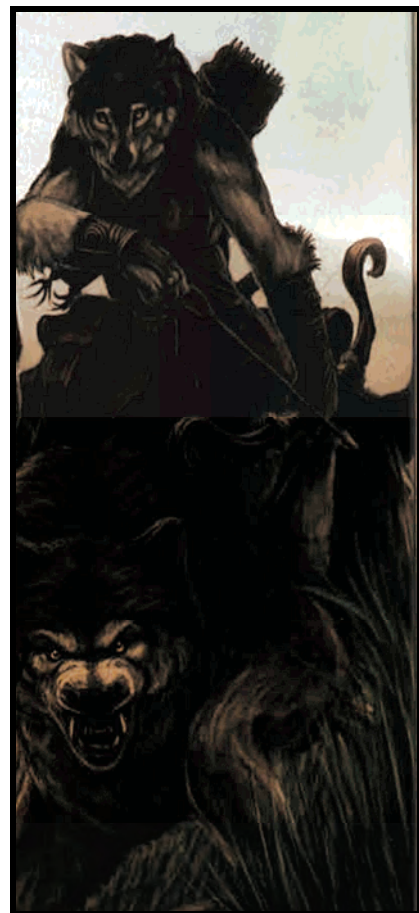
Whenever they meet an untimely death (poison, magic, exceeding 10 hit points, etc) Wolvenfolk can make a Constitution check. If they succeed, they lose two experience levels and a point of Constitution, but awaken 1d4+2 rounds later with one hit point left instead.

Furthermore, the wolvenfolk's alignment moves one notch closer to Saimpt-Loup's (lawful evil). Once a Wolvenfolk reaches this alignment future use of the ability is forever negated. As a result of their special bond with Saimpt-Loup, Wolvenfolk can neither be raised from the dead ever, nor have any other bloodline.

They can become mongrels after successive generations, at which point the magical bond with Saimpt-Loup is broken. Other breeds, however, could eventually gain Wolvenfolk bloodlines but would then fall under the powerful Immortal bond as well.

Dead:

These followers can never be Raised from the dead (not even by other faiths—as Saimpt Loup blocks the hole to Limbo), and Undead are or greatly feared or taken as major enemies to be defeated. Even the magical version Resurrection will not work. The spell will never come near to the soul in Limbo. Creatures of other religions who are said to be raised will thus not be believed, and often scorned for their clear lies.



Birth: Baptized in Holy Water

Colors: White, White-Frey, Light-Grey

Incense / Oil: Storax, Cedar, Mint, Floral scents.

Symbols: Wolf, Winter, Summer-hail.

Stone / Metal: Amber, Gold, Quartz, Moonstone.

Plants: Olive (created by her).

Animal: Bird, Snake.

Chant: variable

Extra Spells:

No Raise Dead or Raise Dead Fully, Animate Dead (any variation), Resurrection possible to be memorized or cast successfully upon any follower or Wolfenfolk of Saimpt Loup.

Saimpt Loup's Flying Steed.

Range: 100'

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: Special

Saving Throw: None

Cleric 4.

This spell summons a large Dire Wolf (minimum 3 Hit Points per HD caster) to serve as mount and companion for the priest. The Wolf is more intelligent than the average (Int 7), and serves the priest willingly, so that he can ride it even if he hasn't got the airborne riding proficiency (the creature will carry him, and it will also care that he does not fall, unless in combat or otherwise difficult situation, as in a storm). The component needed is the Holy Symbol, but the priest must also feed the wolf for the time he keeps it. The Wolf can fight for the priest, but putting the beast into danger will almost certainly anger Saimpt Loup, so it is mostly used for transport. Notice that the wolf is summoned from the Wolfwood, so the summoning never fails (as can happen with Animal Summoning spells).

Heroism

Range: Touch

Duration: 1 round per level of the caster

Effect : person touched

Save; None

Casting Time: 6

Level Target	Gained HD
0	4
1 to 3	3
4 to 6	2
7 to Max	1
Max or higher	0

Cleric 4 spell

This spell affects only humanoids, Demihumans and humans. It confers a temporary increase in life energy upon any such individual with fewer than their maximum HD. The exact gained HD (and thus corresponding Hp, Saves, THACO, Spell-casting power, etc.) is given on the table. Any damage is taken from the magically gained Hp first (just like an Aid spell from which this is derived). The secondary effect is that this spell can be used to restore only 1 drained energy level/HD, but this can only be done within 1 round per level of the spell caster after the target is drained of its level. As the casting of this spell always takes 6 initiative segments = 1 round, the target can thus only be affected after this spell is finished, while still being within the time period to restore the drained level.

Sources: Dragon Magazines: 179, 237,
 TSR1094—D&D—Champions of Mystara,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Maat

Mitra, Snotra, Goddess of Absolute Order, Mata, Nike

Patron of Honor and Justice, Honesty and Purity

Region:	Alphatia, Isle of Dawn (Helskir, Thothia), Hollow World (Nithia), Darokin, Northern Reaches, Thyatis, Ylaruam.
Sphere:	Eternal (IM 30) of Matter
Home Plane:	Unknown, but everything conforms to her rules (there is only a 5% chance of chaotic influx resulting in a change of any magnitude, of which Maat will surely react and restore the order. Any intrusion is seen as disorder as these don't belong here. How Maat will respond to these intrusions is unknown. As Snotra she is one of the Asinye.
Date Ascension:	1530 BC
Sponsor:	Terra
Statistics:	AC-13, HD 32, Hp 280, MV 150/50', #AT 3 = Punch-3d6+9, Spear-3d6+13, AM 60%, Sv IM 18, AL LG ST 40, IN 33, WI 28, DX 28, CO 45, CH 50
Powers:	Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage. Spear +4
Followers Alignment:	Lawful or Neutral (Good proffered). This very lawful goddess is worshiped by strongly lawful mortals and those who actually maintain the law (judges and city guards, for instance).
Taxes:	Followers are taxed 10% of their annual income by the Church.
Clerics:	Clerics. (Called Justifiers).
Alignment:	Lawful
Powers:	These clerics receive a +1 on Strength.
Skill effects:	Extra Detect Lies skill in addition to other skills. They will take any skill that enables them to serve the goddess and the causes of justice better, and they disdain frivolous skills like music or weaving.
Accepted weapons:	Standard, Khopesh and bastard sword or katana
Accepted Armor:	Any
Holy Symbol:	A Ivory white Plume
Vestment:	Ivory White robes, adorned with silver and ivory 'jingles'
Adventuring Gear:	Ivory white vest, with sewn in silver and ivory details, further any.
Dogma:	Her cult is small because of the strict standards imposed on her worshipers. Her clerics are slain for their transgressions, and ordinary followers will be stricken with the loss of a spell level or a plague of bad luck (-2 on all saves) for a week if they fail her. Her clergy are known from the belief that any action serving the law is inherently justified. Grim and serious, they are committed to rooting out evil and chaos, and they frequently clash with chaotic cults. Justice, honour, virtue, honesty, Self-restraint, order , integrity, loyalty, redemption, fighting evil and chaos.
Daily Activities:	Cleric are obliged to respect Maat's Code (the most important points of this Lawful code are: always issue a challenge before attacking; give a swift and honorable death to a fellow brother if he demands it: never reveal the order's secrets nor betray the cult: always fight injustice respecting the laws: offer sacrifices at the end of each successful battle). Duties of the Priest: Guidance, Marriage. Vigilance against Chaotic and evil creatures of the night, especially undead.
Temples and Such:	Structures with strict mathematical shapes, (Sphere, Tetraeder (D4), Cube (D6), Pentaeder (D12), and Hexaeder (20).
Known History:	During her mortal life, at the beginning of the Nithian civilization,, Maat was a brave paladin renowned for her beauty, her courage and her virtue at the dawn of the Nithian civilization. Being a worthy and brave warrior-leader, she took command of a small tribe that dwelt near the springs of the river Nithia, her virtue and faith in justice and respect for traditions served as leading example to many during her life, bringing order and civilization among the savage Nithians. Her passionate defence of justice and life were so strong that she never let herself be overcome with rage or spite. She always respected her oaths, refused to kill babies, women and innocent animals, and gave mercy to all those who surrendered (something very odd for the savage Nithians of those times). Many Entropics tried to lure them away from the cause of good with tricks, temptations and false promises, but she never abided her principles. Her virtue and goodwill as was her dedication to the cause of Goodness and her respect of life was so striking that she deeply impressed Terra, and the Immortal chose to test Maat one more time, to understand if she was worth embarking on the path of the Polymath. During Maat's stay in the Delta region, a harsh famine hit the area, followed by a devastating disease that decimated the families living there. No matter how hard she tried to put an end to both disgraces with her powers and cooperating with the local clerics, Maat could not succeed. The local sages pleaded then the most important oracle for a solution to their affliction.

The Sphinx gave them a clever riddle that eventually Maat solved: the gods were testing their worshippers, and only if they had given Mother Earth (Mut) the purest and most innocent thing they possessed, this purity would have healed both the land and its inhabitants from their diseases.

The high priests met and they convened that they had to sacrifice a newborn child, whose pure soul would have been offered to appease Mut. Aghast by this decision, Maat proposed to switch place with the baby, since she was still a virgin and had always acted on behalf of the cause of Good. The high priests however were too terrified to fail and they refused Maat's proposal.

During the public ceremony however, Maat interfered and paralyzed the clerics with her magics, sacrificing her life on the altar to save the region, the afflicted and the newborn child. Great was the astonishment among the people when they saw a huge vulture (Mut's symbol) hovering down from the sky and catching between her massive claws Maat's corpse. Then it took off flying westwards, and wherever Maat's blood fell the plants grew and the diseased were healed. The people of the Delta celebrated Maat's sacrifice that renewed their world and they started worshipping her as Mut's daughter.

Sufficiently convinced of Maat's goodness, Terra reincarnated her erasing her memories and pushed her onto the Path of the Polymath, with the task of retrieving each time the Ivory Plume, a powerful artifact of Matter. Maat never failed Terra's expectations, and all his epic deeds in various part of the Nithian basin resulted in creating a true cult that worshipped Maat as patroness of Justice and Purity, associating her to the Ivory Plume.

When Terra gave her back all the memories of her past lives, Maat understood she was near attaining Immortality and set out for her last quest: the unification of the tribes living in the Nithian valley. On her path she stumbled on Chardastes and freed him from his slavery. After hearing his story, she vowed to help him reclaim his lost throne seeing an opportunity to reach her goal. They allied with the mighty Pflarr, and after a brutal war against Apophis they were able to unite the various duchies of High Nithia under the banner of the Kingdom of Nithia ruled by Chardastes.

Orisis on his part was a very wise and capable man, and his desire to give the Nithians a wide set of laws to prevent injustice and to allow the creation of a real nation with firm beliefs led him to seek for Maat's alliance. After a long military campaign she finally decided to join forces with the enlightened chieftain of the Western Tribes, Orisis, and she married him. After a series of oaths and political weddings arranged either by sheer force of the arms and or by diplomatic talks, the pair was then able to proclaim the foundation of the Kingdom of Nithia around BC 1600. Later the pair started to know each other and they fell in love, thus strengthening their leadership over Nithia.

BACHRAEUS

However, Bachraeus coveted his older brother Orisis' power and so started to spin a conspiracy in order to assassinate the king and take his place both on the throne and on the wedding thalamus. Bachraeus lured Orisis outside the royal palace by inciting some eastern tribes to revolt against Nithia. He then set out to subdue the rebel tribes, but once there he faked his own kidnapping. Worried about his brother, Orisis traveled to that region personally to parlay with the rebels, and there he was first poisoned and later murdered by Bachraeus, who then cut his body into different pieces and scattered them along the river Nithia. Bachraeus then killed all of the people who had participated in his coup to eliminate uncomfortable witnesses, and traveled back to Nithia with sad news. After his brother's demise he made his claim on the throne of the kingdom and thanks to his allies' support and the lack of a heir, he was granted the title of Prince Regent.

ORISIS' VENGEANCE

After the rise of Bachraeus, Cheimos remained at his place without openly opposing him, but secretly helped Maat in her quest to find her consort and revive him. In fact, although struck deep at the heart, Maat didn't resign to the situation, and shortly before the crowning of her brother-in-law she fled the capital looking for the corpse of Orisis. Thanks to her determination and the magical knowledge of Cheimos, she managed to recover the thirteen parts of Orisis's body and mummified the corpse, succeeding to revive him as the first mummy. Orisis, aware of Bachraeus's deceit, returned to get a rightful revenge and reclaim his lost throne.

When Bachraeus got word that Maat had finally came back, he arranged for a meeting with her in his desire of securing his grip on the throne and wooing the widow queen as soon as possible. Great was his dismay when he found out that Orisis had come back too, and the rightful king unmasked his brother's fiendish plan just in front of the court, calling upon divine powers to defeat him and reclaim his position at Maat's side.

Bachraeus was then banned from Nithia and Orisis laid a terrible curse upon him, making him half man and half snake, the first male medusa on Mystara. In his long wandering outside Nithia's borders, Bachraeus called upon the Immortals' mercy many times, but every time he got only the hatred and spite of all the tribes he encountered in his path, shunned and driven off as the terrible monster he had become. This poisoned his mind completely, and finally he began to make appeals to dark entities.

Demogorgon answered his pleas, and led Bachraeus in the underground tunnels beneath Nithia, in the lost pathways and cities of an ancient but now dead civilization of intelligent Lizardmen. There she tested his wickedness and loyalty and eventually turned Bachraeus in the first Weresnake, granting him demonic powers to further his vendetta.

SETIS	<p>When Bachraeus came back to Nithia under the identity of Setis, Cheimos was the first to be influenced by his malign powers. Setis bent the Magist's will to his own through a magical subterfuge and began to manipulate him first in order to discover the mysterious secrets that he guarded, and then to obtain Orisis's trust, becoming one of his counselors. Thanks to his powerful divine and arcane magic and his alliance with the Entropic forces, Setis spun his web of intrigue and deceit, murders and blackmailing, creating turmoil and hatred among the different factions behind the throne. These tensions culminated in a civil war and an attempted coup against Orisis and Maat, which Setis promptly used to murder Orisis (after discovering the weaknesses of his undead nature) and force Maat and Cheimos to flee in exile. Before Orisis' demise however, Maat succeeded in transferring his soul within her (as yet still mortal, but infused by Immortal powers ready to become Immortal) womb, getting pregnant by magic and later giving birth to Mitras, son and father of himself.</p> <p>In 1570 BC Bachraeus destroyed the last followers of the old monarchs and through a firm grip on the army he subdued to obedience the princes that had caused the unrest in the kingdom, establishing a reign of cruelty during which Nithia knew the power and the corruption of the Entropic powers for the first time.</p>
MITRAS	<p>After only twenty years a powerful and holy hero named Mitras, heir of Orisis and Maat, stood against Setis's fiendish rulership and with the help of Maat's charisma and influence over the Nithians, he led the people to revolt against the oppression spread by the corrupt rulers. After a civil war that last well over three years, Mitras forced Setis to escape after seizing the capital, and he reclaimed the throne of his father (his own throne), while Setis crossed the border and completed his path in the sphere of Entropy around 1400 BC.</p> <p>Mitras ascended to the throne strengthening the dynasty of Orisis, bringing Nithia from the bronze age to the iron age and enlarging the kingdom to the point of creating a real empire. On her part, after completing the construction of the Pyramid of Light, the first huge monument of the Nithian greatness (later destroyed during the fall of the empire), a towering monument to the glorious Justice of Ra she embodied, in 1530 BC, Maat was surrounded by a moonlight in a gently summer night and disappeared, having succeeded in the Path of the Polymath under Terra. Following Mitras's will and Chardastes's orders, the Nithians created elaborate rituals to worship Orisis and Maat, the first Pharaohs, starting to follow them as true Immortals (and thus granting a large following to himself well before he ascended to Immortality). Mitras as Orisis, later completed the path of the Dynast he had begun in 1500 BC after establishing the Nithian Empire, and he then joined with his wife/mother Maat to continue looking over their followers.</p> <p>Maat, became the embodiment of divine Justice, and thus a ground figure in the Nithian pantheon (goddess of honour and justice, mother of Nithia), broadening then the base of her followers when the Nithians expanded their influence to the four corners of the world.</p> <p>Maat and Orisis got a very important place in the Nithian pantheon: she became the Goddess of Justice and Honour, Mother of Nithia, while Orisis became the Founder, the Lawgiver, the Bringer of Light and the Keeper of the Dead, increasing the base of their faithful followers as a result of the expansion of the Nithian Empire. Orisis got a broad following even under the identity of Mitras both during his life and after his ascension, where Mitras was worshipped as the Justiciar, Warrior of Goodness and Destroyer of Evil.</p> <p>At Nithia's downfall (which she helped to cause after assessing the corruption that had almost devoured the heart of her nation) her cult survived in different areas. She's currently worshipped on the outer world mostly by secret cults that have the duty of guarding ancient forbidden Nithian mysteries and of preventing Chaos and Evil to spread on Mystara.</p>
Personality:	Maat is patroness of justice and noble ideals, sacrifice and goodwill, honour and loyalty, and of all those who use their talents for the cause of Good, fighting against Evil and Chaos with virtue and bravery. The way of Maat consists of strict moral and honour codes, celibacy and prayer, charity and respect of laws. Because of her passionate defence of the cause of Matter, Law and Good she became the fierce enemy of all the Entropic and Chaotic forces who want to subvert the natural order for sheer pleasure or malice (including Korotiku and Eiryndul.
Appearance:	A beautiful woman with a noble and determined figure, long black hair that covers her shoulders, hazelnut eyes dyed with black lines that shine with magnetic strength and disarming sweetness at the same time, clad with an elaborated white Nithian robe that highlights her statuesque physique, wearing an emerald amulet in the shape of a scarab on her heart, a scale with a white ivory plume on one of the two plates in her left hand and a sword in her right hand (a Khopesh or a katana, according to the culture), ready to mete out justice and stand for the cause of Law and Good.
Allies:	Maat is still aligned with Terra, but became infatuated with Toth , and befriended Rathanos, and Paarkum.
Enemies:	Maat despises all Entropic Immortals and absolutely hates Bachraeus and Set. She also greatly dislikes Korotiku and Eiryndul.
Holy Days:	None. Holidays are disturbances of true order, and only encourage chaotic behavior.
Days of Prayer:	Nytdain. Priests pray exactly 20 hours after the last prayer ended. And receive spells only when this is done.
Piety awards:	None additional

Piety Penalties:	Not conforming to order (chaotic behavior) -2
Habits:	roll traits as according to Lawful, whatever alignment character might possess.
Dead:	Buried in a special tomb.
Birth:	Baptized with Holy Water
Colors:	None specific, but always only one at a time. Houses, sets of clothing, etc. will always be singly in color.
Incense / Oil:	Pine, Storax
Stone / Metal:	Crystals (due their regular shapes), Steel
Plants:	none, they are chaotic in the way they spread themselves and thus must be "forced" in the right locations.
Animals;	none, they are chaotic in the way they spread themselves and thus must be "forced" in the right locations.
Chant:	None, music though an ordered composition is allowed, but most chants, vocals and songs are to chaotic to be accepted (too many people can't sing right, or just have inharmonic voices.

Artifact:

The Ivory Plume of Maat

Description:

This small (3 inches) but exquisitely crafted feather-shaped brooch made of very fine ivory, was created for a great Paladin, the beautiful fighter Maat, by the Immortal Terra, and given to her after acquiring Immortality. She was a many-talented mortal, and strove always to promote good over evil. Her device is said to enable the user to follow in her noble footsteps, doing good deeds and furthering the cause of Law and Justice.

Magnitude: Greater artifact of Matter

Suggested Powers (PP 490):

Attack Powers	Dispel evil	40 TP
	Geas	50 TP
	Turn as CL 24	70 TP
	Lie detection	50 TP
Information Powers	Continual light	35 TP
	Know alignment	20 TP
	Choose Option	45 TP
Alteration Powers	Purify food + water	10 TP
	Repair normal objects	10 TP
	Remove fear	10 TP
Defense Powers	+4 Saving Throw bonus	50 TP
	Immune to Disease	20 TP
	Immune to Energy Drain	80 TP

Activation: The plume is active when acquired. Knowledge of the powers is immediately telepathically granted to any user who is a Paladin or Lawful Knight. Any other would-be user must gain the knowledge through a contact other plane or commune spell, by asking Maat directly. Lawful Dragon's will be seen as true in another shape, while under Treusight or similar effects (Second Sight, Dragon Sight etc.)

Use of Powers: Each power can be activated by mental command alone.

Handicaps:

- 1; When first used: alignment changes to Lawful: if already Lawful, become more rigidly so, and work more actively to defeat Chaos.
- 2; An 80% chance of error applies whenever the user casts a spell (or uses a magical device requiring a command word) to harm any Lawful or Neutral creature that has no evil intentions.
- 3; Recharging: The artifact will not recharge itself. Whenever the user slays a chaotic creature (or any creature with evil intentions) while openly wearing the plume, 1 TP is recharged for each 100 XP of the creature slain (rounded up—and the PC's still get their earned xp). When the artifact is fully charged, excess recharge power is ignored.

Penalties:

1. Whenever the item is touched: If the creature touching the plume is Chaotic or has evil intentions, obliterate is cast at the creature (no saving throw) and uses 90 TP.
2. When first used: Wall of stone forms as a closed cylinder around the user. However, if the user closes his or her eyes, thinks of justice (or Maat), and steps forward, the wall vanishes when touched. The wall is completely invulnerable to outside attacks, including a wish. If the wall is destroyed or damaged by the user, he or she thereafter takes double damage from all physical attacks (no save, and irremovable).
3. If the user ever slays a Lawful creature, the user is immediately reduced to -10 hp, and dies (no save).

The following at standard chances of either occurrence:

4. Harden: A volume of up to 30,000 cubic feet of mud, mire, swamp, or other muck suddenly dries completely, if within 120' of the user.

5. Opponents: 1-4 Chaotic enemies con- dense magically from the air, within 30' of the user. All the creatures are of one type: the type has a number of Hit Dice equal to 31-50% (1d20+ 10%) of the user's levels. The creatures are native to the user's plane of existence (consider undead as native to any plane). Each opponent has maximum possible hit points. Neither side has surprise.

Azemur:

The ruler is Azem, an 18-HD gold dragon. Azem's lair is located in the village of Wereskalot, in the Five Shires. Her territory covers an 80-mile radius. Her lair is no more than a small Halfling cottage, but it is laced with powerful magic. It actually contains a gate to a pocket plane that is fully attuned to Azem's mind. This micro dimension is bigger than a large cavern and physically responds to Azem's commands and moods. Azem appears to be a common looking, little old Halfling lady. She appears as a very sweet person who loves growing flowers in her well-kept garden. She commonly has to leave the house to go sell her flowers in nearby villages. Three cats live in the house as her pets: they really are three shape-changed Dragonnes bonded to Azem. No other dragon knows of Azem's second identity. Azem is 323 years old. She keeps the ivory plume of Maat in her Microdimensional lair. Azem has mated once and is on good terms with Marudi, whose constant irreverence amuses her. Khanistar and Azem respect each other. Azem's flaw lies in her love for common Halfling delights and especially for wines of the Shires, sometimes causing her to lose control of herself.

Amanth.

A 19-HD red dragon rules a great part of the Wendarian Reaches, Amanthyr, a chain of mountains north of the Principalities of Glantri, separating the famous Magocracy from the Elven Kingdom of Wendar. Amanth's lair is located on Mt. Amador, exactly 200 miles north of Glantri City. It opens on a cliff inside a narrow, hidden gorge guarded by a small army of wyverns. Amanthyr openly supports Druuwor, essentially to harass Ambur. Amanth is 332 years old and is almost blind. She uses magic, her sense of smell, and cunning to remain ahead of the pack. Amanth has mated twice, once with Ambur. She is very cautious and will avoid any confrontation she is not sure to win. Pride and jealousy are her only flaws. Amanth has but a few decades to live before she dies of old age. She has been seeking an opportunity to steal the ivory plume of Maat from Azem to complete one of her last attempts at attaining Immortality. Amanth still does not know where Azem hides the coveted artifact. She is contemplating the idea of making a pact with Entropy if her next attempt at Immortality fails.

Sources:

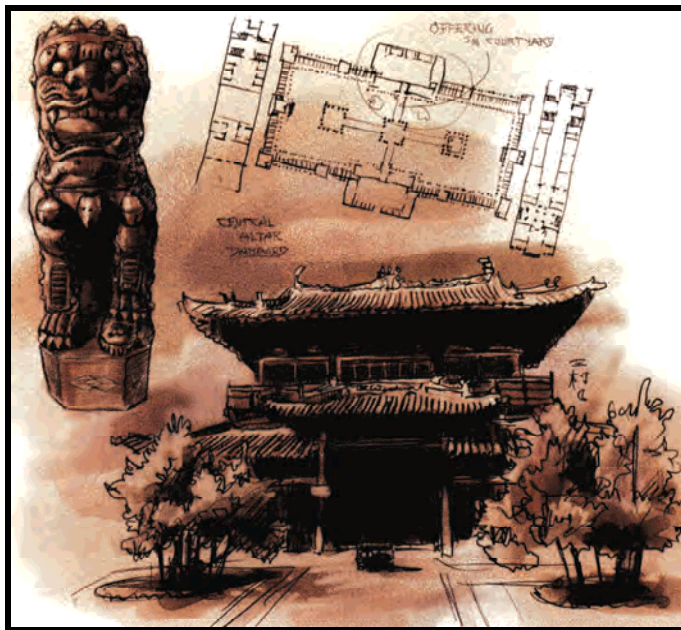
The Book of the Dead, translated by E. A. Wallis Budge, and other references on Egyptian mythology. Maat, goddess of absolute order, was wife of Thoth (god of knowledge) and daughter of Ra (the highest ruler, sun god of the mythos), and assisted in the work of creation.
Dragon Magazines: 171,
TSR9246—D&D—Gaz12—The Golden Kahn of Ethengar,
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Site of Pandius.

Macroblan

Patron of Wealth and Money, Trade, Prosperity, Tanagogres

Region:	Skothar (Tangor), Immortal's Arm (Gombar).
Sphere:	Temporal (IM 1) of Matter
Home Plane;	Unknown
Date Ascension;	1 st century AC
Sponsor;	unknown, likely Terra
Statistics;	AC-13, HD 32, Hp 280, MV 150'/50', #AT 3 = Punch-3d6+9, Spear-3d6+13, AM 60%, Sv IM 18, AL LN ST 21, IN 13, WI 14, DX 20, CO 20, CH 18
Powers;	Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman.
Alignment:	Lawful or Neutral
Powers:	These clerics receive a +1 on Charisma
Skill effects:	Extra Appraisal skill in addition to other skills.
Accepted weapons;	Standard, but only one-handed.
Accepted Armor;	Any, but no shields.
Holy Symbol:	A gold coin with an M engraved on its sides
Vestment;	Any but an oversized holy symbol is clearly worn
Adventuring Gear;	Any.
Dogma:	Prosperity, trade, wealth, money, greed, Tanagogres
Daily Activities:	Duties of the Priest: Guidance, Marriage. Vigilance against evil creatures of the night, especially undead.

Temples and Such: Large wooden sturdy rectangular praying halls where priests on an open elevation above the central corridor chant their prayers to the followers passing in the main hall below. The temple's inside walls are adorned with any kind of art depicting deeds of Macroblan.



Known History: Macroblan was a Tanagore (half-Ogre) that lived in ogre-ruled Tangor around first and second century BC. Son of a rich merchant, as a result of his frequent job trips he organized a wide net of contacts and allies throughout the Tangor Peninsula, and eventually started the social revolution that in the following three centuries would have carried Tanagogres to overthrow the ogres and replace them as true rulers of Tangor.

In his irresistible political and commercial rise, Macroblan sought the alliance of the upper military and clerical echelons, and towards the end of his life he began to worry about what would have happened to his immense wealth. He began thus to look for ways to survive beyond his mortal lifespan and to cheat time, commissioning expensive elixirs of longevity and amulets against aging.

However, after various mildly successful attempts it became clear that he needed to find another way to live eternally, since the previous resources were feeble and not always useful. Therefore he began to accumulate books regarding mythologies and religions and he studied them. Eventually he understood that it was possible for mortals to transcend their existence to become deities, but only after accomplishing difficult and time consuming quests.

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Macroblan started his pilgrimage to the highest peaks of Tangor in order to visit the oracle of Sumag (Terra), and when he presented her his gifts the goddess appreciated his devotion and revealed him the secrets of the path of the Polymath to become Immortal. Macroblan was therefore reincarnated first as a Tanagoro slave, then as an ogre nobleman and then in a cleric of Sumag, in order to understand all the existing social differences in his civilization. In every reincarnation he recovered the relic he quested for, the Stone of Prosperity, and finally departed for the last quest with his group of allies.

He completed the path of the Polymath in the first century AC, after uprooting a clan of dangerous giants that threatened the northern part of the Tangor peninsula and founding a shrine on the ruins of their fortress, where according to the local legends his priests guard the Stone of Prosperity as well as the immense wealth he left after his ascension.

Personality: Macroblan is a calculating and extremely determined Immortal, an opportunist that takes advantage of the mortals' greed for his own purposes and that teaches a philosophy based on the cult of wealth and material gains as symbol of power and prosperity. Macroblan acts only for his personal gain, as his quest for Immortality testifies (he merely wanted to preserve his wealth for eternity and he succeeded).

His overwhelming greed alienated him even his sponsor's protection over the centuries, and now Macroblan must act cautiously and only when his interests are best served. For this reason Macroblan allies with whatever Immortal can guarantee him a personal benefit, and he does not think twice before ditching these alliances once he gets what he wanted. Luckily, his smooth-talking and oily manners help him to avoid making powerful enemies, and even those Immortals he offend tend to forget his trespasses quite fast.

Appearance: A black Tanagore (half-ogre and half-Tanagoro breed) with a sly and cunning look on his face, wearing a white turban with a huge sapphire and rich garments and carrying two bejeweled curved daggers at his belt.

Allies: None Stable.

Enemies: None Stable.

Holy Days: None

Days of Prayer: Gromdain, Priests pray at Dusk and receive spells in the last hour of their 8hour restful sleep.

Piety awards: None additional

Piety Penalties: None additional

Habits: Courageous +2, Generous -4 (to faith -1), Honest -1, Loyal -2.

Dead: Thrown in the sea, from a high cliff.

Birth: Baptized in Holy Seawater.

Colors: Brown, Green, Black

Incense / Oil: Palm, Burned seaweed, Mint

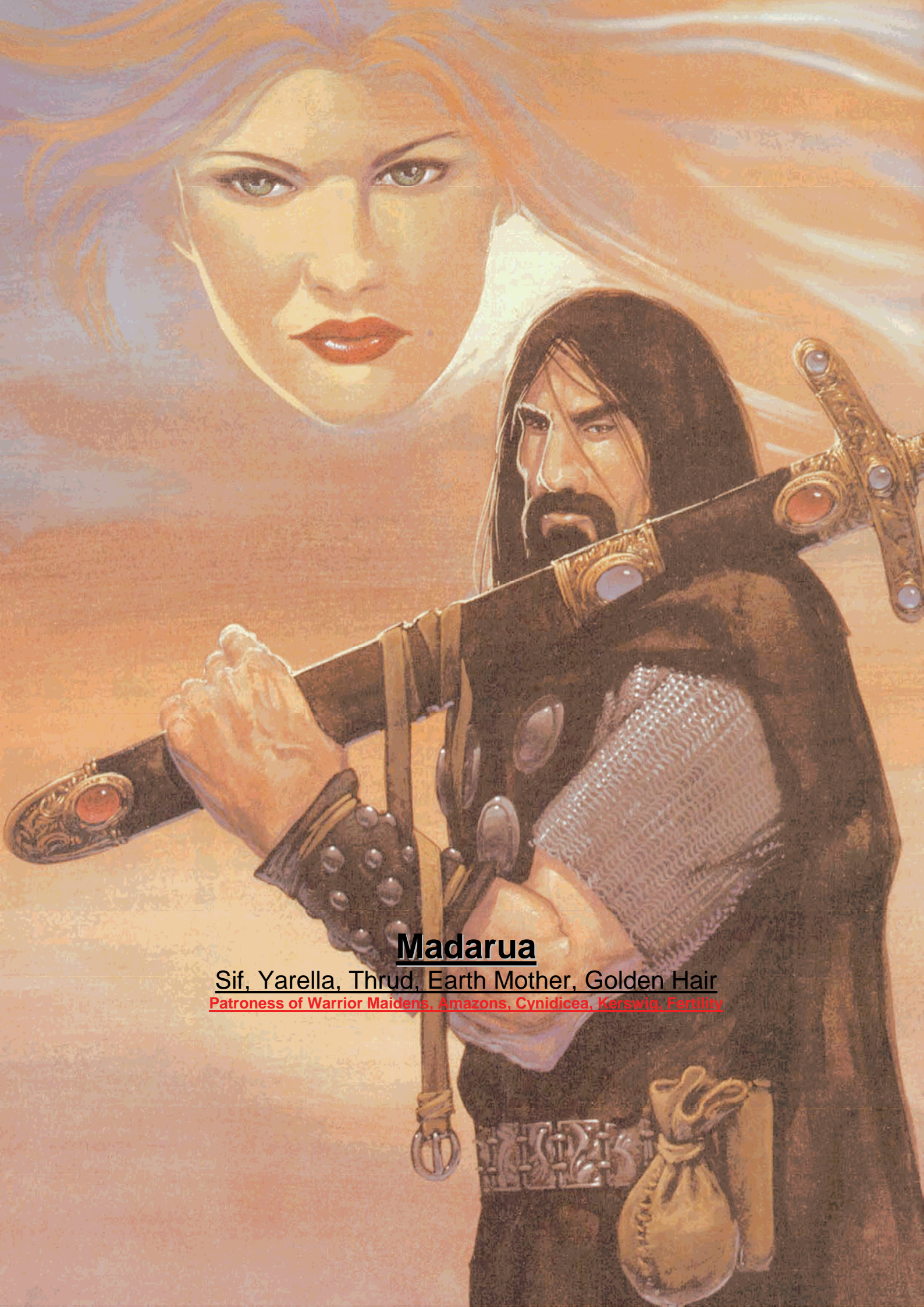
Stone / Metal: Coral, Pearls, Copper.

Plants: Seaweed, Kelp, Hemp grass.

Animal; Sea-parrot, Seagull.

Chant: Variable to cause, but contain lots of humming and vibrating sounds.

Sources: TSR9207—D&D—IM3—The Best of Intentions,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Madarua

Sif, Yarella, Thrud, Earth Mother, Golden Hair

Patroness of Warrior Maidens, Amazons, Cynidicea, Kerswig, Fertility

Region:	Cynidicea, Darokin, Northern Reaches, Thyatis), Davania (Pelatan), Isle of Dawn (Helskir), Hollow World (Traldar), Midlands (Kerswig), Norwold
Sphere:	Empyrean (IM 19) of Energy
Home Plane;	Thrudheim (part of Gladsheim)
Date Ascension;	1 st century AC
Sponsor;	Thor
Statistics;	AC-13, HD 32, Hp 280, MV 150/50', #AT 3 = Punch-3d6+9, Spear-3d6+13, AM 60%, Sv IM 18, AL LN ST 21, IN 13, WI 14, DX 20, CO 20, CH 18
Powers;	Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage.
Followers Alignment:	Any
Clerics;	Clerics. (women only)
Alignment:	Lawful or Neutral
Powers:	These Female (only) clerics receive a +1 on Strength
Skill effects:	Extra Fighting Instinct skill in addition to other skills. +2 to any one skill tied to agriculture or nature (not free).
Accepted weapons;	Standard, Longspear.
Accepted Armor;	Bronze, Chain Mail or less.
Holy Symbol:	A sickle and a short sword crossed under a women's visage.
Vestment;	Bronze Masks of Madarua, a small, sickle shaped scar on her left wrist, Green Tunics.
Adventuring Gear;	Bronze Armor over Green Tunics.
Dogma:	Amazons and fighting women, courage, life cycle, fertility, Cynidicea and Kerswig
Daily Activities:	Madarua accepts only female clerics
Temples and Such:	The brave Warrior Maidens of Madarua constitute the most active opposition to Zargon. The Goddess of Birth, Death, and the changing seasons, Madarua urges her followers to restore Cynidicea to its former glory and struggle against the Zargonites' tyrannical rule.

The Warrior Maidens control several key passages in the upper areas of the Great Pyramid that connect Cynidicea with the lost city. During the Time of Rage, the Maidens' spies succeeded in warning the faithful of Madarua scant hours before the first incursion of Zargonite warriors arrived. Although many of the Warrior Maidens managed to aid ordinary citizens in escaping, they did not have time to warn the followers of both Gorm and Usamigaras. Thus the two other outlaw sects view this one with great suspicion.

The Warrior Maidens have recently dispatched several brave warriors in to the desert in search of allies. Of all the sects, the church of Madarua is the most likely to greet outsiders with respect and enthusiasm.

Known History: Madarua (or Ashtat as she was known) was born in 725 BC in the Nithian Empire just before its moment of greatest turmoil. Daughter of a high ranking scribe, she distinguished herself for her courage and her indomitable will, as well as for her spite towards the male dominated Nithian society.

At the age of 16 during a moment of forced intimacy she killed her promised groom, a wicked and powerful nobleman. She was thus forced to escape from Ranak, the imperial capital, in order to avoid her parents' punishment and the groom's relatives' revenge. She found shelter in one of the southern cities, where a devout cleric of Maat decided to protect her after hearing of her troubled vicissitude. She was thus introduced to martial arts to be able to defend herself, and she became one of the few warrior women of Nithia.

Together with her teacher, Thanaat, she fought a hidden war against the Pharaoh and his corrupt officers for years, trying to help the commoners and avenge the injustices committed by nobles and politics. Unfortunately, their efforts were not enough to save Nithia from its doom. Chased by the city guards for an assault against the palace of the Prince which ended up in Thanaat's death, Madarua and her companions fled in the desert and here they were caught by a storm. Madarua was saved by Maat because of her virtue and good heart, and when she awoke the only memory that remained her was that she and her companions got lost when her tribe was attacked by desert raiders.

Madarua became the leader of the party and led them across the desert, turning his band into nomadic shepherds. Because of her proud character she always refused to accept the marriage proposals she received from her followers, and thus she was renamed the Virgin Warrior.

During a particularly violent sandstorm the now elderly Madarua was separated from the rest of the tribe, and forced to find refuge in a cave near the mountains to survive. Here she was helped by a good willed sphinx, which tested her qualities and judging her pure, allowed Madarua to drink at the fountain of youth she was guarding. The water healed all her injuries and returned her to her twenties. The enigmatic sphinx also foretold that Madarua's destiny was still long to be fulfilled, and that she needed to brave the dangers of the desert once again, heading west, if she wanted to accomplish what the Immortals had planned for her.

Madarua followed the sphinx's prophecy and thanks to her blessing she eventually stumbled upon the hidden reign of Cynidicea in 691 BC, where she settled. She quickly was admitted into the elite brigade of the royal guards because of her fighting skills, and in 446 BC she saved the royal heir of Cynidicea from a conspiracy. This feat earned her the eternal admiration of young prince Tyrsus.

Once ascended to the throne, Tyrsus proposed Madarua to become his consort, helping him to rule the kingdom wisely and protect it against the external and internal threats. Thus Madarua became Queen of Cynidicea. Later she discovered by accident the ancient scrolls that belonged to King Gorm, which he had used to unveil and pursue the path to Immortality in the sphere of Energy. Coming to the conclusion that Gorm had indeed succeeded in his path, Madarua became focused on following his tracks and become a deity herself. After Tyrsus's death, Madarua took the reins of rulership in her capable hands and instructed her only son, Kallikrates-Oroth, until she deemed him ready to succeed her.

669 BC Madarua abdicated in favour of her son and vanished in the desert, looking for a place to begin her quest. She ended up in the Midlands of Brun, where under the name of Yarella she founded the nation of Kerswig and under the sponsorship of Thor, she became Immortal in the sphere of Energy seventy years later.

599 BC Once Immortal, she returned to Cynidicea and sent omens to some wise men that introduced her cult in the kingdom, becoming the second Immortal patron of Cynidicea after Gorm. She is also revered in Kerswig as Yarella, by some amazons in Davania, and in the Northern Reaches as Sif, wife of the Thunderer.

Important, Read also: A Timeline Of Cynidicea, in the Cynidiceans chapter at page..., here is only a shortened version.

BC 460: A new Immortal enters the Cynidicea pantheon, calling herself Madarua. This is in fact Ashtat, who has succeeded in her quest for Immortality, and has decided to return to Cynidicea to develop a following.

BC 400: Under the leadership of King Psocretus, Cynidicea begins the process of reclaiming land from the encroaching desert. Great networks of irrigation canals are dug, and more arable land is

BC 380: Zargon manifests himself to a madman in his dreams. Instructing him to build a faith based upon worship of the tentacled being. The madman, named Damodes, founds the Church of Zargon.

BC 320: By this time enough land has been reclaimed that several villages are established outside the city. Cynidicea is no longer a city-state, but a true kingdom. The Church of Zargon has become a large underground movement, with close to a thousand adherents, from all social strata in Cynidicea.

BC 290: Usamigaras becomes an Immortal. He begins building up a following in Cynidicea.

BC 159: Alexander begins his illustrious reign as King of Cynidicea, following the death of his father, Adonius. The irrigation networks are expanded even more, and aqueducts bring more water from the mountains, and he arranges to have a great underground lake created beneath the city, which is to serve as a reservoir. As the tomb of Alexander and Zenobia is being dug, workers uncover a previously unknown cave underground. They also find a corroded disk, apparently made of electrum, as well as an archway embedded into the cavern wall, filled with solid rock. One of the workers breaks the disk in picking it up, and Zargon is released, needing only two to be broken to do this. Although in a weakened state, he manages to kill most of the workers. Word spreads of the monster, plunging the city into chaos.

BC 127: King Alexander and Queen Zenobia both die of a strange wasting disease, which the clerics of Gorm, Madarua, and Usamigaras were unable to cure. The public outpouring of grief is marred by accusations that the clerics deliberately let the king and queen die. These rumors are spread by worshippers of Zargon.


BC 126: The clerics of Zargon gain control over the kingdom, convincing the people that only they know how to guide Cynidicea through these tough times. Zargon has been stalking the city at night, killing people at random. No one is able to kill him. Under their rulership, the Zargonites are able to "control" Zargon (by feeding him convicts from the jails). The unfinished tomb of Alexander and Zenobia becomes the Temple of Zargon, and he lives in the catacombs, content to be fed by his worshippers.

BC 121: The Church of Zargon declares their faith to be the only legal one in Cynidicea. Worshippers of Gorm, Madarua, and Usamigaras are captured and fed to Zargon, and many more flee the city, spreading their tale. Some worshippers manage to hide their allegiances, and covertly work to overthrow the Church.

BC 109: Instructed by Zargon, the clerics of Zargon cultivate and distribute a fungal narcotic to the people, saying that it will calm their fears and allow them to transcend their bodies so they may enter a better world.

Many citizens take these drugs, and begin losing their drive, they sought oblivion in rare fungal wines and these bizarre drugs. Work becomes shoddy, the irrigation ditches are no longer maintained, rich land turned into desert, and the army loses its discipline. People outside the city rebelled, or moved away as chaos spread outward from Cynidicea. This is part of a plan to bring the people fully under the control of the Church. What the Zargonites do not realize is that, because of the drug's effects, Cynidicea's days are numbered.


- BC 50: By this time the underground city of Cynidicea has been built, and the Church of Zargon rules with an iron fist. Followers of Gorm, Madarua, and Usamigaras leave the city and set up their hideouts in the ruins of the pyramid. They control the upper levels, and are left alone. The fact that the Cynidiceans have managed to rebuild their civilization underground is nothing short of miraculous. They have domesticated several strains of fungus, and cave locust, to provide them with food, and irrigation ditches have been dug from the underground lake. Water channels have been burrowed into the solid rock, in the hopes of offsetting the slowly-falling water level. Despite these gains, the Cynidicean physiology is still unsuited to life underground. Fresh oxygen, although present, is far too rare, and the absence of the sun's rays are depriving the people of essential Vitamin D.
- AC 20: Some elements of all three societies opposed to Zargon have infiltrated the new city of Cynidicea by this time.
- AC 172: One of the Magi, while in a trance, receives a dream message from Usamigaras, saying that "only the blood of those who are truly of the depths will revitalize the people of Cynidicea." Perplexed, she relates this message to her fellow members.
- AC 175: The Magi decide to conduct an experiment, based on what Usamigaras has said. Using their magic, they locate a sizeable, embattled group of healthy goblins, who are not worshippers of Zargon. Secretly, they cast polymorph spells on the goblins, giving them human forms, and they drive off the Zargon-worshipping Goblinoids who were harassing them. They then come upon the surprised goblins in peace, offering to help them deal with this "curse" that has struck them. In exchange for being hidden in the stronghold of the Magi, the goblins agree to be educated in the ways of humans, so that they can fit into society.
- AC 200: Having educated the polymorphed goblins, who have now been converted to the worship of Usamigaras, the Magi quietly lead them into Cynidicea, where they seamlessly merge into the society there. Over the next few generations, not only will fresh blood be added to the local gene pool: infravision will also develop among the new generations of Cynidiceans, who will still retain the human appearance of their ancestors. This new trait will allow the Cynidiceans to adapt more easily to their new home. (infravision, daylight susceptibility, pale skin and hair).
- AC 300: Gorm, Madarua, and Usamigaras, dismayed at the fate of their people, meet with Ka, Ordana, and Korotiku. They know of the efforts being made by these Immortals to preserve various cultures in the Hollow World, and ask them to save a portion of their followers, who are much reduced in power since the original flight underground. They realize that, due to continuing difficulties adapting to their new environment, and to increasing dependency on the drugs cultivated by the Zargonites, the Cynidiceans will eventually die out unless some outside power rescues them. The Immortals say they will consider the request.
- AC 1000: Some Adventurers from outside, penetrate the pyramid, explore and defeat, many of the evils Zargon has supported, and finally defeat himself. Unbeknownst to them, he starts regenerating right away.
- AC 1014: Some adventurers finally defeat Zargon by plunging his horn in "the Eye of Zargon" fire pool. This will be a promising start for a new—though underground—rise of Cynidicea.
- Personality:** Madarua is bold, self-confident but not boisterous. She promotes equality among men and women, and teaches her followers (females above all) to fight in order to show males they need to be treated with respect like equals the males. At the same time she also warns women not to gain all typical male defects, praising instead the typical female virtues like temperance, sensitivity, wisdom and faithfulness. Madarua embodies the classic figure of the warrior maiden and she is also worshipped as bringer of fertility and renewal of the natural cycle of life and death (her holy days are in fact the solstices and equinoxes). Madarua is a faithful ally of Thor, to whom she is tied by a strong passion, and of Diulanna, who shares the ideals of Madarua, and she has sealed a pact of alliance with Gorm and Usamigaras in order to protect Cynidicea, even if she resents Gorm's male chauvinism.

Appearance:	<p>A middle-aged woman with tanned complexion and a sturdy figure, combing his brown hair in a single tress that reaches her mid-back. Her look is determined and she has a faint scar on her forehead. She wears a plate mail without helmet, along with a long white cloak covering her shoulders and a Gladius at her side.</p> <p>A woman with an indomitable gaze wielding a short sword and wearing a green tunic under a chain mail and bronze helmet that hides her face, something that prevents telling which ethnic group she belongs to (this way she is regarded as the typical "warrior woman" by many different cultures).</p> <p>Statues of her, show a beautiful women, with in her hands holding a sheaf of wheat and a sword.</p>	
Allies:	Thor (her Partner and sponsor), Diulanna, Usamigaras, Gorm.	
Enemies:	None (but Loki and Hel are disliked).	
Holy Days:	Madarua has a special Holy day at the beginning of each of the four seasons.	
Day of Prayers;	Lunadain, Priests pray after awakening an 8 hours sleep.	
Piety awards:	None additional	
Piety Penalties:	None additional	
Habits: ▶	Modest -3, Cautious -1, Courageous +2, Loyal +1.	
Dead:	Entomb under the temple.	
Birth:	Buried under a stone plaque, depicting their deeds, not date of birth or death, nor the name or those of relatives.	
Colors:	Green, Gold	
Incense / Oil:	Jasmine, All Floral scents, in Cynidicea, Fungal Scents.	
Symbols:	Loom, Mirror	
Stone / Metal:	Quartz, Crystal, Smoky Topaz, Brass, Bronze, (Corroded) Copper.	
Plants:	Mugwort, Chamomile, Rose, Willow, Birch, Fir, Hawthorn, (in Cynidicea Fire crack fungus)	
Animal:	Bird, Snake.	
Runes;	Wunjo, Berkano, Gebo, Jera. She does not give runic spells to her followers as she understands the importance of runes, but not their way of power.	
Chant:	<p><i>Beautiful Sif,</i> <i>You of the long golden hair,</i> <i>God-hearted Earth Mother of Aesir,</i> <i>Help me to harvest the plan(t)s I have sown.</i> <i>Let my life show forth fruitfulness and plenty.</i></p>	
Important Persons:	The Leader of the Madarua's cult is Pandora (Fighter 10), a cunning, calculating military leader who prefers to feign weakness to lull her enemies in to a false sense of security before striking. When faced with outsiders, she makes open overtures of friendship while her priestesses use divinations to learn the visitors' true motives.	

Thor's wife Sif is said to wear golden hair crafted by the Modrigswerg, a gift given in recompense for a (hair cutting) prank by Loki the Trickster.

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Site of Pandius.



Mahmatti

Running Elk, Mahamatya

Patron of Atruaghin Elk Clan

Region:	Atruaghin Elk Clan.
Sphere:	Celestial (IM 19) of Energy
Home Plane;	Unknown (eternal hunting fields are mentioned, but no location or true name is found. The Happy Hunting grounds however are expected).
Date Ascension;	1 st century AC
Sponsor;	Thor
Statistics;	AC-13, HD 32, Hp 280, MV 150/50', #AT 3 = Punch-3d6+9, Spear-3d6+13, AM 60%, Sv IM 18, AL L ST 21, IN 13, WI 14, DX 20, CO 20, CH 18
Powers;	Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage.
Followers Alignment:	Any
Skill effects;	All followers have the Allure skill. Because of the importance these people place upon silence and stealth in the wilderness, all characters and followers of this Immortal are required to select at least one of the following skills: Find Traps, Hear Noise, Hide in Shadows, Stealth, Treewalking, Danger Sense. After meeting this requirement, the other listed skills remain recommended for members of the Elk clan.
	<p>The warriors of this clan are masters at ambush and hit-and-run tactics. Because of this, they are expected to select either the Snares, Tracking or Military Tactics skill. The Elk clan fighters have a custom of scalping their enemies that goes back to the days when the Atruaghin clans were ruled by fierce humanoids. Because of this reputation, intelligent opponent (knowing this cultural habit) suffer a -2 on their morale when battling these fierce warriors.</p> <p>The magic users are few and far between among the Children of the Elk, but suffer no penalties beyond those imposed upon all mages in Atruaghin society.</p> <p>Nowhere are the stealthful skills of the scout, rake or thief more appreciated than they are among the Children of the Elk. Many of their legendary 'warriors' have, in reality, been members of one of these thief classes. Because of this, all Elk clan thieves gain an extra 5% bonus to all earned experience, in addition to that earned for unusual Prime Requisites.</p>
Taxes;	Followers are taxed 100% of their annual income to the Tribe, using it together.
Clerics;	Shamani
Alignment:	Lawful or Neutral. Unlike the other Immortals of the Atruaghin Phanteon, the father of this clan, has no true clerics, but Druidic Shamani. Those who serve him have all the abilities and limitations of druids, though they may be of non-neutral alignment. They choose their spells from the Shamani list, however.
Powers:	These Druid-Shamani receive a +1 on Strength
Skill effects:	All these Druid-Clerics are expected to select the Survival Forest Skill. +2 to any one skill tied to agriculture or nature (not free).
Accepted weapons;	Standard, but only one-handed, Short Sword.
Accepted Armor;	Any
Holy Symbol:	A sickle and a short sword crossed under a woman's visage
Vestment;	as local tribe, Shamani wears more colors and/or feathers.
Adventuring Gear;	as local tribe
Dogma:	Elk Clan of the Atruaghin Clans, Hunting, Scouting, the Forests, the Gardens, The nature.
Daily Activities:	Further and protect the dogma,
Temples and Such:	Local wigwams and sweat huts.
Known History:	A Shamani of the Atruaghin, now the major Immortal patron of the Elk Clan. He still follows Atruaghin, and although all the members of the Elk clan revere Atruaghin, it is he who grants them his powers and magic.

Personality: Mahmatti is a silent thinker, loyal and reverent. He is the inventor of the Hunting Pant and War Paint spells, used by all Shamani. When he discovered their use he instantly informed Atruaghin, who greatly thanked him, and diverted this knowledge to all his Shamani and the other Immortals of the Atruaghin.

Appearance: Mahmatti looks like a sturdy build member of the Elk clan wearing the local colors, feathers, clothing, beads and make up.

Allies: Atruaghin, Hattani Stoneclaw, Tahkati Stormtamer

Enemies: Danel Tigerstripes, Atzanteotl

Holy Days: none specific, new moon is however honored.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Modest +2, Honest +1.



The Children of the Elk, or the Elk Clan.

The Children of the Elk live in a region of cool weather dominated by a forest of tall pines. From time to time they are forced to battle the Children of the Tiger, and they have a special hatred of that clan.

The Children of the Elk live along the southern edge of the Atruaghin Plateau. Here, in a region dominated by pine forests that gradually give way to fields and grasslands in the north, they tend their crops and live their lives as they have since the time of Atruaghin. They have little or no contact with the outside world, dealing mostly through the Children of the Turtle to the South or the Children of the Bear to the north. From time to time, they clash with the dreaded Tiger Clan, but generally they are a peaceful people.

Names

The names chosen by the Children of the Elk honor the forest that sustains them and the animals that dwell there. Prominent members of this clan in the past have included mighty warriors named Mighty Oak or Deep Roots and scouts (Thief class) named Silent Deer and Stalking Wolves.

Environment

The lands in which the Children of the Elk dwell are generally smooth, although the shock of the plateau's sudden creation by Atruaghin can be seen in numerous cracks and fissures. The soil is good, although somewhat rocky and strewn with many stones, making it acceptable for farming.



The weather is generally mild. Temperatures are moderated by the thermal inertia of the Sea of Dread to the south, but the altitude of the plateau does have a cooling effect the year round. Rainfall is plenty, for the region catches the majority of the rain that manages to pass the lands of the Turtle Clan and reach the Plateau. The vegetation shows the pattern of rainfall clearly, for it begins as a lush, dense forest in the south and gradually thins down until it becomes light woods and grasslands to the north by the time a north-going traveler reached the last few groves and copses, however, he would already be in the Lands of the Bear Clan.

In addition to the pine trees, which dominate the southern forests, there are numerous other types of trees in this land. Among them are the Ash, Oak, Elm, Hemlock, Birch, and Maple. As one moves north, away from the Sea of Dread, these types of flora become increasingly more common until, at roughly the halfway point in a transit of the region, they almost utterly replace the pine. By the time areas of grasslands begin to appear, the pines are gone. These gentle forests are home to countless species of animals. Dozens of varieties of birds flit back and forth among the trees, singing to the tribes as they go about their business below. All manner of Deer, Moose, and of course, Elk make their home here, as do a number of hunters like the Fox, Cougar, and Wolf. The numerous springs and small lakes that dot the region are filled (by their Immortal0 with fish, a fact not unnoticed by the Children of the Elk in their search for food.

Farming

The pride of any Elk clan village is its great garden. Bordered by a wall of flowering plants, these architectural plots often cover two or three hundred acres. The crops grown in these gardens can usually supply enough food to support the entire village even without hunting and fishing. However, because the desire a variety in their diet, no Elk Clan tribe would ever willingly make its farmland into its sole means of support.

When a new village is established, a central area is set aside for the construction of the tribe's homes. This place is always far larger, than currently needs demand, allowing the tribe plenty of room for future expansion. The techniques used in the construction of the village itself are detailed further.

As the men of the tribe set about the construction of the town itself, the women move into the woods around the village site and begin the back breaking labor of clearing the forest for the great garden. The tribes makes us of "slash and burn" techniques to bring down the trees and remove unwanted vegetation from their would-be fields. Despite the size of the task before them, the Elk Clan women quickly clear the land and are often ready to begin planting season within a week. Even as the first seeds are sewn, work continues to bring down the forests and complete the garden.

For tools, the Children of the Elk generally rely on wooden digging sticks. Occasionally, they assemble primitive hoes, spades, and rakes fashioned from the shoulder bones of deer or elk to aid them. Like most of the Atruaghin Clans, they have a dislike of metal farming tools (or weapons). thus, even when such implements have been offered to them, they have been turned down as potentially dangerous.

The primary crop in the great garden is corn. The Elk clans nurture a sweet corn that is the rival of that grown elsewhere in the world, but also produce a special kind of ear they call Redekka or snow corn. On those occasions when outsiders have come among the Children of the Elk, they have always been greeted with a ceremonial meal at which snow corn was served. Because of the way in which it is cooked—roasting in a fire until the kernels burst into fluffy, white blossoms—many outsiders call Redekka by another name: popped corn.

In addition to corn, the Children of the Elk raise several varieties of gourds, including pumpkins and squash. They cultivate numerous types of beans, grains, and melons, the latter being very popular on days of celebration and at feasts to honor Atruaghin or Mahmatti Running Elk.

Large portions of their gardens are not devoted to growing food, however, for the children of the Elk grown another crop: Tobacco. In addition to having some value as an export item that is traded both with other clans and, on occasion, the outside world, tobacco is vital to the mystical ceremonies held by the Children of the Elk. Once harvested, the tobacco is dried and chopped or shredded. A mixture is then formed in which the flakes of tobacco are sifted together with sumac leaves and dogwood bark to form a bled known as Kinnikinnik. The flavor and aroma of Kinnikinnik has acquired a reputation in the outside world, with some Hin merchants having made a fortune after just a few trips to the top of the plateau.



In places where maples and similar trees grow, the Children of the Elk set taps and buckets to collect sap. The sap is boiled down to create a sweep syrup that, like Kinnikinnik, is popular among both the Elk Clan and the outside world.

Elk Clan Villages

The Children of the Elk usually establish their homes on the shores of a small lake and slender rivers that are sprinkled liberally through the region they control. They are never, however, far from the forests, for it is here that the necessities of their lives are drawn.

Two styles of building dominate Elk Clan villages. The first is the wigwam, a dome shaped dwelling used by married couples and the most important members of the tribe. The second, known as the long house, is a communal building that shelters unmarried adults of all ages.

Wigwams are begun with the smoothing of a circular or oval shaped area of ground some 10 to 20 feet in diameter. A frame of wooden poles or saplings is then assembled to form the skeleton of a dome. Over this, the Children of the Elk stretched birch bark or cattail straw mats to form walls. An opening is left in one side that when covered with a flap of leather serves as a small (3'-4' high) door. At the zenith of the wigwam a circular smoke hole provides ventilation for a fire inside. Around the perimeter are several benches that serve as sitting platforms during the day and beds at night.

Longhouses are, as the name implies, rectangular in floor plan. They are generally between twenty and thirty feet across and as much as one hundred and fifty feet long. Like wigwams, they are built around an arching framework of tree limbs and saplings. The walls are fashioned from flat slabs of birch bark, as are a number of interior partitions that divide the longhouse into a number of square and rectangular rooms, each of which is home to roughly four individuals. A central corridor runs along the central axis of the house, with fires placed under a number of smoke holes left open in the roof. One again, bark platforms line the walls of the long house and serve as benches and sleeping places.

Between the village and the farmlands that surrounds it, the Children of the Elk build a sturdy and challenging wooden palisade. Just outside the palisade, they dig a deep trench. With their defenses in place, the village is fairly well protected from outside attacks.

Dress and appearance

Clothing

Nearly every item that is worn or used by the Children of the Elk in their daily lives comes from the animals of the forests that surrounds their homes. Thus, it is easy to see why these people value the wilderness highly.

Elk clan clothing is largely fashioned from tanned deerskins sewn together with deer sinew (chewed by the women). Both men and women dress in long tunics of deer cloth. A wide belt, also of leather, fastens snugly around the waist to support a simple breach cloth. In colder weather, buckskin leggings and rabbit fur robes are added for warmth. Rarely, sleeves are added. Moccasins are worn all year around, though those worn in winter are often lined with fur. Children generally run and play without the benefit of clothing unless the weather requires it.

The children of the Elk routinely decorate their clothing with inks, dyed porcupine quills, and moose hair. They also make great use of beads and similar decorative elements sewn in either geometric or floral patterns onto their belts, headbands, tunics, and other garments.

The Children of the Elk make much of their clothing from buckskin. Often, they decorate their garb with dyes and porcupine needles. The most outstanding characteristic of these people, however, is their love of make-up. Both men and women routinely paint not only their faces but entire bodies with ornate patterns and symbols. Both sexes commonly carry make-up kits to ensure that they always look their best.

Make-up

To the Children of the Elk, physical appearance is everything. Thus the women, often cover their faces and bodies with elaborate stripes and paintings designed to make them stand out from the others in the eyes of Atruaghin. To the outside, the effect is exactly the opposite. Because of the myriad colors and images that confront the observer, most Elk clan women quickly blur into a mosaic of dark haired, lavishly painted beauties.

If the women of the Elk clan take their make-up to extremes, then there is no word for what the men will do. Even the most mildly painted and decorated man among the Children of the Elk will have body paints on the equal of any woman. Geometric patterns, animal images, and even primitive imitations of the writings of other cultures will cover their bodies. Each member of the clan wears a pouch on his or her belt at all times that contains various paints and dyes used in keeping the owner's make-up in perfect condition all day.



Hair styles

Women let their hair grow as long as possible, believing that a full head of hair not only is a thing of beauty but also a mark of fertility. They often dress their hair with bear fat or similar greases to hold it in place, fashioning it into a long pony-tail that, on some may reach to the ground. The men also let their hair grow long, although generally not far below the shoulders. They shave it on the sides of their heads and they braid the remaining center strip into a ponytail that, like the hair of the women, is greased with animal fat. Both men and women ornament their hair with beads, trinkets, and other things of beauty.

Ceremonial belts

The Children of the Elk fashion cylindrical beads from the shells of various freshwater mollusks and bivalves. These are known as wampum and are often traded or used in a manner similar to that of money in the outside world. While the Elk clans do use it as a means of exchange, they generally prefer to think of it as raw material from which jewelry can be made. In fact the various colors of wampum are most important for their role in the creation of wampari or shell belts.

Wampari are created under the guidance of Shamani and come in several colors, each of which has a special purpose. The actual creation of a wampari requires a month of labor, while its enchantment is completed in but a single night. When the belt is assembled, it is brought to a Shamani and given to his care.

The Shamani calls upon the person whom the belt was made for and, a sharp knife, makes several cuts in the owner's chest. The symbols that the Shamani makes are always related to both the person who made the belt and the person who will wear it—this symbolizes the bond between the two. After the cuts are made, the wounds are packed with various herbs and several magical spells are woven. When all is done, the belt is enchanted. The wampari have good effects upon those they were made for, but anyone else who tries to wear them will find himself cursed. Once put on, a cursed wampari cannot be removed without the aid of a Dispel Magic effect.

Red Belts

Wampari fashioned from red beads are symbols of might and power. They are normally given to warriors and have the effect of increasing the warrior's strength by+1 (natural limits do apply) when worn. If someone other than the belt's owner puts on this wampari, the person loses 1 point of strength instead.

Green Belts

Green wampari are symbols of sure-footedness and agility. They bestow their rightful owners a +1 bonus to dexterity while being worn (natural limits do apply) and upon others a like penalty.

Black Belts

Black wampari attest to the health and vigor of the wearer. Thus, their owners gain a +1 bonus to constitution (natural limits do apply) while the belt is in place. If the belt is donned by another, a –1 to constitution is imposed instead.

White Belts

Wampari set with white beads are symbols of open-mindedness and clear thinking. They impart a +1 bonus to their owner's intelligence (natural limits do apply) and a like penalty to others.

Bleu Belts

Wampari of this type are symbols of the understanding found in a truly wise person. They grant a +1 bonus to their wearer's wisdom (natural limits do apply) while in place and a similar penalty to anyone else.

Golden Belts

It is possible to fashion wampum that have a golden tint. When such beads are made into a wampari and enchanted by the Shamani, they increase the charisma and comeliness of their owner by +1 (natural limits do still apply). Others who wear them suffer a –1 penalty instead.

Weapons and Armor

The most common weapon employed among these people is the tomahawk. Similar in respects (and identical game mechanics) to a hand axe, this weapon is truly deadly in the hands of these skilled warriors. The Children of the Elk also favor the short bow, though they gain no special bonus with it. They prefer hit-and-run tactics in combat, and thus tend to place minimal reliance on melee weapons.

The Children of the Elk wear only light leather clothing, even in combat. While such a garb is sufficient enough to give them an Armor Value of 1, it doesn't offer them the protection of normal leather armor. They make no use of anything akin to a traditional shield.

When in battle against outsiders or hunting, the Children of the Elk chiefly employ tomahawks. These slender stone-bladed hand axes. Because of their devotion to these weapons, all Elk clan warriors who throw a tomahawk in combat receives a +2 bonus to their Attack rolls.

Tools and utensils

The Children of the Elk are fairly talented wood carvers. Although they work only with stone and bone tools that are, by outside standards, crude and primitive, they are able to fashion a variety of tools and utensils ranging from ladles to canoe paddles.

The average craftsman of the Elk clan, however, prefers to work with bark instead of true wood. The most common type of bark used is that of the Birch tree, because of its natural pliability and other useful characteristics. Bark dishes, fashioned by folding or rolling the bark, sewing it together, and then sealing it with spruce gum are watertight enough to be used as cooking vessels.

The Elk Clan also makes use of pottery, though they are not especially skilled in its manufacture. Many cooking vessels and storage containers are fashioned from baked clay and are often painted and decorated. The majority of their pots are pointed-bottomed, cord-marked, containers with flaring rims and rounded sides.

Political structure

While reading all this might give the impression that the Members of the Elk clan are a wholly peaceful and quiet race, this is not true. Although the Elk clan is seldom called upon to do battle with outsiders, numerous feuds exists between the various tribes that make up the Children of the Elk. While these battles seldom result in the loss of life, for such would violate the laws set by Atruaghin centuries ago, they often end in bloody fights between numerous, if unarmed combatants.

The reason for these divisions is simply to understand when one digs deep into the culture of these people. Over twenty separate tribes make up the Elk clan, each of which considers itself to be an almost independent state. Because of the agreements established so long ago when the warring tribes were united under Atruaghin's leadership, they must all swear loyalty to a single chief.

In any more orderly culture, such a ruler could be selected in any number of ways: democratic election, divine right, simple heredity, or even an aptitude test. Among the Children of the Elk, however, the Title of the Great Chief goes to the leader of the tribe that has proven itself superior to all others in combat. Thus, the politics among the Elk clan has become a sort of perpetual "King of the Mountain" game. Whenever a tribe feels that they have the power to take control of the whole clan, they send out their warriors to battle the warriors of the current ruling tribe.

Fights between the various tribes are always resolved without the use of weapons. In order for its ruler to fairly claim the title of Great Chief and assume itself the leading role in its society, a tribe must prove itself in unarmed combat. Anyone who takes the life of another member of the clan is expected to pay the ultimate price for his offence to Atruaghin and Mahmatti. If offenders do not comply with tradition honorably and of their own accord, others from the tribe will "assist" them in doing what must be done.

Battle Tactics

Elk clan warriors are masters of hit-and-run warfare. When they do battle outsiders, they will generally avoid direct contact with the armed forces of their enemies and, instead, strike attacks in undefended flanks and unsuspecting support personnel. While this is considered dishonorable by fighting orders that abide by the codes of chivalry, it is vital to the success of Elk Clans in combat.

Because of the clearly superior weapons and armor found throughout the rest of the Known World, direct frontal engagement with armies of enemies could not help but be disastrous for the Elk clan. By fighting when and where they want, on their own terms, the Elk clan has achieved some stunning victories over superior forces.

Because of their skill in such things, all Elk clan warriors who set up a manner of ambush or surprise attack gain a +1 on their first initiative rolls in such an attack. If the attacking party is not made up wholly of Elk clan warriors, only these characters get the bonus the non-Elk clan warriors do not.

Scalping

Among outsiders, the practice of scalping enemies (that is, cutting the hair and skin from the top of a fallen enemy's head and claiming it as a trophy) is often considered barbaric. Its roots date to the days when Orcs ruled over these lands. When examined as a means of striking terror into a race of oppressive taskmasters, the tradition seems less harsh.

Any Elk clan member who has made an unassisted kill in combat against an intelligent opponent will linger after the battle to claim his trophy. These are often preserved (dried and oil-anointed) and then worn as ornamentation during the ceremonies in the Elk clan villages.

Dead:	Burn in a Pyre South of the village.
Birth:	Baptized in river water
Colors:	none specific
Incense / Oil:	Burnt Grass, Flower Scents, no oils
Symbols:	A high Bird flying a specific direction and then suddenly changing its course.
Stone / Metal:	Flint, no metals
Plants:	Ferns, Mosses, Trees (Birch, Beach, Ahorn)
Days of Prayer:	None specific, but priests pray after awakening, or at high noon whichever is preferable.
Animal:	Elk, Deer, Moose
Chant:	rhythmic drumming patterns
Sources;	TSR9306—D&D—Gaz14—The Atruaghin Clans TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Malafor

Dolphin Friend

Patron of Merrow and Dolphins

Region: Undersea, Twaelar, and all the oceans.

Sphere: Celestial (IM 13) of Matter
Home Plane; Unknown, but the river Oceanus is expected
Date Ascension; 1440 BC
Sponsor; Unknown [presumed: Terra]

Statistics; AC-4, HD 27, Hp 180, MV 300/100',
#AT 3 = Punch-3d6+6, Trident-3d6+10, AM 60%, Sv IM 18, AL N
ST 25, IN 24, WI 21, DX 18, CO 15, CH 20

Powers; Increased Movement, Summon Weapons, Enhanced Reflexes, Swoop.
Spear +4, Net of Diminution

Followers Alignment: Any
Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Humanoid Shamans

Alignment: Lawful / Neutral

Powers: Once a day, they gain the ability to shapechange into a dolphin on making a successful Wisdom Check. A successful Wisdom Check is also required to revert to Merrow form. Both transformations take one round to occur. The shaman takes the form of a dolphin: AC 5: MV 180' / 60': Att 1 head butt for 2-8 dm. Armor Class is adjusted by the shaman's Dexterity bonuses and penalties. The shaman's HD is still used to determine Saves and combat ability. When changing into dolphin form, the shaman's possessions are left behind. They should either be left in a safe or entrusted to another character. Dolphin form confers the advantage of dolphin song telepathy (Dolphin Speech) in a 50 mile, but not the dolphin's detect magic power. The shaman must also surface every 15 minutes for air, although this can be prolonged by making a successful Constitution Check for every extra minute spent without air.

Skill effects; +2 bonus to Train Dolphins skill
Accepted Weapons; Trident, Short spear, Dagger, Net
Accepted Armor; Any

Holy Symbol: A blue dolphin.
Vestment; A blue-silverish sherp around the waist.
Adventuring Gear; as vestment.

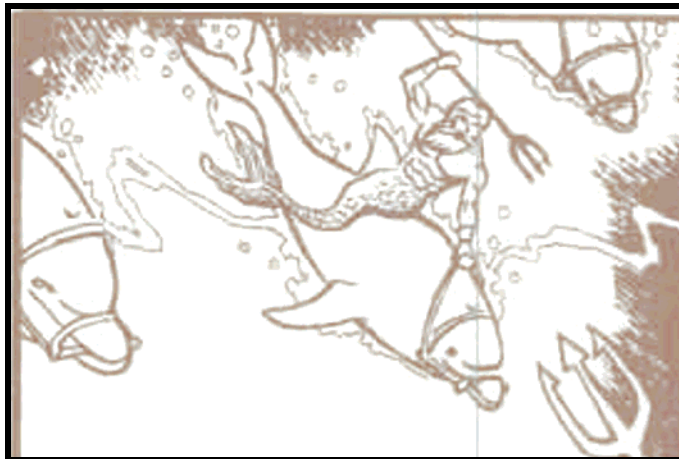
Dogma: Merrows, dolphins, protection and prosperity of the aquatic races and the oceanic ecosystem. Malafor the Dolphin-friend is worshiped by both groups of merrow. Malafor was the fit of their race to bring about the union between dolphins and merrow. Malafor is said to have taught the merrow how to communicate with dolphins and whales and he is believed still to travel the world in the form of a dolphin.

Daily Activities: Duties of the Priest: Guidance, Marriage.

Temples and Such: none, they conglomerate together anywhere.

Known History: Malafor was the merrow that bonded the dolphins to his race. Legends tell he was the first who understood and taught to his kin the language of dolphins and whales, but the truth is a bit different.

Malafor was born a merrow in the Sunlit Sea around 17th century BC. He was famous for his great love for the oceanic wildlife and especially as a great trainer and tamer of whales and dolphins. Together with a group of close friends, he started a long voyage across the known seas looking for new aquatic species and lost knowledge.



During his epic quest, he overcame many difficulties and never failed to protect the aquatic species from catastrophic events or from the evil machinations of Entropic forces or the land-dwellers. During the course of his trek, Malafor came in contact with the Immortal Terra, who tested his skills and goodwill before showing him the Path of the Polymath. Malafor was thus reincarnated into a triton mage, then in an Aquarendi and finally in a dolphin, and he always completed the tasks that his patron gave him.

Once he regained his full memories and his merrow form, thanks to his knowledge and the fame he had acquired during his epic quests he was able to teach to his kin the dolphins' language, and sealed an oath of eternal friendship and alliance between merrows and dolphins to help each other prosper in the seas. As proof of his deed for the future generations he created the Gift of Malafor, a colossal sculpture carved in the oceanic floor of the Sunlit Sea depicting a merrow surrounded by a school of dolphins. This way he became Immortal in the sphere of Matter in 1440 BC as patron of all merrows and all dolphins, and as protector of the aquatic wildlife.

Personality:	Malafor is a good willed Immortal that really cares for his followers' well being, even those who ignore his existence (the animals). For this reason he preaches his clerics and worshippers to have an active role in the events that influence the marine ecosystem, trying to protect the weaker creatures and their own habitat. He loathes Crakkak, who killed thousands of dolphins before attaining Immortality, and despises Saasskas, whose evil plots threaten peace and life in the Sunlit Sea.		
Appearance:	A lithe and nimble male merrow with long turquoise hair and tanned skin and a dreamlike expression on his face, clad with a simple seaweed gown, holding a spear and wearing a shells necklace. His second manifestation form is that of a huge blue dolphin with two sparkling eyes and a golden fin.		
Allies:	Terra, Calitha.		
Enemies:	Saasskas, Crakkak		
Holy Days:	Once a 4 years (always 21 Klarmont) are held the <u>Panathenaeën</u> , a party for all her followers. The goddess (as she sees herself) statues are dressed in newly woven and Embroidered peoples (upper clothing) that in an procession will be brought to the Temple. 19 to 23 Thaumont, the <u>Quinquatrus</u> , are held, these days are the most important artist days, artists and craftsmen from all over come to show, and sell their stuff, in a merry party-like atmosphere.		
Piety awards:	Defeat a Giant		
Piety Penalties:	Wound a Dolphin, even accidentally, with aiding it	-2	
	Wound a Dolphin, even accidentally, without aiding it	-5	
	Slay a Dolphin or Whale, even accidentally		-10
	Slay Multiple Dolphins and or whales.	-20	
Habits: ▶	The freedom of the seas figures highly in the merrow's worship of Manwara. He made the sea so that the merrow might enjoy themselves and explore its ever most reaches. All its creatures have a right to freedom, as the sea contains no walls or boundaries, The merrow of the Kingdom of Twaelar to the south place a different interpretation on Manwara. To them, he is the Immortal who made the oceans so that the merrow could revel in its vast delights and become strong. Any who take it and use it to bring stability are following his will. Generous +2, Forgiving +2,		
Dead:	Entomb under the temple.		
Birth:	Baptized in the temple with holy (collected Rain-)water		
Colors:	Brown-Golden		
Incense / Oil:	Sulphur, Wet Dirt.		
Symbols:	Snake, Bird, Paintings, Statuettes.		
Stone / Metal:	Clay, Whetstone, Pyrite		
Plants:	Olive (created by her).		
Day:	Soladain		
Animal:	Bird, Snake.		
Chant:	Dolphin songs (also used as far speech)		
Sources:	TSR9277—D&D—PC3—The Sea People, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.		



Saimpt Malinois

Malee, Were-Slayer, Avenger

Patron of Lupins, Hunting, War, Lord of Just Vengeance.

Region:

Renardie, Sind and wherever you can find lupins

Sphere:

Celestial (IM 14) of Thought

Home Plane;

Arborea / Olympus / Isle of the Were-slayers.

Date Ascension;

457 AC

Sponsor;

Korotiku

Statistics;

AC-4, HD 28, Hp 200, MV 150'/50',
#AT 3 = Punch-3d6+9, N. Sword-3d8+9 / +10, AM 60%, Sv IM 14, AL NG
ST 40, IN 33, WI 28, DX 28, CO 45, CH 50

Powers;

Improved save vs., Physical attacks, Height Increase, Improved Saves vs. Power Attacks, Increased Damage.
Long Sword +4 / +5 vs. Lycanthropes

Followers Alignment:

Any non-evil, no Lycanthropes

Taxes;

Followers are taxed 10% of their annual income by the Church.

Clerics;

Clerics.

Alignment:

Any good non lycanthrope

Powers:

Detect Evil: Turn Lycanthropes as undead of equal hit dice.

Skill effects;

Extra Knowledge Were Creatures skill, in addition to chosen skills.
+2 bonus to hunting and tracking skills.

Accepted Weapons;

Longsword (all one-handed slashing weapons as: swords, daggers and all bows (not crossbows)

Accepted Armor;

Any

Holy Symbol:

A Silver Sword.

Vestment;

Priests wear white and black cowls, but they are not required to do it while adventuring. War Priests and Defenders of the Holy Order use shields with a white sword on black field

Adventuring Gear;

Adventuring Priests always arm themselves with silver or red steel blades, in order to be ready for were-hunting.

Dogma:

Lupins, Hunting, Hunters, War, Warriors, Those who go to war, courage, just vengeance, weapons, hunting lycanthropes. Saimpt Malinois requires that his followers crusade against evil, mainly in the form of werewolves. As lycanthropes are nearly extinct along the Savage Coast, Goblinoids are the main enemies in recent holy wars

Daily Activities:

Priests of Saimpt Malinois lead their people against evil by both preaching and example, so they often act as adventuring or wandering priests. They also supervise the acknowledgment of new heroes. Lay followers attend religious services every week, but only the bravest can actually embrace the path of the Were-Hunter. Duties of the Priest: Guidance, Marriage.

Temples and Such:

Saimpt Malinois is revered by the Lupin folk of Renardie. The major center of worship is Rochefort, with its Saimpt Mâtin and Malinois Cathedral. Saimpt Mâtin and Malinois Holy Order of Were-Hunters, are knightly orders composed by Defenders and War Priests devoted to one of this Saimpt. The Grand Master resides in the Chapter House in Rochefort, while lesser Preceptories can be found in most other towns in Renard

Known History:

Maleen was born by an act of ultimate hatred. His mother was a Lupin with Hutaakan blood raped by some (impure) Gnolls during the Groll invasion of the Traldar kingdoms. In life, Malinois was a ranger from the Wendarian Mountains. He belonged to what sages call a local variety of Lupin, the Flaem Shepherd.

Maleen grew up as an outcast, and once he reached puberty, he left the Valley where his clan was dwelling and started roaming between Nithia and the cold inhospitable lands of the north-west. During these years he honed his skills as ranger and lone hunter. Later, when the massacres and raids brought about by tribes of Gnolls and lycanthropes, Maleen's efforts were directed to make humans understand that there was a big difference between lupins and the other "dog-like" breeds. With the passing of time, many young lupins gathered around him and they formed a brigade of hunters renowned in the Nithian territories for their courage and skills in battle.

Malinois took part in the wars against werereatures and other shapechangers on the Isle of Dawn, in Sind and along the Savage Coast during the 4th century AC. As the most prominent Lupin hero of his time, he attracted the attention of Saimpt Renard, who sponsored him on the Path of the Epic Hero, at first without Malinois's knowing.

It was during his later adventures that Maleen stumbled upon the Pit of Corruption, an ancient Entropic artifact which had been used first by the Taymora and then by the Nithians to produce aberrations like Gnolls, Thouls and lycanthropes. When Maleen discovered that some Nithian priests were planning to sacrifice innocent lupins to create some other crossbreed, he went to the Hutaaka sages looking for a way to destroy it.

They guided him towards the Amphora of Purity, a long lost artifact of Thought, the only thing that could have destroyed the wickedness of the Pit. It took Maleen the quest of his life to find the amphora, and all the while the Nithians went on with their experiments.

When he finally came back to Nithia and destroyed the Pit, Maleen received an omen from the Immortals and he realized he was way ahead on the Path of the Epic Hero. So he crafted a new legendary weapon and taught his own son to succeed him and pass his legend onto the future generations. Maleen became Immortal in 457 BC under Korotiku's patronage, and soon he became a legend and an Immortal among the lupins of all the world.

Later with the reform of the Renardois Church he became known as Saimpt Malinois in that nation, although he is still known simply as the Were slayer or the Avenger or Maleen the Hunter by many Lupin tribes.

Personality: St. Malinois: Patron of hunters, the Were-Slayer also masters the spheres of revenge, courage, warriors, blacksmiths, and those who go to war. He is the lord of glory and conquests against evil.

Saimpt Malinois is the most active of the Lupin Immortals and his cult has always regarded the act of hunting as holy in the Lupin society. His followers show a deep respect for the game as they understand that its death brings them life. Saimpt Malinois encourages the lupins to follow the path of the warrior and the hunter, he protects the brave and the soldiers, and he's the patron of armorers and weaponsmiths. He has also been nicknamed the Avenger since his followers have the duty to right the wrongs and administer the justice in Lupin tribes. Malinois's priests also have the duty to bless lupins before a hunt or a war.

Appearance: A bastard Lupin with jackal-headed snout and light brown fur, sporting a keen eye and a lithe and athletic body. he normally wears dark hunter's clothes and carries a sword and a knife at the belt and a longbow on his shoulders..

Allies Maleen considers true allies only Saimpt Renard (Korotiku) and Saimpt Mâtin. He accepts Saimpt Ralon, but is no friend of him.

Foes; He has taken to despise Ruaidhri Hawkbane, who let his soul be corrupted by the hatred towards lycanthropes. He is also a fierce enemy of Mrikitat, Zirchev and Orcus, responsible in his view to cover up the mischief created by the wercreatures.

Holy Days: Felmont 8, Holy Call of Saimpt Malinois. In this date, there are major processions in Rochefort and Louvines. In Rochefort, aspirant members of the Holy Order of Were-Hunters take their oath today (except those who have Saimpt Mâtin as their patron). Other ceremonies take place on anniversaries of important military successes of Renardy..

Piety awards: Kill a Lycanthrope +2

Piety Penalties: Show a Lycanthrope Mercy. -10

Habits: ▶ Forgiving -1 (vs. lycanthrope -5), Energetic +2.

Dead: Bury

Birth: Baptized in the temple with holy water

Colors: Silver, Light Grey

Incense / Oil: Sulphur, Wet Dirt.

Symbols: Snake, Bird, Paintings, Statuettes.

Stone / Metal: Clay, Whetstone, Silver

Plants: Aconite, Moonflower.

Day: Lunadain

Animal: Street dog.

Chant: War songs and alike

Extra Spells

Malinois's Holy Vigil

Range: Touch
Duration: 6 hours/level
Casting Time: 1 turn
Area of Effect: 1 person / 3 levels of the priest
Saving Throw: None

Cleric 3

This ancient Lupin spell, provided by both Sainpt Malinois and Sainpt Mâtin bestows the recipients full immunity to the effects of the Amber Lotus. Material component are a white lily for each recipient, burning incense (worth 20 gp/recipient) and the priest's holy symbol.

Fortunate Fate

Range: Touch
Duration: Until Target is reduced to 0 Hp or less
Effect : one follower of (allied) Immortal
Save: None
Casting Time: 2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Sources: Dragon Magazines: 179, 237,
TSR1094—D&D—Champions of Mystara,
TSR2521—AD&D2—Savage Coast Campaign Book,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Masauwu

Enebaan, The Ambassador, Mavasa, Yalanemek, Mao Si-Wu

Patron of Smooth Talking, Deceit, Subterfuge, Temptation, and New Immortals (Entropic)

Region: Thyatis, Darokin, Karamaikos, Minrothad, Isle of Dawn, Ochalea, Alphatia, Savage Coast (Herath, Vilaverde, Texeiras, Torreón, Narvaez, Gargaña, Almarrón, Saragón)

Sphere: Eternal (IM 28) of Entropy.
Home Plane; Leugola (free Outer Plane)
Date Ascension; 6th century BC
Sponsor; Hel

Statistics; AC-21, HD 42, Hp 650, MV 150/50',
#AT 4 = Punch-4d6+12, 2H-Sword 3d10+7, Torch 3d4+17, AM 80%, Sv IM 28, AL C
ST 68, IN 27, WI 23, DX 45, CO 40, CH 100

Powers; Call Other, Control Undead, Enhanced Reflexes, Summon weapons.
2H-Sword+5 of Slicing, Torch+5 of Draining.

Followers Alignment: Any
Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Avengers, Humanoid Shaman.
Alignment: Chaotic
Powers: These clerics receive a +1 on Charisma
Skill effects; Persuasion skill in addition to other skills.
+2 bonus at anyone of the following skills (cleric's choice) Deceiving, Diplomacy, Fast talking, Etiquette

Accepted Weapons; Standard, all types of daggers and one type of sword at cleric's choice
Accepted Armor; Any

Holy Symbol: Looks like the letter "Y" , but actually representing a crossroad.
Vestment; A cultural representative rulers or politicians clothing
Adventuring Gear; Any

Dogma: Fast-talking, intrigue, deceit, illusion, politics, brainwashing, temptation, corruption, sponsoring new Entropic candidates, thieves, spies and con-men. Enebaan represents the arts of diplomacy, intrigue, influence, and masquerade—things of vital importance to the existence of Araneas in a world dominated by humanity and its cousins. By definition, this makes him the patron of rulers, spies, and thieves.

Daily Activities: Duties of the Priest: Guidance, Marriage.

Temples and Such: Variable, mostly desecrated temples of other faiths.

Known History: During his mortal life, Masauwu was a charismatic confidence Nithian con-man who lived on the Minrothad isles. His persuasive skills were so honed and impressive that nobody could resist his fast talking, and he always managed to get what he wanted (money, women or protection), duping his unwitting victims.

He was an expert at convincing gullible people to give him their fortunes, reputations, daughters—whatever he wanted. He basically lived off others as a parasite, deceiving people to live off their earnings. He was an amoral and ruthless man who lived only to satisfy his desires. He had absolute no conscience or restraint. He stayed on the move, keeping only a step ahead of the outraged people he'd ruined.

He managed to escape law and punishment for his crimes for a long time thanks to his cunning and him being constantly on the move, until the dark day when a hunting-party of victims burning with vengeance teamed up and caught him unaware. He was tied to a pole, lit the fire beneath to be burnt alive...and he suddenly found himself transported to a faraway place of safety. There, he met his rescuer, the Immortal Hel.

Hel recognized that the Entropic sphere needed a smooth-talking negotiator, one who would convince Immortals of other spheres of thing which were just not true, and so encouraged Masauwu on the Entropic Path of Immortality. With great pleasure Masauwu embarked on the path of the Deceiver and finally became Immortal around 6th century BC, leaving behind his trail only chaos, mayhem and deadly feuds and contributing to Nithia's downfall.

When he achieved Immortality, Hel gave him two duties: act as a spokesman for the Entropic, and actively scour the world for more candidates. Hel knows that the Entropic sphere is strengthened by the addition of Entropic Immortals, and so Masauwu became the Sphere's chief recruiter.

Personality: Now Masauwu acts as spokesman and diplomatic envoy for the Sphere of Entropy during official meetings with representative of other spheres (oftentimes when the Entropy hierarch doesn't want to or cannot attend personally) and is constantly monitoring the mortals on the Prime to look for potential candidates for the sphere of Entropy.

However, rather than concentrating on evil types, he likes better to corrupt and manipulate heroic champions of Good—convincing them of falsehoods, persuading them to give up their treasures and secrets, obliging them to make themselves look like fools, leading them to perdition and later chaining them to the cause of Entropy. He really prefers to corrupt good adventurers, turning them to evil, though he's content to recruit those who are already committed to evil lives.

He actually has little craving for personal power. It tickles him to manipulate Immortals who are so much more powerful than he. He sees his duty as a recruiter and sponsor of new Entropic Immortals as part of his calling. Being a great manipulator of other's will, Masauwu rarely uses brute strength to reach his aims and is perfectly capable of deceiving other Immortals when needs be, always framing somebody else and thus causing more strife and chaos among the spheres.

Enebaan represents the arts of diplomacy, intrigue, influence, and masquerade—things of vital importance to the existence of Araneas in a world dominated by humanity and its cousins. By definition, this makes him the patron of rulers, spies, and thieves.

Appearance: Masauwu has two manifestation forms. He usual appears as a tall, elegant dusky-haired, always perfect shaven, and with a charming smile, high cheekbones and black mesmerizing arresting eyes, wearing rich silk garments.

If his silver tongue fails, however, and direct measures are called for, he can become a huge burly, wiry 4' tall black man wearing animal skins and holding a big flaming torch with which he pounds his enemies.

Allies: Masauwu has no real friends or personal allies. He takes orders from Hel, but he's on his own "in the field". Hel is not likely to help him if he gets into trouble. Masauwu can give orders to any of the Immortals he has sponsored.

Enemies: Thanks to his diplomatic skills, and owing to his great charisma and smooth techniques, he has very few personal enemies. He takes care not to offend any important (or powerful) Immortals with his machinations, only those who are unlikely to be able to do him any serious harm in return.

Holy Days: None. These tend to bring the followers from the faiths, is believed.

Days of Prayer: Loshdain, priests pray at dawn

Piety awards: none additional

Piety Penalties: none additional

Habits: ▶ Trusting -4, Loyal -5, Peaceful -2, Honest =5 (no variables due to indoctrination).

Dead: Entomb under the temple.

Birth: nothing special

Colors: Purple, black and red

Incense / Oil: Storax (only)

Symbols: none

Stone / Metal: no stones, Steel

Plants: no plants

Animal: Magpie

Chant: variable, but sound like today political gibberish

Artifact: Fiery Brand

Sources: Dragon Magazines: 183, TSR9236—D&D—Gaz9—Minrothad Guilds, TSR2521—AD&D2—Savage Coast Campaign Book, TSR1054/1401—D&D—HW0—Hollow World, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Saimpt Matin

The Great Watcher, Brother Shell

Patron of Smooth Talking, Deceit, Subterfuge, Temptation, and New Immortals (Entropic)

Region:	Savage Coast Renardy
Sphere:	Celestial (IM 14) of Thought
Home Plane;	Arborea/Olympus/Everwatching Keep
Date Ascension;	4 th century AC
Sponsor;	Korotiku
Statistics;	AC-4, HD 28, Hp 200, MV 150'/50', #AT 3 = Punch-3d6+9, Staff-3d10+8, AM 60%, Sv IM 14, AL NG ST 40, IN 33, WI 28, DX 28, CO 45, CH 50
Powers;	Groan, Height Increase, Improved Saves vs. Power Attacks, Increased Damage. Staff +4
Followers Alignment:	Any
Clerics;	Clerics, Humanoid Shaman
Alignment:	Any Lawful, Neutral Good or Chaotic Good
Powers:	Priests in Renardy, Shamans in Turtle Tribelands, all called Sanmâtinites. Save at +2 vs. mind attacks: Cast Wards spells as if they were 1 level lower
Skill effects;	Alertness skill in addition to other skills. +2 bonus at anyone of the following skills (cleric's choice) Deceiving, Diplomacy, Fast talking, Etiquette
Accepted Weapons;	Standard
Accepted Armor;	Any
Holy Symbol:	A White Tower.
Vestment;	Sanmâtinites wear dark brown habits, with a white rope as belt. They also hold the symbol of their office, a club-like staff
Adventuring Gear;	When adventuring, most Sanmâtinites keep their staves, which they use as both weapon and holy symbol.
Dogma:	Fortresses, guards, those who died in battle defending their kin, safety and happiness at home. Saimpt Mâtin's dogma stresses the defence of family and land. Followers must be ready to defend their nation from external aggressions.
Daily Activities:	Most priests of Saimpt Mâtin (Sanmâtinites) remain in their home city or village, striving to protect their flock from dangers as Goblinoids or the Red Curse. Duties of the Priest: Guidance, Marriage.
Temples and Such:	Saimpt Mâtin is revered in Renardy, especially in the frontier regions. His most important temple, which he shares with Saimpt Malinois, is in Rochefort. Saimpt Mâtin is also worshipped in the Turtle Tribelands as Brother Shell. Saimpt Mâtin and Malinois are a Holy Order of Were-Hunters (Cf. Saimpt Malinois).
Known History:	A native of Renardy, Saimpt Mâtin was the most powerful priest of Saimpt Renard, and the first to devise a way to protect the lupins from the sleep-inducing amber lotus. After the destruction of these plants, the lupins were attacked by the Yazak Goblinoids. Saimpt Mâtin guided Lupin armies in many battles, dying in the decisive battle fought on the banks of the Dream River. His mortal body was buried in Château-Roan, and later moved to the crypt of Saimpt Mâtin and Malinois Cathedral in Rochefort.
Personality:	St. Mâtin: He is the Great Watchdog, patron of fortresses, guards, and those who died on the battlefield defending their kin. He is the master of safety and happiness at home.
Appearance:	A middle-aged woman with tanned complexion and a sturdy figure, combing his brown hair in a single tress that reaches her mid-back. Her look is determined and she has a faint scar on her forehead. She wears a plate mail without helmet, along with a long white cloak covering her shoulders and a Gladius at her side.
Allies:	Korotiku, Saimpt Malinois, Saimpt Ralon, Ka, Calitha.
Enemies:	Yazak pantheon.
Holy Days:	Followers of Saimpt Mâtin celebrate their patron on the first week of spring. During this week, members of the clergy cast most Ward and Protection spells for the next year, using devotional energy. Lay followers and Defenders take part in the ceremonies, but they also train to be effective militiamen. New members of the Holy Order of Were-Hunters devoted to Saimpt Mâtin undergo their initiation rites in the last day of the week..

Days of Prayer;	Nytdain (clerics pray at dawn and dusk to receive spells after awakening an 8 hour rest)
Piety awards:	None additional
Piety Penalties:	Double the penalties from those normal.
Habits: ▶	Reverent +4, Dogmatic +3.
Dead:	Buried after a long ceremony
Birth:	Baptized at dawn, dusk and midnight, the first day and first full moon days (including those prior and after the full moon).
Colors:	White and red
Incense / Oil:	Styrax, Juniper, Pine.
Symbols:	White Lily
Stone / Metal:	Moon stone, Magnetite, Iron
Plants:	Lily, Lily of the valley, Daisy, Grape, Daffodil.
Animal:	Butterfly, Humming Bird.
Chant:	Many variable upon need. But all are long and arduous.

Extra Spells;

Mâtinite's Holy Vigil

Range:	Touch
Duration:	6 hours/level
Casting Time:	1 turn
Area of Effect:	1 person/3 levels of the priest
Saving Throw:	None

Cleric 3, Shaman 3

This ancient Lupin spell, provided by both Saimpt Malinois and Saimpt Mâtin bestows the recipients full immunity to the effects of the Amber Lotus. Material component are a white lily for each recipient, burning incense (worth 20 gp/recipient) and the priest's holy symbol.

Sources: Dragon Magazines: 179, 237, TSR1094—D&D—Champions of Mystara, TSR2521—AD&D2—Savage Coast Campaign Book, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Mazikeen

Shaddah, Nocake

Patron of (Multiple) senses, Sensations, Precipitation

Region:	On Mystara very locally, on other worlds more accepted.
Sphere:	Eternal (IM 15) of Energy.
Home Plane;	Lodestar
Date Ascension;	Unknown, Prior to Nithians Downfall as some regional Nithians already adhered to him.
Sponsor;	unknown, Rathanos is suspected.
Statistics;	AC-5, HD 29, Hp 220, MV 150'/50', #AT 5 = Punch-3d6+1, AM 60%, Sv IM 15, AL C ST 15, IN 66, WI 15, DX 19, CO 27, CH 26
Powers;	Extra attacks per round x2, Height Decrease, Detection Suite.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shamans.
Alignment:	Any
Powers:	These Clerics can cast a spell while using a weapon in melee, but they will automatically lose initiative, and must succeed several wisdom checks. The 1 st to see if the spell is successfully cast while doing something else. The 2 nd to see if the spell is disturbed (this is repeated for each hit sustained), and a 3 rd for each round after the first round a spell must be cast to full effects. This reflects the multiple hands Mazikeen has, and thus the many things he can do at once.
Skill effects;	None
Accepted Weapons;	Standard
Accepted Armor;	Any
Holy Symbol:	A "circle" of four hands, grabbing each by the wrist.
Vestment;	any cloak adorned with the Holy Symbol upfront and on the back.
Adventuring Gear;	any
Dogma:	Any precipitation is good, together you can achieve almost everything, every emotion or feeling must be cherished to learn from it. every experience is a gain.
Daily Activities:	Duties of the Priest: Guidance, Marriage.
Temples and Such:	Simple cross-shaped structures with a central dome. Each side is for seating, the priest stands under the dome on an elevated altar and lecturer.
Known History:	<p>Mazikeen's Background Mazikeen is the equivalent of the stereotypical computer hacker. While hackers are totally obsessed with computers, Mazikeen's obsession is magic. Disinterested in power, amassing wealth, or championing justice, he just wants to play with the laws of the universe. In one sense, his alignment is lawful, for he truly believes that the universe is completely predictable in its nature. In another sense, his alignment is chaotic—his whole purpose in life is to twist the laws of the universe.</p> <p>In his mortal life, Mazikeen served as chief wizard for a series of world dominators—each of whom predeceased him, passing him on to his successor. Mazikeen was perfectly happy working for anyone, as long as money for research remained plentiful. Mazikeen would never have reached Immortality without the guidance of his sponsor, Pharamond. Lacking the ambition and aggressiveness most magic-users need to succeed, Mazikeen is terribly shy and introverted. Bewildered by normal personalities, he is socially inept.</p> <p>As an Immortal, Mazikeen remains under the dominating influence of Pharamond. Having little interest in ascending the ranks of Immortality, he devotes all his resources to his projects and research, spending his Power as fast as he earns it—on avatars, forms, planar manipulations, etc. Mazikeen is somewhat naive about issues of politics and morality. Moved by Pharamond's indictment of the prejudice of the Immortal hierarchy against non-Prime Immortal candidates, he wholeheartedly dedicated himself to Pharamond's cause.</p> <p>Mazikeen was involved in the 'Best of Intentions' (IM3) conspiracy acts directed by Pharamond, an Empyrean of Energy, Hircismus, a Celestial of Entropy, and Harrow a Temporal of Thought.</p>

The Conspiracy:

Since the Nightmare Plane adjoins the dimensional barrier, logic suggests that the Diaboli could produce Immortals capable of crossing that barrier and coping with the Vortex. Pharamond expects his foresight in recognizing this principle will support his promotion to Hierarchy of Energy—and ultimately to Full Hierarchy. To produce a greater proportion of Diaboli among the Immortals, Pharamond plans to winnow candidates from the Prime Plane (thus demonstrating their unsuitability) while fostering candidates from the Nightmare Dimension.

These candidates will be loyal to Pharamond through Harrow, the highest ranking Immortal Diabolus. An unusually orderly and cooperative example of his race, Harrow is a member of the conspiracy. Pharamond has promised to further the ambitions of Mazikeen, a former protégé, in return for cooperation. He has secured the alliance of Hircismus for one reason—

to use as scapegoat if something goes wrong. (Whatever the evidence before an Immortal court, it is unlikely to convict an Emphyreal of Energy on the testimony of a demon—a dull-witted and vicious one at that—particularly given the terrible reputation of the Sphere of Entropy.)

Mazikeen Has Second Thoughts Originally convinced of Pharamond's logical analysis and persuaded that the established hierarchy had pursued prejudicial policies designed to exclude Diaboli, Mazikeen was originally a loyal supporter of the conspiracy. However, when Mazikeen became suspicious of his mentor's motives and confronted him, Pharamond realized that Mazikeen would have to disappear. Loathe to destroy so useful a tool, Pharamond devised the Feeblemind trick.

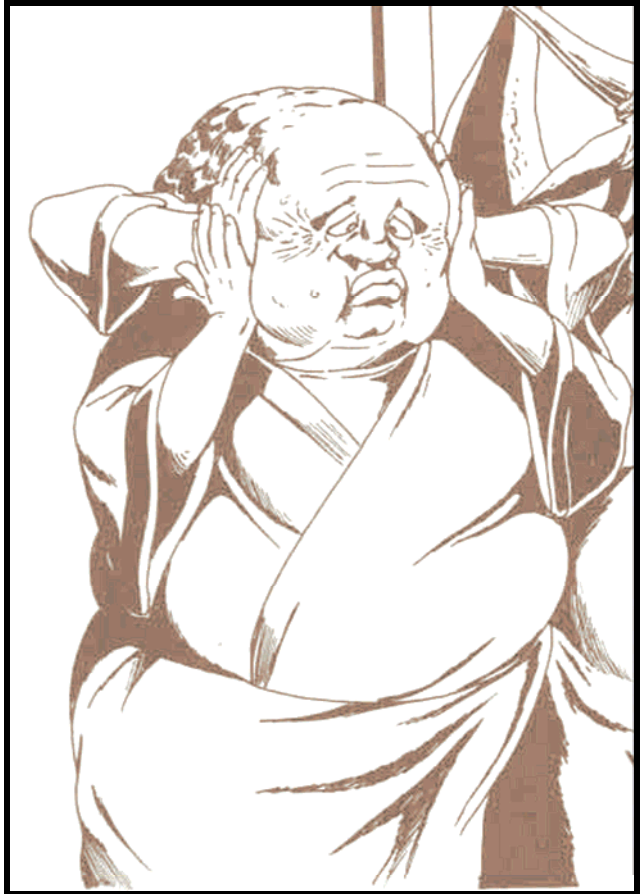
However, when he realized that Pharamond's real motivation was personal ambition, Mazikeen balked. Unfortunately, he was arrogant—and trusting—enough to express his doubts to Pharamond. Pharamond pretended to feel pangs of conscience, and asked for time to think.

Pharamond took the thinking time to figure a way to eliminate Mazikeen. (As an Emphyreal of Energy, whipping up a fiendish plot is a piece of cake.) Pharamond invited himself to Mazikeen's home plane ostensibly to discuss the matter. Instead, he proceeded to hatter Mazikeen's intelligence with ability attacks.

Within a few rounds, Mazikeen was incapable of winning a spelling bee against a goldfish. For insurance, Pharamond placed a Feeblemind on Mazikeen, dumped him in Corridor (the trisspace outer plane they had used as a passage between their home worlds) and went about his business.

To ensure Mazikeen did not inconveniently shake off the Feeblemind, Pharamond communicated now and then. Getting a groggy and mentally-deranged Mazikeen, Pharamond battered his intelligence down to goldfish-level again with a couple of mental blows. This mental attack had given Mazikeen (and his avatars) a case of hysterical paranoia. His shattered wits currently perceived everything animal, vegetable, mineral, and incorporeal as a deadly enemy intent on torturing him. He and his avatars alternated between berserk hostility and cringing withdrawal. Mazikeen's primary was confined in an asylum on Corridor. His paranoid avatars were cringing among the shambles of neglected Immortal projects.

It was the Immortal Utnapishtim, who at first discovered that something was amiss with his buddy Mazikeen, and requested the help of some Temporal Immortal of different Spheres. An unusually high number of fatalities was occurring among Immortal candidates on the Prime Plane. He headed the investigation and has selected the temporal to check into the matter. He continued before anyone could protest.



He suspected the disappearance of Mazikeen, a Celestial of Thought, was connected with this mysterious mortality rate among Immortal candidates. Locate Mazikeen and question him. If he gives you trouble, bring him to me for questioning: these were his orders. Pangloss, a neighbor of Mazikeen, will give directions to Mazikeen's planes. Utnapishtim immediately communicated with Pangloss, then addressed, the temporal. "Pangloss says to send you right over. I'm sure you're eager to work. Report back to me the moment you find Mazikeen. Thank you and good luck!" Anybody want to in tempt? Too late ...

The Temporals traveled immediately to Pangloss. The Temporals found themselves suddenly standing outside the silvery exterior of Pangloss's home plane. Pangloss floated with a double-handful of bizarre instruments and looked impatient. He barely directed the Temporal which direction to go, distracted by his own experiments, he had forgotten the rest.

The Temporals traveled through 24 Planes toward Mazikeen (and not of Mazikeen as wrongly was given in IM3), eventually located him, rescued him and got his cooperation. They together ambushed the conspirators, captured Pharamond, and the other Immortals, and brought them all (including Mazikeen) to Immortal Justice.

Personality:

Mazikeen and his avatars possess incredible powers of concentration. This makes them efficient workers but very easy to sneak up on. Commanding brilliant, original minds, they are never satisfied with simple, straight-forward solutions where complex, offbeat results apply. Shy and uncomfortable with people, they are naive, vulnerable, and eager for approval.



Mazikeen is mostly interested in the development of the dangerous (yes even to Immortals) Draeden. He discovered found larvae of these creatures floating around in the Astral Plane and brought them to an equal area; the Plane he named Draedenden for safekeeping and observation. The potential benefits gained by studying the Draeden far outweighs the risk in maintaining them.

The primary destination of this plane is the center of a vast, dark, empty space. Lacking appreciable concentrations of Matter (Earth), Time (Water), or (Thought) Air, the plane provides mere traces of Energy (fire) in the form of a barely detectable warmth in the surrounding space.

Hanging weightless in this space are five objects resembling ten kilometer-long-maggots. The ellipsoid shapes radiate out from a central point where a faint glimmer of light gleams. The surfaces of these maggot-like creatures are wrinkled like the surface of an intelligent creature's brain.

In the central point at the source of glimmering light he created a small transparent sphere, where within he created his laboratory. His Avatar Beta-Mazikeen did the researches, but was disturbed by Pharamond's conspiracy. He knows there is a great danger outside the protective sphere and refuses to leave the protective confines of the sphere. Mazikeen believes these large maggot-like creatures around the station are Draeden larvae (a true fact actually). The observation post is manned at all times by an Avatar as a precaution against the sudden awakening of one of these

potentially awesome creatures.

Mazikeen studies these creatures in the hopes of establishing communications with any emerging Draeden offspring. But actually, Mazikeen is not assured that they are even related to Draeden. But during the Pharamond conspiracy some intervening Temporals somehow awakened a larvae, and were very lucky to get out alive. Mazikeen is still completing his research after he was punished by the Immortal court for his actions in the conspiracy. The awakened Draeden succeeded in reaching the Prime Plane and started his initial feeding of matter.

Appearance:

Mazikeen is short, stoop-shouldered, pot-bellied and slight of frame. His face is narrow, his nose and chin angular, his hair dark, greasy, and unkempt. Mazikeen has modified his form, not to increase the number of attacks, but to improve his manipulation and sensation of the materials and life-forms with which he works.

He added two spindly, lightly-muscled arms to his hips. The hands on these arms have two opposable thumbs and a fleshy bulb on the underside of the wrist with sight and smell organs. These secondary arms are usually folded upward along his chest: when doing close work, they unfold to perform delicate operations on objects and life forms held and manipulated by the primary arms. Using both sets of arms at once requires particularly intent concentration: in these circumstances, it is very difficult to interrupt him or catch his attention.

Mazikeen's head is misshapen by the added processing capacity necessary for the secondary arms and senses. His back, spine, and base of the neck are distorted by the extra muscle, bone support, and nervous system enhancements required by the extra limbs and senses. All in all, he is not a pretty sight.

Essentially carbon copies of their master, Mazikeen's avatars each has his little quirks, but have 20 hp each only. Convincing Mazikeen to inform against his former mentor, even though that former mentor used him badly, is not an easy task. Mazikeen is also careful not to incriminate himself. Those who attempt to intimidate Mazikeen, use magical effects, or Immortal powers to force him to answer questions, find Mazikeen resists with every ounce of his abilities. Mazikeen is also uncooperative if presumed Mazikeen's guilt before hearing his side of the story. However, the following approaches may have persuaded Mazikeen to cooperate:



1. Earnest and sincere compassion for mortal victims. A romantic idealist and sentimentalist, Mazikeen is easily moved to compassion for mortals.
2. Fair and open-minded interest in justice. If the characters seem particularly honest, fair, and principled, rather than narrow-minded and power-mad (as Pharamond claimed), Mazikeen may be persuaded to tell his story.
3. Arguing that the characters are probably the least hostile and ruthless audience Mazikeen will face. The characters honestly advise him that Utnapishtim and the Hierarchs are going to get the information they want, no matter how much Mazikeen resists. If persuaded by this argument, Mazikeen agrees to tell his story.

Allies: Pharamond, his Sponsor, Utnapishtim, who actually likes the inventive chubby fellow, but doesn't want anyone else to know it.

Enemies: none specific.

Holy Days: 15 Vaternont, day of streams. If it is raining it is an especially Holy Day.

Days of Prayer: Lunadain. Priests pray after awakening 8 hours rest.

Piety awards / Penalties: None additional

Habits: ▶ Peaceful +2, Cautious +3, Honest -1, Courageous -5.

Dead: Buried (does not depend where—as long as it is out of sight—consecrate spells are not used for graves, and burial blessing spells are virtually unknown, and never used when known).

Birth: Baptized in the first Rain (blessed by a spell of the priest). Rain is seen as Holy

Colors: White, silver, Light-grey

Incense / Oil: Sandalwood, Myrrh, burned wood smokes.

Symbols: any precipitation.

Stone / Metal: Crystals, Silver, Electrum

Plants: Plants with thorns, hairs, motive sensors, structure etc. (to feel)

Animal: Multipedes; Centipedes, Millipedes, Carrion Crawlers, Fire & Frost Salamanders, Xytar.

Chant: none

Sources: TSR9207—D&D—IM3—The Best of Intentions, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Mealiden Starwatcher

The Red Arrow, The Guardian, Milan, Milidhan, Vali

Patron of Alfheim, Explorers, Adventurers, Archers, Rainbow Bridge, Caretaker of the Elves

Region: Alfheim, Immortal's Arm (Aeryl), Savage Coast (Almarrón, Dunwick, Gargaña, Narvaez, Saragón, Texeiras, Torreón, Vilaverde).

Sphere: Empyrean (IM 23) of Energy
Home Plane; Alvarian. He is as Vali one of the Aesir.
Date Ascension; 250 BC
Sponsor; Ixion is suspected

Statistics; AC-15, HD 37, Hp 420, MV 150'/50',
#AT 3 = Punch-3d6+7, Long Bow -2d6+11, AM 70%, Sv IM 23, AL L
ST 30, IN 48, WI 39, DX 25, CO 45, CH 38

Powers; Detection Suite, Enhanced Reflexes, Fighter Options, Thief Special Abilities.
Long Bow +4 of Flying

Followers Alignment: Any
Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Paladins, Mystics.
Alignment: Lawful
Powers: +1 bonus to Dexterity
Paladin Powers; A free slot of weapon mastery with bows (long or short), +10% bonus to advance in the weapon mastery with bows.

Skill Effects; Extra skill Blind Shooting.
+2 to Quickdraw Skill.

Accepted Weapons; Long or Short bow (allowed all short-sized slashing weapons, longsword and rapier)

Holy Symbol: A Rainbow with one star above and one under it.
Vestment; Practical hunting clothes with a sylvan forest-green hue, with a clear Emblazoned Holy Symbol.

Adventuring Gear; Practical hunting clothes with a sylvan forest-green hue

Dogma: Elves, Alfheim, protection, guardians, loyalty, war, adventure, exploration. As Vali Eternal Light, Archery, Just Revenge, Justice, War.

Daily Activities: Further and Protect the Dogma

Temples and Such: Wooden Structures, preferable high in the Trees. Small shrines placed in homes, or villages, sometimes even hidden in remote parts of the Forest.

Known History: Mealiden was an adventure-some elf of the Sylvan Realm. When the Sylvan Realm became surrounded by threatening human nations that rose along the borders (including the evil Mage Moorkroft), and the elves remained besieged in their paradise and found themselves trapped, Mealiden devoted his efforts to discovering a way for them to escape. Eventually he discovered the Rainbow Path, a magical Mode of travel, a shard of the Dimensional Planar Rainbow bridge Bifrost of Heimdal).

After assuring Ilsundal's approval of his epic quest, Mealiden was granted by the deity nine seedlings similar to the original Tree of Life, with the purpose of giving a relic to each of the clans who would have followed him through the Rainbow Path. He led the majority of the elves away from the Sylvan Realm and traveling through the magical gateway of the Rainbow Path in BC 800 they landed in the southwestern corner of the current Thyatian mainland.

Once that was done, Mealiden embarked on the Path of the Paragon. After being chased away by the humans who inhabited those lands, they were helped by the elves who already lived in the area (the Vyallia, descendants of those who had split from Ilsundal's migration 1300 years before), and for a brief time they settled in their forest. Afterwards, Mealiden guided his followers northwards, until he found an empty grassland in the heart of current Darokin. Here the Elven mages began to use their powerful weather magic to change the climate and in less than a century a mighty forest sprung up: Canolbarth.

When the rituals were completed, Mealiden was hailed first monarch of the new Kingdom of Alfheim in 700 BC. He reigned wisely and protected his kin for more than 400 years, becoming also the most powerful Spellcaster in the region especially after Nithia's downfall in 500 BC.

After creating a unique artifact, the Egg of the Phoenix, Mealiden abdicated in favor of his successor, Alevar, in 350 BC, and he eventually (250 BC) earned Immortality in the Sphere of Energy and was finally acclaimed as Immortal by his descendants.

Since then, he has served as Ilsundal's "Bodyguard", making sure that Ilsundal remains safe while that Immortal safeguards the Elves. He never stopped to protect the elves of Alfheim, extending his guardianship also to many other Elven communities of the Savage Coast.

Personality:	In Life, Mealiden was a swashbuckling adventurer, the sort of archer-elf who leaps from tree to tree and laughs at his earthbound foes. Mealiden is Ilsundal's Herald, messenger, and right-hand Immortal. He has no personal ambitions, so he will appear only when pursuing Ilsundal's goals in both the Hollow and Outer World. The ever watchful caretaker of the Alfheimers and of all those elves who worship him. Little remained of the brisk and mocking character he had in his youth ever since he took on the responsibility of protecting and saving his kinsmen. He is a serious, studious, and strong willed Immortal now, but he has not lost his love for adventures and epic challenges, and shows liking in bold and light-spirited adventurers.
Appearance:	Mealiden appears as a young, cocky elf-warrior, with a daring smile, clad in practical hunting clothes with a sylvan forest-green hue. He always carries an Elvish longbow on his back. Several star like sparks flit around his head, moving slowly when he is peaceful and moving quickly when he is agitated.
Allies:	Mealiden's closest ally is Ilsundal, whom he serves. He is utterly loyal to Ilsundal's cause and occasionally cooperates with Zirchev, since both share the love for the woods and woodland creatures.
Enemies:	Mealiden considers Ilsundal's enemies his own enemies, while Ilsundal's enemies consider Mealiden just a lackey to be battered aside. They do not have any personal enmity for Mealiden. He hates Atzanteotl, the nemesis of all surface elves, and fights all Ilsundal's enemies.
Holy Days:	23 Klarmont. A grand feast with food, frolicking around, all businesses are closed.
Piety awards:	Oppose Atzanteotl followers in any way +1 extra.
Piety Penalties:	None additional
Habits: ▶	Honest +2, Cautious -1, Modest -1.
Dead:	Entomb under the temple.
Birth:	Baptized in the temple with holy (collected Rain-)water
Colors:	Brown, Yellow, Purple.
Incense / Oil:	Jasmine, Floral scents, Juniper oil (as muscle relief often used)
Symbols:	Rainbows, sweet rain.
Stone / Metal:	Topaz, Malachite, Dark-red Crystal.
Plants:	Water lily
Day:	Soladain
Animal:	Bird, Snake.
Chant:	Birdsongs
Sources:	Dragon Magazines: 153, 186, 192, 200, TSR9223—D&D—Gaz5—The Elves of Alfheim, TSR2521—AD&D2—Savage Coast Campaign Book, TSR2522—AD&D2—Orc's Head Peninsula, TSR1054/1401—D&D—HW0—Hollow World, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Minroth

Minurutha, Krishna

Patron of Minrothad area and people, Hope, Prosperity

Region:	Minrothad. The Religion is called <u>Minrothism</u> . Named after Minroth, the Nithian human who colonized the islands.
Sphere:	Celestial (IM 13) of Matter
Home Plane;	Unknown
Date ascension;	11th century BC
Sponsor;	Unknown (likely Maat)
Statistics;	AC-7, HD 27, Hp 180, MV 150'/50', #AT 3 = Punch-3d6+9, Mace-2d6+12, AM 60%, Sv IM 18, AL LG ST 22, IN 31, WI 21, DX 38, CO 22, CH 18
Powers;	Improved Saves vs. Power Attacks, —Physical attacks,—Mental Attacks, Fighter Options. Silver Mace +5 , Bronze Cuirass +3.
Followers Alignment:	Lawful preferred, Humans and some Halflings.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics. (later are Exorcists and Paladins accepted, but he still finds it too soon for that).
Alignment:	Lawful
Powers:	These clerics receive a +1 bonus to Charisma, and +2 bonus to Saves vs. mind Spells (not effects).
Skill Effects;	One Extra skill chosen from Orientation, Persuasion or Appraise.
Accepted weapons;	Standard, Mace preferred. Clerics create blessed waveshaped daggers as family heirlooms, who curse those who steal the dagger. (minor curse effects—no save until willing to return dagger, and those unknown of it is owned by someone else.)
Accepted Armor;	Any.
Restrictions;	Clerics of this religion may wear, eat, and use only items which originate in Minrothad.
Holy Symbol:	A four-feathered arrow symbolizing the arrow fired by Minroth with inhuman accuracy. He had a Bow with increased Range modifier and / or Flying power, on an already High Mastery of the Bow.
Vestment;	Any, but shoulders (both) always emblazoned with Holy Symbol, during services a colorful cloak is worn, depicting a holt symbol on the back, hood and shoulders. The Holy symbol is also worn clearly visible as a piece of jewelry on the chest, made from silver or steel.
Adventuring Gear;	Any, but shoulders (both) always emblazoned with Holy Symbol.
Dogma:	Minrothad, patriotism, hope, wealth, prosperity, freedom. Minroth, a Nithian from the ancient empire, was the agent of an Immortal who revealed that Minroth would find the secrets of earthly happiness in the Sea of Dread. The human led many of his countrymen into the sea and settled Trader's Island which they found there. Followers of Minrothism believe that the Minrothad Isles are a divine location and sacred ground. Here the faithful must live in peace and occupy themselves with useful work. This is the fastest growing religion in Minrothad, and is embraced by many nonhumans. Minroth disappeared from Trader's Island and is expected to return one day.
Daily Activities:	Further and Protect the Dogma
Temples and Such:	Wooden Structures of often upturned ship-shapes.
Known History:	Second son of a noble Nithian family during the 12 th century BC, he lived a pampered existence up until teenage, when Minroth (born Seker) took the clerical vows following his father's will. So he became a priest of Maat, patroness of honor, purity and law, and he put all his strengths into serving his goddess, his pharaoh and his nation. He led a honorable and pious life, sacrificing himself for the cause of justice and order, up until his old age, when Maat put Seker in front of a difficult position: he could have chosen between leaving his position and begin a quest to improve himself and purify his soul, and find the secrets of earthly happiness in the Sea of Dread, or staying and spending the rest of his life teaching his successor in the ways of Maat. Showing great wisdom, Seker chose both pathways and departed his city together with some young adepts, traveling towards the southern provinces and at the same time walking the first steps on the Path of the Polymath. Only during his last incarnation he became Minroth, a valiant and heroic adventurer of the coastal region, who led a great number of Nithians southwards to settle the unexplored isles where his patroness Maat had revealed he would have found a great holy treasure.

He founded Harbortown on Traders Island in 1100 BC and his followers gradually spread over the islands, while he became a leading figure among the settlers, inspiring them with a philosophy based on hope and greatness that later became famous as Minrothism.

He revealed his followers that the Minrothad Isles were a holy site and that only the chosen ones could live here and prosper, because only here one could find the secret for eternal happiness. After Minroth's sudden disappearance (after he found the artifact he was looking for he simply left to complete his path to Immortality somewhere else), the settlers started to believe he was an Immortal who had chosen them to guard his sacred isles and would have returned to grant them eternal joy, so Minrothism took deep roots in all of the people living in Minrothad.

Minroth himself became an Immortal of Matter in the 11th century BC and later he gave big signs to his followers to strengthen his faith, which has escaped the Nithians' doom and still is the most worshipped in Minrothad, despite being confined there.

Appearance:

A 30yrs old athletic human with short-trimmed black Throat-Chin beard (Cheeks and Front-Chin shaven) & moustache, short jet-black hair tied with a leather circlet, a typical Nithian nose, tanned skin, sparkling eyes full of hope, wearing sailor's clothes and a bronze cuirass with a silvered mace tied at his belt.



Personality:

Minroth is a wise and good willing Immortal, who occasionally sends indirect omens to his followers to inspire them to a peaceful cooperation. He prefers to watch over them without interfering with their lives and teaches them that the best way to happiness is self-esteem, dedication to one's work and hope. Hope's the central point of Minrothism: faithful must hope in a better future created by the chosen of Minroth, a life where only those who work with honesty and passion can benefit from wealth and reach true welfare.

He is very much a "hands off" Immortal, supplying no fresh advice, philosophies, or magical miracles to his followers. His few corrections and manipulations are very subtle.

Allies:

Maat

Enemies:

none as yet

Holy Days:

Three annual holy holidays. Worshipers have each of these days off. The holy days of Minrothism start with Onmun 1st (Nuwmont 1) commemorating the expectation of Minroth 's return during the year.

Sagmun 10th (Klarmont 21) marks Minroth 's birthday.

Decmun 1st (Swiftmont 15) is the anniversary of his disappearance.

Birmun (fifth month—Yarthmont 9 to Klarmont 10): The month of full spring and sunshine when everything is newly green. Birmun is the prettiest month in the first half of the year. The ships now start sailing in earnest and many of the Merchant Sailors Guildsmen will not be back until winter sets in again.

Birmun 19 (Yarthmont 28) is a special holiday celebrating the founding of the city and guilds of Minrothad. It is called, appropriately enough, Minrothad Day and is a day of great pride among the populace. Huge picnics are held for the population at the expense of the government. Every official of every guild of any import at all makes a speech on this day. It is also the day elections are held and promotions made to the senior ranks of the guilds. Political appointments by members of the sixth caste are officially made on this day and any new guild members are inducted with ceremony. Minrothad Day is celebrated both day and night by ship parades. During the day, fishing boats and barges are decorated with flowers, paintings, and other decorations to represent scenes from Minrothad's past. At night, ocean-going ships are hung with lanterns or set magically alight. Then they sail along the beaches and waterfronts of the cities so everyone can ooh and aah to their heart's delight.

Piety awards:

None additional

Piety Penalties:

None additional

Habits: ▶

Minrothaddans are rarely fanatic about their religious beliefs, and talk little about the philosophies they adhere to. They are tolerant of the beliefs of foreigners. Whether or not they are religious, most natives wear a holy symbol or medallion with the mark of their church. Such an item is considered to bring good luck and blessings to the individual's endeavors.

Temples are low-key affairs located in residential areas away from the hub-bub of visiting foreigners and commercial districts. Followers of Minrothism believe that the Minrothad Isles are a divine location and sacred ground. Here the faithful must live in peace and occupy themselves with useful work. This is the fastest-growing religion in Minrothad, and is embraced by many nonhumans.

The Laws are very strict and intended to demand honoring them to the utmost.
 Forgiving -3, Modest -2, Generous -1, Energetic +1, Trusting -2.

- Dead:** Bury near the temple, or dump dressed (in linen sheets and wrappings) and blessed in the sea.
- Birth:** Baptized in the temple with holy (collected Rain-)water
- Colors:** Bright colors, often clashing together.
- Incense / Oil:** Storax, Juniper, Palm, Coconut.
- Symbols:** accompanying dolphins or seals to a ship or harbor are seen as a good sign.
- Stone / Metal:** Silver, Steel
- Plants:** Palm, Gras, Banana
- Day:** Ontok 1st day week
- Animal:** Burling Nose Monkey
- Chant:** heavy classical organ chants and songs (like male opera singers)

Extra Spells

Cure Scurvy **Cause Scurvy**

Range:	Touch	90 yarb
Duration:	Instantaneous	
Effect :	1 creature	
Save:	None	Negates
Casting Time:	5	

Cleric 2, Druid 2 spell.

A Malnutrition is a deprivation of a basic need of a particular type of food, which will slowly but ultimately weaken and destroying the body, therefore it has no mild, severe or terminal state. A Cure Disease will not slow or cure it.

Scurvy: A person living on a diet of Iron or Elven Rations for more than a month becomes susceptible to Scurvy (vitamin C-deficiency found in vegetables, and fruits—fresh) or other diseases of vitamin deficiency. If Scurvy strikes a crew, 10% of them are affected for each week the crew goes without fresh food. For each week a character suffers from this disease, his Strength and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A scurvy stricken character only regains 3 points of Strength and Constitution each week he consumes fresh food. The character his or her bones weaken severely and many arteries close them selves. For each weak the disease goes on the character will lose 1d4 teeth randomly. Any break bones check is worsened by +1 for each week. When either of the abilities reaches 6, a save must be made for each of the extremities to begin with the toes and fingers, then the feet and hands, then the legs and arms (in total 14 saves), and this must be repeated for each further week until the character dies or get fresh food to eat. When the save fails the extremity (and all lower extremities if any) dies and becomes blackened. The extremity must be amputated or it rots away and the character will get an infection, that slowly infects the whole character. The character must also make a save each week after the 4th week or lose 1d4 teeth (or suffer the results from the other deficiencies).

This spell cures scurvy, a disease common among sailors and caused by vitamin deficiency. It works only on scurvy, not on any other disease, affliction or malnutrition. The priest needs his holy symbol and the salt encrusted pit of any fruit.

Cause scurvy afflicts a single target with scurvy. Targets who fail their save feel extremely weak and the disease affects the creature so rapidly that the character seems to be already in the 4th week of malnutrition (thus Str and Con -4 each). He also suffers 1d3 damage immediately and thereafter 1 hp each day due to painful, bleeding gums and bleeding beneath the skin. This damage is extra t normal scurvy because this magical variant is much stronger.. a Cure Disease spell or effect instantly ends the spell, or when the disease is ended by huge intakes of healthy vegetables and fruits. Each day triple the amount of fruit is needed, t recover strength and constitution draining and stop any further damage. The disease ends when the patient has restored both strength and constitution to original values. Any further effects are not restored (lost extremities, etc).

Sources: Dragon Magazines: 153, 186, 192, 200,
 TSR9236—D&D—Gaz9—The Minrothad Guilds,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Mrikitat

Big Boss Rat

Patron of Wererats (Greater and Lesser).

Region:	Thyatis city primarily, but less often to any Wererat culture elsewhere.
Sphere:	Empyrean (IM 20) of Time
Home Plane;	Unknown
Date ascension;	491 AC
Sponsor;	Vanya
Statistics;	AC-7, HD 34, Hp 330, MV 300/100', #AT 3 = Punch-3d6+6, AM 70%, Sv IM 20, AL CN ST 62, IN 80, WI 32, DX 33, CO 31, CH 44
Powers;	Improved Movement, Fighter Options, Detection Suite, Dragon Breath.
Followers Alignment:	Any, but most are chaotic
Taxes;	Followers are taxed 15% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, Mystic (Ninja).
Alignment:	Any Good Wererat only (lesser or Greater)
Powers:	These Clerics have the Thief abilities Hide in Shadows and Move Silently as a thief of equal level. These abilities can't be used, however, in other areas than: city, underground, river, sewer or similar. Water penalties do not apply to Wererats in man-rat, or Wererat shape, but, however, do apply in human shape. They also gain the Immunity to silver after gaining 100 Pip.
Skill Effects;	Extra, Survival Underground (Sewer) skills. +2 bonus to Tracking skill.
Accepted weapons;	Standard, Natural Weapons, Dagger, Man-catcher, Garrote, Blackjack.
Accepted Armor;	Any.
Holy Symbol:	An Orange wedge of Cheese.
Vestment;	none as Wererat, as human a dirty cloak and pants.
Adventuring Gear;	any, none are preferred as Wererat.
Dogma:	Wererats, (Greater and Lesser), the Big City of Wererats under Thyatis City, Thievery, Food, Relaxing.
Daily Activities:	Further and Protect the Dogma. Duties of the Priest: Guidance, Marriage.
Temples and Such:	Especially dugout locations of sewer systems. With an especially echoing sound-effect. Many escape ways.
Known History:	Mrikitat was the first Wererat on Mystara, and came to existence in 411 AC as a normal sewer rat, shortly thereafter awakening to intelligence by becoming a Wererat. He found out that he could take a human form. In his wisdom he gives himself the name Mrikitat. With his new found powers and intelligence, he established a human identity (Marcus Titus, a thief) and became quite accomplished at thievery and skullduggery. When Mrikitat learned of the Immortals, he determined to attain Immortality himself. Mrikitat establishes a nation of Wererats in the sewers and catacombs of Thyatis city in the year 451 AC. As he now had already established a city of Wererats beneath the streets of Thyatis city, the Father of the Wererats choose the path of the Dynast to the Sphere of Time. He needed only to find an Immortal sponsor, steal a time-traveling device, and ensure his Wererat line continued and prospered through time. He attained Immortality in the year 491 AC sponsored by Vanya.
Personality:	Cunning, Sneaky, and treacherous to those he considers "not-friends". He is fond of pretty things, especially jewelry and gems. Mrikitat is primarily interested in furthering the power of his Wererats. He continually searches for ways to grant super-genius intelligence to his Wererat descendants. Greater Wererats are a result of his efforts to bring new, more intelligent blood into the Wererat line, and came into existence in 961 AC. But Wererats are all Mrikitat's interested in, so hero's aren't likely to hear of him, unless they are werecreatures themselves—or discover "The Big City" of Wererats under Thyatis City.



Appearance:	Usually appears in man-rat form, a slim golden circlet cocked over one ear and a bejeweled scabbard enclosing a slender sword at his side. In rat form, he has sleek black fur and bright blue eyes. His human form (Marcus Titus) likewise has jet-black hair and bright-blue eyes, and is fond of jewelry and colorful clothing.
Allies:	Vanya sponsored Mrikitat's bid for Immortality. Mrikitat has had little to do with her ever since then though he would assist in the defence of the city of Thyatis were it ever threatened.
Enemies:	Mrikitat has few enemies, as his plans for Wererats haven't yet conflicted with the plans of any Immortals.
Holy Days:	Loshdain, they further follow Thyatian holidays. Priest pray after awakening.
Piety awards:	none additional
Piety Penalties:	none additional
Habits: ▶	Cautious +4, Trusting -3, Generous -2, Open-minded +1.
Dead:	Bury near the temple,
Birth:	Baptized in the temple with holy sewer water
Colors:	Brown, Grey, Black or variations thereof. Rarely white, blonde or silver
Incense / Oil:	any incense, no oils
Symbols:	bread
Stone / Metal:	none, iron, steel
Plants:	Sewer weeds, Mosses, Algae
Animal:	Rats of any sort. A rat-king (7 or more rats naturally knotted at the tails are seen as mighty and wise shamans or rulers—as the somehow merge there abilities, longevity, and knowledge into one entity.
Chant:	none (or squeaks are counted as one), silence is honored however.
Sources:	TSR9368—D&D—PC4—Creature Crucible, Night Howlers, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Nephtys

Nephtys

Protector of the Dead, Avenging Mother, Guardian of Wealth and Commerce.

Region:	Ancient Nithia, Hollow World Nithia
Sphere:	Celestial (IM 13) of Thought
Home Plane;	Heliopolis
Date ascension;	a few centuries after the destruction of Nithia (500 BC).
Sponsor;	Asterius
Statistics;	AC-4, HD 27, Hp 180, MV 150/50', #AT 3 = Punch-3d6+11, AM 60%, Sv IM 13, AL CG ST 62, IN 80, WI 32, DX 33, CO 31, CH 44
Powers;	Improved Movement, Fighter Options, Detection Suite, Dragon Breath. An Ankh trailing a golden mist, which acts as a whip +4.
Followers Alignment:	Any, Merchants, Money-changers, Tax-collectors, Rogues
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Avengers, Exorcists. Most are female (99%).
Alignment:	Any Chaotic, and Neutral but Evil or True Neutral
Powers:	These clerics' base movement is increased of 10' per round.
Skill Effects;	Extra Hunting, Survival or Courage skills. +2 bonus to Tracking skill.
Accepted weapons;	War Claws, Net, all one-handed slashing weapons and short bow.
Accepted Armor;	Any.
Holy Symbol:	A golden offering bow topped by an Ankh.
Vestment;	Silken Robes, Shaven heads and Black Wigs. Long colorful sherpas and shawls used as belts or shoulder/headwear in bad weather.
Adventuring Gear;	as vestment.

Dogma: Wealth, Trade, Protector of Children and the Dead. Accumulate great volumes of wealth, but do not hold money above your devotion of the goddess. Protect the tombs and the remains of the dead, and smite those who would rob those who have gone to the afterlife or desecrate their tombs. Avenge the deaths of those Nithian killed by the wizards of Ranivorus. Be faithful to your husband and encourage faithfulness in others. Protect worshippers of the goddess, and diligently root out and destroy evil, especially the actions of Set.

Daily Activities: Further and Protect the Dogma. Duties of the Priest: Guidance, Marriage. They are engaged in countless political squabbles with the clerics of Horus-Re, Rathanos, Anhur, Isis, Pflarr over the financing of various projects, the distributions of the profits of others, and the management of human resources (slaves) so as to both serve the economic interests of Nithia.

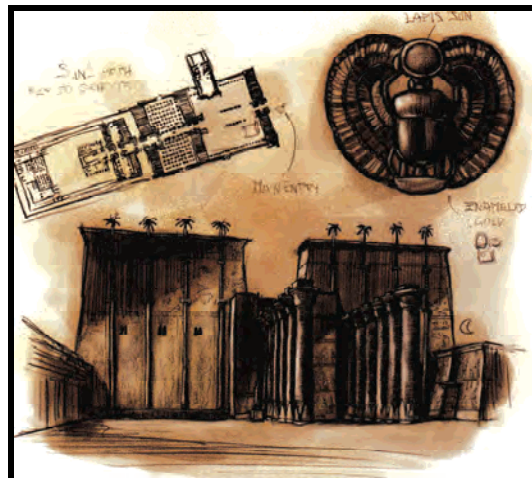
They serve in some instances as tax-collectors and as money-changers. They provide advice to the noble class about investments and bless children brought to them (for which they expect a balanced donation). Any child whom they bless is under the protection of the church until it reaches adulthood, and its injury is avenged by the church.

The church of Nephtys is involved in the burial rites of every noble or member of the middle class. The clergy are primarily responsible for the safe-guarding of the goods the deceased wish to bring into the afterlife. They also serve as the executors of the will and testament of the deceased, if any.

Temples and Such: The church of Nephtys is run like a powerful, profitable, merchant consortium. Clerics of Nephtys spend their days managing the economy of Nithia.

Temples of Nephtys resemble those of Horus-Re, with a grandiose entrance an open space thereafter, lined with rows of pillars finally reaching to the main building with several pillaged chambers leading deeper within to the inner sanctum.

Opposingly to temples of Horus, these temples have no sky-lights, and are lit with torches or magical light sources.



Known History: Daughter of Geb and long-forgotten Nut, Nephthys was once married to Set. She left him over the murder of Orisis and helped her sister Isis to resurrect the dead Immortal.

Unknown and Real History; Nephthys was a cleric of Asteh (Asterius) on the Outer World, during the age that Orisis was murdered. She was one of the apprentices who was so inspired by her Immortal that she intended to fill up the ranks of the Immortal Pharaoh's she so long heard of. When Orisis was reassembled to be resurrected, she was one of the very few to be present. Even when her power level of expertise was still very low, (remember she was only an apprentice those days), she still was one of the most important ones as she discovered the location of Orisis his heart. And while others had to acquire it, without her, Orisis would have never been resurrected at all.

But Asterius had other plans, he sent her on one of the few Nithian vessels towards the west (Savage Coast), to find out the magics of the Herath and Nimmur Kingdom far away. While she was investigating years later in a tomb she stumbled upon a gate to the Elemental Plane of Air, literally.

Shortly thereafter the Immortals cleaned the surface of the world of Mystara of all Nithian knowledge, construction, and persons with the use of the spell of Oblivion. When Nephthys finally returned, she was the one and only living Nithian with knowledge of the former empire on the whole of the Outer World of Mystara.

She soon found out what did happen, and decided to make the best use of her—now lost—knowledge. She located several lost cities and tombs of the Nithians and cleared them of all valuables, thus furthering the destruction of Nithian architecture, knowledge and especially wealth. This time she wanted to become the one Immortal Pharaoh of Nithia (as she thought only Nithian Immortals existed—and they all were gone too).

She quested for the Artifact Heartearth of the Immortal Land, traveling to the plane of Matter to acquire it, instigating his hatred for creatures from the Prime Plane. She traveled to the Sphere of Death, and destroyed the Gate of Set, which would have otherwise released several demons on the world.

She trained several others in her knowledge, and even created a truly remarkable weapon. The whip of air, an ankh generating a magical balance of air, generating not only magic but also creating continuously air as by the Create Air spell, but then of infinite duration. She battled the several armies of undead with it on the Prime Plane and in the Underworld.

When she thus became an Immortal she gave the whip of air to one of her followers but this did not last long. A month later all her followers died in Hell when they were so stupid to enter the ninth layer, without acceptance of the Hell-lord himself. She so reacquired her whip.

As an Immortal she returned her attention to Nithia when she learned of its existence in the Hollow World. Asterius was her sponsor.

Personality; Nephthys (Pronounce Nef-thiss) is a somewhat greedy Immortal who takes an interest in the accumulation of wealth by her followers. She tends to favor those of her followers who are well off.

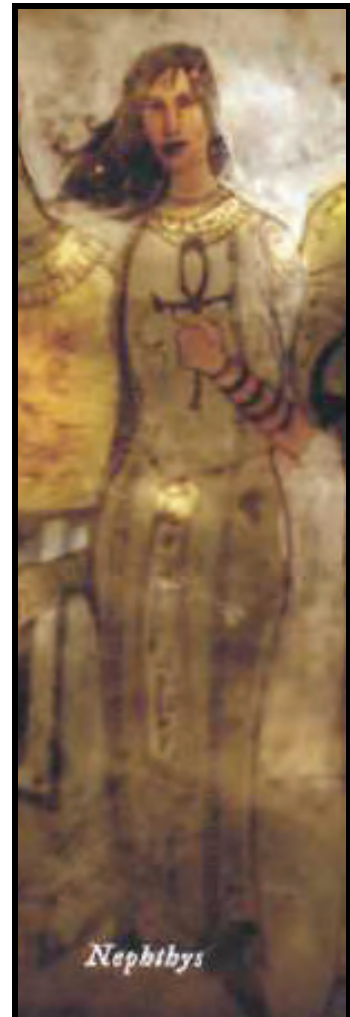
er temperament is mercurial, and she is very haughty and somewhat vain. She focuses on wealth and status more than charity and good works, but the truly selfish among her worshippers often find the capricious hand of fate turning against them.

Nephthys has little patience for the foibles of mortals and can often be quite impatient and unforgiving. However, she is also devoted and utterly loyal to those who hold her dearest in their hearts and those within her charge.

Appearance; Nephthys looks like a typical Nithian female cleric. She has a coppery tanned skin, wears the traditional linen garb, golden and polished copper circlets and other jewelry, and wears a black-golden ankh, which is in effect her primary weapon (a aerial whip she created to become Immortal).she appears to be a female of young to average age, going barefoot or on sandals of leather.

Allies; She has few friends even among her own Phanteon. Macroblan guards against her encroachment upon the portfolio of wealth now that Nithia is expanding again, while Asterius is interested in her riches.

Enemies; Set and Thanatos are her primary enemies, but she recently also acquired a great dislike for Ranivorus, whom she was unaware of before recently.



Holy Days:	The clergy of Nephthys celebrate few holy days in their calendar. 12 th Thaumont. A day of solemn reflection of thy deeds done upon Nephthys. The feat of the Mood is known as the feast of the Silver Coin and the faithful of Nephthys. In a somber, but elaborate, day-long rite, they give thanks to Nephthys for her beneficence and tithe to the church. The greater the wealth they contribute to the church during this ceremony, the higher the personal status they accrue within the church. Nephthys's clerics are also responsible for conveying the prepared body to the burial chamber, setting the defensive wards, and sealing the crypt to prevent tomb robbers from gaining entrance in a grand ceremony known as the Grand Passage Onward.
Days of Prayer:	Clerics of Nephthys have no specific Holy days, but pray for their spells at midday, when the powers of nature on man are at their most positive (in the Outer World this would be Noon).
Piety awards:	None additional
Piety Penalties:	Break a contract -1 to -5 (depending on importance contract DM!!)
Habits: ▶	Trusting -1, Loyal +2, Cautious +2, Energetic -3.
Dead:	Bury near the temple,
Birth:	Baptized in the temple with holy water
Colors:	Yellow, Red or Black as bright as possible
Incense / Oil:	Myrrh, Palm, Sandalwood, Jasmine, Mint, Milk & Honey.
Symbols:	Scarab.
Stone / Metal:	Obsidian, Coal, Bronze.
Plants:	Papyrus, Cabbage.
Animal:	Scarab.
Chant:	None

Extra Spells

Contract of Nephthys

Range:	Touch
Duration:	1 year
Effect :	2 beings
Save;	None
Casting Time:	variable (at least 1 Turn)

Cleric 4 spell.

This spell binds two individuals into a mutually acceptable agreement, the breaking of which carries severe consequences. During the casting, the priest must recite all the terms of the contract, down to the most exacting detail (thus the variable casting time). The spell fails if either party is not a willing participant, is under the effects of a Charm or similar effect, or is not in their right mind (as adjudicated by the DM). If either party fails to meet the terms of the contract due to factors beyond their control and despite their best efforts, the contractor finds the hand of Nephthys rests heavy on his or her business. Any attempt to earn a profit that would normally succeed, either for a business or for personal use, suffers the whims of fate and result in no net gain. (all losses are fully realized and breaking even can also occur).

If either party deliberately chooses to not meet the terms of the contract, Nephthys's heel grinds the erring contractor's wealth into dust. In a short period of time, the whims of fate inexorably drive that party into bankruptcy, destroy his or her business, and separate the contractor permanently from any remaining wealth.

Any penalties imposed by this spell cease one year after the creation of the contract, regardless of when the contract was violated. Lost wealth is regained only through renewed effort, however. The Contract of Nephthys can be negated (through a short ritual statement) by the original caster with the willing agreement of both parties before its duration expires, provided a forfeiture price is paid to the caster. The caster decides what forfeiture price is sufficient, but impoverishing the contractors is not desirable or allowed. If the original caster has died, a contract can be negated by a higher level cleric of Nephthys in the same manner. The use of this spell is standard practice in important business dealings in Former and Today Nithia. Temples of Nephthys typically demand 1% to 5% of both parties' profit on any contract enforced by the magic of the spell, plus the cost of the gold dust used in the casting. Failure to pay for the spell's casting has the same effect as deliberately violating the contract. The caster must use a hair of each participant and a handful of gold dust worth at least 100 gp that is thrown in the air over both contractors.

Sources: The Book of the Dead, translated by E. A. Wallis Budge, and other references on Egyptian mythology. Maat, goddess of absolute order, was wife of Thoth (god of knowledge) and daughter of Ra (the highest ruler, sun god of the mythos), and assisted in the work of creation. TSR9246—D&D—Gaz12—The Golden Kahn of Ethengar, TSR9339—D&D—HWR2—Kingdom of Nithia, TSR1054/1401—D&D—HW0—Hollow World, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Night Spider

Arachne Prime

Patron of Araneas, Evil, Slavery

Region: Tothia, Ancient Nithia. Nightspider will be defeated by mortal adventurers around the year 1010 AC, and cannot regenerate due her curse, so is defeated eternally. Some people think that the Demon worshipped as an Immortal by the name of Lolth and Arachne Prime are two sides of the same identity.

Sphere: Temporal (IM 13) of Entropy
Home Plane; Prime Plane
Date ascension; somewhere between 1500 BC and 1000 BC
Sponsor; Likely Alphaks or Thanatos

Statistics; AC-1, HD 20, Hp 100, MV 90' (30') in Web 180'/60',
Att 1 bite-2d8 + poison+2 leg punches-4d6+2 each, AM 50% within 5 feet, Sv IM 6, AL CE
ST 17, IN 20, WI 12, DX 13, CO 11, CH 14, XP Value: 12,000

Powers; Extra Attacks, Increased Damage x2, Control Undead
All of the Night Spider's special powers are created by her Mind Power. This includes the ability to create spell-like effects from mental abilities. Only one effect per round can be created, even while the spider is physically attacked or is moving.
Mind Power requires the use of Power Points (TP) that can only be restored by rest (never magically), up to 1 point per turn when she sleeps. The Night Spider can cast any spell at 36th level of magic use, but costing her double the spell level in TP (for example, a lightning bolt would cost her 6 TP).
Once per round the Night Spider can inflict Terror on up to five mortal creatures who see her (regardless of level or hit dice), requiring an unmodified saving throw vs. Spells to resist it. Failure means the afflicted mortal will be terrified of the Night Spider for one turn, unable to attack her. However, each round characters may attempt to overcome their terror by making a d% roll of less than or equal to their experience level (the potency of the Night Spider's aura has diminished over the eons).
As an Immortal, she can also regenerate 1hp per hour (PP/hp); is immune to all mind reading, disease, aging, death rays and energy drains; and teleports without error (6TP). She does not need air, water, or food to survive.

Followers Alignment: Any
Taxes; Followers are taxed 25% of their annual income by the Church.

Clerics; None, but Aketheti and her "children" act as clerics.
Alignment: Chaotic Evil
Powers: Special
Skill Effects; NA
Accepted weapons; Any
Accepted Armor; Any.

Holy Symbol: A square spiderweb
Vestment; none
Adventuring Gear; none

Dogma: Araneas shall rule the universe, defeat all others; either slay or enslave them.

Daily Activities: Further and Protect the Dogma. Duties of the Priest: Guidance, Marriage.

Temples and Such: none

Known History: The Night Spider is a creature of the Sphere of Death. Upon obtaining her Temporality, she retained her natural planar spider form, although due to eons spent on the Prime Material Plane, this body has become bloated and decayed. "Night Spider" is but one of many names she uses; Arachne Prime is her truename.

Mighty heroes had discovered her truename and sought to permanently destroy her evil. The Night Spider fled from her home plane to this small planet on the Prime Material Plane (not knowing that it would eventually rise to prominence). With her came Chaotic planar spiders (who would become the ancestors of the aranea) and Phanaton slaves.

Alphaks has promised to end her exile on the Prime Plane and return her to her home plane if she prevents the party from gaining the Peaceful Periapt of Pax. Even though an Immortal being, she fears the PCs, since she believes they may use her truename against her. If she is destroyed on the Prime Plane, she goes to Thorne near the outer fringes of Death, not to her home plane. On the Prime Material Plane, the Night Spider has lost the Immortal ability to travel between planes (she regains this when threatened with destruction on Thorne).

Like a planar spider, she can become ethereal, but may only return to the Prime Plane (on Thorne, she returns to Thorne).

Personality; Vile corruptive and evil.

Appearance; Night Spider looks like a normal, but utterly black Planar Spider, with a human head, and a Nithian styled headdress of gold, which is actually her real head.

Extra eyes are placed above her human-like eyebrows.

Thin three inch long hairs cover her chitinous body, and her front appendages have three fingered hands. Two extra fingers are placed upon her shoulder, why is unknown, maybe this was her own handicapped form.

Allies; actually none, but she thinks Alphaks is a friend.

Enemies; All Thothian Immortals

Holy Days: none

Piety awards: Bring her freedom +50

Piety Penalties: Offend her -10 extra

Habits: ▶ Cautious +2, Peaceful -2, Forgiving -1, Loyal -2.

Dead: Entomb in tomb or "city of Death" (collection of Tombs),

Birth: None

Colors: Black and Gold

Incense / Oil: None

Symbols: None

Stone / Metal: None

Plants: None

Day: Lunadain

Animal: Spiders

Chant: None



Construct; Biological

Aketheti

Number Appearing: Unique, AC -1, AV 6, HD 16*****, Hp 90, MV 180'(60'), #Att 1 bite or spell for 3d6 + poison or spell, SV MU 16, ML10, TT NA, AL CE, XP 12,850

Aketheti (pronounced AH-khe-THÉE-tee) is the current queen of the kingdom of Thothia and the wife of Pharaoh Ramenhotep XXIII. She has been the queen of Thothia since the reign of Ramenhotep X, over 13 generations ago, but the populace of Thothia is unaware that Aketheti I ("rescued" by Ramenhotep X from the wilds of the southern plateau) and Aketheti XIII are the same being.

In Thothian mysticism, she is known as the daughter of the Night Spider (although she is most likely a free-willed magical construct created by the Night Spider). Aketheti's normal form is that of a huge planar spider. At night, she must always assume this form, but during the day she may become either a human or a half-human, half-spider creature. Like a Werereature, she is immune to non-magical or non-silvered weapons. Like a vampire, she can charm with her eyes (in both human and spider form), take on gaseous form, regenerate hit points and drain two energy levels each time she hits a foe.

In human and spider form, she casts spells as a 15th-level magic-user (5/4/4/4/3/2/1). She can be turned (but not destroyed) as a "Special" undead, but makes a saving throw vs. Death Magic to avoid being turned. She is unaffected by holy symbols, mirrors, or garlic, and holy water merely enrages her.

Her poison is so deadly that the save must be made at -6 or death results. Even those who make their saves take an additional 2d6 damage and must also make a saving throw vs. Paralysis or be paralyzed for 1d6 turns.

Children of Aketheti Aketheti's offspring are shape-changing human spider mystics in the library at Eairo. Her children can only be hit by silver and magical weapons. She can summon these creatures to her aid in the same manner that a vampire summons rats, bats and wolves.

Sources: TSR9214—D&D—M5—Talons of Night, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Ninfangle

Nin Fang-Le, Mahes

Patron of Rakasta, Hunting, Bravery, Battle, Nomads.

Region:	Ancient Nithia, Hollow World Nithia
Sphere:	Eternal (IM 27) of Matter
Home Plane;	Unknown
Date ascension;	15.000 BC
Sponsor;	Ka
Statistics;	AC-11, HD 43, Hp 600, MV 300'/100', #AT 4 = Punch-4d6+11, AM 70%, Sv IM 27, AL CG ST 62, IN 80, WI 32, DX 33, CO 31, CH 44
Powers;	Improved Movement, Fighter Options, Detection Suite, Dragon Breath.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Avengers, Exorcists.
Alignment:	Any Good
Powers:	These clerics' base movement is increased of 10' per round.
Skill Effects;	Extra Hunting, Survival or Courage skills. +2 bonus to Tracking skill.
Accepted weapons;	War Claws, Net, all one-handed slashing weapons and short bow.
Accepted Armor;	Any.
Holy Symbol:	A golden bow with a white net on the black background.
Vestment;	Simple vest and pants with net pattern in opposing colors.
Adventuring Gear;	as vestments
Dogma:	Bravery, adventure, travel, battle, hunting, rakasta, epic deeds.
Daily Activities:	Further and Protect the Dogma. Duties of the Priest: Guidance, Marriage.
Temples and Such:	Structured hexagonal dome-like structures with a single room.

Known History: Ninfangle lived on Mystara right after Bastet's departure and he was one of the first rakasta hunters and explorers. A member of the Rakastodon species. Ninfangle was always a wanderer at the heart, he loved his nomadic lifestyle as hunter and his bravery was so extreme that it almost bordered madness. With his epic quests and deeds he contributed to create the first myths about the old classic rakasta character: nomadic, fearless and savage.

On one of his adventures he entered the legendary "Come-Back-Inn" in the Broken lands, a major time traveling node of Mystara. After passing through the time gate he reappeared far before the rise of the Blackmoor Empire, and as thus the construction of the inn around the Temporal distortion was not created, and the travel was one way only. He adventured the world, and became acquainted with the many primitive species existing at that time.

Ka noticed the fiery character of this Rakasta, and he tried to sponsor him to Immortality by reincarnating him into different races and lives. Every time Ninfangle proved as much intrepid and reckless as he had been in the past, and managed to pass all the tests that Ka devised for him. Thanks to Ka's sponsorship, Ninfangle was thus able to accomplish the path of the Polymath and became a true rakasta deity around BC 15.000. Ninfangle then became the patron of Hunters. And when finally arriving—by normal time passing—at the moment he had traveled back in time he also became a Patron of the Rakasta all over the world, together with Ka, and is worshipped as patron of travelers and nomads, bravery, hunting and battle

Personality: Ninfangle has always been wild at heart, even after his ascension. He does not have a clear goal, but rather he moves erratically from one plot to another: the important thing is to keep moving, to reach new goals and brave new challenges. To him the word "impossible" does not exist: everything can be achieved if one is determined and brave enough to face his own destiny. That is the teaching he passed onto his followers all over the ages. For this reason his name is often called upon (especially among the rakasta) to bless difficult deeds like explorations or battles. Through all the centuries he never forgot the rakasta, his beloved race that he protects together with Ka and Bastet (with whom he stroke a deep bond ever since her return to the Multiverse), and is worshipped both by nomadic rakasta and by other races (especially by Nithians) as patron of hunting, battle and bravery.

Appearance:	An anonymous mysterious wanderer with lithe but well-muscled body wrapped in a long dusty grey hooded cloak that prevents to see his features. He wears a wide-brimmed hat that comes down almost to his eyes and a scarf that covers all the lower part of his face, leaving only a glimpse of two yellow cat's like eyes which show an incredible intelligence.
Allies:	Ka, and Bastet with whom he stroke a deep bond ever since her return to the Multiverse.
Enemies:	none as yet
Holy Days:	no day but the 1 st week of autumn, is a harvesting and festival period. Priest pray at dawn.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Modest -2, Courageous +2, Trusting -2
Dead:	Bury near the temple,
Birth:	Baptized in the temple with holy water
Colors:	Yellow-Brown to whitish-Brown
Incense / Oil:	Dragon's Blood, Vervain, Cedar, Pine.
Symbols:	Bowl, or cups
Stone / Metal:	Ivory, Brass
Plants:	Robinia Pseudoacacia (a thorny tree)
Animal:	Cats, Smilodon.
Chant:	None

Artifact

The Net

Description:

This net of strands so fine it seems an impossible construct for even the most accomplished weaver, can only be seen (even by Immortals) under an active Treusight, Second Sight, or Detect Invisible effect. The width of the mesh, though, is about two attoplanes, seemingly much too wide for the task at hand. The construct when wrapped as a bundle may as well be thin air, there is no discernable weight or volume to it. the Net can be any size the owner desires.

History:

The Net is the creation of Ninfangle. He was intent on capturing things generally considered incapable of being held. The item was in the possession of the Empyrean of Time Fugit, but during the Wrath of Olympus affair he handed it over to the Immortals Paarkum, Lornasen, Iliric, Finidel, Tourlain and Arnelee. It is unknown if one of them still possesses it, or if they displaced, returned , or destroyed it.

Magnitude:

Lesser artifact of Matter.

Powers

(PP 200):

Attack Powers	Web	10 TP range 10', area unlimited, but to 1 creature, 48 Turns.
	Power Word Stun	60 TP range 120', less 35 hp 12 rounds, 36-70 hp 6 rounds, else not.
Information Powers	Haste	30 TP range 240', 24 creatures within 60', for 3 turns.
Alteration Powers	Harden	30 TP range 120', 3000 cubic feet or square feet 1' deep.
	Timestop	100 TP for 1d4+1 rounds.
Defense Powers	Invisibility	20 TP on thrower or target
	Force Field	80 TP range 120', 5000 cubic feet or square feet 1' deep, 6 Turns, closed to capture anything inside, yet remains portable. Was used to capture the Snort of Redux an Empyrean Repeater of Time, in the Wrath of Olympus affair by the Immortals Paarkum, Lornasen, Iliric, Finidel, Tourlain and Arnelee, in an attempt to make an artifact.
	Raise Dead	60 TP range 120', 132 days dead at most.

Activation:

The Net is active when acquired. Knowledge of the powers is immediately telepathically granted to any user who sees and holds it.

Use of Powers:

The item is used like a casting net, invoking the desired power while The Net is in the air.

Handicaps: Magic Error: Any time the owner attempts to use spells or spell-like effects, there is a 25% chance of Error. For Immortal users, this chance is calculated as followed. 80 (Ninfangle's intelligence) – the user's intelligence x 5%. If this handicap takes effect, the Immortal's spell-effect does not occur, and his spell casting TP he called for to be able to cast spells is emptied.

Penalties: If not held, the Item can easily become lost without the use of Treusight, Second Sight or Detect Invisibility effects.

Sources: TSR9189—D&D—IM2—The Wrath of Olympus,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
TSR9172—D&D—DA1—Adventures in Blackmoor,
Site of Pandius.

Note of the Collector:

As I read the Information about Basteh, Ka, and Ninfangle on the Site of Pandius, I noticed several discrepancies. At first the date of becoming Immortal—which is clearly far before any Rakasta did exist, and even much before Basteh who was the first Rakasta Immortal—maybe this was a typing error, but as can be seen by the Immortal ranking of both Basteh and Ninfangle, the last is much higher in Immortal rank. And since this is not very common to get such a large increase while Basteh was more active, it is clear that something else must have happened.

After re-reading the Blackmoor series adventures for D&D, I discovered the Legendary "Come-Back-Inn" in the Broken lands, a major time traveling node of Mystara. The Blackmoorian People just created a construction around the node in an attempt to fix it in such a way travel in both directions could be possible. Since the given date even preceded this construction I discovered that Time nodes normally are one-way, like time-storms. All this together clearly solved the problem, Ka, as one of the first Immortals of Mystara, already did exist, and was mentioned as his sponsor. With this—maybe odd—mixing of information, all seems to be logical (as far as Logic can exist in a magical multiverse of Mystara), and Ninfangle's history was completed.



Nob Nar

Patron Of Halflings, High Hero and Protector of the Five Shires, nonsense.

Region:	Five Shires, Darokin, Minrothad, Karameikos), Alphatia, Davania.
Sphere:	Celestial (IM 14) of Matter
Homeplane;	Faerdinel (free Outer Plane)
Date Ascension;	461 BC
Sponsor;	Karaash (Nob Nar was his first candidate).
Statistics;	AC-4, HD 27, Hp 180, MV 150' / 50' #AT 3 = Punch-4d6+10, Short Sword 3d8+12, AM 60%, SV IM 13, AI LG ST 47, IN 28, WI 25, DX 20, CO 33, CH 24.
Powers:	Extra Damage, Detection Suite, Howl, Thief Special Abilities. Short Karaash Sword +5 of Fire and Sharpness. (Causes wounds that do not heal rapidly—see Karaash).
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Masters.
Alignment:	Lawful
Powers:	+1 bonus to Charisma.
Skill effects;	Extra Storytelling skill. In this way the faith and its deeds and purposes are brought forth.
Allowed Weapons;	Standard.
Allowed Armor;	Any, Shield Preferred.
Holy Symbol:	An empty Hin Shoe (reflecting nonsense, as Hin never wear shoes)
Vestments;	Any
Adventuring Garb;	Any.
Temples and such:	None, Taverns and such locales are used for storytelling.
Affiliated Orders:	none.
Dogma:	The Hin and the Shires must survive and a live of abundance must be created.
Daily Activities:	Further and Protect the Dogma. Duties of the Priest: Guidance, Marriage.
Known History:	<p>Nob Nar was born during the Humanoid reign of Furgh-oorr over the Hin people in the year of 758 BC. Although the Hin were still slaves, they were treated better than the earlier generations. Nob Nar grew up as a worker to an especially strong warrior Orc Gromsh Tekla.</p> <p>The beast let the Hin try to best him continuously, unknowing that this way he actually trained Nob Nar. Of course Nob Nar was defeated continually, and became several times severely wounded in these battles, it was rumored then that he even was once raised by Gluugk Tremmo, a Shaman of Karaash, who strangely seemed to like the merit of this clever, and stubborn Hin.</p> <p>Furgh-Oorr became jealous about the abilities of the Slave Gromsh Tekla owned, and demanded his ownership. For a mere short sword, Nob Nar exchanged masters. At first Nob Nar seemed to have no influence on his new master, and was unable to fight and train. So he decided to use a trick.</p> <p>When several lower ranking Orc Chiefs were visiting Furgh-Oorr, he whispered to some of his rivals that Furgh-Oorr was defeated by him, and therefore didn't want Nob Nar to train anymore. These incitement caused great anger on Furgh-Oorr, who demanded justice.</p> <p>While his warriors fought those of his rivals, one of them (a follower of Karaash) handed Nob Nar a Short sword, a clearly steel plated magical bone sword, with some wicked teeth on the side, emblazoned with magical fire. It was Gromsh Tekla. Why he did this Nob Nar would never find out as the stupid Orc was stabbed by the pikes of Furgh-Oorr's bodyguards.</p> <p>Nob Nar didn't wait for long, and with his smaller stature slipped between the fighting Orcs and insulted Furgh-Oorr right in the face. Such an insult from a slave Furgh-Oorr could not accept, and attacked. The battle was bitter, and Nob Nar was almost defeated, his chest was cut several times, and his skin had become red of blood, but the same was to be said of Furgh-Oorr, who finally fell to Nob Nar's Short Blade.</p>

- 747 BC. No Orc could hold the throne of the fallen Orc king, many battles between Orcs passed like waves over the land. It was the Orcstrife. Hin did their best not to become enwrapped in the battles, like a rock in the waves, they stood, and negated most of the violence passing over them. Then pestilence came as the dying and sick Orcs kept lying around, attracting diseases and predators. More bloodshed followed. A Savage Madness had taken control of the Orcs, who continued to battle one another. During these times the first Blackflame was discovered by the Hin in the Mountains, while the battles continued around them.
- 744 BC Nob Nar starts amassing the other Hin Slaves, and begins an uproar falling over the Orcs like a bucket of water over a fire. The Third Rising it is called. While the Orcs are defeated, humans, Gnolls and Dwarves invaded he land, trying to get the easy riches the Orcs left behind.
- 743-610 BC Lawless times had begun, it was the Time of the Heroes. Nob Nar fought through these times with any enemy he could find, still armed with his short sword Which became known as the Tooth of Highshire later), and the bone Helm of Furgh-Oorr. It seemed that the lands of the Hin was a continues war zone, and many battles had to be fought.
- 600 BC He became so experienced in his young age that he battled and defeated Dragon, Troll, Goblin and Gnoll. It was about 600 BC when he discovered that the newly Immortal Karaash was intrigued by him, and he used this to start his Path of the Epic Hero for Immortality of the Sphere of Thought.

He crawled into the lair of the Dragon Gaulthaumyrauz, a Brown Gem Dragon, and stole its treasure without ever been noticed. He stole the Ring of Draupnir, an ancient Humanoid artifact that had become lost centuries ago.

He then destroyed the staff of Death, an Entropic artifact of Thanatos, and defeated the many followers trying to prevent him to do this. He then tried to find a successor.

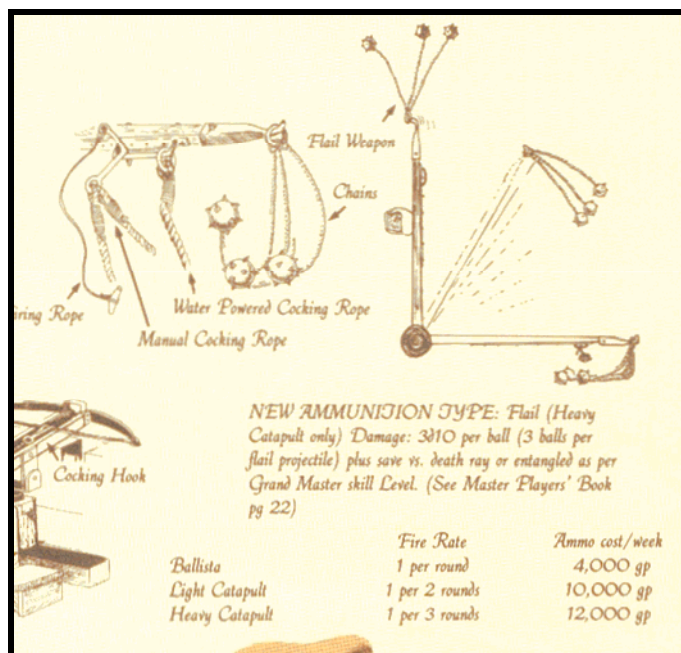
He thus traveled to the lands of Traldar (nowadays Karamaikos) and met the human Baronial Princess Navrilstar (a strait descendant of Halav and Petra). He fell in love with her, he traveled with her to defend and help her. They rapidly became true friends, and almost lovers.

Her father was uninterested in this Half-man, an infamous jester to him, that dared to come uncalled for to his halls. As Nob Nar sincerely asked the allowance to wed Navrilstar, the Baron was insulted. No half man should wed his daughter, and send his chosen fiancée, a human knight to seize this Halfling, and get Nob Nar's Magical sword. The blade brandished by magical fire, caused fear in the fighter present, as all had heard of the might of the legendary sword.

He incited them, insulted them, ready to defeat them all, only to be able to get Navrilstar. The Baron, greatly angered, accepted the dual, and in anger he spit that he would be the better, and ran forward, with a single swing killed his own daughter. Nob Nar cried in amazement, about her innocence, and went to anger, ready to defeat the evil Baron and all his men. He cried his men to kill Nob Nar, but nobody did move to strike him. They drew away, with raised sword as an salute to the Grim Nob Nar, when Nob Nar defeated the Baron.

He took up the corpse of Navrilstar, and buried her on Everwake Way in the Shires, following a known legend that some of those buried there will arise, and then be able to accompany Nob Nar.

As the way of love did not give him his successor, he sought one Hin in the Shires, and found a young female. He also created the water-powered conveyor cocking mechanism for automatically cocking and loading of catapults used in the shires. He also invented a new ammunition, the flail



, and used it several times to defeat opponents. Through this he became Immortal under the guidance of Karaash in the year 461 BC.



Appearance:	An young, slender looking Halfling with a frolicsome and proud appearance and adventuresome appearance. He has short curly blond hair, clad in simple green pants and light-brown shirt, wearing a short wicked looking steel plated bone sword on his left hip.	
Personality:	Since becoming an Immortal he is proud upon his strength, which he intensively raised almost to it's highest possible limit. Especially against other (mortal) Hin, he likes to boast his ability to juggle with boulders much bigger and heavier than himself.	
Allies:	Nob Nar still owes obedience to Karaash, and although he now knows that Karaash is an Orc Immortal, he accepts his friendship, although he does not give his own eagerly. Other friends are other Halfling Heroes as Coberham, Brindorhin, Finidel.	
Enemies:	He dislikes the other Humanoid Immortals Yagrai and Wogar. He knows that Raven has some dislike or grudge against him, but is unaware of the reason, they are however not enemies.	
Holy Days:	21 st Flaurmont. Day of flowers, day of storytelling.	
Days of Prayer:	Loshdain, priests pray at dawn.	
Piety awards:	Tell a good story (appreciated by at least 50 Hin)	+2
Piety Penalties:	Screw any story	-1
Habits:	Peaceful +1, Energetic +1 (in addition to racial adjustments)	
Dead:	Burial in the earth owned.	
Birth:	Blessed by passing through the hands of the whole attending village.	
Colors:	Copper-brown	
Incense / Oil:	Tobacco, Rose	
Stone / Metal:	Dark Crystals	

Plants: Marguerites

Animal: Goat and Sheep (especially young ones)

Chant:

The Ballad of Nob Nar

O, young Nob Nar was one of the best,
Through all the Shires Nin saw his crest,
Save for his courage he rode quite alone,
With a long knife, and a helm of bone,
So breezy his manner, a smile for each scare,
There ne'er was Nin warrior like young Nob Nar.

He quailed not at Dragon: he turned not for Troll,
Rode fearless through fell forest and o'er Goblin knoll,
But ere he fell dying at Everwake Way,
His heart had broken, his smile fled away,
For a human princess, fair Navrilstar,
Though dead, was the love of Nin Nob Nar.
One day boldly he entered the baronial hall,
Where sat his chosen, her father, and all,
Then spoke the proud baron, hand on his blade,
"Why come ye uncalled for, of man but half made?
I hired no jesters, this proud day to mar.
Get thee hence, infamous half-man Nob Nar."

Up spoke the hero, gentle yet fearless,
To the baron as an equal, as though men were peerless;
"Here I am come, though the road be yet far,
For I would be wed to the fair Navrilstar."
The hall rose in mirth, but the baron grew black
And screamed, "For such, insolence, ye shall know the rack!"

"See not this brave knight that sits by my side??
This very day he makes my daughter his bride!
Ye are not even a man, ye are nothing here!
How dare you come into my hall without fear!
Guards! Seize the Halfling!" the baron roared.
And bring for my daughter his famed magic sword!"

Nob Nar laughed then, in the face of the foe.
The hall fell silent, the charge 'pon him turned slow
For all the fine gallants and guardsmen there
Had heard of the mettle of the Nob who did dare
To steal a hoard from 'neath the very claws
Of that great elder Dragon, Gaulthaumyratz.

His blade it glowed with magical fire
As Nob drew and brandished the Tooth of Dighshire
"Who'll be the first, then?" he laughed, eyes all bright
to taste my answer to this insult, and fight!
For no man yet has matched 'little' Nob Nar
And I will defy all to take Navrilstar."

*“None?” the baron in shrill madness did spit.
“Then I shall be the first to make Nob Nar admit
that he can be beaten by the hand of a man!”*

*Then before all that company he swiftly ran
And slew his own daughter, with raised bloody blade
She that never father’s will in the slights had stayed.*

*She sank to the rushes, her blood them did stain
Nob Nar cried in amazement, “Thou hast slain
Thy own daughter who never did thee ill!
I shall slay thee now, and any who will
Stand to defend ye—or die in the trying,
And I see not enough here to manage my dying!”*

*But though then the baron, raging did command
His men to strike down the Din who did stand
So alone and so short, there in the hall
None moved to strike him: they drew away, all
And raised sword in salute, as the grim Nob Nar
Did slay the baron that slew Navrilstar.*

*Then he took up the lady he now never would wed
And cried a little, and then sternly said
“I will lay to rest my gentle Navrilstar
At your peril stand now my way to bar
To a fair place in the Shires I’ll away
And bury my lady at Everwake Way.*

*“For they say that some who sleep there
Will rise up some day, whole, strong and fair
So go now, and tell your peers
That one day your own fair Navrilstar
Will ride by the side of the half-man Nob Nar.”*

Sources:

TSR9232—D&D—Gaz8—The Five Shires
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Noumena

Kepher, Mimir, Mimr, Mimi, News, Nian-Mai Si-Xiang,
Saga, The Wise One, Khufu, Nauman, Saga, Grammaton.

Patron of Investigation, Knowledge, Master of Enigmas and Arcane Mysteries.

Region:	Savage Coast (Bellayne), Hollow World (Milenia, Nithia), Darokin, Glantri, Northern Reaches, Thyatis, Norwold, Ochalea
Sphere:	Hierarch (IM 34) of Thought
Home Plane:	Amak. She is as Saga/Grammaton one of the Asinye, and as Mimir He is one of the Aesir, and dwells on the edge of Jotunheim, at the tip of a root of Yggdrasil.
Date ascension:	460 BC
Sponsor:	Odin
Statistics:	AC-22, HD 48, Hp 1250, MV 150'/50', #AT 4 = Punch-5d6+7, Rapier-4d6+11, AM 90%, Sv IM 34, AL N ST 30, IN 98, WI 66, DX 20, CO 38, CH 20
Powers:	Detection Suite, Height Decrease, Improved saves vs. Mental Attacks, Increased Damage. Rapier +4
Followers Alignment:	Any (preferably Lawful Good), all those who seek knowledge Thus is worshipped almost exclusively by sages, magic-users, and scribes.
Taxes:	Followers are taxed 10% of their annual income by the Church.
Clerics:	Clerics, Healers, Mystics.
Alignment:	Any Good (preferably Lawful Good)
Powers:	These clerics get a +1 bonus to Intelligence: Detect secret doors and hidden passages (1-3 on d6).
Skill Effects:	Extra Hear Noise skill.
Accepted weapons:	Standard
Accepted Armor:	Any.
Holy Symbol:	Commonly; A Game board, like a chessboard or something else from a game of logic. Nithia; A Senet Game, Norwold; A Runic cord, or knucklebones game, or a Pool of Water (the Well) Milenia; A Ptolemaic sort of Trick-track Game, (Planets: Zoar(Saturn)—Black, Both (Jupiter)—Green, Telex (Mars)—Red, Sol(Sun)—Yellow, Mym (Venus)—Purple, Sol's Sister (Mercurius)—Blue, Matera (Moon)—White) Thyatis; A Millstone, Checkers game, Sind (Rare) / Ochalea; A Pachisi game, Pearl Islands; A Go, Mikado Game. Primitive Cultures; A Wari, Yoté, or Bantumi game.
Vestment:	a black and white bizarre design of regular wavy checker board effect.
Adventuring Gear:	any, but cloaks as above.
Dogma:	Knowledge, memory, magic, mysteries, enigmas, cunning, tactics, strategy and logic.
Daily Activities:	Studying, learning and Teaching and Playing games, and learning from them.
Temples and Such:	Wooden Structures. Mimir's temples often double as universities, and always have large libraries, which are made off stone.
Known History:	<p>During the decline but years before the downfall of the Empire of Outer World Nithia, Kepher (the mortal name of Noumena) was an endowed Pharaoh of great intelligence and tactical acumen. Though he ruled a mighty nation, his main interest was in solving puzzles. An expert military tactician, that lived through the 7th century BC and led his people to achieve great conquests, and great success in warfare, but his position meant less and less to him.</p> <p>However, he became more and more detached from the political matters of his kingdom since he was much more interested in revealing the mysteries and the enigmas that encircled him. So tired and annoyed he became of his role, that one day he abdicated in favor of a more kingly nephew and traveled the world looking for new mysteries to unveil, greater puzzles and challenges to solve.</p> <p>Following a series of clues he was finally led back to Nithia, where he discovered that his people were slowly slipping towards decadence and corruption, that the culture was sliding into decay and desolation. Although he did not care about the fate of the Nithians (thinking that anyone who willingly embraces dissolution earns its demise), he nevertheless was interested in discovering the reason of this sudden decay of the Nithian customs and moral, since no internal event seemed to justify it.</p>

Through further research he discovered that a group of Entropic Immortals was conspiring in order to destroy Nithia. During his adventures he always prayed his patron Amon (Odin) to guide and enlighten him. Odin respected wise Kings and grew so fond of his wits and resourcefulness that he eventually pushed Kepher on the road towards Immortality. Kepher was therefore chosen by Pflarr and Rathanos on Odin's advice to guide the Nithians that were transferred in the Hollow World in order to save them from Nithia's downfall.

Once in charge of the new Hollow World Nithia, Kepher had to endure a civil war caused by the priests of Rathanos and Pflarr, who tried to affirm the superiority of one's Immortal over the other. Kepher was skilful and quick enough in discovering the Entropic artifact that had triggered the unexpected fight between the two factions and succeeded in destroying it at the cost of his own life, preserving the stability of the new Kingdom of Nithia.

The heroic deed was rewarded by Odin with Immortality in 460 BC, since he considered Kepher's path of the Epic Hero concluded with that grand finale. From that moment Noumena concentrated his efforts to hide the secrets of the Nithians on the outer world so that they could not corrupt the future civilizations. He also wanted to guard all the dark lore that could put in danger the Multiverse. For this reason he promoted the creation of various secret sects all over the world, with the purpose of creating an elite of thinkers and sages that could unveil and guard the more powerful and esoteric secrets of the mortals. This is how the sect of the Illuminati was created, and still today it has numerous adepts all over the world who worship Noumena under various names (Kepher and News among them).

Personality: Noumena has risen through the Immortal ranks thanks to his passion for mysteries, which pushed him to undertake dangerous quests in all the Multiverse. He has grown to great prominence in the Sphere of Thought. He is a permanent member of the Council of Intrusion, and carefully watches all the strange events happening in the universe, often discovering important phenomena that other Immortals had overseen, or dismissed as meaningless.

Noumena is cold and detached, and shows little interest in the fate of the mortals, unless they prove vital for the resolution of an enigma. He is often meditative and silent, maintaining a low profile that leads many Immortals to underestimate him. However, whenever he speaks publicly, everyone pays attention, since that means that some great mystery is about to be revealed. Noumena is the investigator of the mysteries of the universe, constantly looking for new food for his hungry brain, and thanks to this curiosity of him he was able to acquire so much power in such a short time since his ascension.

Mimir is a very wise Aesir Immortal. His Head will be kept at the Fountain of Mimir in Midgardh (or Jotunheim) if he ever dies, to further fill the well of Knowledge as the Fountain of Mimir is also called.

Appearance: An elderly, emaciated man, with incipient baldness, a long grey beard, wearing a long dark robe that leaves exposed only hands and head.

The Legends: Mimir appears as the head of an aged giant with a flowing white beard. He is supported by levitation, and drifts slowly about as he wills. He has the ability to cast his spells using only verbal components. Mimir possesses an unlimited duration telekinesis ability (which can lift 7500 gp weight) and several permanent unseen servants. Once Mimir had a complete body, but he lost it after the war between the Aesir and the Vanir. As a pledge of good conduct, the races of the gods exchanged hostages. The Aesir sent to Vanaheim Hoenir, brother of Odin, and with him Mimir as his advisor.

At first, the Vanir were impressed by Hoenir's handsomeness, but soon found that he was quite stupid. As they dared not harm Odin's brother, they angrily seized Mimir, cut off his head, and sent it to Odin to show their dissatisfaction. The bereaved Odin cast many spells over the head and returned it to life, whereupon Mimir returned to his well to live.

Odin often goes there to consult with the ancient giant. There bubbles the Well of Wisdom, where Mimir drinks daily. Any being that drinks from this well will receive 1d4 points of wisdom permanent, once per being. Those beings who already possess a 25 wisdom gain total omniscience concerning all that has happened up to that time, and a sketchy knowledge of the future.

The price for a drink from the well's waters is thus very great, for Mimir will only accept something of equal value as payment. Odin also drinks from the well; he paid Mimir for the privilege with one of his eyes. Mimir placed the eye at the bottom of his well, and with it can peruse the universe (treat as an unlimited duration crystal ball with no penalty for viewing different planes

Allies: Since he is mostly a loner in his quests, he does not have particular allies besides his patron Odin (which added him in the Norse pantheon under the identity of Mimir), although he likes the intelligence and love for details of Ssu-Ma.

Enemies: For the same reason he neither possesses sworn enemies, but he changes targets frequently depending on which plots he discovers during his investigations.

Holy Days:	1 Nuwmont, as the beginning of the year, and a continuing of the last.
Piety awards:	None additional
Piety Penalties:	None additional (there is a slight chance of gaining Piety upon creating a new game or winning a great championship of a known game.) +2
Habits: ▶	Energetic +1, Peaceful +2, Honest +2, Trusting +1.
Dead:	Entomb under the temple.
Birth:	Baptized in the temple with holy water
Colors:	Yellow
Incense / Oil:	Cinnamon
Symbols:	Fountain, Pool, Well. His tears are rumored to have created small pools that increases once one's intelligence by one.
Stone / Metal:	Topaz, Jacinth, Chrysolite, Gold, Copper.
Plants:	Ash, Chamomile, Celandine, Marigold, Mistletoe, St. Johnswort.
Day:	Soladain
Animal:	Owl (rumored to have a hand in the creation of the Hsiau Owl race, but this is unconfirmed, and probably false as these forest creatures did exist already before Nithia's Downfall.

Extra Spells:

Interpret Runes

Range:	touch
Duration:	Instantaneous
Casting Time:	2
Effect:	one Cleric
Saving Throw:	None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range:	Touch
Duration:	10 rounds unless otherwise specified
Casting Time:	2
Effect:	One Power Rune inscription.
Saving Throw:	None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range:	Touch
Duration:	Permanent
Casting Time:	3
Effect:	One Power Rune on one single object.
Saving Throw:	None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range:	Caster
Duration:	Nine Nights
Casting Time:	3
Effect:	Cleric
Saving Throw:	None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applied by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken off before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune, but only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Mimir cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin literally in a sacred bog for nine nights.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a *Neutralize poison* spell and a *Cure Critical Wounds* must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Chant: *Asa Godar whose great wisdom is kept at the Fountain of Midgardh,
Give me water from that Fountain.
Give me calmness, calm as the waters you rule,
Peace and Knowledge,
Knowledge to deal rightly with all events,
And Creativity to make needed changes.*

Sources: Mythological Encyclopedia,
Games of the World,
TSR9339—D&D—HWR2—Kingdom of Nithia,
TSR1017—D&D—Immortal Rules,
TSR9339—D&D—HWR2—Kingdom of Nithia,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Note from the Writer.

One interesting fact is that followers of Noumena would probably be very good Dungeon & Dragons Role-player, and it is very reasonably they have their own variation of it. (and no, this won't be Lawyers and Lawsuits or such ridiculous persiflages—Heroes and Sorcerers would be more realistic).

Nyx

(Princes of) Night, Nin-Hurabi, Na-al, Our Lady of Darkness, Sharvari, Tapobrane, Cathay, Saracenia, Ratri, Nott, Nikker, Nikhi, Tanyt, Tezcat, Nut, Nü Yue-Wang.

Patroness of Darkness, Monster Races, Nosferati, Creatures of Night.



Region: Thyatis, Alphaatia, Isle of Dawn, Savage Coast (Nimmur, Dark Jungle), Hollow World (Milenia), various outer planes.

Sphere: Hierarch (IM 33) of Entropy
Home Plane; Necros (free Outer Plane), as Nott she is one of the Vanir.
Date ascension; unknown
Sponsor; Unknown (Likely Hel).

Statistics; AC-24, HD 47, Hp 1000, MV 150'/50',
#AT 4 = Punch-4d6+13, Sword-3d8+18, AM 90%, Sv IM 33, AL N
ST 73, IN 50, WI 33, DX 28, CO 44, CH 68

Powers; Control Undead, Improved save vs. Power Attacks, Leech, Thief special abilities.
Normal Sword +5 of Extinguishing.

Followers Alignment: Any

Taxes; Followers are taxed 10% of their annual income by the Church.
Because their evil-biased (as according Milenians) nature clerics and Sorcerers of Zargos are preferably controlled by the DM as NPCs. They should be used as the enemies of the player characters. Some of those who left the Academy gave up their study of magic to become Clerics of Zargos. They believe that Zargos grants them their spells, and do not know that Zargos is really Nyx.

Milenian Sorcerer Benefits: Because they possess the Book of Zargos. these Sorcerers have access to a few spells not normally found in the Hollow World. Zargosian sorcerers (of the appropriate level) automatically add to their spell books the following spells: 1) shield, 5) lightning bolt, 9) animate dead, and 12) weather control.

Milenian Sorcerer and Clerical Penalties: Due to exposure to the Book of Zargos, sunlight burns them, causing 1 hit point of damage per round. Normal light (such as from a candle or torch) or magical light has no special effect: only the rays of the sun harm them in this way. Zargosians wear heavy robes to protect their pale skin.

Cultural Weapons: Zargosian sorcerers may use the dagger and staff.

Clerics;	Clerics, Humanoid Shaman, Mystics (Ninja), Specialty (Zargosians).
Alignment:	Any
Powers:	These clerics get permanent 60' infravision. They can freely cast darkness once a day at 1 st lvl, twice at 2 nd lvl and 3 times at 3 rd + level: Control Undead. Nyx's clerics are buried with a special ceremony which allows them to raise as priestly mummies after their death. Some others try to attain Lichdom or become vampires (or preferably Nosferati) during their life.
Skill Effects;	+2 bonus to Necromancy skills. Required: Astrology, Honor Nyx Recommended: Reading/Writing.
Accepted weapons;	Short Spear, Mace, Sling, Short Sword. Zargosian Clerics may use the Mace, Short Sword, Sling and Spear.
Accepted Armor;	They wear no armor and do not carry shields. Zargosian Clerics may wear leather and Cuir-bouilly armor and helmets, though they can use round Shields (Buckler AV 1 or Medium round AV 2), they typically do not.
Penalties;	They can't pray for, receive or cast any Light spell. And Milenian (HW) Clerics are vulnerable to sunlight.
Holy Symbol:	A solar eclipse—Darkness coming between the sun and the world.
Vestment;	A black and white bizarre design of regular wavy checker board effect.
Adventuring Gear;	Any, but cloaks as above.
Dogma:	Shadow, Undeath, Necromancy, Secrets, Entropy, Night, Death, Magic, Darkness. Zargosians believe that the sun is an anti-magic force which hinders the use of magic. by destroying (or at least dimming) the sun, they believe they will gain the power to dominate the entire world. Zargosians are very evil (even while Zargos alias Nyx is not), and use undead creatures as servitors and guardians. They care little for the lives and welfare of other Milenians. Because they take great care to conceal their activities, most Milenians don't know that an organized group of evil sorcerers exists. Their ultimate goal, and that of the clerics as well, is to destroy the sun, bringing eternal darkness to the Hollow World.
Daily Activities:	Duties of the Priest: Guidance, Marriage, Studying, learning and Teaching and Playing games, and learning from them. The priests of this Immortal are interested in making sure that man regards Darkness and Night with a reverential awe making sure that the sentient humanoid races appreciate the virtues of night while still respecting or fearing its more frightening aspects. These priests tend to be more aloof from the common man than priests of many other gods.
Temples and Such:	Wooden Structures, of variable common shapes (like warehouses).
Known History:	Nyx was born in a faraway plane from a race similar to Mystaran humans. Nyx is one of the few Immortals to originate on the world of Laterre, where she was born as Princess Sharvari (and anyone familiar with Indian languages should see that name as being especially appropriate). Her mother was the daughter and only child of the king of Taprobane, an island south of the sub-continent of Hind, and her father was the captain of a Cathayan sailing ship who won her mother's hand in marriage after saving the king from an insidious plot against him by the other nobles. Her mother died in childbirth, leaving Sharvari to be raised by her father and maternal grandfather. When it was learned that she had a talent for magic, her grandfather brought in tutors to instruct her in the arcane arts. By the time she was 16 she was equal in magical power to any child of a Glantrian noble. At that time an ambitious nobleman assassinated her grandfather and then killed and was killed by her father. Sharvari then became queen of Taprobane and ruled for about ten years before a vicious Nosferatu managed to gain control of most of Hind. He then assembled a fleet and invaded Taprobane at night. Her soldiers fought back bravely and she devastated the attackers with her mighty spells, but in the end the Nosferatu was able to subdue her, drink her blood, and turn her into a Nosferatu under his control. She had become a living dead. For the next 300 years she ruled Taprobane as the Nosferatu's puppet. At the end of that time her Nosferatu overlord was killed in battle by an invading army led by the Caliph of Saracenia, who proceeded to conquer the northern half of Hind and left the southern half in chaos. This event freed Queen Sharvari from the domination that she had languished under for so long. By this point life on Taprobane had become intolerable for normal humans, so she used her combined Nosferatu and wizardly powers to transform her remaining subjects into a variety of new undead beings (Nosferati—a different form of Vampiric creature, not necessarily evil) who would thrive in the new world of darkness of Hind and Taprobane. She started building a mighty empire of these undead creatures. Once she completed that transformation, she invaded southern Hind and began her quest for Immortality on the Path of the Conqueror. When she was removed from the scene by her sponsor, her empire in Hind collapsed but the various new races of undead beings she created continued to thrive for several centuries after her removal.

Her second empire grew to encompass all of Hind and she was actually plotting an invasion of the theocracy of Shangri-La and then beyond to the empire of Cathay when her Immortal Sponsor directed her to wrap up her affairs and prepare for true Immortality.

As the Immortal Nyx (a Thyatian translation of her original human name), she gained power quickly, as she had a large base of worshipers on Laterre in Taprobane and southern Hind and proceeded quickly to attract even more worshippers on Mystara and in many other worlds. In fact, her advancement through the ranks of the Immortals from Temporal to Hierarch is believed to be the fastest on record.

From that moment, she has risen in power inside her own sphere, even if she doesn't sport the raw chaotic nor the overtly evil nature of her fellow members, and is constantly trying to give way to the undead races in the Prime

Personality:

Nyx is a creature of darkness, and as such she is obsessed by her ideal of beauty and natural order which obviously puts darkness and undeath above all other things. Many of his followers are intelligent undead and necromancers, and she is usually bent on creating some new undead race and devise some grand scheme to cast whole worlds into darkness and under the undead's yoke (this is her renown purpose among the Milenians of the Hollow World, for example, where she's worshipped as Zargos).

Nyx is not truly cruel or sadistic, but she embodies a cold form of evil that wants to give to the Multiverse a kind of order that normal living creatures find aberrant, where undead dominated and night is eternal. To Nyx, the universal order should have undeath replace life, and she tries to push on her own vision by increasing the power of necromancy and of the creatures of darkness.

Nyx is an Immortal of some forces that humans fear. However, this doesn't mean she is evil. Generally, he's not. She's just the embodiment of darkness, including all its benefits and all its dangers. Nyx as he Immortal of Darkness and Night also would be the Immortal of sleep, of dreams, of nightmares, and of nocturnal predators: some of these traits are considered good, some ill.

Appearance:

A minute pale woman that looks very attractive and charming, with oriental features, long raven hair and pitch black eyes, dressed with shapely long dark robes.

She is the typical Gothic in appearance, frail, dead, yet somehow harboring dark secrets. She seems to be alive, dead or Undead, all at the same time. Dominant, and wise.



The second manifestation form is that of a wizen old scholar with long white beard, eyes completely black (without the white part of the bulb) clad in a large weathered robe.

Allies:

Nyx has no staunch allies. Because of their similar ages and interests in creating new types of creatures, she has become the friend of Terra since her creation of the species (in all its variations) Owl, and later the Hsiaou Owl race.

Enemies:	<p>Since she's so obsessed with the opposite of normal order, she is Ixion's bane, who in contrast is the embodiment of Light, Sun and all that is Good. They are at the opposite ends of the circle of life, and as such they oppose one another not just philosophically but also in concrete, interfering with each other's schemes whenever possible. The two Hierarchs constantly interfere in one another's plots. Ironically, though, she and he get along very well together "Off Duty", recognizing that their differences come from opposing perceptions of reality rather than from matters of good and evil.</p> <p>Nyx is also on bad terms with Thanatos and Orcus (the rivalry with Thanatos dates back to the Taymor empire), because these two demons push the undead to give way to raw chaos and use them sadistically to further their plans instead of protecting them, something that Nyx cannot bear. Undeath (much like Life for Ixion) is sacred to Nyx and must be preserved.</p> <p>Nyx is opposed by many Immortals who are enemies of Undeath.</p>
Holy Days:	<p>Winter Solstice (1 Kaldmont). The shortest day of the year. Followers of Nyx feel at strongest this day, festivals to the night are given. But since this religion is mostly in secret, the parties are in secret too. They are known, however, to extinguish the fires fearful followers of Ixion have setup to ask Ixion the return of the sun. in the Hollow World, this day is a day of remembering. Followers darken their houses even further to remember what they lost.</p>
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Energetic +2, Reverent +1, Honest -1, Dogmatic +2
Dead:	<p>Funeral Practices</p> <p>Milenians have several methods of laying the dead to rest. Citizens are most often buried in family tombs, where many generations lie. These are built into the sides of hills or cliffs and capped by a heavy stone. Some are very elaborate with carved arches and stone pillars. The family tombs of commoners are little more than mass graves. A deep (10' to 15') rectangular hole is cut into the bedrock, the dead laid to rest, and the grave filled with layers of clay and pebbles. With each new death, the grave is re-dug to a depth just above the previous occupant. Thus, the corpses rest one atop the other, with a layer of clay and pebbles between them.</p> <p>Alternatively, commoners and Citizens may be burned on ritual pyres. This occurs most often in times of war, when many bodies must be dealt with quickly.</p> <p>Slaves are typically burned, rather than entombed. Exceptionally loyal or beloved slaves may be entombed as a gesture of respect.</p>
Birth:	Baptized in the temple with holy (collected Rain-)water
Colors:	Black
Incense / Oil:	Juniper, Storax, Dragon's Blood.
Symbols:	Nightly creatures, Stormy Seas, Nets.
Stone / Metal:	Obsidian, Jet, Nyx, Black Agate, Lead
Plants:	Night-orchids, Beech, Elm, Yew, Ivy, Juniper, Mullein, Blackthorn, Willow, Elder.
Day of Prayer:	Nytdain. Priests pray after Dusk. (since most sleep at day, they are fully rested to receive spells).
Animal:	Owl, Moth, Bat.
Runes;	Thurisaz, Nauthiz, Kaunaz.
Chant:	<p>Variable, but always in secretly low tones and volumes.</p> <p><i>Vana-Ravager,</i></p> <p><i>Malicious Sea-women,</i></p> <p><i>Calm the Storm.</i></p> <p><i>Grant me safe Journeys.</i></p> <p><i>Hold back the Terrors of the mind.</i></p> <p><i>Let my life be on still waters.</i></p>

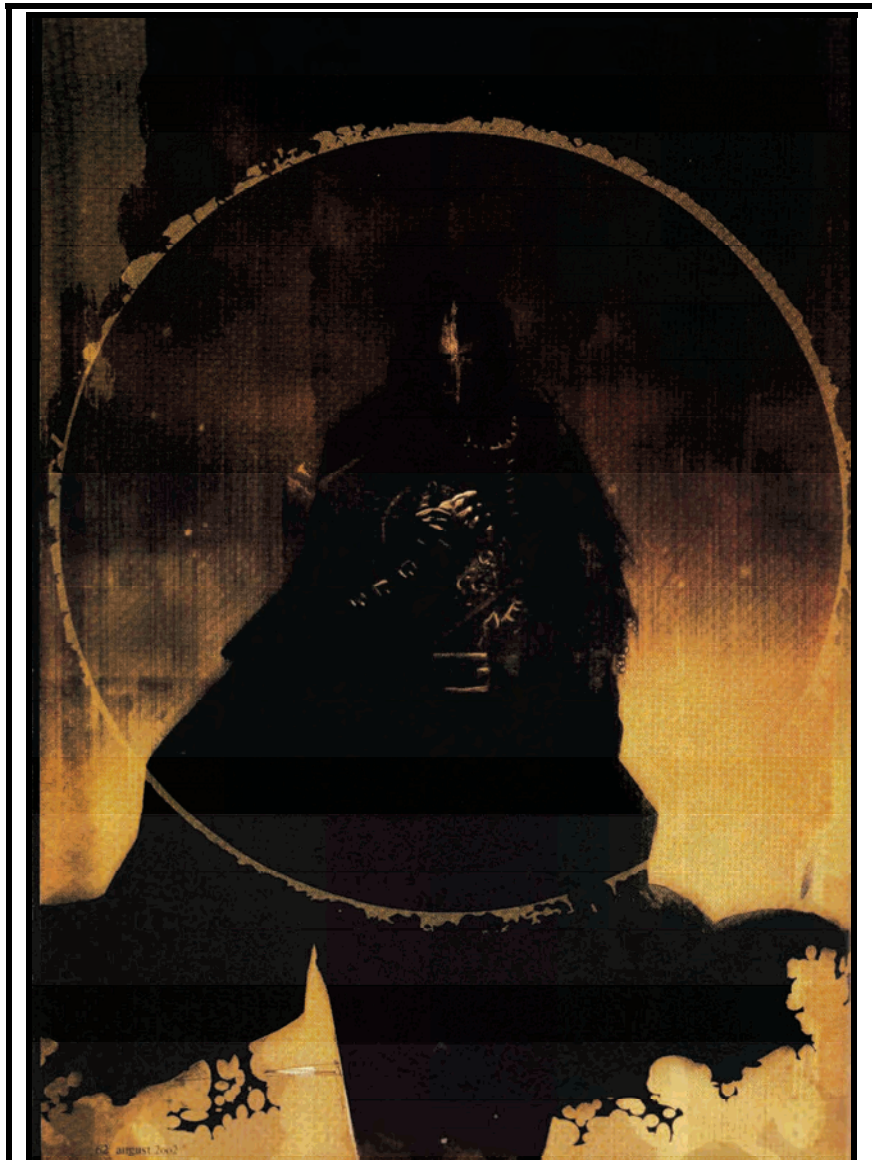
Continual Shadow

Range: 120 yards
 Duration: Permanent
 Effect : 60' radius globe
 Save; Special
 Casting Time: 6

Cleric 3, Exorcist 3, Healer 3, Druid 3 spell.

This spell is similar to a Continual Light or Continual Darkness spell, except that it creates an area of perpetual shadow and gloom and lasts until negated by a magical Light or Darkness effect, or a Dispel Magic. Anti-magic effects merely suppress the magic. The normal chance of natural dispelling by nature are applied. Creatures with penalties or bonuses in areas of shadow receive these in the area of effect. As with the Continual Light / Darkness spells, this spell can be cast into the air, onto an object, or at a creature. In the third case, the Continual Shadow affects the space about 1 foot behind a creature that makes a successful saving throw vs. spells; a failed saving throw means that the Continual Shadow is centered on and moves with the creature. If the spell is cast on a small object that is then placed in a light-proof covering, the spell effects are blocked until the covering is removed. Continual Shadow brought into an area of magical Darkness or Light temporarily cancels the darkness or light so that otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a Continual Shadow spell against a similar or weaker magical light or darkness (look at caster level x spell level) cancels both. This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in a typical campaign. See table. This effect can be reversed by Druidic Reverse Age spells.

Material	Enhanced aging			
Paper	1 day	resembles	1 year	aging
Cloth	2 day	resembles	1 year	aging
Wax	4 day	resembles	1 year	aging
Organics	1 week	resembles	1 year	aging
Wood	2 week	resembles	1 year	aging
Hard-wood	4 week	resembles	1 year	aging
Metal	2 month	resembles	1 year	aging
Steel	4 month	resembles	1 year	aging
Stone	8 month	resembles	1 year	aging
Gem-Stone	1 year	resembles	1 year	aging



Painting of a Knight of Nyx in a continual Shadow emblazoned with her Corona like Holy Symbol carrying one of her Holy Books of Darkened Nightly History.

Milenia (Hollow World).

Shrine of Shadows.

This shrine is a darkened cave: the only light being a blood-red glow from the Icon of Zargos. Few ever come to this place, as it is greatly feared. Legends state that the oracle of Zargos is of the undead, and as likely to eat you as read your future. It is rumored that the oracle mumbles insanely in the darkness, listening for omens to the wind passing through a mound of skulls. It is also whispered to children on stormy nights that tunnels at the shrine go so far into the ground that they open upon another world of cannibals and screaming fiends. Whatever the case may be, Zargosian magic-users and clerics occasionally visit the shrine to consult the oracle.

Valley of Night

This is a rocky place of stunted trees and sinkholes, where undead creatures and many other evil monsters dwell. Thick Clouds boil above this region, casting the area into deep shadow. Perpetual fog darkens the valley Night even more and tricks the eye, making the gnarled trees and strange rock formations look like leering monsters. Within the valley stands the Tower of Night. This spiraling tower of obsidian was created by Zargos

(alias the Immortal Nyx) to house the dreaded Book of Zargos. Clerics and magic-user followers of Zargos, known as Zargosians, occupy the tower, working in their dark laboratories and temples to further the goals of the long dead Zargos: most notably to extinguish the Hollow Worlds sun. An illusion causes the tower look like a huge, dead tree: just like many of the other trees looming in the fog. Exactly what awaits in the alien structure remains a mystery—no one has ever entered the tower of Night and returned to tell the tale.

The Followers of Zargos

Over a century ago, a wizened old man came to the Academy of the Arcane in Corisa and petitioned for membership. He claimed to be a scholar named Zargos from Laroun, where he studied magic alone for many years. Zargos demonstrated spells never seen before—he was quickly admitted and given a teaching position at the Academy. The old man was not what he seemed. In truth, Zargos was a mortal form of Nyx, an Immortal of Entropy. Nyx wanted to bring darkness to the Hollow World so that her undead minions and other creatures of the night might flourish.



It was not long before Zargos (Nyx) began teaching a strange philosophy: That the magic of the Milenian mages of the first Empire (in the Known World) was more powerful than that of today due to an anti-magical effect of this world's sun. Zargos claimed that the Academy should put all of its efforts to dimming or extinguishing the sun, and thus plunging the Empire into an eternal night where magic could flourish unhindered. This theory horrified most academicians. A world with no sun? How would the crops Grow? The masses would starve and die! But most frightening of all, surely this would call down the Wrath of the Immortals, who would quickly obliterate the Milenian Empire for its audacity. The Academy was split by the issue. Many called for the expulsion of Zargos, while others flocked to him as a sage. Tension reached the breaking point with the coming of the "Sleep of Darkness".

Once every 1000 circles (years) the Floating Continents align and eclipse the sun above Milenia, causing a shadow that covers most of the Milenian Empire and neighboring areas for one sleep (24 hours). (This is done every 25 years elsewhere). Zargos (being an Immortal) knew the exact moment of this event in Milenia. Calling an assembly of the Academy, Zargos intoned a "spell" as a demonstration of his "power" over the sun. To everyone's horror, the sun dimmed and the world became dark.



Having lived all of their lives in the sunlight, the Milenians were terrified. Riots ensued and the Empire nearly tore itself apart. The mages feared Zargos's power, but knew he was insane and must be killed. The Immortal had not anticipated such a violent reaction, and was caught of guard. Zargos died laughing.

Nyx appeared in the dreams of her followers at the Academy in the form of Zargos. The chosen followers believed Zargos had become an Immortal. The Old Man told them to leave the Academy, and told them how to find the Tower of Night. Here, the followers discovered the Book of Zargos, and continued the dead sorcerer's research...darkness may yet come to the Hollow world.

Potent magical wards have prevented the Tower of Night from being discovered by the Empire. Those who fled the Academy became known as the "Followers of Zargos", or more commonly, "Zargosians". These magic-users (and some clerics), who wear heavy black robes adorned with tinkling bells and clattering bones are greatly feared. Over the years, some of them have even been captured and burned by superstitious townsfolk. For this reason Zargosians are very secretive and seldom encountered in populated areas. They rely on spies and other hirelings for news of the Empire, especially with regard to the Academy of the Arcane.

Artifact

The Book of Zargos

Description:

the covers of the book are made from a black, leathery substance like the skin of a bat's wings. Fixed to the front cover is the horned skull of some diabolical creature. Its eye-sockets are filled with obsidian, and glow blackly (like Blacklight). The pages of the book appear to be made of thin sheets of bone. A coded language of strange glyphs and sigils covers the pages, and seem to have been etched with a sharp claw or instrument.

History:

This powerful artifact was created about 900 AC, by Nyx while in her mortal form as a Milenian Mage named Zargos. With the "Death" of Zargos, the book was left to his followers, the Zargosians, who have yet to uncover all its powers. Nyx created the book in the hope that mortals will one day use it to destroy the Hollow World sun and plunge the whole Hollow World into eternal Darkness.

The book is currently (1010 AC) in the hands of the Zargosians, and is kept upon an altar in the Tower of Night. The Zargosians use it to control the weather around the tower, to create undead creatures and other monsters, and develop new spells.

Magnitude:

Greater Artifact of Entropy (Death-Undeath).

Monetary Value:

5000 gp worth of materials.

Suggested Powers

(PP 320)—recharge 20 TP per Turn.

The following first two powers are permanent effects and cannot be used for any other purpose than described.

Defense Power **Phantasmal Force** 50 TP, makes the Tower of Night (or any other structure stored in) appear as a huge gnarled tree. Anyone touching the "tree" sees it as it really is: a strange, Obsidian tower.

Alteration Power **Weather Control;** 80 TP, Keeps thick clouds and fog 24 miles around the Tower of Night (or any other structure stored within), bathing it and 240 yards of terrain in all directions in deep shadow.

The following powers can only be used by Zargosians (Followers of Zargos / Nyx) after the activation process.

Attack Powers **Cause Fear** 10 TP range 120', 2 Turns, no effect on Immortals.
 Create Poison 40 TP range touch, contact poison

Information Powers **Infravision** 20 TP range touch, 60', for 1 Day
 Speak With Monsters 60 TP as spell, Duration 6 Turns

Alteration Powers **Animate Dead** 50 TP range 60', 40 HD.
 Timestop 100 TP for 1d4+1 rounds.

Activation:

Through a secret ritual, Clerics and Magic-users of Zargos, become "attuned" with the book. This allows them to dawn upon any of the following powers, but only while they are within 2 flights (420') of the artifact.

Use of Powers:

The powers are called fro by any Zargosian within range of the effect, to call fort the corresponding power, either emanating from the book or the Zargosian calling it forth. In the last case, the range of the effect is calculated as being cast from the caster.

The following powers are actually sorcerer spells written in the book. Because of their coded language in which these spells are written, not all of them have as yet been deciphered by the Zargosians. Those marked with an * may be used by Zargosian Mages, and as thus may be copied to their individual spellbooks. The others have not been deciphered, and cannot be used...yet. The study of these spells does not affect the user in any other way than as handling the book.

Animate Dead*

As Normal spell with the same name.

Close Gate

This is a special version of the reverse of the Gate spell in that the range is extended to line-of-sight. Thus, it could be cast upon the Hollow World sun. this sun is actually the energy released from a tiny permanent Gate to the Sphere of Energy. If the 'Sungate' is closed, the Hollow World is plunged into Darkness.

Cloudkill

As Normal spell with the same name.

Dying Gasp*

Range; 240'
Duration; Permanent
Effect; Bestows a Curse upon the caster's Murderer.
Casting Time; 1
Save; Negates.

When the caster is killed, he may immediately utter this spell with his dying breath. The spell affects a single creature, within range, which can avoid the effect with a successful saving Throw vs. spells. This is a weaker version of the Minor Curse spell. It's effects are limited to a -1 penalty to attack rolls or saving throws, or a penalty of equivalent power (as determined by the DM). This spell was developed by the Zargosians.

Force Field

As Normal spell with the same name.

Lightning Bolt*

As Normal spell with the same name.

Power Word Blind

As Normal spell with the same name.

Shield*

As Normal spell with the same name.

Steel Breath*

Casting Time; 1
Range; 120'
Duration; 4d4 rounds
Effect; creatures within a 20' cube fall unconscious..
Save; Negates.

All creatures within the area of effect must roll a save vs. spells. Those who fail have the breath sucked from their bodies, and fall unconscious for 4d4 rounds, while their body start breathing again. Only a Dispel Magic or Anti-Magic effect can awaken affected creatures before the duration expires. A Steel Breath does not affect undead or magical creatures, such as constructs, Lycanthropes, Elemental creatures or enchanted monsters. This spell was developed by the Zargosians.

Weather Control*

As Normal spell with the same name.

Handicaps:

Everyone attuned to the book becomes susceptible to the sun's rays, suffering 1 damage each round of exposure. This damage can be healed by magic and rest as normal.

Those attuned to the Book of Zargos, slowly change over time. Their skin pales from the lack of sunlight, their eyes become sunken, and their lips pull back from their teeth. The overall effect makes them look like undead creatures, though they do not truly become the undead. affected creatures lose Charisma (and Comeliness) at the rate of 1 point each month, until a minimum of 4 is reached.

Penalties:

Each of the book's powers (but not spells learned from it) drains 1 hp from the user. This damage can not be healed by the use of spells, only by rest, and at the rate of 1 point per sleep (24 hours). If a character's hp drop to 0 or lower as the result of using a power, he's dead, instantly.

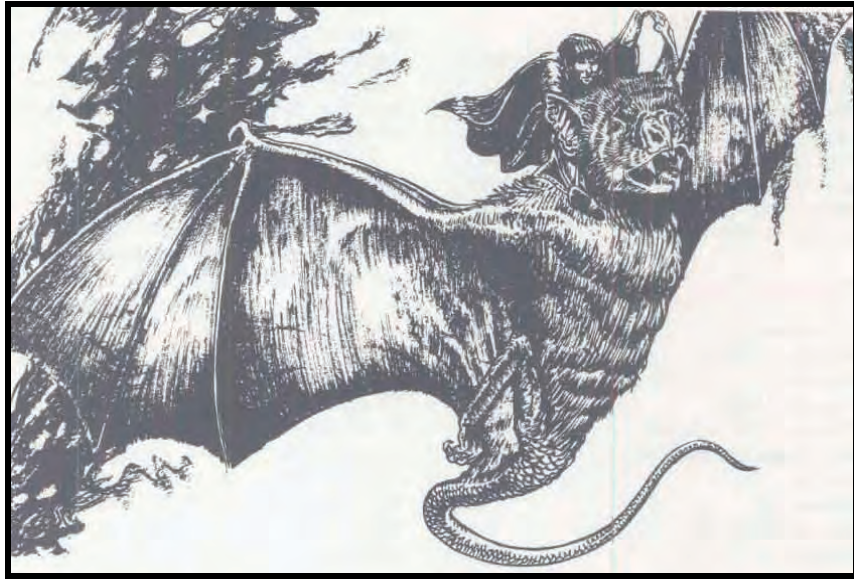
When using the artifact's Animate Dead power, there is a 40% chance the character's alignment changes to Chaotic, if he's not already chaotic.

Users of the book become obsessed with protecting it from harm. Being burned in the fiery heart of the Hollow World's Sun (and as thus the Sphere of Energy).

The book is also filled with information on altering creatures, to create new species, which like the study of the spells does not affect the user in any other way than as handling it. the following two species are created with the use of the book.

Zargosian Bat

AC 6,
AV 2,
HD 4+3* (L),
Hp 4d10+3,
Size 6' long,
wing span 35+',
MV 30' / 10',
FL 180' / 60',
THACO 15,
Att 1 bite for 1d8 +
Paralysis,
or 1 Spit 30' for
Paralysis,
SV F2,
MR 8,
TT nil,
AL C,
IN 3,
MF 1,
Load 750 cn full speed-
or 1500 half speed,
XP 200.



These creatures are a huge variety of Vampire bat created by the Zargosian Sorcerers. Therefore they can only be found in the Hollow World, in the average region of Milenia. Zargosian Bat looks like a normal Bat, but has a long (10 to 18'), thin reptilian (not usable—other than balance/Steering During Flight) tail. It has red eyes and a long purple-red tongue. An adult's body is about 6' long with a wingspan of more than 35'. The creature is carnivorous, and when uncontrolled attacks any other creature than it's own kind that is equal to or smaller than its body. Their tongue is used to suck blood from the recently killed prey, while sticking it deeply into the caused wounds, draining 1d8 hp of blood each round. It also eats the meat, but not any bones, intestines and such. The heart if of course the most delicious part of the prey: rich in blood and meat. Anyone who dies from having his blood drained by a Zargosian Bat, becomes an uncontrolled (Thus randomly moving, but attacking anything) Undead zombie in one sleep (24 hours) after death.

Zargosian sorcerers and Clerics succeeded to train and use several of these beasts as flying mounts, with which they traverse Milenia without being noticed by ground walkers. Only Zargosians know the proper means of controlling these bats. A Zargosian Bat will normally not let other characters ride it.

AZargosian Bat can spit its paralyzing poison up to 30' away at a single target. If hit, the victim must make a save vs. Paralysis or become unconscious for 1d10 rounds. Anyone bitten by a Zargosian Bat must also succeed the same save or suffer the same effect.

Zargosian Bats dwell in caves and sinkholes, especially, in the Valley of Night they are almost never found outside the valley, unless being ridden by a Zargosian. Bewildered Zargosian Bats, after their rider is killed will follow an instinctive reaction to hide in caves. When not found, they either return to the Valley of Night, or fly up and take recess on the underside of passing (thus Dark) floating Islands. This will always be temporally as the creature prefers the Darkness of the Valley of Night. When the Hollow World sun would become extinguished, the creature will become worldwide spread, finally even to the outer world, following reasonably equal Bat behavioral instincts.

Zargosian Changeling

AC 8 AV 0 HD 1* (M) Hp 1d8 Size 6' long MV 120' / 40'
THACO 19 Att 1 bite for 1d6 or 1 weapon
SV F1 MR 7 TT U (C) AL C IN 10 XP 13.

These evil Humanoids were created by Zargosians to act as servants, spies, and assassins. They are used to infiltrate the Milenian Society. A Zargosian Changeling has an ability similar to that of a Doppelganger. It can take the exact form, and appearance of any Human, Humanoid, or Demihuman creature up to 7' tall. Unlike a Doppelganger, a changeling does not have to see the person imitating. However, it must consume a bit of the victim's flesh, such as a clipped fingernail, a strand hair taken from a comb, or a drop of blood found at the site of a battle.

AZargosian Changeling does not establish a telepathic link with its victim like a Doppelganger is believed to do. Thus a changeling will not know everything the victim knows (only those logically deduced). However, changelings are master spies, and will try to learn as much as possible about a victim through stealth and espionage before assuming their identity. In any other case they will only copy the genetic base, and as thus do not copy external variation like scars, and such.

Changelings have an infravision of 60' . they can also perform the following thief abilities at 5th level: Climb Walls 91%, Move Silently 40%, Hide in Shadows 28%, Hear Noise 50%.

When a disguised changeling is killed, it reverts to its normal form: a pale humanoid with baleful eyes, needle-like teeth, and an almost skeletal physique. Changelings look like some strange type of undead, but they are not, and as thus can't be turned.

Zargosian Changelings live in a complex system of caverns, tunnels, and warrens in the Valley of Night. If encountered outside the Valley, a Changeling is almost always in the form of a Milenian Slave, Commoner, or Citizen, and is usually on some errand of espionage or assassination.

Dusker

Normal Brute Giant (Isle of Dawn)

Number Appearing: 0 (1-6)

AC 7, AV 0, HD 2*, Hp 2d8, , Move: 90' (30'), Attacks: 1 weapon + special, Damage: 2d4, Sv F2, AL CN, ML 9, TT Nil, XP 30.

AC 7, AV 0, HD 4*, Hp 4d8, , Move: 90' (30'), Attacks: 1 weapon + special, Damage: 1d8+2, SV F4, AL CN, ML 9, TT Nil, XP 175.

AC 7, AV 0, HD 8*, Hp 8d8, , Move: 90' (30'), Attacks: 1 weapon + special, Damage: 2d8, SV F8, AL CN, ML 9, TT Nil, XP 1750.

Duskers are goblin-like constructs created by the Immortal Hierarchy of Entropy, known as Night, to guard the maze entrance from the Tower of Night on the world of Chasm into the Isle of Night. Duskers come in three sizes: a 2 HD Dusker, a 4 HD Dusker brute, and an 8 HD giant Dusker. Duskers can be damaged only by magic or magical weapons, and are immune to all first- and second-level spells. Like golems, they are immune to all charm, sleep, and hold spells as well as cold-based attacks and gases (since Duskers do not breathe). Once per day, a Dusker may use its gaze attack, a ray of darkness, against a foe. Failure to make a saving throw vs. Spells against the ray subjects the character to the effects of a polymorph others spell. To determine the type of creature that the character becomes, refer to the sixth-level spell reincarnation. Roll a d6 twice. The first roll indicates the alignment of the resulting creature (1-3 = Lawful; 4-5 = Neutral; 6 = Chaotic). The second roll indicates the specific monster. Spellcasting characters become Wiccans or shamans (level of monster spell-caster will not exceed maximum possible level for that creature type). When destroyed, Duskers disappear with a popping sound.



Information by Pandius writer David Knott

Sharvari: A site on Indian baby names informed me that this is a girl's name meaning "of the night". Since "Nyx" is Greek for "night", the derivation of her Immortal name becomes obvious.

Taprobane: Ptolemy and other ancient Sources give this name to a huge island south of India. Thus, "Taprobane" corresponds to Ceylon/ Sri Lanka, although ancient and medieval geographers appear to have grossly overestimated its size.

Hind: The subcontinent corresponding to modern India, Pakistan, and Bangladesh.

Saracenia: The region of the Middle East dominated by Muslims. In the real world the Muslims invaded northern India but were eventually driven back to the area corresponding to modern Pakistan.

Cathay: A medieval name that corresponded to China. Look at the picture of Nyx you should have little problem picturing how to imagine Sharvari / Nyx. From her suggested ancestry, she is a short and slender woman with dark hair and light brown skin (intermediate between the dark brown complexion of her mother and the pale Chinese complexion of her father) and the almond ("slanted") eyes of her father.

Needless to say, there would be virtually no exchange of knowledge between Taprobane and Hind on the one hand and Old Averaigne and Old Klantyre on the other.

Sources:

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Site of Pandius.



Odin

J. Reich d'après Joh. Schets

Othinn, Odhinn, Od, Udnan, Wotan, Wodan, Woden, Viuden, Vadhana, Taranos, Zephyr, Al-Fadir, All-Father, Great Father, All-Seeing, Brahama, Frenzied, God of the Hanged and the Wild Hunt.

Patron of Wisdom, Northlands, Fair Rulership and Nobility, Lord of skies, -winds, -storms, and
mighty Lightnings.

Region:	Heldann, Thyatis, Darokin, Wendar, Norwold, Qeodhar, Isle of Dawn, Savage Coast (Eusdria, Robrenn), Davania (Thratia), Hollow World (Antalia, Neathar lands, Icevale, Merry Pirate Seas, Nithia, Ostland (Compulsory), Vestland, Soderfjord Jarldoms, Hinterlands.
Sphere:	Hierarch (IM36) of Thought
Home Plane;	Asgardhr (Gladshheim). Odin's halls and lodgings are numerous, among them Valhalla/Valhöll: Odin's council hall — (as it is all of the other Immortal's hall) is Gladshheim and finally Odin's palace Valaskialf where is located Hlidskialf, his magical "All Seeing" throne. He is the Aesir's head.
Date Ascension;	Unknown
Sponsor;	Unknown, possibly none
Statistics;	AC-24, HD 47, Hp 1000, MV 150/50', #AT 4 = Punch-4d6+13, Sword-3d8+18, AM 90%, Sv IM 33, AL N ST 73, IN 50, WI 33, DX 28, CO 44, CH 68
Powers;	Control Undead, Improved save vs. Power Attacks, Leech, Thief special abilities. Normal Sword +5 of Extinguishing.
Followers Alignment:	Any. Worship of Odin and Thor is ordered by royal decree in Ostland. In Vestland and Soderfjord, worship is common among the nobility, and less common among the freemen and the thralls. In other countries it is as with any other Immortal.
Follower Powers;	An additional +1 in combat when blessed by a Cleric, Skald, or Raven of Odin.
Recommended skills:	If the character is a fighter, elf, or dwarf, the two class-related skills are Fighting Instinct and Intimidate. If the character is a thief or Halfling, the two class-related skills are Surprise and Evade. if the character is a magic user: the two class-related skills are Read / Write Language and Ancient History
Background skills;	For fighter, elf, dwarf, thief, or Halfling characters. Roll 2d4 to determine training background. if the character is from a seacoast or river clan, -1 to roll. If from a landlocked clan, +1 to roll. When background is determined, choose two skills from that background.
1. Sailor:	Boating, Navigation, Ship Building, Sailing, Weather Knowledge
2. Craftsman:	Carpentry, Metal-smithing, Bow making, Tanner, Potter, Tinker, Jeweler
3-4. Farmer / Herder:	Nature Lore, Stamina, Outdoorsman, Horsemanship
5-6. Servant / Thrall:	Domestic Crafts, Deceive
7. Laborer:	Muscle, Stamina
8. Merchant / Handler:	Know Market Value, Persuade, Deceive, Gain Dust, Horsemanship
9. Hunter:	Hunting, Nature Lore, Stamina. Outdoorsman, Horsemanship
Background;	Determine Training Background (roll 1d6), and choose two skills.
1-5. Private Apprentice:	Read Runes. Skald
6. Magic College Graduate:	Planar Geography, Non-Human Cultures, Magical Engineering, Alchemy, Alternate Magics, Clerical Magics.
Obligations;	Honor and Obey Clerics and Ravens of Odin, and the rightful lords acknowledged by Odin's Clerics.
Taxes / Tithes;	In Ostland, followers are taxed 10% of their annual income by the Church of Odin.
Clerics;	Clerics, Specialty Clerics (Raven, Skald).
Alignment:	Lawful or Neutral
Cleric Powers:	Called Godar, +1 bonus to Wisdom. Can set Spear vs. charge as a fighter.
Skill Effects;	Must Have; Read Runes and Honor Immortal Extra Detect Deception, Persuade Recommended: Law and Justice, Modern or Ancient Languages, Local or Ancient History, Reading/Writing.
Accepted Weapons;	Standard, Short Spear, Pike, Javelin.
Accepted Armor;	Any, but plate and suit mail (no total body coverage).
Spell Effects;	Other spells: Purify food and Water becomes ►► Read Languages Snake Charm becomes ►► Spear of Odin
Additional spells;	Interpret Rune Bless Rune Know Rune Inscribe Rune

He may use any or all Clerical spells, though, conform mainly to Law, and Clerics of Odin may not use any Raise Dead spells, for the Death remains part of Life itself, and it is wise to accept one's ultimate fate. And who knows: maybe Odin will reincarnate you to try anew, and barring this great gesture of Odin is an insult to him and ones eternal life. As there are also other ways to recall a lost one. And remember the Runic spells are actually a play with death itself.



<u>Ravens</u>	These are Specialty Clerics lvl 7 or Higher, who are almost equal to normal clerics, but have some other duties, other dress, and some extra rituals etc. Ravens are accorded the special status of being one of "Odin's Ravens". Ravens dress often in black feather-like cloaks, some times with masks and hoods to truly mimic the Holy Raven, or adorn themselves with Raven feathers.
Skill Effects;	Extra: Detect Deception, Persuade, Skald. +2 bonus to Authority, and Diplomacy. Recommended: Law and Justice, Modern or Ancient Languages, Local or Ancient History, Reading/Writing.
Accepted Weapons;	Standard, Short Spear, Pike, Javelin.
Accepted Armor;	Any, but plate and suit mail (no total body coverage).
Spell Effects;	as with Clerics but with Detect Lies as an extra additional spell.
<u>Skalds</u>	Traveling Clerics are called Skalds, often also called bards, and although they resemble bards, apart from their basic skills there is no further resemblance,
Powers;	+1 bonus to Wisdom.
Skill Effects;	Extra: Detect Deception, Persuade, Skald. Recommended: Singing, or Story telling, Modern or Ancient Languages, Local or Ancient History, Reading / Writing.
Accepted Weapons;	Standard, Short Spear, Pike, Javelin.
Accepted Armor;	Any, but plate and suit mail (no total body coverage).
Spell Effects;	as with Clerics.
Holy Symbol:	Silhouettes of two ravens facing each other, with the head of a man between them, they whisper into his ears. Odin uses ravens and crows as messengers and has two enchanted ravens (Hugin and Munin) who act as his advisors.
Vestment;	Clad often in grey dusty clothes, with an old hat and cloak, holding a long spear while walking as a staff.
Adventuring Gear;	Any low classed peasant, traveler or warrior.
Dogma:	Authority and rulership, live one's life fully, knowledge, cunning, wisdom, sky and air, storms, winds. Runes, Poetry, words of power, sacred poetry, magic, divination, death, rebirth or reincarnation, the arts, initiation, law, light, music, prophecy, patron of priests in common, war, inspiration, weapons, horses, deceit, medicine, fate, civilization, patron of poets, sages and writers. This is a Immortal of common sense. Wisdom is distinct from, though normally compatible with, formal education and conventional learning: but it is not the same. It consists merely of having sense enough to know what it otherwise takes experience or an education to learn. The learned man knows from experience when his words will provoke a fight: the wise man knows it intuitively, instinctively. The priests of this Immortal promote sensible solutions and actions on the part of the flock. They suggest compromises and alternatives. They plan future events. They look for trouble in upcoming events and try to head it off. But this isn't a Immortal of peace, and so the priests of wisdom will often be advisors to military officers, helping them plan effective strategies. The priests of this Immortal are on good terms with most of the priests of Divinity of Mankind, Good, Literature/Poetry, Mischief/Trickery, Oracles/Prophecy, and Time. The priests of this Immortal dislike the priests of Evil, whom they do not consider sensible.
Daily Activities Clerics;	Generally important clan counselors, valued for their thinking and diplomatic skills. Guidance, Marriage. Education. These Priests believe in education for its own sake, and work to provide teaching to all the flock and even the general population (when possible). These priests try to act as advisors to rulers, in order to keep them from making decisions in a too-hasty or foolish fashion. Local rulers often do give them posts as advisors.
Daily activities Skalds;	Most Godar are attached to a patron clan leader or to a place of worship, but many are itinerant travelers and adventurers, seeking to learn wisdom by observing the affairs of men, and by studying Runestones and the songs and verses about the gods and the heroes. These traveling clerics, are called skalds, are popular guests of the rich and the poor, repaying their hosts with entertainment, including instructive tale-telling and singing.
Daily Activities Raven;	Generally important clan counselors, valued for their thinking and diplomatic skills. These clerics are called upon as judges and counselors when disputes arise. Northmen believe that once the facts of a case are known, a just judgment is obvious to any right-thinking man. Ravens are considered well informed and right-thinking, and are asked to listen to the testimonies of the parties in a dispute (at least two eye-witnesses, or one eye-witness and two reputable character witnesses). Then they are asked to deliver judgment. There is no means of enforcing a Raven's Judgment. Realistically, the Ravens only recommend a judgment and sentence. It is up to the clan heads of those involved to honor the recommendations of the Ravens.

In Ostland, Ravens have great power, as the clan heads are greatly influenced by the priests. In Vestland, leaders tend to follow the Raven's recommendations in spirit, though with considerable freedom of interpretation. In the Soderfjord Jarldoms or elsewhere, the Ravens carry great moral weight, but clan heads or rulers commonly delay or ignore the Ravens' judgments when it suits their purposes. There, justice is whatever pleases the clan head, population or ruler.

Temples: Simple rectangular buildings (often attached to each other to create a complex, then also protected by a simple wooden stockade or stone wall), sturdy enough to withstand the weather or Circle Henges of Stone or Wood with no protection from the Elements.

Known History: Odin is one of the eldest Immortals, one of those who do not remember their past (or pretend not to). He often theorized that during his ascension to Immortality his patron stripped him of his memories, or that he did lose them the day he hanged from Yggdrasil to discover the secrets of the Multiverse.

And as thus he rules the sphere of thought. He existed before the first humans, Demihumans and Humanoids. He came to be in the Sphere of thought, and has spent much of his Immortal existence traveling the Multiverse, observing sentient races and learning how they thought, to observe the actions of the mortal species and to discover the secrets of mortal and Immortal minds.

Many Immortals say that he gave away his left eye to drink at the Spring of Mimir of Eternal Knowledge (as the northern myths have it—but they never found out why—only Odin, Hel and Thor know the truth about this, but it is rumored that he did so to save the Immortal Thor from death in Niflheim) and according to the rumors, he may even know things about the Multiverse's future that he has never revealed yet (something regarding the long awaited Ragnarok he is always talking about with his allies).

On Mystara, Odin found his most ardent worshippers among the many tribes of the Neathar race. He has been worshipped by them under a variety of names. Today, his worship is widespread through the Northern Reaches (in fact it is compulsory in Ostland), where he is known as Odin, or in the Hinterlands where he's known as Viuden. In the Hollow World, Odin is known to many Antalian and Neathar Tribes under the name Wotan. Many Antalian and Neathar chieftains are clerics of Wotan as their personal advisor. He is also followed by the Icevale Elves.

Odin is worshipped by the Antalians and their descendants, the Northmen, as well as the Eusdrians (who call him Taranos) and the Thratians (who still call him Wotan). They believe he protected them from the giants (the great Gundirrim Wars) and gave them Midgardh, the place where they live. Also according to their myths, Odin hanged himself to gift his followers with the secret of the runes, and for this ultimate sacrifice they respect and worship him as Odin All-father. According to the legends, the two ravens accompanying him (Hugin means Knowledge and Munin means Memory) are his eyes and ears, while his horse Sleipner can take him wherever he wants in the wink of an eye. He is also revered as Zephyr by many races of the Sky Kingdom and by the Nithians.

Personality: Odin tells his followers to use their Intelligence to appreciate and enjoy their existences, seeking knowledge and wisdom through experience, always keeping in touch with the world around oneself, but not to be made cold and distant by knowledge (as many Wizards become). He is an Immortal of appetizes and impulses, fiery rages and cool introspections. He is a leader of Warriors who rarely takes the field himself, he teaches kings to rule wisely but also encourages them to indulge themselves, enjoy life while they can. His followers are pushed to become wise and fair leaders, following the example of virtue and justice of the more enlightened rulers, savoring the joys of life and learning from their mistakes instead of living as hermits.

Feared by ordinary people and worshipped mostly by princess, poets, berserkers, and sorcerers. Unpredictable when invoked.

He is surrounded by a group of Immortals he sponsored or helped during their quests to Immortality, they call themselves Aesir and Asiniye, who make up most of the north men's pantheon. He's also allied with many other Immortals who are known as Vanir by the followers of the Antalian Cult.

Odin is supreme among this class of Gods and has many special abilities or innate powers because of his Immortal standing. He easily will shape change into any animal (normal sized) or to become dragon or humanoid in appearance, to reach his goals. Being also the Immortal 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'.

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

Odin inspires Berserker rage in all of those whom he desires near him. Persons within a 20' radius gain 4 levels fighting capability (not hp, or saves) for as many full turns as their level, (i.e., A 2nd level fighter would become a 6th level for two turns). 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!

Odin is a shapeshifter, that makes men mad or possessed with a blind raging fury (Berserk). He produces the battle-frenzy called "battle-fetter". Three different kinds of madness are his gifts to humankind. The warrior in battle, the seer in trance, and the poet in creativity. Subtle, wily, mysterious and dangerous, he often ignores pacts made in honor with the humans. Attended by his two ravens, two wolves, and the Valkyries.

Appearance:

He appears as a huge elderly bearded man with a noble brow and intelligent eyes. He wears warriors' clothing, a shining breastplate, and a golden helmet: he carries a spear. He often wears a patch on his left eye (which he sacrifices to return Thor to the Immortals), with broad shoulders but an arched back, clad often in grey dusty clothes, with an old hat and cloak, holding a long spear while walking as a staff. He is always followed by his two ravens, Hugin and Munin, and he often appears riding his mythical eight-legged flying horse, Sleipner.

One of Odin's mortal identities was Grimnir, he used it to visit a king's court. Appearing wearing a blue cloak and a large hat. The king's dogs would not bark at him.

Allies:

Most importantly: Baldur, Forsetta, Frey, Freyja, Frig, Heimdall, Thor,

Less Importantly: Aegir, Bragi, Gefion, Gull-veig, Hermod, Hodur, Hoenir, Idhunn, Meile, Mimir, Nanna, Nehallennia, Nerthus, Njord, Ran, Sif, Sigyn, Sjofna, Tyr, Uller, Wayland, Vanir. He also befriended the Air Elemaster.

Messengers:

Hermod is seen as Odin's son and is one of his highest ranking followers, almost ready to embark on the Path of Immortality himself. He is employed mainly as the messenger for all of the Aesir Immortals. Besides Odin, he is the only one which could ride Sleipner. Hermod is a 29th level Fighter.

Hoenir, (the Silent One), a Raven Cleric 22 is often seen as the Brother of Odin, because they truly resemble each other in any way. It is rumored that this is a lost avatar of Odin, instinctively finding it's way back, but still unknown of it. He currently resides in Asgardhr. He is revered as an Immortal already (Colors; Red, Incense/Oil; Pine, Symbols; Shield/Helmet, Stone/Metals; Bloodstone, Garnet, Ruby, Red Topaz, Red Agate, Iron, Steel, Plants; Thistle, Hawthorn, Pine, Woodruff, Wormwood, Day; Gromdain, Runes; Elhaz, Ehwaz, Othala, Chant; Asa god, Silent Warrior, Whose thoughts lie only in bravery and warrior skill, Help me to defend myself. Teach me to be silent until the time for defense comes.)

Meile, another Cleric (17) of Odin, is one of his most loyal followers, and therefore often seen as a Son of Odin. He is also residing in Asgardhr, he is actually an Einheriar, reincarnated as he is now.

Immortal Animals:

Two ravens: Hugin & Munin (thought and memory) are constantly bringing the All-Father news of the outside world. These Ravens appear as normal birds for attack, though they are very intelligent and are rarely forced to do any fighting due to their cleverness.

Two wolves: Freke & Geri, they are Direwolves, but more resemble Werebears (lvl 10+) in powers for attack and defensive abilities, adding the capability of the Hell-hounds sensing (detect invisibility, hear noise etc.).



A horse: **Sleipner**. Sleipner is Odin's personal eight-legged steed. He is cloud-grey in color, and has sacred runes engraved on his teeth. Sleipner is the result of a liaison of Loki in a Mortal form with other magical enhanced horses. This horse is truly the most marvelous in that it flies (240'/90'), may cross water at a full gallop and perform in all other respects as a normal 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.

The Valkyrie:

These are the Warrior Maidens of Odin. 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 17th level in regard to fighting ability. Three others are of the 18th, 19th, and 20th levels.

These maidens go about the battlefields choosing the dead that will enter Valhalla. They come to the Prime Plane, to retrieve the spirits of heroic Northmen (followers of any good Northern Phanteon Immortal) warriors who fall in combat. These heroes are brought to Valhalla, to become Einheriar or otherwise reincarnated by Odin.

These maidens sport +2 armor, shields and swords, all with Pegasi as horse. They have the power of Flight and Plane Shift, among other abilities. They own magical enchanted swan plumage with which they can fly down to earth (these magical enchanted swan feathers are often worn adorned on their helmets), 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.

A Valkyrie who lost her virginity, will lose all her abilities, except corporeal physique and knowledge. She will take revenge upon the culprit, unless it was a free-willed choice of her own.

The children of these liaisons will be trained to become great leaders, warriors, with a possibility to become Einheriar, or Valkyrie themselves. Sometimes a former Valkyrie brings her daughter to reclaim her place, but this is not always granted. Female animosity, through ranking often prevent this. Odin has however, always the final word in these matters.



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. By day the heroes contest one another in battle. At night, the dead are Immortally raised and all share in the celebrations in Odin's Hall.



Enemies:

His two nemesis are Hel and Loki. Hel is his opposite, reincarnating souls of evildoers to spread chaos and evil in the world as much as he reincarnates the good souls to rally more champions. She hates his pure, glowing love of Life, since Odin began reincarnating the Spirits of good beings into the children of important nobles and rulers: a trick he stole from her).

Loki is one of the Aesir, but he's doomed to betray everyone much like he did with his former patron Rathanos. Despite knowing and foretelling this, Odin insists in keeping him among his "children", and prefers having him close to watch his actions more closely. Loki concentrates so much of his evil on the men of the Northern Reaches.

Odin has an initial distrust against the Giant species, but his Wisdom learned him to look at them from all sides. The Immortal Giants Surtur (Zugzul), and Ymir are thus never truly trusted, yet still he has given them a part of the Secret of the Runes.

The Norns:	<p>The Immortals of fate. The Norns (of which there are principally three being Urd, Verthandi, and Skuld) represent the past, present and future, respectively. These Immortals 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.</p> <p>Besides the three principal Norns, there are many less powerful and less important ones that attach themselves as guardian spirits (possibly they are just fairies—natural Immortals) 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.</p>	
Holy Days:	<p><u>1 Kaldmont-Winter Solstice:</u> People group together and praise Odin so that he will let the winter end soon and that food will grow in abundance soon again. Also will all sins be contemplated and atonement done.</p> <p><u>1 Klarmont- Summer Solstice</u> This day will be used to thank the Immortals for the good year, and prayer start for the next harvest.</p> <p><u>28 Kaldmont-Passing of the Year to 1 Nuwmont-New Year</u> Just before midnight, the common people crowd into their homes and make a loud racket, hoping that the old year will not seize them and carry them away as it passes. After midnight, these Northmen emerge, build bonfires, and do a lot of dancing and drinking. There is now year-cycle to begin the new year on this date, but scholars believe that it was on this date thousand of years ago that the Blackmoor civilization blew itself up: thus it became natural to calculate time as a number of years from the destruction. This is also the date that the first emperor of Thyatis was crowned, and thus chosen as the start of a new era.</p>	
Days of Prayer:	<ul style="list-style-type: none"> ▶ <u>Before important happenings:</u> Positive based ▶ <u>Full Moon and after Important Happenings:</u> Neutral based 	
Piety awards:	<p>Wisdom, +1 Pip Honor, Loyalty, Responsibility, +2 Pip</p> <p>Although there exist warrior women, when they are pregnant or having children of non-adult age they must take care of them first and above all. (else -10 Pip Honor, respect issue).</p>	
Piety Penalties:	<p>Stupidity, Lies, Slander, -1 Pip Torture, -2 Pip Lack of Action and Courage, Selfishness, Cowardice. -3 Pip Ravens and other Crows (Crow, Magpie, Rook, etc) may not be killed without a truly good reason. (else -1 Pip/ Crow)</p>	
Habits:	<p>A proud Warrior will be brought to Valhöll in Asgard by the Valkyrie.</p> <ul style="list-style-type: none"> ▶ Honor is one of the best virtues a man or woman can have. <p>An interesting thing to a character could be that he remembers a previous life, an existence when he was a great hero who made some great blunder leading to some tragedy. Odin has reincarnated him so that he might correct his mistake with another act of heroism. Once the character reaches a high enough experience level, Odin lets him remember his previous life and charges him with the task of correcting his mistake.</p> <p>Peaceful -1, Courageous +1.</p>	
Dead:	<p>As noted earlier, Godar (clerics) who are capable of casting Raise Dead are not located in the temples. Even when a cleric can be convinced to cast the spell, there will be much moral resistance. A person who has been raised from the dead is a subject of fear and loathing among the Northmen. Such beings are considered some form of Undead. on the other hand, heroic undead are not uncommon among legendary adventurers.</p> <p>Clerics wait one day before raising a character in order to see the will of the Immortals. If after a day the character's body has not been claimed, it is considered proper to raise him. The spirit remains with the body for 4d6 hours. After that period, the spirit either travels to Limbo as normally, or is claimed by the Valkyries or by the servants of Hel. A Raise Dead performed before the spirit is taken (or when not—in the case of other Immortals followed) will work, although the character is looked upon as a ghost or supernatural figure. Thereafter, any raising of the dead is a matter of negotiation with the Immortals.</p> <p>A Northmen fighter or cleric (and sometimes a Dwarf), who dies gloriously in battle is taken up by the Valkyries to Valhalla, an Outer Plane of the Northland Immortals. This is great honor. That character may henceforth be available for special adventures, sent by the Immortals to aid mortal friends.</p> <p>The spirits of other characters who die and are claimed go to Niflheim, another Outer Plane. These characters can only be rescued by questing to the Outer Plane of Niflheim, to the Court of Hel, there to petition the Queen of Hel or so try to rescue the spirit by guile or heroic valor. Remember, Odin has sacrificed one of his eyes to rescue the fallen Thor from Niflheim.</p>	
Birth:	Baptized in the temple with holy (collected Rain-)water	
Colors:	<p>Black;--revengeful and Dark aspects Red—Weather, Justice, and Healing Orange—Other aspects.</p>	
Incense / Oil:	Pine, Dragon's Blood, Sandalwood.	

Symbols:	Raven, Crow, Wolf, Eagle.
Stone / Metal:	Onyx, Jet, Agate, Carnelian, Alloys, Tin, Gold.
Plants:	Polypody, all Ferns, Maidenhair, Mandrake, Marjoram, Valerian, Beech, Yew.
Day:	Loshdain
Animal:	Raven, Wolf.
Runes;	Wunjo, Jera, Ansuz, Dagaz, Othala, Laguz, Ingwaz, Ehwo.
Chant:	As All-Father, Rune Master

*Patron of those who write and sing,
Rune-Master, whose craft was learned,
By self-sacrifice and dedication,
Show me the words of Power.
Lead me on the paths of creativity.
Stand by me at initiation into realms of magic.
Let me call upon your wisdom and magic.
All-seeing, Great Father, hear my call.*

As Lord of the Wild Hunt
*Wlew cloak swirling in the storm,
Hat pulled low over empty eye.
Ravens at your shoulders,
Wolves by your feet,
Lord of th Wild Hunt who rides Sleipner
Across the stormy skies,
With Warrior-women armed for battle.
Protect me from my enemies.
You who grasp my fate in your fist,
Turn that fate into paths of success.*

Artifacts;
Odin's Weaponry:

Odin's Bow:

This is a +3 composite bow with an RM of +200% as far as range and additional accuracy is considered. This weapon fires a total of 10! +3 arrows each round that never miss their mark!

Corselet of Mail:

+5 AC / AV chain mail, created by the Modrigswerg.

Helm:

+5, created by the Modrigswerg.

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.

Gungnir:

Odin's spear +5, created by the Modrigswerg.

This spear, when used in battle, always points to the strongest member of the opposition (HD or Level, in corresponding to the actual physique of the opposition).

It never misses, and even passes through solid matter to do this. Furthermore, all adversaries within a 20' radius of it when held aloft are stricken with fear (as a Fear spell).

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, and are permanently polymorphed into a common ant.

The spear also returns to the thrower, even when hit, it retracts itself from the target by the fastest direction, causing bloodloss of 3 hp each round, and when it passes through doubling the damage done. It always stays clear if blood, dirt or moisture, infections, diseases of any sort.

Hlidskialf

His magical "All Seeing" throne. Odin was the Inventor of the Immortal Spell: Immortal Eye. He infused this spell into the Hlidskialf throne, making it its only power.

Magnitude: Major Artifact of Thought

Power Points: 750 PP,
Recharging rate: (not while using its power) 30 TP per Turn

Monetary Value Vessel: 50.000 gp

Information Power: Immortal Eye 5TP per 6 Turns or usage (whichever passes first).

Activation of Power: The person just sits on the throne seat, and becomes instantly aware of its immense power. The seater on the Throne may invoke this singular information power, just by naming a specific site on a world where that person (mostly an Immortal conducting a plot on the mentioned location) has been. It does not have to be in the same plane as the Immortal, but it does have to be in the same dimension (mostly the 4th—ours). It must also be a world where mortal and Immortal magic do work.



Once the specific site is named, an eye identical to a Wizard's Eye appears there. This eye is not detectable by the Detect Immortal Magic spell, but can however be detected by a normal Detect Magic effect. The eye is used to hear and see what happens on the location, but is subject to the natural, or magically enhanced sight and sound capabilities of the seater. Thus a human would not see invisibility, or heat patterns (if darkened area), unless magically enchanted to be able, while an Orc would see the heat patterns (if darkened area) without the use of magic, and a Fairy would be able to see by Second Sight.

The Immortal Eye can move, controlled by the will of the seater, flying at a rate of 720' / 240'. The seater must concentrate on the eye without moving in order to control its movements. Anytime, he or she wishes, an Immortal can project his or her incorporeal form through the Immortal Eye. This takes a full turn, at the end of which time the incorporeal form appears on the same spot where the eye had been. The eye can also be used to project the incorporeal form into the dreams of sleeping mortals within 180' of the eye. In both cases, the Immortal actually remains on Hlidskialf while projecting his or her incorporeal form through the Immortal Eye in another place.



The Hlidskialf is not a Crystal Ball, and it can't be used as one. A person, an item or a moving site can't be named when invoking its power. The Hlidskialf can't be used to instantaneously find someone the seater is looking for. If the seater expects a specific person to be in a specific (known) place, and he is not there, the seater may have to send the Immortal Eye wandering in search of the missing mortal.

At the end of the duration, the seater can keep the power going automatically, but each 6 Turns will use another 5 TP of the Artifact. Any shorter use, will simply break of the power, dissipating the energy, without effect on Immortals (mortals however suffer the penalty and handicap simultaneously). Dispel magic, when cast by an Immortal, has normal chances of dispelling the Immortal Eye, but it can after a full Turn be recast with using another 5 TP.

Handicaps: The mortal person invoking the Hlidskialf power suffers several handicaps lasting 240 days after the first last activation of its power.

The user becomes Lawful Good to the extreme (like a Paladin) if not already so.

He or she also will suffer from extra damage from Physical Blows and Magic, by 50%.

The user also fumbles any spell cast in this duration by 50% chance, with normal spell-failure effects.

Penalties: The user has a 10% to forget what he just has seen, after leaving Hlidskialf, if he used it more than once in a 24 hour period, or more than 1 hour continuous.

Chaotic or Evil users will die if they invoke the power.

Undead users will become alive again, if they invoke the power, but will succumb to its second penalty if they use it again.

The user forgets all spells currently memorized when he leaves the seat, as if just cast.

When the Immortal Eye is dispelled while Hlidskialf is used by a mortal, he will suffer from Anti Magic 100% radiating 10' around the caster's body for 1 Turn per HD of dispelling caster.

When the Hlidskialf is physically attacked, or damaged, the mortal doing so will die by the first enemy encountered,

And all his friends will be repelled because of some undetectable repulsion.

And his offspring existing already will suffer from horrible body deformation.

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.
2. Summons the Elements. (1-4 Elementals of the All Fathers' choice)
3. Conjure or Dispel Demon. 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 power points for every melee round it is held by any other Immortal than Odin.
7. Causes instantaneous death to any mortal or non-Immortal that handles it without Odin's consent.
8. It is an artifact and as such it can't be detected by detect magic spells etc.

Extra Spells

Fist of Thor

Range: Touch
Duration: 10 rounds
Effect : one weapon
Saving Throw: None
Casting Time: 1 round

Cleric 2, Exorcist 2, Humanoid Shaman 2 spell, all of the Immortal Thor, (or under special circumstances by Odin).

This spell gives a magical bonus to weapons damage: +3 for war hammer (the weapon sacred for Thor) and a +1 for all other weapons and even to unarmed combat. Weapon, fist (if unarmed combat) touched by the Cleric glows magically, and permits damage to magical beings as with enchanted weapons.

Odin's Spear

Range: 150' / or special
Duration: 1 round/level caster
Casting time: 5

Level;	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36
Spears;	1	3	5	7	9	11	13	15
Race;	Halfling	Dwarf	Human	Ogre	Hill Giant	Other Giants		
Spears handled;	1	2	3	4	5	8		

Effect: creates one or more missiles

Saving Throw: None partially prevented with Protection from ... and Shield spells

Cleric 5 spell by Odin Followers only.

A Spear of Odin is a temporary magical spear, created and thrown by the caster, which inflicts normal spear damage (BS 1d6, SK 1d6+2, EX 2d4, MS 2d4+2, SM 2d4+4)+1 to any creature it strikes. After the spell is cast the spears appear next to the caster, lying on the ground until picked up and thrown. It will automatically hit any visible target in range. The missile will have no solid form to any other character except followers of Odin, when created and therefore can't be touched. It never misses its target, which only gets a save if protected by an active Protection from... or Shield spell. It remains in existence until the duration ends or shot. For every 5 levels more spears are created, as per table. The damage will be lowered by ½ any AP as per normal missiles. The spell enables the caster not any other spear related abilities if not already available, thus set spear and such abilities can only be used by those able to do this. The spell also enables more Odin's spears thrown at a time, as long he can hold them. See table.

Berserk

Range: Touch
Duration: 10 rounds
Effect : one follower of (allied) Immortal
Save; None
Casting Time: 2

Cleric 2 spell by special Immortals only. (Odin, Thor, Loki, Heimdal, Karaash, etc.)

Affects character touched or self, but only when the subject is a loyal (Dip 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. When the spell ends, the subject is exhausted for three full Turns, with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is to weary to use it): and the subjects movement rate is reduced by

50%. Two or more spells can affect the character in sequence. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

Interpret Runes

Range: touch
Duration: Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phantion (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals mostly answer in one of the next ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

Material	Immortal	Species
Oak wood	Odin	Human
Birch wood	Thor	Human
Hazel wood	Frey	Human
Thorn wood	Loki	Human
Willow wood	Freya	Human
Beech wood	Frigg	Human
Clay	Hel	Vampire
Sandstone	Baldur	Human
Rosewood	Idun	Human
Mahogany wood	Heimdall	Human
Steel	Magni	Mountain Giant
Gold	Surtur	Fire Giant
Silver	Ymir	Frost Giant
Electrum	Forsetti	Dryad
Granite	Fjalar	Stone Giant
Parchment	Bragi	Human
Glass	Aegir	Storm Giant
Platinum	Tyr	Human
Gemstones	Sif	Human
Bone	Garm	Human
Leather	Modi	Human
Pine wood	Uller	Human
Shell	Vidar	Human
Scales (Dragon)	Jormungandr	Dragon

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character.

The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arcs by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
Duration: 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration: Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration: Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Odin cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in a sacred bog for nine nights, Or he is hung upside down, on one leg, with bound arms at one' for nine nights.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other

Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Yggdrasil

Access from the northern reaches to other campaign worlds is possible through Yggdrasil, the World Ash, an Outer Plane with numerous gates to other worlds. Adventurers can reach Yggdrasil through the use of the clerical travel spell or plane shift or gate spell or use of an artifact with similar powers. Such artifacts may be found as sacred cult treasures of any one of the various Northman cults, and may also be found in the treasure hoards of the Modrigswerg.

From Yggdrasil, adventurers may come to the Sea of Moving Ice, enter the lands of the Moonshae Northmen (both of the Forgotten Realms boxed set), or to the Snow Barbarians (Kingdom of Schnai) of the World of Greyhawk boxed set, or any Norse culture in your own campaign setting.

This Outer plane is filled with a stupendous ash tree the size of several solar systems. Along the roots and branches of this giant tree are gates providing access into the nine world of the Northmen realms, and maybe even others. Among the other beings who live upon this tree are the winged dragon Nidhogg, the Dread Biter, and his brood of serpents, Gnaw-Fang, Grave-Root, And Root ripper.

These beings are constantly tearing and eating at the limbs and roots of the tree. A giant ancient eagle, wise but peevish, dwells in the uppermost limbs, and the squirrel Ratatosk (Nibble teeth) carries abusive messages back and forth between the eagle and he Dragon. His is the great tree upon which Odin hung for seven days upside down, swinging out over the Abyss. From this tree he descended with the Runes, a gift of knowledge and wisdom that he gave to Mankind.

The Nine Worlds of the Immortal Realms.

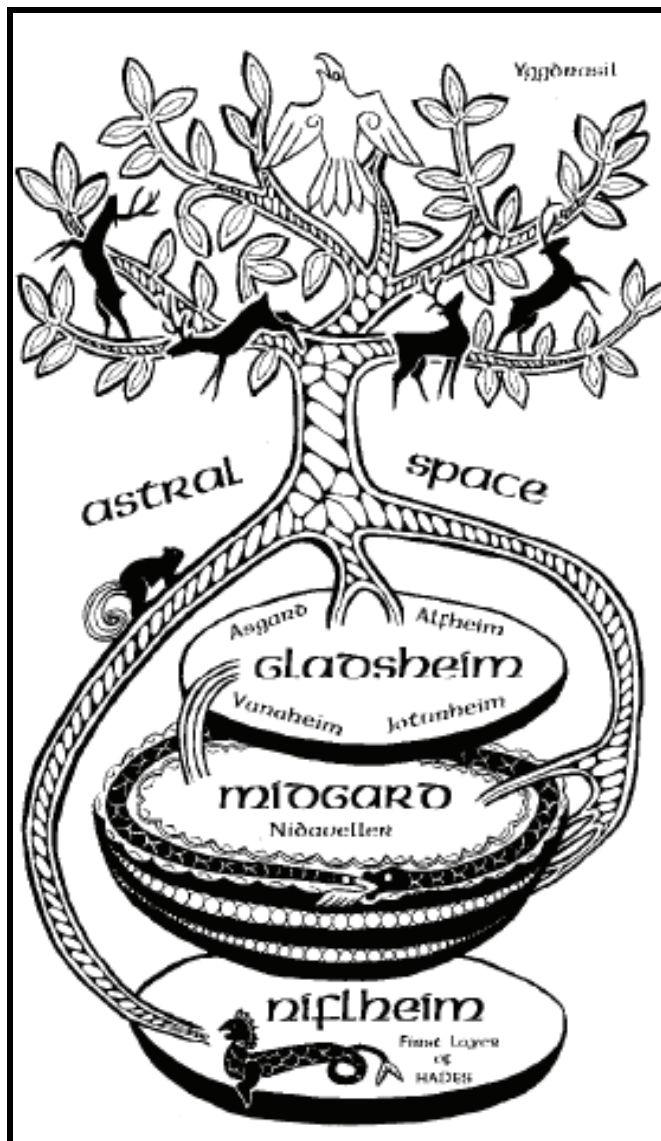
Asgardhr: this Outer Plane is the home of the Aesir, one of the two main groups of Northmen Immortals. The most important Gods of Asgard are Odin, Thor, and Loki. In Asgard is Odin's great hall, Valhalla, where Odin's servants and guardians dwell, including the renowned Valkyries.

The only access to Asgardhr from the Prime Plane is through the Outer Plane called Bifrost—or Rainbow Bridge (and yes from this bridge has Mealiden Starwatcher use a part to create his own Rainbow Bridge to save the Elves). Bifrost is a Trispace, and magic does not work here. The Rainbow Bridge is guarded by Heimdal, one of the Aesir, and no mortal or Immortal may enter Asgardhr without his leave. Mortals have no business coming to Asgardhr without invitation, although a hero quest to Asgard to obtain the aid of a hero of Valhalla is a plausible adventure reason.

Vanaheim: The Outer Plane is home of the Vanir, the other Immortal Group of Northmen Immortals, represented most dominantly by Frey and Freyja. Their cultists might come here to petition these Immortals on behalf of their followers.

Muspelheim: this outer Plane is the Home of the Fire Giants, enemies of the Norse Gods. Surtur, the Sentinel and foremost among the Fire Giants, will lead the forces against the Aesir and the Vanir at the Final battle Ragnarok. Muspelheim might be an appropriate setting for high-level adventures. Imagine the Planes of Earth and Fire mixing in an Ocean of Fire, Steam, and tumbling rocks, populated by incredibly unpleasant and powerful fire giants.

Niflheim: this Outer Plane, home of the Frost Giants, is a wilderness of Ice, snow, and freezing fog. The river Hvergelmir, the roaring cauldron, forms a black poisonous, slag-like scum which is the source of all life (it is said this is a pure segment of Wauchula) other violent rivers and glaciers—named things like steaming, frightful, or Bubble-blasting—flow through the wasteland of ice and rock. The weather is equally vile. Torrents of rain, hail, sleet and blizzards.



Beneath the surface of this vacation paradise is the realm of Hel, the underworld where the Restless Dead dwell. The road to Hel zigzags down black vertical cliffs, with violent ice winds whipping up from lower regions. Gripahellir (Clif Face) is the Entrance to Hel itself, guarded by the blood-chested giant hound Garmr. In hel are the shades of men, giant and gods: the Restless dead. These shades are still 'alive', but their existence is that of a zombie or the walking dead. They dwell on the island Naastrand (Corpse Beach) in a great torture chamber, a vast enclosure of innumerable entwining serpents, whose seeing venom drips down on those inside.

The Queen of the Underworld, Hel, lives here. One half of her face is bright and lifelike, the other livid and dead. She dwells with her servants, Senility the Housemaid, and Dotage the Thrall.

On the river Fearful (a torrent of swords, daggers and knives) rides the great warship Naglfar (Nailfarer), a Longship built from the untrimmed nails of the dead. At the end of time, this Longship will carry the restless dead and the Queen of the Dead to battle at Ragnarok. The captain of the Naglfar will be the greatest sinner and oath breaker of all time—Loki the Trickster.

It is possible for characters in a Hero quest to release one of the Restless Dead (former hero or party member). Alternatively, they can make this journey to question one of those confined here. First the characters must navigate the deadly terrain of Niflheim, facing encounters with Trolls and Gnolls, and powerful Frost Giants. After descending the narrow trail to Hel, they must defeat or outwit Garmr. Once in Hel's Realm, they must penetrate the serpent enclosure and make their way to the court of Hel, there to persuade her with words or gifts. Finally they may need to steal Naglfar, or sneak out on the river fearful with an improvised craft.

Alfheim: This Outer Plane is the home of the High Elves. A number of permanent bates are located in the forest of Alfheim on Mystara (closed after the invasion of the Shadowelves). The High Elves, ancestors of the Prime Plane Elves, are a long-lived, highly civilized culture, with a refined appreciation of music, dance, poetry, magic, and the other sublime arts.

Svartalfheim: This Outer Plane is the home of the Dark Elves, ancient enemies of the High Elves, and ancestors of the Mystaran Shadowelves. An evil realm (probably dominated by Atzanteotl), knowledge of any existing gate to the underground Mystarean kingdom of the Shadow Elves and Schatten Elven are carefully hidden by these dark elves.

Jotunheim: this Outer plane was granted to the giant races as a peace settlement concluding a long dispute between the giants and the Immortals (probably the Gundirrim wars). It is inhabited by a variety of giant types, along with a number of other beings.

Swergheim, or Nidavellir: This is the ancestral home Plane of the Dwarves. The location of this plane and any gates providing access to it are secrets concealed in ancient Dwarven legends, and are only known to a handful of venerable lore masters. This was Kagyar his first and Prime Homeplane, but although he brought and reincarnated many Dwarves in this Plane, he no longer has any connection with it, than like the Prime Plane.

Midgardh: Is the prime plane, the legends probably speak of a different planet than Mystara, but the symbolism could also speak of Mystara instead.

A word from the writer Robin

I thank Marco Dalmonte from the Pandius site, for lots of information (game related). But the real world legends of Asgardhr prove much better than his explanation. In the chapter about the Northern Immortals the legend is told in short and explained in D&D terminology and chronology. For all the rest (including other Immortals) great thanks, it helped truly.

Sources: Mythological Encyclopedia,
Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178,
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Site of Pandius.



Oloron

The Lord of the Skies, Kiranjo, KR-1-O

Patron of Friendship



Region: New-Denagoth Steppes of Jen Cathos, Vacros and nearby islands (including Isle of Dread) Arm of the Immortals

Sphere: Temporal (IM 10) of Thought

Home Plane; unknown, but must be some upper or lawful plane

Date Ascension; approximately 2500 BC

Sponsor; unknown

Statistics; AC-24, HD 47, Hp 1000, MV 150'/50', #AT 4 = Punch-4d6+13, Sword-3d8+18, AM 90%, Sv IM 33, AL N ST 73, IN 50, WI 33, DX 28, CO 44, CH 68

Powers; Control Undead, Improved save vs. Power Attacks, Leech, Thief special abilities. Normal Sword +5 of Extinguishing.

Followers Alignment: Any

Taxes / Tithes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Healers.

Alignment: Lawful/Neutral

Healers Alignment: Neutral

Clerical Powers: Charisma bonus of +1 when trying to gain friendship
Can cast one Bless spell in addition to all memorized spells on all other than himself.

Skill effects;

Accepted Weapons; Standard, Two-headed Axe

Accepted Armor; Any

Holy Symbol: Two-Headed axe standing out above a cloud, made of Ebony or Copper. Unpainted or colored.

In temples and such, mosaics made of multicolored stones and metals, or even shells, coins and such are used, never paints.

In primitive cultures on Skothar he uses the image of the Alphantian winged bull instead.

Vestment; Light blue robes

Adventuring Gear; normal



Dogma: Friendship is more important than wealth, family, traditions. Give your friend your honor.

Daily Activities: Protecting and furthering the dogma and its goals. Duties of the Priest: Guidance, Marriage.

Temples and Such: Large square white buildings with lot of place for the sick, wounded and guests around a large central praying area and a central cantina area, surrounded by the personal cubicles, kitchen, library, surgery. The burial grounds are often inside the temple, under the pavement walked upon, or when no more place available around the temple (a reflection of keeping those loved near). The building is always one level only and often has a small garden area inside open to the air.

Known History: Oloron was a winged Minotaur in the days of Blackmoor He learned of the curse's existence and confirmed his people about it, but was not believed. He learned friendship from a planar Traveller (Phanaton), a Human Thief, and a Sprite. With these friends he embarked the path of Immortality as a Cleric and Healer.

He returned to his own race in this same era, and helped them to battle and defeat the Entropic Immortals (under which were Thanatos and other Enemy Immortals), set up a strong and solid kingdom on the islands Cathos and Vacros. Here he assumed the name Oloron.

Due to his magics of the Air and his rewon ability of flight he became the Lord of the Skies. When he became Immortal he learned of the winged Minotaurs on the Arm of the Immortals peninsula of the continent Brun, and of Idu and Gildesh, and the history of the Minotaurs, and these became his interests.

Personality: Kiranjo, in life was a sober man, always afraid that some of his friends would die.

Appearance; A common, gentle Minotaur, muscled fearful, yet somehow honorable and even handsome.

Allies: Ixion/Idu Valerias Petra Frey
Freyja Odin Halav

Enemies: Thanatos Alphaks Talitha Starbrow Bartziluth
Atzanteotl Hel Vanya Brissard
Karaash Loki Arik Daniel Tigerstripes
Masauwu Orcus Bagni Gullymaw Demogorgon
Jammudaru Leptar Ranivorus Yagrai

Holy Days:

1st Day of the Seasons - Festival of Joy, Love, and Friendship

1st Thaumont-Spring 1st Klarmont-Summer 1st Ambyrmont-Fall 1st Kaldmont-Winter.

People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again.

5-20 Flaurmont - Festival of Sex, Matrimony, and Relations.

These are the days where Marriages will be made, and the bonds with the family will be Strengthened. Most children will be conceived in these days and although friends are welcome, the family will come first.

16 Kaldmont- Day of Sorrows

This day is the day when the loss of friends or relations are remembered. There is a small chance a ghostlike image of the deceased will appear. This is not an Undead, but a conjured image powered by Kiranjo and the sorrow of the friends and relations together. The image is semi-sentient and always goes towards the true sorrow friends and relatives. The Image is always helpful but silent. In this form it can relax the living that the Spirit of their loved one is in the hands of Kiranjo. This Image can even appear from animals, and sometimes even of lost ones off which it is unknown if they are living or dead. Here it will be much clearer and always reveal the current appearance of the lost person wherever he may be.

Days of Prayer:

- ▶ Full Moon: Positive based- review of deeds
- ▶ New Moon: Negative based- review of sins. Priests pray after awakening, mostly dawn.

Piety awards:

Friendship, Love, Healing, Gifts, Sharing, Hospitality.

Piety Penalties:

1st strike, Violence, Relation breaks, Selfishness , Greed, Not aiding -1

Habits:

Honor and Friendship are important. Friend-reunions are always parties for 1 day and night. Loyal +4, Honest +2, Courageous +2, Forgiving +2 (vs. Friends +4).

Dead:

Bury (or burn) the dead before they rot (any who doesn't must be wrong) and must be corrected as such.

Birth:

Baptized in the temple with holy (collected Rain-)water

Colors:

Brown-Golden

Incense / Oil:

Jet, Agate.

Symbols:

Birds, handshaking.

Stone / Metal:

Clay, Whetstone, Pyrite

Plants:

Hawthorn, Ferns (including Tree ferns)

Day:

Soladain

Animal:

Bird, Snake.

Chant:

None

Sources:

Mythological Encyclopedia,
Self Creation

Opal

Star Dragon,

Star Spirit,

Sun Dragon,

Bhaskar,

Ri Long

Patron and

Ruler of

Neutral Dragons

(White, Onyx,

Jade, Bleu)



Region:	Norwold, Wallara Tribelands, neutral draconic communities of Mystara
Sphere:	Celestial (IM 13) of Matter
Home Plane;	Solus (1/3 rd of the shell of the Draconic Plane) (read further below)
Date Ascension;	7 th century AC
Sponsor;	Great One
Statistics;	AC-9, HD 27, Hp 180, MV 180'/60', FL 420' / 120', #AT 9 = 2xBite-6d8+4, 2x Claw--, 2x Wing strike-, 2x Kicks-, Tail-swing-2d8+4, AM 60%, Sv IM 13, AL N ST 20, IN 20, WI 20, DX 22, CO 35, CH 23
Powers;	Detection Suite, Dragon Form, Dragon Breath..
Followers Alignment:	Any
Taxes / Tithes;	Followers are taxed 15% of their annual income by the Church.
Clerics;	Clerics, Druids
Alignment:	Neutral
Powers:	Can cast Continual Light once a day at 1 st level in addition to all other spells.
Skill effects;	Draconic Language extra +2 bonus to Dracology.
Accepted Weapons;	Standard, Dagger, Natural weapons preferred
Accepted Armor;	
Holy Symbol:	A Crown sculpted to resemble a snake swallowing its tail, with a huge opal stone set in the top of the snake's head.
Vestments;	Jade adorned headdress, with light(jade)green-colored robes.
Adventuring Gear;	Any
Dogma:	Neutral dragons, Lizardkin, vengeance, willpower
Daily Activities:	Employ balance in nature. Exact vengeance to wrongs done.
Temples and Such:	Small hills with inside a deep round tomb (as a Dragon's Lair), all Clerics live as dragons in similar tomb-like hills. Valuables will be buried in the ground of the temple or displayed along its sides, depending on the size of the structure. The surroundings of the temple are always natural areas (like forests, swamp, ice-glades, mountain valley's, and such) and these areas are protected by the Clerics also (normally this was the first line of defense according to Dragon tactics and often are still used as such. The temple is always hidden and only the followers know of it and will keep it hidden. The temple will be really large to giant when several Dragons make use of it. These Dragons will then be Clerics and/or protectors of the temple and sometimes even make their own lairs in the temple a small side rooms or nearby lairs (depending on the Dragon species and habits).
Known History:	Opal was a Jade dragon that lived in the heart of the Deep Jungle in the Davanian continent. She acted like any other Dragon—claiming a territory, preying on animals and passing Humans, and gradually accumulated a modest hoard of treasure. Like all dragons, she fought against humans, monsters and humanoids in order to hold sway over a small region and began to hoard treasures in order to her power and to rule over her lesser kin. When the moment of the mating came, she found a mate and hatched her eggs deep in her lair. When the eggs broke and the small dragons opened their eyes to the world, they started demanding food and so Opal left her lair to hunt.. She fell upon an elephant, but during the combat it gored her badly before she killed it. She had seriously injured her wing. Unable to fly back to her nest, it took her several days to return home. There she discovered that her mate and hatchlings had been slaughtered and her treasure stolen, and no clues left behind other than the sort of rubbish that humans drop everywhere. Her subsequent sweep of the surrounding area revealed no sign of the murderers. Her mind became fixed on revenge. With remarkable foresight, she kept all the trash her mate's killers had left, guarding it jealously as the most precious treasure. she spent years learning magic from others of her kind. Eventually, she knew enough to cast Polymorph Self, she changed herself into human form and took the 'odd' treasure with her to the nearest human community. Then she set out to find the adventurers that had slain her breed carrying with her the little clues they had left. She wandered unnoticed through the land of men for twenty years and thanks to her magics and cunning she found all the murderers and killed them one by one, never allowing fury or passion to guide her heart or mind. During this time, she met many humans—some she grew to hate and a few she grew to like, but almost all of them with one thing in common: they believed that dragons existed only to be robbed and killed. This, not unnaturally, gave her an immense dislike of the entire human race. This incredible quest and the indomitable will she showed attracted the attention of the Great One, that decided to test her to understand if she could become one of the Immortal Draconic Lords. Opal carried out all the tasks the Great One gave her and finally finished the ceremony of sublimation and achieved Immortality in the sphere of Matter around the 7 th century AC.

Personality: The few humans she met almost all had one thing in common: they believed that Dragons existed only to be robbed and killed. This not unnaturally, gave her an immense hate of the entire Human race. She is a vengeful creature, but her vengeance is always well-planned. She has a basic dislike of human adventurers, who are usually (to her way of thinking) murderers and thieves. Yet she has a soft spot for sole survivors of slaughtered families and will often help them seek vengeance, whatever race (even Humans!), as their grief reminds her of her own loss.

During her quest under human shape Opal met many humans, some of them she appreciated and others she loathed. However, all shared the same idea about dragons: they were monsters that had to be killed and to be robbed of their treasures. For this reason Opal nurtures a deep hatred towards humans, especially human adventurers, whom she considers a bunch of murderers and thieves. Opal is the Patroness of cold blood vengeance, of rational and cunning planning before acting, and has a deep liking for all those who survive family massacres. If called upon by these victims, she protects them and helps them in their quest for vengeance (even if they are humans!). Currently her cult is spread among dragons and Lizardkin tribes.

Appearance: Opal's is a huge bit fishy dragon. Her scales are iridescent white, decorated with hundreds or thousands of tiny specks of color in all hues of the rainbow. From any side, within any light, from different corners, she will appear to have another color reflected.

Allies: Other than the Great One, her Patron, Opal has no true friends. She doesn't like Diamond (who is far too friendly with humans) or Pearl (who is more than a little crazy), so she only associates with them when ordered to do by the Great One.

Enemies: Opal has no specific enemies, but she dislikes Immortals like Halav and Bemarris, who were Dragon Slaying Heroes in their mortal lives.

Holy Days:

13 Swiftmont- Day of Sorrow

This is the Day when Opal returned to her original lair and found her family murdered. This is the day of Grief and Sorrow for all followers, on this date all loss is mourned over, and often revenges are uttered (Curses cast on this date are one level lower in casting procedures). All followers must help those with grief.

8-27 Klarmont- Day of Revenge

These days all wrong doings against the followers may be revenged. These days are the same days when Opal killed the Thieves and Murderers of her own sad story. All Followers are blessed if they swear an oath of revenge in these days, until they are killed themselves or have taken rightful!! revenge.

28 Kaldmont-Passing of the Year to 1 Nuwmont-New Year

There is no year-cycle to begin the new year on this date, but scholars believe that it was on this date thousand of years ago that the Blackmoor civilization blew itself up: thus it became natural to calculate time as a number of years from the destruction. This is also the date that the first emperor of Thyatis was crowned, and thus chosen as the start of a new era. For Dragons this is the date that many of their kind were killed in the Rain of Fire, and they keep it in remembrance of how stupid humans can be.

Days of Prayer:

Each Tserdain- Neutral Based (these services are at Dawn and last during twilight only).
Each Soladain- Neutral Based (these services are at Dusk and last during twilight only).
Each Birth, Marriage, or Death in the Community (always all happenings from the same week at the same time, but always at Nytdain or when a Death ceremony is called for. This will last from Dawn to Noon if need be). Priest pray at Dusk, and receive spells at awakening.

Piety awards: Revenge +2, Honor +1, Marriage +3

Piety Penalties: **Selfishness, Cowardice, Theft, Murder, Betrayal** -1

Habits:

These Followers are seldom open to the outside world as the mistrust almost anyone. But they are open towards Dragons (especially Neutral ones). Nature must be protected as this will protect the followers later on. Most Clerics are wandering and most Druids are settled in the village nearby the temple. Although neighbors are mistrusted, when one comes in search of revenge of a murderer or thief, they will be helped as far as possible.
Forgiving -4, Trusting -2, Peaceful -1, Honest +2.

Dead:

When a dragon dies without attaining Immortality, it lives on as a dragon soul. A dragon soul normally returns to the plane dragons have claimed as their sacred grounds. They remain there as subjects or servants of the Immortal dragons. Dragon souls are instrumental in the Ceremony of Sublimation and the Omens of Coming. Unseen and unheard by living dragons, they act from other planes to generate the magic or the events behind these fantastic occurrences. Dragon souls are the ones who allow the binding necessary in the acquisition of dragon might. The dragon souls also provide magical power to the living dragons. Sometimes, dragon souls act as heralds or messengers of the Immortals. In some cases, they perform unusual missions for one of the four dragon rulers. If they do well, dragon souls may be reincarnated on the Prime Plane as hatchlings, gaining new chances at Immortality. These souls lose all memory of the other world and their previous lives upon their rebirth.

Those dragons that attain Immortality become guardians, lieutenants of one of the three lesser dragon rulers. If one of these three rulers is ever destroyed, the oldest and most powerful dragon guardian may take his place. The guardians are the ones who determine whether a Ceremony of Sublimation should succeed or fail, and how drastic the Omens of Coming should be, depending on what the living dragon achieved.

Each of the three dragon rulers (the moon, sun, and star dragons) is a champion of its ethos. They struggle for the supremacy of their own dragonkind on the Prime Plane and on the Outer Planes. The Great One is concerned with the balance of the three ideals, representing the voice of dragonkind among other Immortals in the universe. Dragonkind belongs to none of the Spheres of Power (Matter, Thought, Time, Energy, and Entropy).

There are very rare cases of dragons attaining Immortality and retaining followers on the Prime Plane. When this happens, the Immortal dragon becomes a Maverick—not really a renegade, as far as the Great One is concerned, but nonetheless a pariah that will remain forever out of the great spiritual order of things among dragon-kind. A maverick cannot call upon any guardian or any of the rulers for help, but on the other hand is not limited in power among the Immortal hierarchy. Should its following cease on the Prime Plane, a maverick will go dormant. Each maverick must choose one of the Spheres of Power as its ethos.

Finally, there are renegades among dragons who deliberately choose to serve one of the Spheres of Power during their existence on the Prime Plane. They can no longer conduct the Ceremony of Sublimation from the moment they become renegades. Spells (possibly clerical) may be granted by their patron Immortal in the chosen sphere. Renegades either become mavericks if they retain followers, undead creatures if followers of Entropy (such as the Night Dragon in the series, "The Voyage of the Princess Ark"), or are destroyed at the end of their lives in the Known World.

Dragon soul

AC 9, HD 1-3*, MV/FL 420' (140'), Att None, Dm: None, No. Appearing: 0 (1-400), SV: F20, MR: 6, Tt: Nil, Int: High, AL Any, XP: 50

Dragon souls are the simple life forces of deceased dragons, each serving the dragon ruler of its alignment. Dragon souls appear in a variety of shapes and colors, ranging in size from a small apple to a large pumpkin. A dragon soul's appearance, based on its color in life, could be a translucent ball of golden light, a flickering red flame, a crackling node of blue lightning, a throbbing green haze, a billowing puff of white smoke, a gloomy shadow, etc.

Dragon souls can be found only in the region of their dragon ruler. They have no physical attack or defense. If harmed, they flee to the closest dragon guardian and report the aggression. When guided by a guardian, large numbers of dragon souls can generate a frightening amount of magical energy, duplicating either clerical or magical spell effects reaching up to seventh level. Every 10 souls can contribute one spell level in this fashion. Once a spell is cast, the dragon souls must withdraw or be drained and die. It takes about 24 hours for a dragon soul to recover from "casting" a spell in this manner. Dragon souls communicate by telepathy. They have the ability to see and cast spells into the Prime Plane. Their primary uses are to provide the power and effects for living dragons' Ceremonies of Sublimation and Omens of Coming. The dragon souls also physically reach for a living dragon's life force and bind it to that of its suzerain, thereby generating dragon might. Their secondary function is to provide the power living dragons need to cast spells.

Their least important function is to bring comfort to the dragon, guardians and their rulers, or to act as their messengers, eyes, and ears. Dragon souls retain memory of their previous life until they are sent back to the Known World.

Dragon guardians

Dragon guardians are the archetype of their color and ideal. They have the statistics and abilities of the largest possible dragon in their category, with maximum hit points and spell-casting ability. For example, if a red dragon attained Immortality, it would be a 20 HD creature with 160 hp. A dragon guardian retains its former appearance, with the exception of an aura that surrounds its body. The appearance of a guardian's aura is comparable to that of the dragon souls in its service. Dragon guardians have the same spell immunities as a lesser dragon ruler. Dragon guardians are in charge of dragon souls, directing their efforts toward furthering the development of living dragons. A single dragon guardian can call up to 1d4x100 dragon souls a day for combat purposes or to effect a major occurrence on the Prime Plane. They report to their dragon ruler any irregularities on their plane or on the Prime Plane.

In cases of great need, a dragon guardian can be sent to the Prime Plane to bring a particular message or omen during a gathering of dragons of the same ethos. Dragon guardians are treated with awe and respect during their rare appearances on the Prime Plane, as befits messengers of the Immortals.

Pocket dragons

Some dragons commit grave mistakes during their life on the Prime Plane. Such errors in judgment normally cause a dragon to become a renegade. Dragon rulers occasionally allow a dragon a last chance to atone for its deeds and learn a further lesson in draconic life. This often leads the dragon to be reincarnated—with memories of its previous life intact—into a pocket dragon hatchling. If the dragon learns the reasons for its reincarnation and accomplishes a particular mission, it will be accepted as a dragon soul upon its death. Otherwise, the dragon's soul is forever destroyed.

Birth:	Depending upon species
Colors:	Gold, Yellow, Black, White
Incense / Oil:	Sulphur, Heavy scented Perfumes
Stone / Metal:	Pyrite, Gold ore, Gold

Plants:	Dandelion.
Animal:	Golden Sheep.
Chant:	An often request guided at the Opal Lady; <i>Great Lady of Revenge,</i> <i>I need Thy help</i> <i>So wrongful harm done upon Me,</i> <i>Can be Revenged.</i> <i>Guide Me to my Enemies,</i> <i>Give me Strength and Knowledge</i> <i>So either my Muscles or Magic or Wisdom will do Right.</i>

The Draconic Lords are not part of the common Elemental spheres (although linked to the Sphere of Matter), acting outside of them and balancing the nature of the universe.

Draconic Ascension.

There is but one Immortal lord for the draconic kin that belongs indeed to one of the Spheres: the Great One. He's a true deity, and has existed for millennia.

The other three Dragon Rulers (Sun Dragon, Moon Dragon and Star Dragon) are Exalted Beings that have succeeded in their Sublimation Ceremony and attained this rank many centuries ago.

Essentially, all dragons strive to reach their ultimate age category in order to perform the Sublimation Ceremony that will take them beyond their mortal shell and transform their soul. If this ceremony fails, they become ethereal entities and must wait for the Dragon Rulers to pick them up and reincarnate them into mortal dragon hatchlings. If the ceremony succeeds, they are immediately taken to the Four, the Outer Planes of the draconic race, where they have two choices:

1. To dwell in the Four in harmony with the draconic souls and Lords for as long as they lived as mortals (that's why it is so important for a dragon to age!). In the Draconic Cluster all their personal wishes are granted, all desires sated, it is a true paradise and they live partaking of the essence of the Great One. All dragons live for this moment. Once their time is up, they are reincarnated into mortal dragons at the Great One's whim and must begin anew.
2. To Challenge one of the Draconic Lords (the ruler of the dragons of his own alignment) for his title. If the challenger wins, he becomes the new Star/Sun/Moon Dragon, otherwise he is sent back to the Prime where he is born again and must start everything from the beginning.

Also, any of the dragons dwelling in the Four (including the three Dragonlords) can even challenge the Great One: if the challenger wins, he absorbs the Great One and gets his powers, becoming the new absolute ruler of dragonkind. If he loses, the Great One absorbs him. In any case, the essence of the Great One gets preserved and transmitted to his successors.

Dragon Sleep; Dragons sleep a lot because when they sleep they dream of the Draconic Cluster. Their soul travels to this place and sees its wonders, but is not able to fully partake of the essence of the planes. This also drives them to reach the ultimate age category and perform the ritual in order to be accepted into the Four.

The Draconian Cluster a.k.a. the Four

The home planes of the Dragons are part of the Outer Planes. They are four-dimensional Standard Planes. All have guardians near their edges so as to keep out all nondragons. However, each is very different from the others. The Outer Plane dragons claimed as their spiritual home is a finite dimension that occupies a large sphere mostly filled with air and clouds. In its center shines a golden sun that beams rays of light spanning the entire spectrum of colors. The outer reaches of the sphere is coated with vast layers of watery, mineral, or metallic matter. Gravity affects the entire plane, pulling "down" toward the outer edges of the sphere.

The plane breaks into colored layers starting from the sun and expanding toward the outer reaches. For example, souls of blue dragons live in an area of azure skies with semi-solid clouds that they and their guardians use for lairs. Red dragons have an area of permanent twilight, with red and amber dominating the local spectrum. The change from one layer to another is very gradual, allowing for an infinite number of color combinations.

Colors belong to three realms corresponding to the alignments of each realm's souls, each realm remaining under the authority of one of the three lesser dragon rulers. Sea dragons are located in the watery layer in the plane's outer edges. Many areas display dominant colors not yet connected to known dragon types. Dragon souls do exist in these regions. The Great One could decide to send these souls to the Known World to create new species and colors of dragons not yet encountered in the Prime Plane (purple, metallic, or mineral-colored dragons for example).

All types of dragon souls can be found in the central area of the plane, as that is the Great One's realm. This region is made of solid light attuned to respond to the wishes of the Great One. The Great One has the ability to control the size of the draconic plane to accommodate the population of dragon souls and their guardians. This usually creates anger and resistance among neighboring Immortals. Living creatures can enter this plane only if so wished by any of the dragon rulers.

The Draconian Cluster is arranged so that the three lesser planes surround the Great One's home plane, making it inaccessible from the Astral Plane. In order to reach the Great Dragon's plane, one must simply continue to travel in one specific direction through one of the lesser planes until the landscape inevitably changes into dull waste. This is difficult to do from the Sun Dragon's plane of evertwisting tunnels, but on Pearl's or Diamonds planes it is marginally easier. There is no set border between the lesser planes and the greater one.

Magic (both clerical and magic-user) functions strangely in the Draconian Cluster. On the lesser planes, magic of the first level does not function at all, probably because these planes are so ancient that they repel such weak enchantments. The same is true for 2nd and 3rd level clerical spells and 2nd, 3rd, 4th level magic-user spells on the Great One's plane. Also, any magic that changes the nature of an area, such as earthquake or summon weather simply will not work in the Cluster, as the enchantments that created these planes are too powerful to be so altered.

The Cluster:

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Opal:

It is never day or night on the plane of Opal, lord of the neutral dragons. This plane is a dark cave network stretching through tunnel after tunnel, and only the Sun Dragon knows all the secret ways of this home. Here independence is stressed, but all dragons obey the mighty will of Opal. In the cave networks of the Sun Dragon's home plane, characters quickly become lost unless they have a dragon guide or some magical means of finding their way. Dragon spirits met will be on business of their own and will usually have no interest in attacking or even speaking to intruders. The Sun Dragon passes the time in the center of this maze of caverns and tunnels, pondering mysteries and speaking with subordinates about the ever important Balance. Should characters interrupt Opal, there is a 50% chance he will respond favorably to his visitors (but if he doesn't . . .). Even if the Sun Dragon agrees to speak with adventurers, there is no guarantee he will help them or speak to them again, for Opal has an extremely changeable personality.

But even dragons die

In their might and glory, even the mighty dragon rulers sometimes fall victim to some party of adventurers or Immortals. In such a rare occasion, some sages have compiled what they know to form a theory about what the dragons do when their leaders die. Of course, much of this theory is based on speculation, but some are beginning to believe that the rulers are not offspring of the Great One, but were once average dragons themselves!

From what has been seen and heard following the alleged death of the Sun Dragon several centuries ago, it is said that thousands of neutral dragons fought in the presence of the Great One for Opal's position. Supposedly these battles lasted for an entire year, but they were subduing battles, so that no candidate was killed. It is true that the sightings of neutral dragons were decreased that year, but this could well be luck or coincidence. After this time, sages believe a new Sun Dragon was chosen, though nothing is known about how the winner of the contests was given the power of his predecessor.

A similar circumstance was recorded in ancient scrolls of nearly 2,000 years ago. This time, however, it was the Moon Dragon's position that was fought for. The scrolls say that the former Moon Dragon had not died, but had lost favor with the Great One or had somehow forfeited its position, which seems to suggest that the Great One has something to do with the vesting of power in prospective dragon rulers.

In an even more unclear story, handed down for centuries by certain Alphantian sages and hinted at in the writings of the Dracologists of Glantri, the Great Dragon himself was killed in some sort of dispute with Immortals of Entropy. It is said that the three dragon rulers competed for the Great One's position during this time. While there was no Great Dragon, there was no order on the planes of the dragons: open war raged across the Draconian Cluster for a century, with the only rule being that the survivor would win. In the end, no one knows which of the dragons actually became the new Great One, but some of the most ancient Immortals say that there was a ceremony near the Dimensional Vortex for the winner. In this little-known meeting, Draedens were also said to have attended. However, even the Immortals know nothing more of this ceremony, except that the Great Dragon never showed any alignment tendencies after coming to power, so that whatever goes on during the ceremony must somehow affect the dragon ruler's mind.

The dragon rulers themselves rarely go forth from their planes, as it is generally against their code of ethics. The Moon Dragon is the most likely ruler to involve itself in world affairs. But the rulers may leave their planes on occasion, sometimes to seek help from powerful characters or Immortals against some enemy to dragonkind. Conflict is not permitted against another dragon ruler, for the Great One prohibits open fighting among them (unless, of course, the Great One dies). The Great Dragon himself has never been known to leave his plane or seek help from any being, but depending on the nature of the threat, this could change.

The dragon rulers are especially interested in extraordinarily powerful characters. Those seeking Immortality for the first (or second) time may find the attention of powerful beings focused on them. The rulers may have any reason for this, but the most likely one is that since dragons existed at the beginning of the Multiverse, they are curious about what the "great experiment" will yield. Curiosity is, after all, at the heart of dragons' natures.

Adventurers may also stumble upon the secret ceremony of sublimation conducted by a dragon. Should the adventurers be so indiscrete and also be discovered, you can be assured that some dragons will not rest until the characters are silenced.

If the dragons sprang from the original matter of the Multiverse, they might gain power from earthly materials such as gold and gems. Such information, leaked out to a party of loud and boisterous humans, could be disastrous, to the mysterious and awe-inspiring image that dragons project. Everyone knows that dragons keep treasure, but to think that such treasure could make one a god is another matter entirely. It would spell the end to any kind of privacy dragons might enjoy, as anyone who could pick up a sword races off to slay the mighty beasts and get a share of the dragons' hard-earned wealth, ignorantly hoping for godhood.

Draedens, too, may appear in campaigns involving dragons. Draedens, the ancient kin of the dragons, appeared at the same time as dragons (and probably from the same source). Their constant ties with the dragons have bewildered sages for centuries. If indeed these stories of the origins of the dragon rulers are true, where do the Draedens fit in? Are they, as some wise men suspect, the descendants of the beings that created the entire Multiverse?

Perhaps the Dracologists of Glantri are closer to the truth with their theory that the Draedens, having been created along with dragons and having changed very little if at all since then, are the eyes and ears of their creators, observing the progress and development of the dragons. If this is true, it would seem to indicate that the focus of the creators' "great experiment" concerns not only humans and demihumans, but dragons as well!

Dragons never attack Draedens for any reason, and those creatures treat dragons with the same respect. Immortals believe that dragons and Draedens are closely related, despite the extreme differences in their physical forms and abilities. Dragons certainly predate Immortals, as they were neutral bystanders during the great Draedens-Immortal war of the distant past. Dragons consider history to be irrelevant: they merely exist, fulfilling their function in the multiverse. They are party of the natural cycle of life. They provide a challenge to mortals to strive toward greatness in Immortality.

If a dragon ruler's form is slain on any plane but its Home, its life force returns to the Home Plane, just as that of any Immortal. Each ruler has the ability to create a new physical form by destroying the spirit of one loyal follower and converting the resulting essence. Although this totally destroys the victim, the dragon spirits of the Home Plane find it a great honor to sacrifice themselves for their liege. It is a joyous occasion, not a sad one. Luckily, it is rarely necessary, as the dragon rulers care deeply for their subjects and avoid damage whenever possible.

The Glantrian abomination

A sect of Dracomancers exists in Glantri (see GAZ3 The Principalities of Glantri or the Ultimate Spellbook for details). Dragons harbor absolute hatred toward Glantrian Dracomancers. The latter wield a formidable magic that allows them to mimic dragon attributes and abilities. Worse, at high levels they can control dragons in great numbers with virtually no way for dragons to resist or strike back. The wizards leech their power from dragon souls, which are sometimes totally drained of their life forces by these Dracomancers.

Adding insult to injury, the High Master of Dracomancers may challenge a lesser dragon ruler and replace it. In so doing, the High Master does not attain Immortality but merely gains the ability to rule dragons of the corresponding ethos. Although dragons abhor this blasphemy, they have no choice but to submit to their much despised suzerain. Of course, dragons will always follow his commands to the letter, often endeavoring to pervert the meaning of his orders and bring the downfall of this human impostor. By draconic law, only the Great One can intervene if the Dracomancer abuses his powers as a lesser ruler.

Sources: Dragon Magazine 170, 171, 174,
TSR2503 Dragonlord of Mystara,
TSR2514 Dragonking of Mystara,
TSR2508 Dragonmage of Mystara,
TSR2421—AD&D2—Savage Coast Campaign Book,
TSR9500—AD&D2—Red Steel Savage Baronies,
TSR1021—D&D—Master Rules,
TSR1017—D&D—Immortal Rules,
TSR1071—D&D—Rules Encyclopedia,
TSR9211—D&D—AC10—Bestiary of Dragons and Giants,
TSR9156—D&D—AC7—The Spindle of Heaven,
TSR1054/1401—D&D—HW0—Hollow World.
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Orcus

The Goat, Master of the Dead, The Black prince, Oruguz, Auraksha, Savashan, Lei Chen Tzu

Patron of Mass Destruction, Demons and Undead, Violence.

Region:	Thyatis, Karameikos), Isle of Dawn, Savage Coast (Dark Jungle), cults of sadists, lycanthropes and necromancers all around the world, Most small islands in the Sea of Dread (Ruled by Devil swine and Green orcs—Karakara).
Sphere:	Entropy (IM 25) of Entropy
Home Plane;	Ossia (43 rd layer of the Abyss)
Date Ascension;	18 th century BC
Sponsor;	Thanatos
Statistics;	AC-24, HD 47, Hp 1000, MV 150'/50', #AT 4 = Punch-4d6+13, Sword-3d8+18, AM 90%, Sv IM 33, AL N ST 73, IN 50, WI 33, DX 28, CO 44, CH 68
Powers;	Control Undead, Call Other, Height increase, Poison Sting. Whip +5 of Draining.
Followers Alignment:	Neutral or Chaotic
Taxes / Tithes;	Followers are taxed 20% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, Avengers.
Alignment:	Chaotic
Powers:	They receive a -2 to AC when fighting any Demi-humans (Dwarves, Elves, Halflings). Control Undead instead Turn Undead.
Skill Effects;	Extra Torture Skill
Accepted Weapons;	Standard, Whip, Club, Great Club.
Accepted Armor;	Any
Holy Symbol:	A Goat's head with Ram's Horns (often a real one, especially in temples).
Vestment;	A brown or dark-grey vest, sweater, and pants, adorned with the head, neck and shoulder part of a deer with antlers, used as cloak-headaddress. Furred pants or thigh-high boots with low heels.
Adventuring Gear;	Any
Dogma:	Violent death, sadism, mass destruction, undead, cannibalism, devil Swines and evil lycanthropes.
Daily Activities:	Protecting and furthering the dogma and its goals. Duties of the Priest: Guidance.
Temples and Such:	Any ruin, that is encircled with bones or Goat Head's on sticks. Like Koriszegy Keep in Karameikos.
Known History:	Orcus was a Devil Swine in life and as such he is the trusted Immortal of most Devil swine. during his mortal life, Orcus was a merciless Taymora war leader who lived in the region later to be known as Traladara. His hatred towards all the living beings and his thirst for blood caught Thanatos's attention and soon he led Orcus on the path of Immortality, turning him into the first devil swine of Mystara. Orcus became a legendary figure after his ascension in 18 th century BC and his deeds were later incorporated into the Traladaran legends as the perfect sample of cruelty and horror. Orcus's cult became then widespread among the evil shapeshifters and he became known among the Thyatians when they made contact with the Traladarans.
Personality:	Orcus lives to destroy—people, places, or things. He has no other interests beyond mass destruction: he wants to see the end of everything that exists. But he is far from a raving madman: his bestial form often makes others forget his genius. His manner is coldly and cynical.



Orcus's main goal is to destroy everything associated with beauty and life. He is obsessed with spreading terror and mass destruction in the cruelest way possible, and for this reason he's in race against Alphaks for the crown of King of Destruction. Despite the fact he's always portrayed in bestial forms, he is cynical and merciless, the flawless sample of the cold logic of evil.

Appearance:

This demon's normal form is a 15' tall fat goat-like humanoid. His two great curled ram's horns are his most recognizable feature. His arms are giant-sized but very human. His legs are goat like, with split hooves. When willing to fight personally (a rare event), he uses any convenient weapons, wielding one in each hand, and swings his deadly poisonous barbed tail (-6 penalty to saving throws) as well.



Any Immortal struck by Orcus' tail loses 1 HD permanently (with a corresponding loss of Power, hit points, etc.), and must successfully save vs. Power Drain or temporarily lose 3 more. Temporary losses of HD are restored automatically when the victim's PP total regenerates enough to reflect this. If Orcus is not at full Power when this occurs, he absorbs the victim's permanent Power losses (in the same way that a magical cure restores hit points).

The physical forms described here are those most commonly employed by the demon prince. However, both commonly shapechange to any form convenient to their purposes.

Allies:

Not many Immortals, even the Entropic ones, like Orcus's Single-mindedness, so he has few allies. Thanatos deplors his lack of subtlety but occasionally finds him useful in one of his plots.

Enemies:

Being a patron of lycanthropes, Orcus is also sworn enemy of Ruaidhri Hawkbane and Saimpt Malinois. Among his interests lies the patronage of undead, a field where he competes with Nyx, Alphaks and Demogorgon to win away from them more followers. Djaea is hated because she often interferes with his plans, and Alphaks, and Demogorgon due to rivalry based on jealousy because they often sabotage each other plots in petty ways.

Holy Days:

28Kaldmont-Passing of the Year to 1 Nuwmont-New Year

There is no year-cycle to begin the new year on this date, but scholars believe that it was on this date thousand of years ago that the Blackmoor civilization blew itself up: thus it became natural to calculate time as a number of years from the destruction. This is also the date that the first emperor of Thyatis was crowned, and thus chosen as the start of a new era. For Dragons this is the date that many of their kind were killed in the Rain of Fire, and they keep it in remembrance of how stupid humans can be. Orcus says that he was responsible for the Near destruction of the World and at least Blackmoor, but he did not exist at that moment, at least he enjoys this example of near destruction of the world in such a way he wants to copy it.

Days of Prayer:

New Moon. Priests pray before sleeping, and receive there spells directly. For every hour short of sleep the suffer a +1 penalty on their wisdom checks to be able to rememorize the spell correctly to be cast accordingly.

Piety awards:

Destruction of Relations or Constructions, Murder.

Piety Penalties:

Building a permanent structure, Love.

Habits:

Any sick person is led inside the larger communities to easily spread diseases.
Modest +2, Peaceful -3, Honest -3, Loyal -2.

Dead:

Dead are not buried but laid on the roofs or basements of the buildings, heroes, and such are even placed in seats or beds as if they are still alive.

Birth:

Nothing special

Colors:

Green, Brown, Grey

Incense / Oil:

Storax, Myrrh

Symbols: Dead animals, spoiled food, bones, goat horns, vomit.

Stone / Metal: Onyx, Jet Obsidian, Black Agate, Steel

Plants: Beech, Elm, Willow, Dead Oak, Rotten Birch.

Animal: Vulture

Chant: None

Orcus is commander of all mortals of the Sphere, which includes all undead monsters. He also commands a small body of loyal Immortals of various types.

He has the following abilities, usable at will, at no cost in Power: Detect Magic, Detect Invisible, Know Alignment, True Seeing, Read Languages, and Read Magic. Orcus is telepathic, able to send and detect thoughts. And he is immune to mind-reading. The demon ruler has all the standard abilities and immunities of other demons, and is also immune to poison, paralysis, turn to stone, and fear. They can be harmed only by weapons of +3 or greater enchantment.



Orcus And Talitha.

Call other effects

Instead of the standard random Call Other ability, Goron may choose the types of creatures to be called, with varying chances of success (as listed on Table). If a Gargantuan is chosen, roll d% to determine the exact type responding, and refer to Table. Unlike other demons, a demon ruler may Call many lesser demons. The following table gives statistics which may respond to a Call from a demon ruler.

Call Other called for	Responding		Responding Type			Number Appearing
	Chance succes	Type	A 1d100	B 1d100	C 1d100	
Croaking Demon	85%	B	01-20	-	-	1d4+1
Groaning Demon	85%	B	21-70	-	-	1d3
Hissing Demon	55%	A	-	01-35	-	1d3
Howling Demon	85%	B	71-95	-	-	1d4+1
Roaring Demon	55%	A	-	36-00	01-02	1
Screaming Demon	85%	B	96-00	-	-	1d4+1
Whispering Demon	95%	C	-	-	03-00	1

Special Followers

Select one type only for each call, and roll to determine the number appearing. The response is automatic.
 3d10 Mummies
 2d10 Spectres
 2d6 Vampires
 1d6 Phantoms
 1d3 Spirits
 1 Nightshade
 1 Gargantuan (see next)

Type of Gargantuan Responding

1d100	Type	AC	HD	MV	THACO	Att	Dm	XP
01-28	Skeleton	7	8*	120' / 40'	12	1 Weapon	4d6	1200
29-51	Zombie	8	16*	180' / 60'	7	2 claws	4d8 each	2300
52-69	Ghoul	6	16**	180' / 60'	7	2 claws / 1 bite	3d4 each+Paralysis	3250
70-83	Wight	5	24**	180' / 60'	3	1 Touch	1d4+draining	8750
84-93	Wraith	3	32***	240' / 80'	2	1 Touch	4d6+draining	19500
94-99	Mummy	3	41****	120' / 40'	2	1 Touch	4d12+Mummy rot	28500
0	Spectre	2	48****	180' / 60'	2	1 Touch	4d8+draining x2	35500

Their energy drains do not increase in power. Level-draining gargantuan (Wights, wraiths, and specters) can only be created or Called by a demon ruler, not by any mortal or lesser Immortal.

Orcus 's Artifact

Shadow Belt

Created by the demon ruler Orcus, the *Shadow Belt* is known in the legends of a hundred planes of existence - though thankfully not on the Prime Plane. Orcus has subtly engineered its frequent disappearances and rediscoveries, partly as a way to test likely candidates for Immortality in the Sphere of Entropy. Durhan is the latest candidate: he has already failed his test, Durhan lacks the self-awareness necessary for Immortals. His invasion of Trann has endangered the entire realm of Eloysia. Even if he is aware of this, he cares not-Durhan is crazed with lust for power.

The Shadow Belt is a simple leather belt with an iron buckle. It has a gray, leather strap that fits over one shoulder and crosses the chest like a bandolier. The belt changes size to fit any wearer. Carved on the belt and strap are disc-shaped symbols. When the wearer touches a symbol and concentrates, a gold skullcap appears from the symbol, attached to the belt by an infinitely extendable gold wire. The belt can produce up to 500 of these caps, which are used for its power drain ability.

Magnitude: Greater artifact of Entropy (Death)

Powers: PP 485

Attack Powers (4)

Lightning bolt	60 TP
Mass charm	75 TP
Cause Fear	10 TP
Power drain	(Special)

Information Powers (3)

Levitate	15 TP
Clairvoyance	25 TP
Haste	30 TP

Transformation Powers (3)

Animate Dead	50 TP
Create Normal Objects (to 1000cn)	75 TP
Spell Generation (If Orcus is absent)	250 TP

Defense Powers (4)

Protection From Good	10 TP
Shield	10 TP
Shapechange	100 TP
Immunity	100 TP

Activation:

The Shadow Belt is activated when a user puts it on. The belt extends countless hair-thin filaments that grow through clothing or leather armor into the wearer's skin, literally melding to the host's body. The filaments will not grow through metal armor, and the belt does not activate until the filaments have grown into the host's body. Thereafter, the belt can't be removed until the host dies or reaches Immortality.

Use of Powers:

Knowledge of the belt's powers is acquired when the belt is activated. Each power is triggered by mental command alone and does require continued concentration.

The power Drain ability is unique to the Shadow Belt. Unlike other artifacts, it does not regenerate Power Points itself. Instead it leeches power from other beings or its host to regain TP. A victim must be willing or charmed and a gold cap and a wire from the belt must touch the victim's body.

The belt regains 1 TP per day for each level of the victims. (Normal Humans count as 1st level for this purpose). A victim is drained of vitality while wearing the cap and can take no action. The helpless victim may suffer from lack of food or sleep while being drained but is otherwise unharmed once the cap is removed.

Handicaps (3)

1. When first used: Alignment changes to Chaotic (Evil).
2. Size change; Wearer grows 1d4" a day while wearing the belt. Maximum height is three times normal. body becomes horribly distorted at large sizes.
3. No damage (except unceasing agony) while the belt is worn:
When removed, victims shrink to normal size, taking 1d6 damage per foot shrunk.

Penalty (1)

While any power is used, a heavy storm arises, centered on the user and continues while the power effect lasts.

The Wand of Orcus, also known as the Wand of Death, is an obsidian Rod topped by a skull. When used by any other than Orcus himself, the wand has a 50% chance of annihilating any creature merely by touch (except, Fiends, Demons, Devils, Immortals, Undead, Constructs, and the like), but subjects the user to a Major Curse each time this is tried. In addition, it bestows the following abilities/penalties;

Move at double speed.

Cure Light wounds once a day a person.

Speak with animals.

Cause serious Wounds (user suffers 2d12 damage).

Sources:

Mythological Encyclopedia,
Dragon Magazines 20, 42, 85, 126,
TSR9204—D&D—M4—Five Coins for a Kingdom,
TSR1017—D&D—Immortal Rules,
TSR9189—D&D—IM2—Wrath of Olympus,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



The latest Wearer Durhan, Grotesqly grown, with some of the victims on the background, attached to caps and filaments.





Ordana

Ui, Thendara, Breig, Uradhani, Urtni, Forest Mother, Urd,
Mother Nature, Great Oak, Spirit of Eyf, Tawnia, Future Norn.

Patroness of Sylvan Races, Forest, Robrenn, Treants

Region:	Minrothad, Wendar, Alfheim, Five Shires, Norwold, Isle of Dawn, Davania, Savage Coast (Robrenn, Bellayne, Jibaru), Hollow World (Icevale, Neathar Lands).
Sphere:	Hierarch (IM 31) of Time
Home Plane:	Rouvenia (free Outer Plane)
Date Ascension:	Milenia ago, prehistoric times
Sponsor:	Unknown, likely Khoronus
Statistics:	AC-22, HD 45, Hp 800, MV 150'/50', #AT 4 = Punch-4d6+9, Club-3d4+14, AM 90%, Sv IM 31, AL N ST 43, IN 70, WI 69, DX 28, CO 48, CH 50
Powers:	Call Other, Height increase, Improved save vs. Physical Attacks, Turn Undead. Whip +5 of Draining.
Followers Alignment:	Any, Predominantly Neutral Wood Elves. Any seriously dedicated to the Forest Way wear only garments and accessories made of wool, cotton, or leather. Faith called Dainrouw (meaning: The Forest Way).
Taxes / Tithes:	Followers are taxed 5% of their annual income by the Church.
Clerics:	Clerics, Druids, Specialty Clerics (Tree-keepers)
Alignment:	Neutral
Powers:	They can Hide in Shadows and Move Silently as a Thief of Equal level in any woodland area.
Treekeeper Powers:	Analysis, Identification : The priest has no special detection powers, but when he sees a plant or animal he can identify its species and whether or not it is normal for this area. He can only identify non-magical animals and plants: those with any magical powers, including breath weapons, are beyond his power.
At 5th level:	Extra spell Cause Fear once a day.
At 8th level:	Shapechanging : the Immortal can decide whether the priest can turn into one animal or three, and what species he may turn into. He may opt to let the priest make that choice.
Skill Effects:	Extra Nature Knowledge, Forest Survival. +2 to Herbalism. Required: Agriculture, Honor Oloron. Recommended: Animal Handling, Fire-building, Fishing, Weather Sense, Healing, Herbalism, Reading/Writing.
Accepted Weapons:	Standard, Club, Quarter-staff. The favorite weapon of these clerics is a hardwood or ironwood club, which is +1 to hit because it is carved to a perfect balance and fit in the individual's hand.
Accepted Armor:	Any, non-metal.
Holy Symbol:	An oak leaf, or an Acorn.
Vestment:	Brown or Green Cloak, Clerics, keepers, and others seriously dedicated to the Forest Way wear only garments and accessories made of wool, cotton, or leather.
Adventuring Gear:	Camouflage colors. Clerics, keepers, and others seriously dedicated to the Forest Way wear only garments and accessories made of wool, cotton, or leather.
Dogma:	Nature, fertility, protection of forests and woodland beings (especially Elves and Treants). This Immortal is related to the gods of agriculture and fertility. She's most similar to the gods of the Earth, but is less concerned with earthly powers (like volcanoes) and more with weather and its effects on all living things. The priesthood teaches the population to worship the deity of nature, and to fear him. It stresses the fact that man is a small, insignificant thing next to the grandeur of nature and must recognize that the sentient species are just elements, ingredients, of nature. This philosophy doesn't sit well with most of the sentient species, except the elves, who are in accord with it.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Vigilance against any forces, gods, or mortals that threaten nature: If a Immortal of fire has gotten too happy and is burning up great tracts of plain or forest during an overlong summer, if a mortal civilization is destroying wilderness by exploiting it or expanding into it, priests of Ordana are commanded (by their temple or by Ordana herself through dreamspeech or prayers) to go forth and do something about it.
Temples and Such:	The Religion is called Dainrouw, which means the Forest Way in Fairy. The clan relic of the wood elves has a connection with this Immortal, but, is not discussed with outsiders. Wood elf characters may read the Secrets of the Wood Elves to learn more about this relic. Temples operated by these priests must be built outside city walls. Such priests can sleep within city walls (especially when traveling, when the city is under siege, etc.), but his permanent residence must be outside the city limits. To have permanent residence elsewhere is a minor offense (-1 Pip / Offense).

Known History:

Dainrouw was inspired by Ordana, an elf who, like Calitha Starbrow, ascended to Immortality in the sphere of Time. Those who honor this Immortal call her "Forest Mother," and know that she favors trees and growing things. Forest elves learned the craft of woodworking from this Immortal who legend says revealed a homeland for them in the Minrothad Isles.

Ordana is an older and greater Immortal than Calitha Starbrow, although her followers have been scattered in the Elvish migrations of olden times and her name has faded from the memory of most. The Forest Mother gladly embraces any followers, and has granted clerical spell abilities to the few humans who have converted to the Forest Way.

Unknown and True History: It is believed that Ordana was an Evergrun Elf who achieved Immortality, but that's not the case. Ordana was actually the first (and only up to now) Treant who became self-aware and reached Immortality at the end of human's Prehistory, long before the civilized races strode on Mystara's soil.

She did never understand who her patron was, although Khoronus suspects he may have had part in her ascension working from the far future. Ordana's first creation were the sylvan races and later she perfected her skills when she gave life to the first elves. The elves were born from her own leaves. A Demihuman race which would be the friend and protector of her beloved forests, in exchange for nurturing and sheltering them in those paradises.

When the elves turned their back on her philosophy to follow the Blackmoorian folly, she felt betrayed, but nevertheless she did not act against them. She just turned her back upon the Evergrun Elves. And instead she patiently waited for them to return to Dainrouw, the way of the forest.

When she understood the southern elves were doomed, she inspired the most faithful of her followers, Ilsundal the Wise, to travel northwards searching for the lost clans and the promised land. She promised to lead them to another Evergrun, but only if they forsook the ways of Blackmoor and came back to the old way of the forest.

Eventually, some Elves led by Ilsundal returned to her philosophy of Dainrouw. She subtly aided Ilsundal's followers on their journey and became the Patron of the Wood Elves who finally settled on the today Minrothad islands. She later helped Ilsundal create the Sylvan Realm, and even if after his ascension she lost most of her Elven followers (who started to revere the Wise), she didn't bear any animosity towards her old pupil, knowing that he taught her people to always respect the way of the forest.

Nowadays Ordana is worshipped by the elves of Minrothad and Wendar, by some elves and druids in Alfheim, Davania, the Savage Coast, Norwold and the Isle of Dawn, as well as by humans and elves in the Hollow World. She is also revered by many woodland races (especially treants) all over the world. But she is largely forgotten by the most Elvish races, as they became followers of Mealiden and Ilsundal.



Because she is a master of vegetation and a powerful Immortal of the Sphere of Time, Ka the Preserver enlisted her aid in the reshaping of the Hollow World. Once Ixion had created the Inner sun, Ordana caused mighty forests and jungles to spring up. Because she is also an Immortal of the Sphere of Time, she also created the Floating Continents, and placed them in precise orbits around the central sun. hollow World Astronomers could now accurately calculate the passing of time by gauging the positions of the Floating Continents.

Personality:

Ordana is a force of nature and she embodies the majesty and timeless strength of mighty forests and woodland races which live with nature within those forests. For this reason she views herself as protector of all the races that dwell in and respect and love the forest. So she is the friend of most elves, of Treants, of Centaurs and Dryads, and of all the forest folk except those who worship Entropy. She despises people who cut down or burn down forests. She is friendly to only a very few human cultures, those who live in the manner of elves and forest beings.

As Ui, she is the head of the Phanaton (Jibaru) pantheon. She commands the forces of nature. Patroness of the forest and protector of its people, Ui is the one who gave the Phanatons the spark of intelligence so they could avoid total subjugation by Herath. Although an ally of Korotiku in the maintenance of the Hollow World, Ui despises his spider folk, and loathes what they did to neighboring chameleon men followers of her friend, Calitha Starbrow.

In the Hollow World, Ordana works to make sue that the Sphere of Time gets its due. If Ka the Preserver had his way, all races and cultures would be stagnant, unchanging, locked in time. Ordana tests the boundaries of the spell of Preservation, prompts cultures to create offshoots and variations, and in short brings about as much fertile, creative change as she can.

She also works to preserve the great forests and jungles (and rare plants) of the Hollow World from the depredations of races which could clear them out—humans and humanoids especially. In this she is the sole creator of the Floating Isle of Ashmorian in the Hollow World were distinct plant species are saved.



Appearance:

Ordana has different manifestation forms, according to the cultures she's revered by.
 Mother Forest / Ui: An imposing and verdant oak Treant. Remember, an Oak tree is both male and Female, and the Treant is no different. The picture here is an image of an angry Ordana as Treant Manifestation Form.

Thendara / Tawnia: A beautiful Elven maiden with long flowing hair and emerald green skin clad with woodsman clothes.

Ordana / Breig: A charming dryad with emerald green hair of leaves and emerald green eyes, clad in a simple thin tunic made with the leaves of different trees.

She is also Urd, a.k.a. Mequisa, the Law Future Norn. The Immortals of fate. The Norns (of which there were principally three being Urd, Verdandi, and Skuld) represent the past, present and future, respectively. These Immortals are ever diligently questioned by the Immortals (particularly Odin) about the future as it pertains to themselves. The Norns will not let it be known what fate awaits the Immortals, 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 Norns are three eldritch and fearful Immortal crones that mysteriously appear to a mortal at the Time of birth and death, though Northmen myths tell of heroes and even Immortals, who seek out the Norns in the remotest mountain crags for their wisdom, their power, and their prophecies. By tradition, the Norns are known as **Skuld (Khoronus)**, Keeper of the Unchanging History, Patroness of the Past; **Verthandi**, , Mistress of the Manifold Paths, Patroness of the Present; and **Urd (Ordana)**, She Who Sees the Unforeseeable, Patroness of the Future. Modern legends say that in a dark cave atop a high and rocky peak in Norwold sit the Norns (or at least their mortal avatars), where the locals known them as the "Mortal" Crones of Crystykk.

Urd or Mequisa, the Lawful:

AC-4, AV6, C23; hp 52; MV 90' (30'); AT 1 mace+4; D 5-10; Save C23; ML 12; AL LN; XP 3,750; ST 12; IN 10; WI 17; DX 14; CO 11; CH 6 Spells;

1st level: cure light wounds*, detect evil, detect magic, light*, purify food and water, remove fear*, resist cold.

2nd level: bless*, find traps, hold person*, know alignment, resist fire, silence (15' radius), speak with animal.

3rd level: continual light*, cure disease*, growth of animal, locate object, remove curse*, striking.

4th level: cure serious wounds, dispel magic (x2), neutralize poison*, protection from evil 10', sticks to snakes

5th level: commune, cure critical wounds, raise dead, truesight.

6th level: aerial servant, animate objects, barrier, cure-all.

7th level: earthquake, holy word, raise dead fully* (x2)

Mequisa wears plate mail +3, a ring of invisibility, and a ring of fire resistance. She carries shield +2, a mace +4, and a snake staff (32 charges).

Allies: Ordana's closest Immortal friend and subordinate is Calitha Starbrow, an Elvish Immortal who is the Patron of the Water Elves. Ordana's allies in the maintenance of the Hollow World are Ka the Preserver, Ixion, and Korotiku.

Despite she lost many followers to the Elven Immortals, she considers Ilsundal, and Lornasen some loyal allies, and she knows she can always count on the Korrigans' protection, on Zirchev's aid and on Ka's wisdom. She appreciates the efforts of Zirchev on behalf of the forest races.

Enemies: Ordana dislikes, and sometimes launches petty plots against, Immortals who are fire-orientated. These include Rathanos and even her own ally Ixion. On the other hand, she opposes with passion all those civilizations which destroy woodland areas or use fire in a mindless way. But these are mere dislikes, not genuine enemies. As a patroness of the fecundity of the forest, she opposes the activities of the Sphere of Entropy.

Holy Days: New moon. Adherents take a full day off work, for services, held at day and night. Priests pray at dawn.

Piety awards: None additional (remember, she is a nature druid, plants and animals belong to her followers too, any unnecessary slaying is seen as "murder").

Piety Penalties: None additional

Habits: ▶ Modest +3, Forgiving +2, Trusting -1 (All Animal instincts)

Dead: Nature will use it correctly.

Birth: Baptized in Holy morning Dew Water. (a few drops will suffice).

Colors: Any, but greens, browns, and yellows will dominate.

Incense / Oil: Floral scents.

Symbols: None especially

Stone / Metal: None

Plants: All, but specifically the Oak, Elm and Ash trees.

Animal: All.

Chant:

*Great Mother of Nature,
Your fruits feed my children,
Your leaves feed my animals,
Your branches build my home or toals,
Your stem becomes my weapon,
Your animals are my food,
Grant me a new fruitful year,
To sustain my family.*

*And I'll protect thee, Nurture thee, Water thee, Restore thee, Harvest thee, Grow thee,
So the yearly circle comes around.*

Sources: Mythological Encyclopedia,
Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178,
TSR9223—D&D—Gaz5—The Elves of Alfheim,
TSR9236—D&D—Gaz9—The Minrothad Guilds,
TSR9195—D&D—Gaz2—The Emirates of Ylaruam,
TSR1094—D&D—Champions of Mystara,
TSR2521—AD&D2—Savage Coast Campaign Book,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Orisis Osiris, Indra

Patron of Death and Resurrection, Judge of the Dead, Reaper of Harvest, Lord of Nature



Region:	Ierendi—White Island, Hollow World (Nithia).
Sphere:	Celestial (IM 17) of Thought
Home Plane;	Heliopolis
Date Ascension;	
Sponsor;	Unknown, likely Khoronus
Statistics;	AC-6, HD 31, Hp 280, MV 150/50', #AT 3 = Punch-3d6+13, Sword-2d8+18, AM 60%, Sv IM 17, AL LG ST 73, IN 50, WI 33, DX 28, CO 44, CH 68
Powers;	Control Undead, Call Other, Height increase, Poison Sting. “Just Reward”, Flail +5 of Draining.
Followers Alignment:	Lawful or neutral. Mostly attorneys, Embalmers, Judges, Seekers of Rightful Vengeance,
Taxes / Tithes;	Followers are taxed 5% of their annual income by the Church.
Clerics;	Druids. (males 90% mostly).
Alignment:	Lawful Neutral, any Neutral except evil.
Powers:	Druids of levels 21+ may use the spell Shapechange in addition to other spells normally available to druids.
Skill Effects;	Extra Nature Knowledge, Forest Survival. +2 to Herbalism.
Accepted Weapons;	Standard, Club, Quarter-staff. The favorite weapon of these clerics is a hardwood or ironwood club, which is +1 to hit because it is carved to a perfect balance and fit in the individual's hand.
Accepted Armor;	Any, non-metal.
Holy Symbol:	A White Bird. Or a White Nithian Pharaoh's Crown-helmet, over a crossed flail and hook.
Vestment;	White Robes, completely shaven
Adventuring Gear;	Any white clothing, no hair accepted in communities, so must shave before entry.
Dogma:	Death and Rebirth, Secrets, Vegetation, Death, the Dead, Justice, Harvest. Goodness, honor, and order are the natural state, and that which leads to evil, treachery, and chaos is by rights unnatural and unlawful.
	Goodness and harmony come from living within Maat rather than fighting it. An organized approach brings the most for all. Laws exist to bring prosperity to those under them. The pharaoh and his representatives set laws as guidelines for the honorable action within Nithian tradition.
	Those guidelines must be applied with honor; when honor is lacking in their application, the fair judgment of Osiris is the law. The justice of Osiris is a lack of partiality.
	Be not angered without justice. Great is justice when it is even-handed, in the eyes of truth, a slave and a pharaoh are as one.
Daily Activities:	Druids of Osiris pray for their spells at dusk, when the day's activities are judged.
Temples and Such:	Large, stone contemptuous temples with lots of 30 to 50' pillars, in multiple rows and columns next to each other leading to a simple altar. All are inscribed with hieroglyphs depicting the prayers and stories of Osiris (as he wants it to be seen).
Known History (as on the Pillars);	Osiris is the sun of Geb and long-forgotten Nut. He was slain by Set during a power struggle to succeed Ra in the aftermath of the ancient wars.
	He was brought back to life by his wife Isis and Nephthys when they mummified his body, giving him eternal life and making him the Immortal of Death.
	Osiris and Set are bitter enemies, but Osiris gladly accepted the leadership of Horus-Re when Ra (Rathanos) chose Horus to eventually succeed him.
Unknown and True History:	The newly founded Kingdom of Nithia, had a local king, Orisis. Orisis part was a very wise and capable man, and his desire to give the Nithians a wide set of laws to prevent injustice and to allow the creation of a real nation with firm beliefs led him to seek for Maat's alliance. After a long military campaign she finally decided to join forces with the enlightened chieftain of the Western Tribes, Orisis, and she married him.



After a series of oaths and political weddings arranged either by sheer force of the arms and or by diplomatic talks, the pair was then able to proclaim the foundation of the Kingdom of Nithia around 1600 BC. Later the pair started to know each other and they fell in love, thus strengthening their leadership over Nithia.

However, Bachraeus (a Necromancer-King of the ancient Empire of Taymor, and was one of the few to survive the destruction of that land. He was part and parcel of Thanatos and Ranivorus' plan to destroy the Nithian Empire, and has done his best to corrupt any descendants of the Nithian peoples) coveted his older brother Orisis' power and so started to spin a conspiracy in order to assassinate the king and take his place both on the throne and on the wedding thalamus. Bachraeus lured Orisis outside the royal palace by inciting some eastern tribes to revolt against Nithia. He then set out to subdue the rebel tribes, but once there he faked his own kidnapping. Worried about his brother, Orisis traveled to that region personally to parlay with the rebels, and there he was first poisoned and later murdered by Bachraeus, who then cut his body into different pieces and scattered them along the river Nithia. Bachraeus then killed all of the people who had participated in his coup to eliminate uncomfortable witnesses, and traveled back to Nithia with sad news. After his brother's demise he made his claim on the throne of the kingdom and thanks to his allies' support and the lack of a heir, he was granted the title of Prince Regent.



ORISIS' VENGEANCE After the rise of Bachraeus, Cheimos remained at his place without openly opposing him, but secretly helped Maat in her quest to find her consort and revive him. In fact, although struck deep at the heart, Maat didn't resign to the situation, and shortly before the crowning of her brother-in-law she fled the capital looking for the corpse of Orisis. Thanks to her determination and the magical knowledge of the befriended court mage Cheimos, she managed to recover the thirteen parts of Orisis's body and mummified the corpse, succeeding to revive him as the first mummy.

Orisis, aware of Bachraeus's deceit, returned to get a rightful revenge and reclaim his lost throne. When Bachraeus got word that Maat had finally come back, he arranged for a meeting with her in his desire of securing his grip on the throne and wooing the widow queen as soon as possible. Great was his dismay when he found out that Orisis had come back too, and the rightful king unmasked his brother's fiendish plan just in front of the court, calling upon divine powers to defeat him and reclaim his position at Maat's side.

Bachraeus was then banned from Nithia and Orisis laid a terrible curse upon him, making him half man and half snake, the first male medusa on Mystara. Later he became a Weresnake by the foul magics of Demogorgon, and finally became immortal candidate of Entropy.

SETIS When Bachraeus came back to Nithia under the identity of Setis (Set), Cheimos was the first to be influenced by his malign powers. Setis bent the Magist's will to his own through a magical subterfuge and began to manipulate him first in order to discover the mysterious secrets that he guarded, and then to obtain Orisis's trust, becoming one of his counselors.

Thanks to his powerful divine and arcane magic and his alliance with the Entropic forces, Setis spun his web of intrigue and deceit, murders and blackmailing, creating turmoil and hatred among the different factions behind the throne. These tensions culminated in a civil war and an attempted coup against Orisis and Maat, which Setis promptly used to murder Orisis (after discovering the weaknesses of his undead nature) and force Maat and Cheimos to flee in exile. Before Orisis' demise however, Maat succeeded in transferring his soul within her (as yet still mortal body, but infused by Immortal powers, ready to become Immortal) womb, getting pregnant by magic and later giving birth to Mitras (Kepher), son and father of himself.

When the Immortals decreed that Nithia must be destroyed in the Outer World, for all its deadly blasphemy, only the town of Ranak and its people survived.

Ranak was removed by distance from the corruption of the rest of the empire, and its ruler, Kepher, was a solitary, secretive man who was untempted by the allure of the Entropic powers that seduced his fellow leaders to evil and insanity.



Alone among his people, Kepher was allowed to remember the story of the Outer World nation of Nithia, that he might keep them from repeating their past mistakes. Too, he found himself elevated to the station of Pharaoh of these people. Thus roused from his innermost solitude, Kepher was able to guide his people in this strange, new world—to survive it, and tame it, and make it their own.

His reign was not fraught with the perils of nature alone, for an ancient artifact of Entropic evil had somehow escaped the notice of the savior Immortals of Nithia, and threatened to undo all that had been done to preserve the nation. Playing and preying upon the natural rivalry of the followers of Pflarr and Rathanos, the artifact spurred the two sects into increasingly aggressive and violent acts against one another. Civil war threatened the still vulnerable new realm.

After painstaking investigation, Kepher was able at last to identify the true source of impending disaster, and to destroy the Entropic artifact, though at the cost of his own mortal life. As his spirit left his dying body, he was greeted by the Immortals, who ushered him into their ranks, for Kepher had—unknowingly—completed the trial of the Epic Hero.

Personality: Having died and risen to Immortality in spite of it, Kepher became the patron of death and resurrection- the embodiment of the triumph of will and life over Entropy. He adopted his original name Orisis and made it his special mission to ensure that the evils that destroyed ancient Nithia would never be allowed to manifest again, just as he did in his mortal life.

Orisis' introspective and secretive nature makes him very well chosen to safeguard the dangerous knowledge that led to the destruction of ancient Nithia, and his strong sense of duty ensures that he is ever vigilant and ready to take whatever measures necessary to fulfill his charge.

Osiris (pronounce Oh-Sigh-ris) has a powerful and commanding presence, yet those whose hearts are pure and true are very comfortable in his company.

His stern demeanor is cracked only by the antics of playful children, who have been known to make him smile and laugh in delight, and his wife, Isis, whom he loves passionately.

However, when confronted by those who violate the principles of Maat (justice, honor, order and, righteousness), particularly by despoiling the resting places of the dead, his anger is terrible and his wrath unstoppable.

Appearance: As the Immortal Orisis he looks like the typical Pharaoh, with full regalia, clothing, cap, armor and weapons. Mortal Identity; A hawk-headed man, wearing the Nithian royal beard, but the scribes cap. Dressed in thin but tightly linen shirt and dress.

Allies: Horon (Ixion), Kagyar, Isis (Valerias). Though nominally allied with Pflarr and Rathanos as fellow patrons of Nithia, Orisis is antipathetically disposed towards them.

Enemies: Thanatos, Ranivorus, Yagrai, Set.

Holy Days: The two most important holy days in the church of Osiris are Highharvestide and Midwinter. The former is a joyous celebration of Orisis's bounty in which all the citizen's of Nithia are invited to join. The latter is a solemn, private day during, which the sanctity of every burial crypt in Nithia is renewed or reinforced during the preparation and burial of the dead. There are three versions of ceremony—High, Middle, and Low Passing—that are employed during funerals for the royal family, the nobles, and the commoners, respectively.

Day of prayers: Nytdain (clerics pray in the morning after breakfast after their restful sleep).

Piety awards: Being Raised from the Dead while following a lawful task or quest. +3

Piety Penalties: None additional

Habits: ▶ Trusting -3, Loyal +2, Forgiving -1

Dead: Buried after embalming, in a burial crypt or tomb.

Birth: Baptized by hand-laying on the skull.

Colors: White, Light and-dark-blue but then only with white.

Incense / Oil:	Myrrh, Palm oil, Vegetable floral Butter (placed on head to melt in aromatic scents, and make head or hair shiny.).
Symbols:	The Pharaoh's Ankh and flail.
Stone / Metal:	Brass.
Plants:	Papyrus.
Animal:	Hippopotamus, Giraffe.
Chant:	none

Note of Writer Pandius site Marco Dalmonte

Gaz4 mentions that "the followers of Orisis... were removed to a remote Outer Plane in the keeping of their Immortal patron", thus implying that Orisis was already Immortal at the time of Nithia's destruction. HWR2 mentions that Kepher was raised to Immortality after dying in the Hollow World. Rather than have two separate Immortals, and because their stories (death, resurrection, combating Entropy in Nithia) tied so closely together, I chose to reinterpret the statement in Gaz4 as referring to the followers of Orisis in his mortal life- i.e., the citizens of Ranak under Kepher, who were removed to the Hollow World in the keeping of their patron (Kepher)- and not to an Outer Plane. A deliberate reading of the text, obviously, invalidates this theory of Orisis' origins, but I thought the symmetry was nice. Also, since DM came up with the Theory part of his Immortal stat block, it gives us some leeway to allow for different interpretations.

As stated above, I realize this version is likely not going to mesh with DM's (which I am looking forward to reading), but I thought I'd offer it up as an alternative.

Note of Robin

As the collector of all the Immortal data so far, I found a Better niche in the story. Mitras (Kepher) is Orisis, reborn from himself, his knowledge as Pharaoh not lost but regrowing, and again becoming Pharaoh in Nithia (Hollow World this time). After which he finally achieved Immortality. This clearly explains the Orisis history and does not unbalances that of Kepher.

Sources: Mythological Encyclopedia,
 Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178,
 TSR9215—D&D—Gaz4—The Kingdom of Ierendi,
 TSR9339—D&D—HWR2—Kingdom of Nithia,
 TSR1054/1401—D&D—HW0—Hollow World,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 WOC88643—D&D3—Faiths and Phanteons,
 Site of Pandius.



Ouranos

Jotun

Probably killed and absorbed by Qywwatz

Region:	As Jotun under the Northern Reaches, but the Immortal is no longer active, nor actively followed.
Sphere:	Hierarchy of Matter.
Home Plane:	Earth Elemental Plane.
Date Ascension:	Unknown
Date of Destruction:	1009 AC.
Sponsor:	Earth Elemaster.
Statistics:	Unknown, as the Immortal is no longer active, or actively followed., but must be as about the following, without ability adjustments. AC-7 to -9, HD 33 to 38, Hp 300 to 450, MV 150'/50', #AT 3 = Punch-3d6, AM 70%, Sv IM 19 to 24, AL LN Abilities are completely unknown, as the Immortal is no longer active, or actively followed.
Powers:	Unknown, as the Immortal is no longer active, or actively followed.
Followers Alignment:	Lawful
Taxes:	Followers were taxed 10% of their annual income by the Church.
Clerics:	Unknown, as the Immortal is no longer active, or actively followed.
Alignment:	Lawful
Powers:	None, as the Immortal is no longer active, or actively followed.
Accepted weapons:	Unknown, as the Immortal is no longer active, or actively followed.
Accepted Armor:	Unknown, as the Immortal is no longer active, or actively followed.
Holy Symbol:	A mountain on a blue field filled with stars.
Vestments:	Unknown, as the Immortal is no longer active, or actively followed.
Adventuring Gear:	Unknown, as the Immortal is no longer active, or actively followed.
Dogma:	Preservation, strength, hard will, building, giants.
Daily Activities:	Unknown, as the Immortal is no longer active, or actively followed.
Known History:	Ouranos was the most ancient of the Immortals of Matter and former High Hierarchy before Terra's ascension. He disappeared before the rise of the humans on Mystara, probably during the last aeons of the Giant Era (a race he created on Mystara after the Carnifex' extinction). Some rumors want him trapped by the mysterious Immortal Qywwatz, creator of the Nehthalggu, who devoured his soul to become an Immortal himself.
Personality:	Unknown, as the Immortal is no longer active, or actively followed.
Appearance:	Unknown, as the Immortal is no longer active, or actively followed.
Allies:	Unknown, as the Immortal is no longer active, or actively followed.
Enemies:	Unknown, as the Immortal is no longer active, or actively followed.
Holy Days:	Unknown, as the Immortal is no longer active, or actively followed.
Piety awards:	Unknown, as the Immortal is no longer active, or actively followed.
Piety Penalties:	Unknown, as the Immortal is no longer active, or actively followed.
Habits:	Unknown, as the Immortal is no longer active, or actively followed.
Dead:	Unknown, as the Immortal is no longer active, or actively followed.
Birth:	Unknown, as the Immortal is no longer active, or actively followed.
Colors:	Unknown, as the Immortal is no longer active, or actively followed.
Incense / Oil:	Unknown, as the Immortal is no longer active, or actively followed.
Stone / Metal:	Unknown, as the Immortal is no longer active, or actively followed.
Symbols:	Unknown, as the Immortal is no longer active, or actively followed.
Plants:	Unknown, as the Immortal is no longer active, or actively followed.
Day:	Unknown, as the Immortal is no longer active, or actively followed.
Animal:	Unknown, as the Immortal is no longer active, or actively followed.
Chant:	Unknown, as the Immortal is no longer active, or actively followed.

Artifact: Shard Of Sakkrad

According to very old legends, the original home of mankind was in the middle of a vast mountain, so huge that the sun was said to rise from one of its peaks and set on the opposite. The entire base of this mountain is the fabled emerald Sakkrad; its reflection gives the azure hue to the sky. One small piece of that emerald-this very Shard-was stolen by a Djinni, who subsequently vanished from existence; the Shard has never reappeared. It is said to hold unimaginable power; some say that mortal man was not meant to have it, and cannot possibly control it. Others dismiss it as pure legend. Yet despite the tales, many adventurers of great fame and power have gone in search of it; none are known to have returned.

Description:

This is a 3' long imperfect hexagonal crystal of azure hue, with sharp edges and pointed ends.

Major artifact of Matter PP 750

<u>Attack Powers</u> (4)	
A1	Disintegrate 80TP
A2	Mass charm 75TP
A3	Flesh to Crystal (stone) 50TP
A4	Polymorph any object 75TP

<u>Information Powers</u> (4)	
B1	Read Magic 10TP
B2	Detect magic 15TP
B3	Plane travel 65TP
B4	Telekinesis 40TP

<u>Transformation Powers</u> (4)	
C1	Create any monster 100TP
C2	Wizard Lock 30TP
C3	Passwall 45TP
C4	Wish 100TP

<u>Defensive Powers</u> (5)	
D1	Automatic healing 100
D2	Shapechange 100
D3	Luck 100
D4	Mass Invisibility 60TP
D5	Wall of Crystal (stone) 35TP

Activation:

The Shard is active when found. Anyone who touches it immediately and magically knows all the names, details, and command words of all of its powers. However, all this knowledge vanishes immediately when physical contact ends.

Use of Powers:

A power is granted to the user when the proper command word is spoken. It remains until used or until the user stops touching the item.

Handicaps

#1 appears when the item is first used; others appear in sequence whenever the user draws on a 100 point power.

1. Magic error:

A 25% chance of error occurs whenever the user casts a spell or utters any command words, except those used on the shard.

2. Operating Costs:

The user loses 10% of all treasure owned, and loses 10% each time a 100 point power is employed thereafter.

3. Greed:

Anyone seeing the user produce any visible effect of the shard's powers must make a Save vs. Spells, with a -4 penalty to the roll, or immediately attack the user with intention to possess the shard.

4. Doom:

The next time the user employs a 100 point power, there is a 5 % chance that an Immortal will arrive. This chance increases by 2% each time a 100 point power is used again. If the Immortal arrives, all within sight range have the choice of watching or looking away. Each of those watching must make a Save vs. Death Ray, with a -10 penalty to the roll, or die. Each of those looking away may make a Save vs. Spells; if successful, no further effect occurs, but if failed, each must make the previously mentioned Save vs. Death Ray. The Immortal departs within 1 round, taking the user and all of his or her non-living valuables (wherever they may be). The shard is not taken, but is teleported to a random location within 10,000 miles.

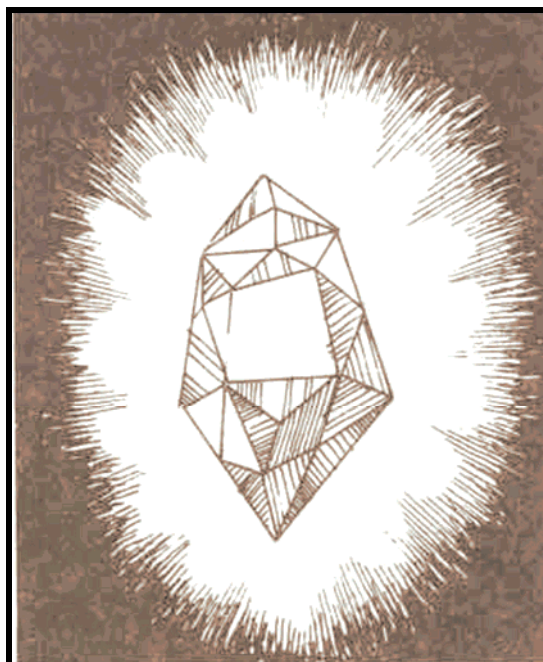
Penalties

20% chance of appearance when any power is used; equal chances for each):

- 1 Delayed blast fire ball within 10' of user, set to detonate in 1-4 rounds; normal saving throw applies to all victims.
- 2 User takes 40 points of damage.
- 3 Healing error: When the automatic healing power is next triggered, it drains the usual 100 PP but cures only 10 points of damage, or fails utterly to cure any other effect (poison, disease, etc).
- 4 The user is struck with Paranoia.
- 5 Memory lapse: The user suddenly and completely forgets how to cast spells (if a spell user) **or** how to use weapons for **2-20** days; no saving throw.
- 6 The user is struck by Withdrawal; Save vs. Spells applies, but with a -5 penalty.
- 7 Anti-Magic 100%, 10' radius emanating from the artifact. The Anti-Magic will remain until wished away, or until the user washes it in the water at either the north pole **or** the south pole.
- 8 Saving Throw penalty: A -8 penalty applies to the user's Saves vs. fire-type attacks.

Sources:

Mythological Encyclopedia,
North African creation myth Further Research: This item is loosely based on a creation myth common in Africa and Asia Minor.
Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178,
TSR1017—D&D—IM2—The Wrath of Olympus,
Master and Immortal sets
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.





Paarkum

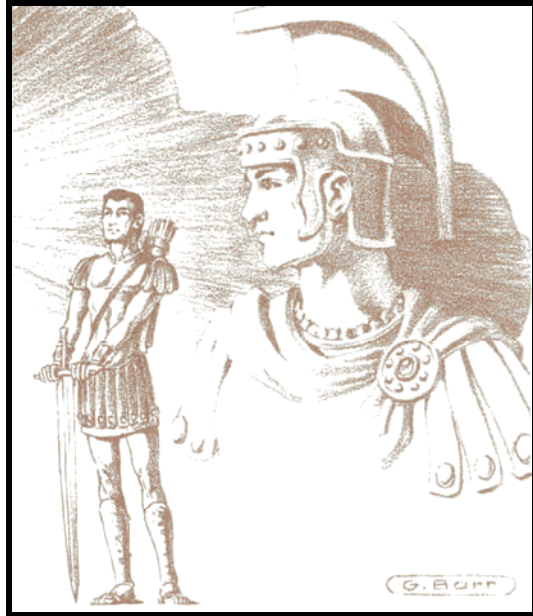
Patron of Order and Protection, Compassion, Culture Bringing

Region:	very locally on the West coast.
Sphere:	Temporal (IM 8) of Matter.
Home Plane;	unknown
Date Ascension;	between 700 AC and 890 AC
Sponsor;	Maat
Statistics;	AC-1, HD 22, Hp 120, MV 150'/50', Sv IM 8, AL L #AT 2 = Punch-2d6+5, 2 H Sword-4d6+6, Long Bow-2d8+7, H Crossbow-4d6+5, AM 50%, ST21, IN 13, WI 14, DX 20, CO 20, CH 18
Powers;	Weapon Mastery (2H Sword, Long Bow, Heavy Crossbow), Summon Weapons, Thief Abilities, Turn Undead. 2 H Sword +2, Long Bow +1, H Crossbow +3.
Followers Alignment:	Lawful
Taxes;	Followers were taxed 30% of their annual income by the Church. But poor followers are fed by the church, and sheltered by local followers who are more wealthy in special living sheds or outhouses nearby their own house or nearby the temple of Paarkum.
Clerics;	Clerics, Exorcists, most clerics are male.
Alignment:	Any
Powers:	Cause Fear 3 times a day extra.
Skill effects;	Required: Reading/Writing, Honor Paarkum Recommended: Ancient History.
Accepted weapons;	Dagger/dirk, javelin, knife, lance, Polearm, spear, stiletto.
Accepted Armor;	All armor: no shields.
Holy Symbol:	Book, Quill, and Scroll, on a upside drip-shaped shield
Vestments;	Light brown robes with gilded golden rims and sherps.
Adventuring Gear;	any
Dogma:	This Immortal's interest is in the education and "improvement" of other cultures... especially those considered "lesser" cultures by the principal culture of the campaign.
Daily Activities:	<p>The priests of this Immortal are charged with the education of the population in whatever subjects the Immortal espouses. If the Immortal wants everyone to be literate, the priests teach Reading/Writing, free of charge, to as many students as they can teach at a time.</p> <p>However, if the Immortal is simply of the opinion that one whole culture is the better culture, then his priests are charged with turning that other culture into a better culture. Consequently, the priesthood invades sometimes other nations, peacefully if possible, setting up missions and trying to convert the population wholesale to the worship of this Immortal, and to the cultural behavior of the Immortal's favorite civilization.</p> <p>When peaceful intrusion is not possible, the priesthood agitates for war with the other civilization: if the civilization can be conquered, they move in to convert its population by force. In these situations, we see mass destruction of the temples and sanctuaries of the "lesser" gods of this culture, elimination of their priesthoods, and ruthless suppression of the cultural elements which the culture-Immortal's priesthood wants to change.</p> <p>Not all priests have to be racist or contemptuous of other cultures. Sometimes they're just education-minded who want to bestow godly cultural elements on the human population: in such cases, the priesthood is not one that proposes war or holds inquisitions to suppress other sects</p> <p>Duties of the Priest: Guidance, Marriage. Missions: Conquest of new lands and education of the conquered population in the one true way to think and behave. Vigilance: The priests must be ever alert to the sign that old, bad ways and customs are re-emerging in the conquered population (or, if conquest was not involved, in the flock).</p>
Known History;	<p>Paarkum looked upon Immortality as a duty, as a way of furthering his work for Law. His sincerity of purpose greatly impressed his sponsor, and he set Paarkum on the Polymath's Path.</p> <p>Starting a new life as a 1st-level cleric, Paarkum found he enjoyed the service of the church he chose. As he advanced in power, he was quested to find the Ivory Plume of Maat.</p> <p>The Plume was recovered after a search of two years, and none of his companions were lost. As a thief, Paarkum was exposed to a differing point of view and way of life. The skills of a thief came easily enough, but Paarkum did not enjoy the work at all. This time the quest took four years, and one of his companions had to be resurrected. Paarkum paid all expenses, which greatly enhanced his reputation with his followers.</p>

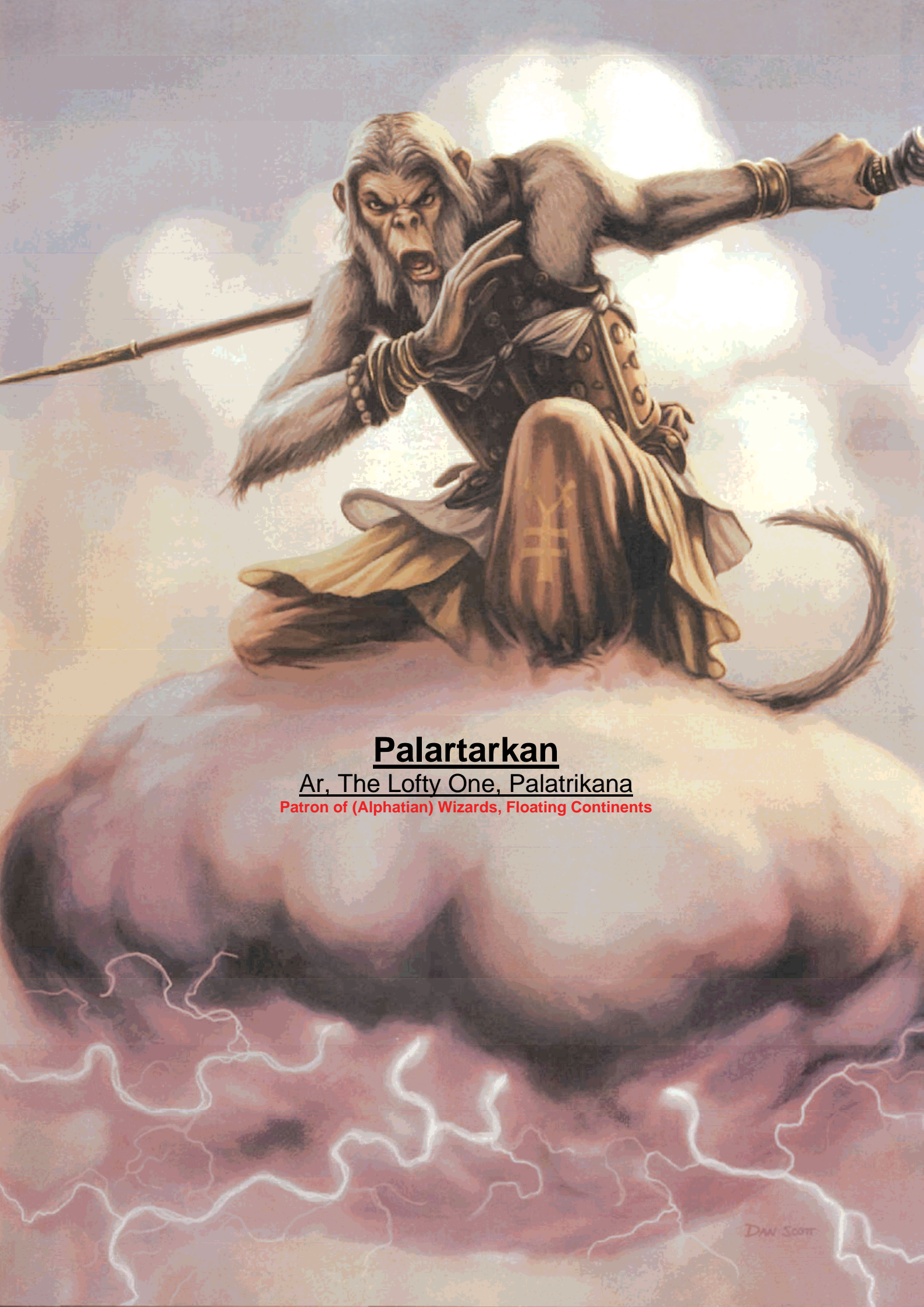
As a magic-user, Paarkum was amazed at the power and knowledge of mages. He studied hard, but the academic aspect of magic use always troubled him. The Plume proved an even greater task this time, for it was well hidden and well guarded. The Plume was finally obtained, and this time Paarkum was allowed to keep it.

In the country of his birth Paarkum erected a simple obelisk. The base was engraved with scenes of his battles and listings of the lawful deeds he had done and places where he had replaced chaos with order.

Then Paarkum set out alone into the wilderness, in a final test of his mastery of the skills of all classes. He experienced many adventures in his wanderings, and he mused long on the order of things and the balance of the Multiverse.



- Personality:** Paarkum is unable to understand how anyone can live without laws or regulations, or how anyone can be indifferent to such things. He cannot tolerate injustice, taking it upon himself to right any wrong he finds.
- Appearance:** Paarkum's mortal and Immortal forms are that of a human male of approximately 60 years of age. At 6' 6" tall and 250 pounds, it is apparent he has taken good care of himself over the years. His hair is still jet black, as are his eyes.
- His skin is weathered to a nut-brown from years in the sun and wind. Paarkum has accepted age gracefully and refuses to succumb to the vanity of youth.
- His Mortal Identity has the following statistics; Class Fighter 36, AC 9, HD9, Hp 120, MV 120' / 40', AL L, Att 4 x Two Handed Sword, Long Bow and Crossbow at Master Level, ST 18, IN 11, WI 11, DX 17, CO 17, CH 16.
- Allies:** Paarkum has not made many Immortal friends, at least not to the level to become allies. He is free from his Immortal sponsor Maat, but still follows her strict regime and orders.
- Enemies:** All Entropic and Chaotic Immortals (even of other spheres—like Energy).
- The Holy Days:** none
- Piety awards / Penalties:** None additional
- Habits:** ▶ Courageous +1, Energetic +1.
- Dead:** Buried
- Birth:** nothing special
- Colors:** Light-brown, Gold.
- Incense / Oil:** Tar, Petroleum
- Stone / Metal:** Brown-coal, Gold
- Symbols:** Swamp-lights
- Plants:** Ferns, Moss, Reet, Bog-grass.
- Day:** no days of prayer. Clerics pray when they awake after 8 hours of rest
- Animal:** Frog, Toad, Salamander.
- Chant:** none
- Sources:** TSR1017—D&D—IM2—The Wrath of Olympus, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Palartarkan

Ar, The Lofty One, Palatrikana

Patron of (Alphatian) Wizards, Floating Continents

Region:	Alphatia, Isle of Dawn, Bellisaria, Ochalea, Quedhar, Norwold.
Sphere:	Temporal (IM)of Energy.
Home Plane;	unknown
Date Ascension;	after 1000 BC.
Sponsor;	Unknown, probably Rathanos
Statistics;	AC-7 to -9, HD 33 to 38, Hp 300 to 450, MV 150'/50', #AT 3 = Punch-3d6, AM 70%, Sv IM 19 to 24, AL N Abilities are completely unknown, as the Immortal is no longer active, or actively followed.
Powers;	Unknown, as the Immortal is no longer active, or actively followed.
Followers Alignment:	Any
Taxes;	Followers were taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Neutral
Powers:	an extra Levitate, Feather Fall, Fly or Spider walk (all fly variations) when ever able to cast. Extra Animal training + handling of one flying animal species.
Accepted weapons;	No two handed or piercing weapons.
Accepted Armor;	Leather, no shields (two hands must be free).
Holy Symbol:	A Floating Mountain.
Vestments;	A light-blue robe with brown rims and many golden stars or clouds of silver (day or night).
Adventuring Gear;	any, but more often designed with stars or clouds.
Dogma:	Use the knowledge to learn to fly, anything.
Daily Activities:	Study anything about flight, flying creatures, air currents, etc. protect flying creatures and objects. These clerics behave more like druids than clerics and more like mages than most other clerics.
Known History:	Palartarkan was born with the name Ar on the original Home Planet of the Alphatians. He came with his fellow Alphatians to Mystara at about the time he was embarking on the Path of the Paragon. In the course of his quest of Immortality, Ar transformed a nation sized tract of the Alphatian Continent. He enchanted hills and mountains to float in the air and contributed to the Alphatians' understanding of Flight magics. The Alphatian country of Floating Ar is thus named in his honor. After achieving Immortality, he turned his attention to increasing his understanding of the way the multiverse works, and acting as a patron to wizards (especially Alphatian wizards) seeking familiar knowledge.
Personality:	<p>Palartarkan was, in life, the classical absent-minded genius, being alert and brilliant one moment and otherwise occupied the next. He is consequently not much a plotter in the realm of the Immortal conspiracies. However, he is one of the most knowledgeable Immortals on the subject of the Elemental Plane of Air, of gravity-related magics, and of the ether between the worlds, and of the casting of Permanence spells and enchanting large blocks of land.</p> <p>It is not commonly known that Palartarkan was the mortal wizard Ar.</p> <p>In the Hollow World, Palartarkan is enchanted with the Floating continents, and has made himself known to the few humans who live on those airborne masses. He has many worshippers among the Neathar tribes there. He will not usually anticipate problems menacing those people, but when made aware of such problems he will work to correct them.</p>
Appearance:	<p>Ar, in life, was a large muscular man with thick white hair and a thick white mustache and beard. He typically dressed in blues and whites suggesting the sky and clouds. He appears to mortals in the guise of a dressed baboon magic-user, usually floating above the earth in a cross-legged tailor's sitting pose on a cloud. The sort of cloud thus depicts his temperament. He still has his mage staff, and his grayish beard and long hair in either shape.</p>
Allies:	Palartarkan is the ally of Alphatia, who has a background and interests similar to his.



Enemies:	Palartarkan, then called Ar, was in the Old Alphatian homeworld when the Emperor Alphaks' poor rule led to the planets' destruction. Consequently, Palartarkan still hates Alphaks now that both are Immortals. Though Palartarkan doesn't have the planning abilities to counter Alphaks moves, other Immortals working against Alphaks can usually persuade Palartarkan to help, and to lend them the help of his own minions and clerics.		
Holy Days:	2 nd Thaumont	the ascension of the islands.	
Piety awards:	ascend a normal non-flying Creature	+2	(once only)
	ascend a normal non-flying Object	+5	(once only)
	ascend a normal non-flying Area	+8	(once only)
Piety Penalties:	None additional		
Habits: ▶	Cautious +2,	Courageous -2,	Trusting -2.
Dead:	Burned		
Birth:	Baptized in holy rain water		
Colors:	Light-bleu, grey.		
Incense / Oil:	Any incense, no oils		
Symbols:	Clouds, weather.		
Stone / Metal:	none, none		
Plants:	Horse flower, Ahorn, Ash. (any plant with plume-like or rotor-like seeds)		
Day:	none, but clerics pray at dawn to receive spells.		
Animal:	Any bird.		

Fortunate Fate

Range:	Touch
Duration:	Until Target is reduced to 0 Hp or less
Effect :	one follower of (allied) Immortal
Save;	None
Casting Time:	2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Kingdom of Floating Ar

Population 150,000 including Skyreach.

From border to border, Floating Ar is filled with Floating Islands—from as little as a hundred yards to as much as several miles. Though the floating islands never rash, no human communities are ever built beneath them. Most communities are built atop the floating islands, and so the non-spellcasting human serfs are much more dependant on their spell-casting rulers. The kingdom was founded not long after Landfall by a mighty wizard named Ar, who spent his long live doing nothing more than enchanting these islands to float (each consists of hundreds of thousands stonewall spells enchanted with levitate spells. The magical technique that went into their construction isn't that amazing—what astounds the other wizards of Alphatia is the amount of continuous work that Ar and his apprentices must have gone to create this kingdom. But unknown to most it was Ar's motivation to do so ,was part of his path to Immortality—it is obvious that Ar did transform his entire land, giving it an unique appearance.

Sources: TSR1037—D&D—Gaz0—Dawn of the Emperors,
 TSR1054/1401—D&D—HW0—Hollow World,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.

Palson

Apollo, Python-killer, Delphinios, Paian

Patron of Arts, Talent, Tactics, Archers and Strategists



Region:	Hollow World (Milenia), Thyatis, Skothar (Minaea).
Sphere:	Celestial (IM 15) of Thought.
Home Plane;	Mount Olympus
Date Ascension;	6 th century AC
Sponsor;	Noumena.
Statistics;	AC -4, HD 29, Hp 220, MV 150/50', #AT 3 = Punch-5d6, Bow- 5d6+4, AM 60%, Sv IM 15, AL L ST 30, IN 43, WI 48, DX 45, CO 35, CH 38
Powers;	Increased Damage x2, Fighter Options, Detection Suite. Silver Bow +4.
Followers Alignment:	Any
Taxes;	Followers were taxed 10% of their annual income by the Church.
Clerics;	Clerics, Healer (male only).
Alignment:	Neutral or Lawful. Called Apolloon-Oracles.
Powers:	Individual initiative +1 on successful wisdom check, when failed -1 instead.
Skill effects;	These clerics study musical instruments, specializing in the lyre, and sometimes learn artistic ability or singing. They also learn healing, one of Apollo's secondary functions, Extra Artistic skill. +2 to Military Tactics.
Accepted weapons;	Standard one-handed, Short Bow
Accepted Armor;	No shield, no plate or suit mail.
Holy Symbol:	A golden apple
Vestments;	Sheep's-ropes and clothing
Adventuring Gear;	any
Dogma:	Tactics, arts (music, theatre, painting, poetry and prose), passions, multi-talented characters.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education. Apollo is a classic playboy. charming, handsome, talented, and, like his father Zeus, very fond of female company. His Clerics aspire to the same style as their lord. They never stint (shabby robes and shoddy weapons do not reflect on the wealth and glory of Apollo), but they are dauntless, courageous warriors in the cause of good. Apollo is the god of prophecy, and his clerics make frequent use of spells like augury and divination, sometimes receiving visions and omens from Apollo. Despite the difference in personal styles, Apollo's clerics work well with the priestesses of Artemis, but they never work with clerics of Pan (the two gods clash over who is the better musician).
Known History:	<p>Palson was born in the Milenian Empire inside the Hollow World around 5th century AC. Firstborn of a rich senator, he got a complete academic education ever since his youth and he attended both gymnasium and academy, living by the of ideal of "mens sana in corpore sano" (healthy mind in a healthy body) with excellent results.</p> <p>Later he joined the army and made a brilliant career thanks to his keen mind, comprehensive knowledge and love for tactics and strategy. However, his experience on the field got limited to a few mock battles, because he didn't like fighting and violence in itself. After ten years in the army he got an assignment inside the new founded Milenian Navy earning the title of Admiral in 420 AC. There were in fact high hopes that thanks to his skills the Milenian navy would finally prevail over the ever-victorious Traldar pirates. Here he learned the intelligence of Dolphins, whom he now, as an Immortal still protects in the Hollow World. (hence his Delphinios name).</p> <p>Two years later Palson's talent was really celebrated after the Battle of Corisa, where the Milenian Navy finally claimed its first and greatest triumph against the Traldar enemies thanks to the strategy prepared by Palson himself. Palson however never showed a great taste for skirmishes and battles and remained always quite aloof from the rest of the troops. He preferred to satisfy his needs indulging in the pleasures of flesh and mind, and this attitude made him a famous multi-talented artist as well as an irresistible and charming heartbreaker.</p> <p>It was his passion for tactics and strategy and his multiple victories on the battlefield that made the Milenian Navy a power to be reckoned with in the 20 years following his assignment to that position. And also because of these reasons he attracted the attention of Noumena, who started testing his skills year after year by putting him, his family and his nation in difficult situations to challenge him and prove his value. This way Palson embarked on the path of the Epic Hero reaching Immortality in the 6th century AC after unveiling a plan of Zargosians who were trying to unleash a plague of undead inside the empire.</p> <p>Currently Palson is well known and worshipped mostly in the Milenian Empire, where he acts as patron of arts and tactics and he's followed by many scholars and artists. However he's trying to recruit new followers even on the surface world, especially in those cultures who are descendants of the ancient Milenians (he's got really small cults in Minaea and Thyatis).</p> <p>His last mortal child became known as the Healer Asclepius, using his father's knowledge. He became famous with it, and his symbol a snake twisted around a staff (actually Python defeated) is used up to this day by doctors around the world, as the Aesculaep.</p>

There are some Immortals who choose not to heed the dictates of preservation of the Prime Plane, regardless of the logic involved. Seven such Immortals (Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares) descended to the Prime at the end of the War of the Immortals (1004-1009) and declared themselves the Olympians. This band of Immortals went to the Prime on a lark, ignoring all the admonitions they had received as novices. Such a hand-off attitude made no sense to them: would it not be more expeditious for Immortals to take the course of the Prime into their own hands to insure that foolish mortals could not damage it? they chose to emulate, gods, so they would be admired, respected... and feared. The scope of the project?

To eventually rule all of the Prime Plane. Immortals personating gods and negating the Prime rule: No Direct Interference against Mortals? Unheard of and, as will be seen, the dangerous consequences of their deed caused turmoil throughout the multiverse. The day that the imposters arrived on the prime, they appeared before the bewildered populace of Corunglain, in the Republic of Darokin. They demanded worship and tribute, claiming it as their due right. And who could deny them, these god-like beings encased in dazzling white light and speaking with ringing voices.

So worship was made and tribute offered. In keeping with the roles they were assuming, these Immortals ascended a mountain in the Broken Lands, dubbed it "Mount Olympus", and set about making it a permanent home. The summit was sheathed in rolling thunder and billowing clouds, through which Zeus would occasionally hurl a thunderbolt at some hapless mortal. An enterprising cleric was always handy to rationalize this divine retribution against the sins of the victim, no matter how trivial or insignificant those sins were.

The council of Darokin made obeisance to the gods and consulted the oracles, seeking a reason for this calamity and guidance for the best course of action. The gods remained silent. Sure in their hearts they were being tested by their Immortal deities, they dispatched an army to drive off the intruders. Fully 3000 armored elite marched off to do battle with the Gods of Mount Olympus". Incensed by the effrontery of these mortal, the fraudulent gods blasted the host with all their Immortal might. The flanks of the mountain were covered with slain warriors, like dead leaves drifted by wintry winds. Few lived to spread the news of the crushing defeat.

But the use of so much power on the Prime Plane attracted the attention of the Immortals. Night, Hierarchy of Entropy, and three other Immortals of Entropy (Masauwu, Orcus, and Talitha) had long desired to hasten the advancement of their sponsored mortals to Immortality, they sought the removal of at least seven Immortals. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) would be brought along, eventually to replace the Immortals so removed. Since this would be a simple replacement, Night sees the project as furthering the goals of her sphere.

The dangerous tampering by the band of renegades calling themselves gods proved a stroke of good fortune for Entropy. They moved speedily to incarcerate the Immortals, but instead of bringing them to the hierarchy for discipline, they made a few modifications to Olympus. It is now apparent that Night is intent on eliminating the Olympians directly on the Prime Plane.

Demons descended on the mountain and, with the help of a gluttonous Jumper, erected an encircling barrier of Time and Air around part of the palace. Inside, the imposters found that their magic would not work, and all, save Athena, were quickly overwhelmed. She was not within the area enclosed by the barrier and fled, followed by Orcus and Talitha in hot pursuit. The foolish Immortals were bound with chains to the mountain. The metal of the chains was unknown to them and they could not break it. a feeling of weakness and lethargy came over them, as if the rock to which they were chained was sucking the power from their bodies.

Before leaving, Talitha released a tormentor upon them, a winged fury bearing the grinning visage of the Titan Prometheus (who Zeus had chained to the Mountain earlier). The demon repeatedly attacked the Immortals, ironically visiting on the Olympians the eternal punishment Zeus prescribed for the Titan. The Immortals made a serious error in judgment in their haste to elevate their mortal candidates to Immortality. The hierarchs ruled that open slaying of Immortals on the Prime, to be witnessed by mortal eyes, would eventually jeopardize the replenishment of the Ranks of the Immortals. What mortal would aspire Immortality after observing such a thing, or even just hearing the tale? Clearly, this course of action was dangerous and had to be halted.

The Immortal Terra called for some other Immortals, as she captured the plea for help from a drained Athena, still followed by at that moment unknown enemies. She revealed repentance for her actions by making her whereabouts known to Terra with a last burst of power. She had sought sanctuary on the planet Coriot in the Outer Plane of Kryla. The other Immortals were charged by Terra to capture her and bring her back. After passing through displaced gates by Orcus, they found her and found out what happened.

After a course of several actions they assumed the mortal identities of mortal heroes of Darokin (Balthac, Sinan, Aurum, Ascalon), battled the Entropic Immortals in their assumed identities of Calor Kazad, the Lich Mormon, and a Whispering Demon), and defeated the jumper on the displaced top of Mount Olympus. Night was censured by the Council of Mystara for her dangerous exploit, and diminished in rank several levels, Calor, Kazad, Mormon, and Lecarkus were slain in the battle and finally never became true Immortals of Entropy, only Brissard survived as he had fled prior to the battle.

The mortals' memory of the account was erased, but although a golden age, away from war to arts and culture started, their greater level of learning questioned the existence of the 'gods' they followed and replaced them with other deities. Only the blasted rock that was Mount Olympus remains as a reminder to all Immortals of the consequences of breaking the Prime Rule of no direct interference against Mortals.

Personality:	<p>Palson is a loyal ally of Noumena and often likes to play mind games and to solve logical puzzles with him, and he became a staunch supporter of Taroyas too (first emperor of Milenia), whom he respects greatly. Recently he got a special sympathy for Lokena too, admiring her bravery and cunning.</p> <p>All in all Palson is a poet and hedonist at heart, and for this reason he often enjoys the company of the blind Tiresias (master bard and musician), the wild easygoing Faunus and especially the charming Kythria, who always soothe him and leads him in the most debauched of deeds.</p> <p>Palson is the personification of harmonic rest, justifier of order and peace, and bringer of the Catharsis (conscience). With his bow he can sow death, but he also encompasses healing. He is Patron of Wisdom (even when he didn't show this in the Wrath of Olympus affair), of Light and Poetry. But before all he is an oracle god, that reveals the will of the Immortals (since Wrath of Olympus). As Delphinios he is a Patron of Sailors and Dolphins (it is he who taught Dolphins to rescue single swimmers.) as Paian he is patron of Healers, a skill he used often in life.</p>
Appearance:	<p>A handsome youth around his twenties with blond curly hair, a lithe and athletic figure that shows a healthy body, tanned skin and a beautiful visage always smiling with a shrewd light in his eyes. He usually wears a white linen sleeveless robe that covers him up to his thighs and dons a laurel crown on his head and a short bow on his shoulders.(see picture at end).</p>
Allies:	<p>Noumena, Lokena, Taroyas, Tiresias, Faunus, Kythria. Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares were the group of Immortals together starting the Wrath of Olympus, and still work together since then.</p>
Enemies:	<p>Night, Hierarch of Entropy, and three other Immortals of Entropy (Masauwu, Orcus, and Talitha). Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) are all opponents in the Wrath of Olympus event, and since then disliked, to say the least.</p>
Holy Days:	<p>He was the killer of the Dragon Pythoon, and as a commemoration the Pythic games (or Actia) are held yearly in his name. Mostly in mid-summer lasting as long as the last winner is determined. These games consist of swimming, running, spear-throwing, bow-shooting and pillar-climbing (ionic pillars 3' to 5' thick).</p>
Day of prayer::	<p>Soladain Clerics pray at dawn.</p>
Piety awards:	<p>Defeat a Dragon +5</p>
Piety Penalties:	<p>None additional</p>
Habits: ▶	<p>Courageous +2, Cautious -2, Modest -4.</p>
Dead:	<p>Entomb under the temple.</p>
Birth:	<p>Baptized in the temple with holy (collected Rain-)water</p>
Colors:	<p>Red, Gold, Brass.</p>
Incense / Oil:	<p>Marihuana, Pine, Olive, and aromatic weeds</p>
Symbols:	<p>Snake, Spear, Pillars.</p>
Stone / Metal:	<p>Marble, Sandstone, Copper, Brass, Gold.</p>
Plants:	<p>Any thorn bearing plant, with tiny (or seldom bearing) flowers.</p>
Animal:	<p>Bird, Snake.</p>
Chant:	<p>None</p>
Sources:	<p>Mythological Encyclopedia, Dragon Magazines: 58, 153, , TSR2022—AD&D2—Manual of the Planes, TSR9189—D&D—IM2—Wrath of Olympus, TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.</p>



Patura

Hera, Vor

Patron of (down-trodden) women, Motherhood, Hearth and Family, Marriage.

Region:	Outer World Milenia, Thyatis, Skothar (Minaea), Darokin.
Sphere:	Empyrean (IM 22) of Energy
Home Plane;	Olympus
Date Ascension;	8 th century AC.
Sponsor;	Ixion
Statistics;	AC -18, HD 36, Hp 390, MV 150'/50', #AT 2 = Punch-3d6+10, AM 70%, Sv IM 22, AL C ST 51, IN 72, WI 50, DX 52, CO 70, CH 70.
Powers;	Howl (actually shout), Leech, extra attacks, Spit Poison. Silver Bow +4.
Followers Alignment:	Any
Taxes;	Followers were taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Any, only females.
Powers:	Cure Light Wounds once a day extra.
Skill effects;	These clerics favor any spy-related skills, such as disguise, forgery, reading lips, eavesdropping, stealth. They receive the Domestic skill and persuasion extra to their standard skills. +2 to Military Tactics, if chosen. Required: Honor Hera. Recommended: Local History, Reading/Writing.
Accepted weapons;	Standard one-handed, Light Mace favored, The weapons chosen for this order represent capturing, as in capturing one's mate, and weapons often used in the sudden defense of one's home. Club, lasso, mace, net, quarterstaff, Warhammer.
Accepted Armor;	All non-magical armor, all non-magical shields.
Other Limitations:	Priests of this sect must be married by the time they are fourth level: otherwise they are guilty of betrayal of the Immortal's goals
Holy Symbol:	A Blazing Hearth, a Finger-Ring or Flower bracelet ring
Vestments;	variable upon culture and need of secrecy.
Adventuring Gear;	Leather, or leather with metal knobs. Shields allowed
Dogma:	Women, Family, Faithfulness, Children, Motherhood, Marriage. Hera is an Immortal of the bond of matrimony. Whether marriage is considered to be a holy alliance or merely an important contract, Hera represents marriage in all its aspects: Affection, love, jealousy, argument, home, children, development, and compromise.
Daily Activities:	Duties of the Priest: Guidance, Marriage. The priesthood of this Immortal promotes marriage as a way of life. They approve of lovers, but not lovers staying lovers without ever being wed. They act as "marriage counselors" for any couple who asks their help in working out marital problems. She is often invoked by those wronged by adultery. Followers of Hera are vengeful even beyond the norm of the most clergy, and are capable of plotting retribution for years before they act. Since they tend to be short-tempered, suspicious, and arrogant, such clerics rarely lack targets. Killing a victim is considered merciful; destroying his world and degrading him completely is far more satisfying. When between schemes, Hera's clerics go adventuring, but their suspicions and snooping draws them into intrigues and palace plots more than into than monster bashes in the wilderness. These clerics are the linchpins of Hera's vast network of spies, and they are accustomed to carrying out seemingly bizarre instructions (Stand on the corner and wave your shield until the wizard in the green robe drops his handkerchief. Then follow him) In many ways, the sect is a rather dour one.
Temples and Such;	Variable. From dome like giant temples to small square houses with to pillars as entry. But always with a burning altar within.
Known History:	During her mortal life she was Pausania Monomachos, firstborn of the Thyatian empress Valeria II (the only empress that begot children without marrying anybody). She inherited the throne in 643 AC, when her brother Adrian (Crown Prince) disappeared in a terrible shipwreck together with the rest of the Imperial family. Pausania took the throne at barely twenty years of age and left the clerical order where her mother had sent her to become the wife of Ixion. She immediately had to make her way through the schemes and plots of the senators, the generals and the courtiers, who tried to win her trust and use her as puppet for their own goals.

After discovering some of her most trusted advisers plotting against her, she became terribly suspicious of anyone. Despite her immense love for children and her great desire to become mother, she was never again able to trust those men who swore eternal love to her, and as such she reigned alone on the throne, but unlike her mother she was nicknamed the Virgin Empress.

She later developed a rather misanthropic and paranoid character, and her last years of reign were marked by many laws created in favour of Thyatian women and to promote the ascension of women in key places in the Senate and the Army. Her constant solitude and paranoia turned her from an enlightened ruler into a despotic and fearful woman, who in the end listened only to her most trusted friend, Dafne.

Unfortunately for her, Dafne was in fact a demonic creature who posed as priestess of Vanya but had other goals of her own. Pausania started to issue more laws that were truly humiliating for the powerful male senators and the generals, and these final steps put the Senate and the Army against her. They allied and began to weave a plot to replace her with her "more manageable" cousin Lucius Senestus.

Dafne discovered the conspiracy and obviously instigated Pausania's repression of the traitors. Many heads fell, starting with the cousin Lucius and the elder senators, but this pushed the centurions to stage a coup, backed up by the majority of the remaining senators and noblemen.

They accused formally Pausania of being mad and the Senate crowned the commander in chief of the Imperial Guard, Gabrionikos Tatzianes, as emperor Gabronius II. Pausania was forced to flee, after losing even the aid of his Immortal patron Ixion, she started to travel around the empire plotting revenge.

She was able to perform several assassinations with the help of Dafne, unwittingly embarking on the path of Entropy, to get her own vengeance against the whole male race and even her former patron, Ixion.

Her descent into the pits of Evil halted the day she killed a young patriarch of Ixion, when she discovered he had two infant sons in his temple. When Dafne tried to kill them (since "they were males and could have only wrought more grief to the women of the world once adult"), Pausania was overwhelmed by her repressed motherly instincts and stopped her friend, taking the babies with her. She wanted to raise them as her children, but Dafne tried to talk her out of it. When Pausania showed no intention of following her advice, she simply killed the youngest with cold blood, threatening Pausania to leave her if she had not done the same.

Pausania was struck by this deed, and she suddenly realized she had been wrong all along: Evil did not dwell inside men's hearts, as Dafne had told her so many times, but only in the hearts of petty and cruel people. Evil had no gender, as much as babies had no guilt. She understood that her most trusted friend and lover, Dafne, had lied to her all this time and used her like a puppet to bring chaos and death to her own people.

She rebelled against Dafne, and in the ensuing fight she discovered her demonic nature. When she defeated Dafne, she swore to make amend to her mistakes and to raise the kid as if it was her own, trying to help the Thyatians to reverse her nefarious actions. Thanks to her repentance, she was finally forgiven by Ixion and later he led her on the road of Immortality in 8th century AC.

She actually became an Immortal much earlier, as in her battle with Dafne she had entered the Multiverse Dimension Entrem, and when she finally left the dimension, she found out that a time-freak had thrown her several hundreds of Years back in time. Here she met Zeus who warned her not to act upon this knowledge, in the danger of changing time itself, and inspired her to accept her Immortal state as an Immortal. Together with Zeus, she became an Immortal of Milenia on the Southern Continent (Outer World), and as today she is still seen as his wife.

There are some Immortals who choose not to heed the dictates of preservation of the Prime Plane, regardless of the logic involved. Seven such Immortals (Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares) descended to the Prime at the end of the War of the Immortals (1004-1009) and declared themselves the Olympians. This band of Immortals went to the Prime on a lark, ignoring all the admonitions they had received as novices. Such a hand-off attitude made no sense to them: would it not be more expeditious for Immortals to take the course of the Prime into their own hands to insure that foolish mortals could not damage it? they chose to emulate, gods, so they would be admired, respected... and feared. The scope of the project? To eventually rule all of the Prime Plane. Immortals personating gods and negating the Prime rule: No Direct Interference against Mortals? Unheard of and, as will be seen, the dangerous consequences of their deed caused turmoil throughout the multiverse.

The day that the imposters arrived on the prime, they appeared before the bewildered populace of Corunglain, in the Republic of Darokin. They demanded worship and tribute, claiming it as their due right. And who could deny them, these god-like beings encased in dazzling white light and speaking with ringing voices.

So worship was made and tribute offered. In keeping with the roles they were assuming, these Immortals ascended a mountain in the Broken Lands, dubbed it "Mount Olympus", and set about making it a permanent home. The summit was sheathed in rolling thunder and billowing clouds, through which Zeus would occasionally hurl a thunderbolt at some hapless mortal. An enterprising cleric was always handy to rationalize this divine retribution against the sins of the victim, no matter how trivial or insignificant those sins were.

The council of Darokin made obeisance to the gods and consulted the oracles, seeking a reason for this calamity and guidance for the best course of action. The gods remained silent. Sure in their hearts they were being tested by their Immortal deities, they dispatched an army to drive off the intruders. Fully 3000 armored elite marched off to do battle with the Gods of Mount Olympus".

Incensed by the effrontery of these mortal, the fraudulent gods blasted the host with all their Immortal might. The flanks of the mountain were covered with slain warriors, like dead leaves drifted by wintry winds. Few lived to spread the news of the crushing defeat.

But the use of so much power on the Prime Plane attracted the attention of the Immortals. Night, Hierarch of Entropy, and three other Immortals of Entropy (Masauwu, Orcus, and Talitha) had long desired to hasten the advancement of their sponsored mortals to Immortality, they sought the removal of at least seven Immortals. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) would be brought along, eventually to replace the Immortals so removed. Since this would be a simple replacement, Night sees the project as furthering the goals of her sphere.

The dangerous tampering by the band of renegades calling themselves gods proved a stroke of good fortune for Entropy. They moved speedily to incarcerate the Immortals, but instead of bringing them to the hierarch for discipline, they made a few modifications to Olympus. It is now apparent that Night is intent on eliminating the Olympians directly on the Prime Plane.

Demons descended on the mountain and, with the help of a gluttonous Jumper, erected an encircling barrier of Time and Air around part of the palace. Inside, the imposters found that their magic would not work, and all, save Athena, were quickly overwhelmed. She was not within the area enclosed by the barrier and fled, followed by Orcus and Talitha in hot pursuit. The foolish Immortals were bound with chains to the mountain. The metal of the chains was unknown to them and they could not break it. A feeling of weakness and lethargy came over them, as if the rock to which they were chained was sucking the power from their bodies.

Before leaving, Talitha released a tormentor upon them, a winged fury bearing the grinning visage of the Titan Prometheus (who Zeus had chained to the Mountain earlier). The demon repeatedly attacked the Immortals, ironically visiting on the Olympians the eternal punishment Zeus prescribed for the Titan.

The Immortals made a serious error in judgment in their haste to elevate their mortal candidates to Immortality. The hierarchs ruled that open slaying of Immortals on the Prime, to be witnessed by mortal eyes, would eventually jeopardize the replenishment of the Ranks of the Immortals. What mortal would aspire Immortality after observing such a thing, or even just hearing the tale? Clearly, this course of action was dangerous and had to be halted.

The Immortal Terra called for some other Immortals, as she captured the plea for help from a drained Athena, still followed by at that moment unknown enemies. She revealed repentance for her actions by making her whereabouts known to Terra with a last burst of power. She had sought sanctuary on the planet Coriot in the Outer Plane of Kryla. The other Immortals were charged by Terra to capture her and bring her back. After passing through displaced gates by Orcus, they found her and found out what happened.

After a course of several actions they assumed the mortal identities of mortal heroes of Darokin (Balthac, Sinan, Aurum, Ascalon), battled the Entropic Immortals in their assumed identities of Calor Kazad, the Lich Mormon, and a Whispering Demon), and defeated the jumper on the displaced top of Mount Olympus. Night was censured by the Council of Mystara for her dangerous exploit, and diminished in rank several levels.

Calor, Kazad, Mormon, and Lecarkus were slain in the battle and finally never became true Immortals of Entropy, only Brissard survived as he had fled prior to the battle. The mortals' memory of the account was erased, but although a golden age, away from war to arts and culture started, their greater level of learning questioned the existence of the 'gods' they followed and replaced them with other deities. Only the blasted rock that was Mount Olympus remains as a reminder to all Immortals of the consequences of breaking the Prime Rule of no direct interference against Mortals.

Personality:	Patura is a young Immortal, but she acquired wisdom and temperance through the ordeals she had to endure in her mortal life. She's known to the mortals as the patroness of family, babies and motherhood, and of all those values associated with feminine gender. Once Immortal she even managed to find a likeable and trusting companion in Taroyas, even if she still harbors hatred towards those individuals (mortal or Immortal) she considers too chauvinist and mean. Queen of the gods and wife of Zeus, Hera is a jealous and vindictive woman (understandably so, given her Immortal husband's faithlessness). In her quest for vengeance, she may use any of her clerics as pawns.
Appearance:	A forty-years old woman with olive skin on a curvy body clad in sleeveless white tunic with a golden brooch, an elaborate chignon held with mother of pearl and a severe look that however does not diminish the beauty of his deep black eyes.
Allies:	Ixion her sponsor, Lokena (Athena) , Taroyas (Zeus) her partner, Palson (Apollo) a rare but male friend, Kythria (Aphrodite), were part of the group of Immortals together starting the Wrath of Olympus, and still work together since then. Turmis (Hermes) and Bemarris (Ares) were also part of this group, but she still dislikes them. She is a dear friend of Diulanna (even if some rumors have them more than just friends), the clear example of feminine willpower.
Enemies:	For this reason she's a fierce enemy of Rathanos (patron of male dominance) and of Talitha (patroness of Dafne), who uses her female traits to bring death and torment. Night, Hierarchy of Entropy, and three other Immortals of Entropy (Masauwu, Orcus, and Talitha) belong to her enemies also. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) are all opponents in the Wrath of Olympus event, and since then disliked, to say the least.
Holy Days:	none, mostly the local day of mourning will be taken as the day of respect to Hera.
Day:	Soladain. Priests pray at high noon only to receive spells they must have rested 8 hours minimum, and not be wounded, exhausted, magical affected or controlled to receive spells.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Distrust men. Cautious +1, Modest -2, Trusting -1 (men -3), Forgiving -4.
Dead:	Entomb under the temple.
Birth:	Baptized in the temple with holy boiled (not boiling!!) water
Colors:	any one (only single colors are used no combinations or variations in intensity).
Incense / Oil:	Sandalwood.
Symbols:	An angry mother's face
Stone / Metal:	Marble, Granite, Brass, Iron.
Plants:	Thistle.
Animal:	Horse
Chant:	War songs
Sources:	Mythological Encyclopedia, Dragon Magazines: 58, 153, , TSR2022—AD&D2—Manual of the Planes, TSR9189—D&D—IM2—Wrath of Olympus, TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Pax

Disappeared with Thalia inside the Dimensional Vortex

Region:	Unknown, as the Immortal is no longer active, or actively followed.
Sphere:	Hierarch of Matter (IM 31+) of Thought, further unknown, as the Immortal is no longer active, or actively followed.
Home Plane;	Unknown
Date Ascension;	Unknown
Date of Destruction;	about 840 AC
Sponsor;	Unknown
Statistics;	Unknown, as the Immortal is no longer active, or actively followed., but must be as about the following, without ability adjustments. AC-15 or better, HD 45 to 50, Hp 800 to 2000, MV 150'/50', #AT 4 = Punch-4d6, AM 90%, Sv IM 31+, AL LN Abilities are completely unknown, as the Immortal is no longer active, or actively followed.
Powers;	Unknown, as the Immortal is no longer active, or actively followed.
Followers Alignment:	Lawful or Neutral
Taxes;	Unknown, as the Immortal is no longer active, or actively followed.
Clerics;	Unknown, as the Immortal is no longer active, or actively followed.
Alignment:	Lawful or Neutral
Powers:	Unknown, as the Immortal is no longer active, or actively followed.
Accepted weapons;	Unknown, as the Immortal is no longer active, or actively followed.
Accepted Armor;	Unknown, as the Immortal is no longer active, or actively followed.
Holy Symbol:	A white dove.
Vestments;	Unknown, as the Immortal is no longer active, or actively followed.
Adventuring Gear;	Unknown, as the Immortal is no longer active, or actively followed.
Dogma:	Peace, tolerance, love, forgiveness, light, good, purity, harmony.
Daily Activities:	Unknown, as the Immortal is no longer active, or actively followed.
Known History:	<p>Pax was one of the elder Immortals who later became Hierarch of his sphere after Grammaton's disappearance. He was the most peaceful and benign Immortal among the first ones, and he was revered by mortals as embodiment of good and light.</p> <p>He struck up with Thalia loving her dearly, and later chose to abandon the Multiverse together with her, looking for a new level of existence beyond the Vortex, just as Grammaton had done millennia before him, leaving Odin in charge of the sphere of Thought. Some elder Immortals believe he returned secretly from the Barrier and ascended once again as Koryis, given the great similarity between the two characters.</p>
Personality:	Unknown, as the Immortal is no longer active, or actively followed.
Appearance:	Unknown, as the Immortal is no longer active, or actively followed.
Allies:	Unknown, as the Immortal is no longer active, or actively followed.
Enemies:	Unknown, as the Immortal is no longer active, or actively followed.
The Holy Days:	Unknown, as the Immortal is no longer active, or actively followed.
Piety awards:	Unknown, as the Immortal is no longer active, or actively followed.
Piety Penalties:	Unknown, as the Immortal is no longer active, or actively followed.
Habits: ▶	Unknown, as the Immortal is no longer active, or actively followed.
Dead:	Unknown, as the Immortal is no longer active, or actively followed.
Birth:	Unknown, as the Immortal is no longer active, or actively followed.
Colors:	Unknown, as the Immortal is no longer active, or actively followed.
Incense / Oil:	Unknown, as the Immortal is no longer active, or actively followed.
Stone / Metal:	Unknown, as the Immortal is no longer active, or actively followed.

Symbols:	Unknown, as the Immortal is no longer active, or actively followed.
Plants:	Unknown, as the Immortal is no longer active, or actively followed.
Day:	Unknown, as the Immortal is no longer active, or actively followed.
Animal:	Unknown, as the Immortal is no longer active, or actively followed.
Chant:	Unknown, as the Immortal is no longer active, or actively followed.

Artifact

The Peaceful Periapt of Pax

The legendary Immortal peacemaker Pax once imbued her pacifying abilities into an alabaster dove as a passive defense against the forces of Entropy. A clever mortal discovered that it could be made into a mace head with serious damaging effects against mortal and Immortal creatures aligned with the Sphere of Death. Because its presence is a serious threat to Entropy, it is rarely found and often mysteriously disappears before it can be put to best use.

Description:

The periapt appears as an unbreakable alabaster dove, about the size of a clenched fist threaded on a necklace of pearls. On one wing is a carving of a sun and on the other a crescent moon carving. The dove's breast has been modified to accept a screwed-in shaft, such as the handle of a mace or maul handle.

Greater artifact of Thought

Artifact Powers (PP 285):

Attack Powers (4)

A2	Calm others	30
A2	Mass charm	75

Information Powers (3)

B2	Lore	70
B2	Treusight	50

Transformation Powers (3)

Defensive Powers (4)

D1	Cure wounds, serious*	25
D1	Cure wounds, critical*	35

*These powers are reversible, at a cost of 30 and 35 PP, respectively.

Activation:

It is active when found.

Use of Powers:

Any non-Chaotic creature who touches it immediately and magically knows all the names, details, and command words of all of its powers. The Periapt can be removed from its necklace and mounted on a mace or maul handle to become a mace + 3 / + 5 us. Sphere of Death. However, if the dove weapon is used against a creature of Chaos, it automatically uses the reverse of its cure wounds, serious power against the creature. If the weapon is used against a creature aligned with Death (such as an undead, a nightshade, or a Night Spider), the weapon automatically uses the reverse of its cure wound, critical power. The user has no control over this.

Artifact Handicaps (4):

1. Alignment Change: When first used, the possessors' alignment changes to Lawful; if already Lawful, become more rigidly so and work more actively to defeat Chaos and Death.
2. Armor Class Penalty: The armor class of the user is penalized by + 5.
3. Recharging Cost/ Aging: When used, the Periapt automatically begins to recharge by aging surrounding beings (select victims randomly from all beings within 50 feet). It drains one year of life to recharge 10 PP, recharging at the rate of 10 PP / turn.
4. Attitude or Behavior Change: The user becomes peaceful unless confronted by beings aligned with the Sphere of Death, in which case the user becomes violently aggressive.

Artifact Penalties (3):

1. Each time the Periapt is used to strike a being not aligned with Death or Chaos, it loses 2d10 PP. If striking a foe reduces the periapt to 0 (or less) PP points, it vanishes by teleporting to somewhere else on the same plane and ages its user 2d100 years.
2. Damage Penalty: The user inflicts -5 points of damage whenever striking a being not aligned with Chaos or Death.
3. Weak Magic: User inflicts -3 points of damage per die when casting damaging magics (although each die does a minimum of 1 point damage.)

Sources: TSR9214—D&D—M5—Talons of Night,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Pearl

The Moon Dragon,
Moon Spirit,
Luna, Chandri,
Yue Long,
Guzelik

Patron and Ruler of Chaotic Dragons
(Red, Black, Green, Amber)

Region:	Norwold, Wallara Tribelands and all Chaotic draconic communities of Mystara.
Sphere:	Temporal (IM 10) of Matter
Home Plane;	Lunara (1/3 rd of the Shell of the Draconic Plane)
Date Ascension;	900 AC.
Sponsor;	The Great One
Statistics;	AC 0, HD 18, Hp 90, MV 150'/50', #AT 2 = Punch-2d6, AM 50%, Sv IM 4, AL C ST 51, IN 72, WI 50, DX 52, CO 70, CH 70.
Powers;	Silver Bow +4.
Followers Alignment:	Neutral or Chaotic
Taxes;	Followers were taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman, Avengers.
Alignment:	Chaotic (Draconic and Lizard-kin preferred).
Powers:	Infravision 60', Avengers get a -1 to AC instead.
Skill effects;	Extra Draconic Language. +2 to Military Tactics. Required: Navigation, Honor the Moon Dragon. Recommended: Astrology, Reading/Writing.
Accepted weapons;	Standard, Natural, Dagger.
Accepted Armor;	All non-metal armor: any shield that is circular or crescent-shaped.
Holy Symbol:	A crown that resembles a snake swallowing its tail, with a huge pearl set on the snake's head.
Vestments;	none
Adventuring Gear;	any
Dogma:	Chaotic dragons and Lizardkin, instincts, hunting, greed, power.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: These priests help in the promotion and teaching of magic. These priests must participate in celebrations of the Immortal, which take place once each moon.
Temples and Such;	The Moon Dragon is a Immortal of inspiration, magic, and mystery, and is closely related to the Immortal of Darkness. Her priests celebrate the magics and light granted by the moon.
Known History:	During her mortal life on Mystara Pearl was a particularly dangerous and sly red dragon, talented in the magical arts and so powerful and cunning that no mortal adventurer ever defeated her. The Great One had already sponsored the rise to Immortality of a Lawful and a Neutral dragon, and in order to maintain the universal balance he chose Pearl, the most powerful and merciless among all dragons of Skothar, to become the Moon Dragon. After succeeding the Ceremony of Sublimation, the Great One's proposal filled Pearl's greedy heart with joy and glee. She thought that her fierceness and voracity had finally be reckoned and this was the Great One's gift for following her natural instincts to the limit. Ever since she became Immortal (a century ago), Pearl is acting as protector of all Chaotic dragons and Lizardkin, teaching her followers to be sly and merciless predators as much as she was in life.
Personality:	Pearl is a cunning, cruel and treacherous Immortal. She adores the power she gained with her new position and has transformed her home plane in a draconic hunting paradise, where adventurers, knights and thieves are the amusing and delicious pastimes to play with. Pearl loves to spend her days hunting the mortals and increasing the rich treasure she accumulated in all these years. The Great One hopes that after a couple of centuries of this life Pearl understands what are her true duties as Moon Dragon: the other Immortal dragons have serious doubts about this.
Appearance:	A huge dragon with scales of mother-pearl hues, whose shape is slightly but constantly shifting.
Allies:	The Great One.
Enemies:	Diamond (completely misunderstood both ways), Bemarris (a dragon treasure thief).
Holy Days:	none
Days of Prayer;	Soladain and Lunadain. These days no work is done. Clerics pray at dusk prior to sleeping receiving the spells just prior to awakening normally.
Piety awards / Penalties:	None additional
Habits: ▶	Depending upon species. Cautious -2, Peaceful -2, Forgiving -3, Energetic +1, Trusting -1.
Birth:	Depending upon species, Mostly nothing special.
Colors:	silver-grey, pearl alike.
Incense / Oil:	Sulphur, Heavy scented Perfumes Variable upon season, and climate. Heavy scented though.

Stone / Metal:	Organic gems; Pearl, Amber, Mother-of-Pearl, Silver
Plants:	Dandelion,. Dragons Blood
Symbols:	none
Animal:	Golden Sheep, Oyster.
Chant:	None

Draconic Ascension.

The Draconic Lords are not part of the common Elemental spheres (although linked to the Sphere of Matter), acting outside of them and balancing the nature of the universe.

There is but one Immortal lord for the draconic kin that belongs indeed to one of the Spheres: the Great One. He's a true deity, and has existed for millennia. The other three Dragon Rulers (Sun Dragon, Moon Dragon and Star Dragon) are Exalted Beings that have succeeded in their Sublimation Ceremony and attained this rank many centuries ago. Essentially, all dragons strive to reach their ultimate age category in order to perform the Sublimation Ceremony that will take them beyond their mortal shell and transform their soul. If this ceremony fails, they become ethereal entities and must wait for the Dragon Rulers to pick them up and reincarnate them into mortal dragon hatchlings. If the ceremony succeeds, they are immediately taken to the Four, the Outer Planes of the draconic race, where they have two choices:

1. To dwell in the Four in harmony with the draconic souls and Lords for as long as they lived as mortals (that's why it is so important for a dragon to age!). In the Draconic Cluster all their personal wishes are granted, all desires sated, it is a true paradise and they live partaking of the essence of the Great One. All dragons live for this moment. Once their time is up, they are reincarnated into mortal dragons at the Great One's whim and must begin anew.

2. To Challenge one of the Draconic Lords (the ruler of the dragons of his own alignment) for his title. If the challenger wins, he becomes the new Star/Sun/Moon Dragon, otherwise he is sent back to the Prime where he is born again and must start everything from the beginning.

Also, any of the dragons dwelling in the Four (including the three Dragonlords) can even challenge the Great One: if the challenger wins, he absorbs the Great One and gets his powers, becoming the new absolute ruler of dragonkind. If he loses, the Great One absorbs him. In any case, the essence of the Great One gets preserved and transmitted to his successors.

Dragon Sleep; Dragons sleep a lot because when they sleep they dream of the Draconic Cluster. Their soul travels to this place and sees its wonders, but is not able to fully partake of the essence of the planes. This also drives them to reach the ultimate age category and perform the ritual in order to be accepted into the Four.

Dead: When a dragon dies without attaining Immortality, it lives on as a dragon soul. A dragon soul normally returns to the plane dragons have claimed as their sacred grounds. They remain there as subjects or servants of the Immortal dragons. Dragon souls are instrumental in the Ceremony of Sublimation and the Omens of Coming. Unseen and unheard by living dragons, they act from other planes to generate the magic or the events behind these fantastic occurrences. Dragon souls are the ones who allow the binding necessary in the acquisition of dragon might. The dragon souls also provide magical power to the living dragons. Sometimes, dragon souls act as heralds or messengers of the Immortals. In some cases, they perform unusual missions for one of the four dragon rulers. If they do well, dragon souls may be reincarnated on the Prime Plane as hatchlings, gaining new chances at Immortality. These souls lose all memory of the other world and their previous lives upon their rebirth.

Those dragons that attain Immortality become guardians, lieutenants of one of the three lesser dragon rulers. If one of these three rulers is ever destroyed, the oldest and most powerful dragon guardian may take his place. The guardians are the ones who determine whether a Ceremony of Sublimation should succeed or fail, and how drastic the Omens of Coming should be, depending on what the living dragon achieved.

Each of the three dragon rulers (the moon, sun, and star dragons) is a champion of its ethos. They struggle for the supremacy of their own dragonkind on the Prime Plane and on the Outer Planes. The Great One is concerned with the balance of the three ideals, representing the voice of dragonkind among other Immortals in the universe. Dragonkind belongs to none of the Spheres of Power (Matter, Thought, Time, Energy, and Entropy).

There are very rare cases of dragons attaining Immortality and retaining followers on the Prime Plane. When this happens, the Immortal dragon becomes a Maverick—not really a renegade, as far as the Great One is concerned, but nonetheless a pariah that will remain forever out of the great spiritual order of things among dragon-kind. A maverick cannot call upon any guardian or any of the rulers for help, but on the other hand is not limited in power among the Immortal hierarchy. Should its following cease on the Prime Plane, a maverick will go dormant. Each maverick must choose one of the Spheres of Power as its ethos.

Finally, there are renegades among dragons who deliberately choose to serve one of the Spheres of Power during their existence on the Prime Plane. They can no longer conduct the Ceremony of Sublimation from the moment they become renegades. Spells (possibly clerical) may be granted by their patron Immortal in the chosen sphere. Renegades either become mavericks if they retain followers, undead creatures if followers of Entropy (such as the Night Dragon in the series, "The Voyage of the Princess Ark"), or are destroyed at the end of their lives in the Known World.

Dragon soul

AC 9, HD 1-3*, MV/FL 420' (140'), Att None, Dm: None, No. Appearing: 0 (1-400), SV: F20, MR: 6, Tt: Nil, Int: High, AL Any, XP: 50

Dragon souls are the simple life forces of deceased dragons, each serving the dragon ruler of its alignment. Dragon souls appear in a variety of shapes and colors, ranging in size from a small apple to a large pumpkin. A dragon soul's appearance, based on its color in life, could be a translucent ball of golden light, a flickering red flame, a crackling node of blue lightning, a throbbing green haze, a billowing puff of white smoke, a gloomy shadow, etc.

Dragon souls can be found only in the region of their dragon ruler. They have no physical attack or defense. If harmed, they flee to the closest dragon guardian and report the aggression. When guided by a guardian, large numbers of dragon souls can generate a frightening amount of magical energy, duplicating either clerical or magical spell effects reaching up to seventh level. Every 10 souls can contribute one spell level in this fashion. Once a spell is cast, the dragon souls must withdraw or be drained and die. It takes about 24 hours for a dragon soul to recover from "casting" a spell in this manner. Dragon souls communicate by telepathy. They have the ability to see and cast spells into the Prime Plane. Their primary uses are to provide the power and effects for living dragons' Ceremonies of Sublimation and Omens of Coming. The dragon souls also physically reach for a living dragon's life force and bind it to that of its suzerain, thereby generating dragon might. Their secondary function is to provide the power living dragons need to cast spells.

Their least important function is to bring comfort to the dragon, guardians and their rulers, or to act as their messengers, eyes, and ears. Dragon souls retain memory of their previous life until they are sent back to the Known World.

Dragon guardians

Dragon guardians are the archetype of their color and ideal. They have the statistics and abilities of the largest possible dragon in their category, with maximum hit points and spell-casting ability. For example, if a red dragon attained Immortality, it would be a 20 HD creature with 160 hp. A dragon guardian retains its former appearance, with the exception of an aura that surrounds its body. The appearance of a guardian's aura is comparable to that of the dragon souls in its service. Dragon guardians have the same spell immunities as a lesser dragon ruler. Dragon guardians are in charge of dragon souls, directing their efforts toward furthering the development of living dragons. A single dragon guardian can call up to 1d4x100 dragon souls a day for combat purposes or to effect a major occurrence on the Prime Plane. They report to their dragon ruler any irregularities on their plane or on the Prime Plane.

In cases of great need, a dragon guardian can be sent to the Prime Plane to bring a particular message or omen during a gathering of dragons of the same ethos. Dragon guardians are treated with awe and respect during their rare appearances on the Prime Plane, as befits messengers of the Immortals.

Pocket dragons

Some dragons commit grave mistakes during their life on the Prime Plane. Such errors in judgment normally cause a dragon to become a renegade. Dragon rulers occasionally allow a dragon a last chance to atone for its deeds and learn a further lesson in draconic life. This often leads the dragon to be reincarnated—with memories of its previous life intact—into a pocket dragon hatchling. If the dragon learns the reasons for its reincarnation and accomplishes a particular mission, it will be accepted as a dragon soul upon its death. Otherwise, the dragon's soul is forever destroyed.

The Draconian Cluster a.k.a. the Four

The home planes of the Dragons are part of the Outer Planes. They are four-dimensional Standard Planes. All have guardians near their edges so as to keep out all nondragons. However, each is very different from the others. The Outer Plane dragons claimed as their spiritual home is a finite dimension that occupies a large sphere mostly filled with air and clouds. In its center shines a golden sun that beams rays of light spanning the entire spectrum of colors. The outer reaches of the sphere is coated with vast layers of watery, mineral, or metallic matter. Gravity affects the entire plane, pulling "down" toward the outer edges of the sphere.

The plane breaks into colored layers starting from the sun and expanding toward the outer reaches. For example, souls of blue dragons live in an area of azure skies with semi-solid clouds that they and their guardians use for lairs. Red dragons have an area of permanent twilight, with red and amber dominating the local spectrum. The change from one layer to another is very gradual, allowing for an infinite number of color combinations.

Colors belong to three realms corresponding to the alignments of each realm's souls, each realm remaining under the authority of one of the three lesser dragon rulers. Sea dragons are located in the watery layer in the plane's outer edges. Many areas display dominant colors not yet connected to known dragon types. Dragon souls do exist in these regions. The Great One could decide to send these souls to the Known World to create new species and colors of dragons not yet encountered in the Prime Plane (purple, metallic, or mineral-colored dragons for example).

All types of dragon souls can be found in the central area of the plane, as that is the Great One's realm. This region is made of solid light attuned to respond to the wishes of the Great One. The Great One has the ability to control the size of the draconic plane to accommodate the population of dragon souls and their guardians. This usually creates anger and resistance among neighboring Immortals. Living creatures can enter this plane only if so wished by any of the dragon rulers.

The Draconian Cluster is arranged so that the three lesser planes surround the Great One's home plane, making it inaccessible from the Astral Plane. In order to reach the Great Dragon's plane, one must simply continue to travel in one specific direction through one of the lesser planes until the landscape inevitably changes into dull waste. This is difficult to do from the Sun Dragon's plane of evertwisting tunnels, but on Pearl's or Diamonds planes it is marginally easier. There is no set border between the lesser planes and the greater one.

Magic (both clerical and magic-user) functions strangely in the Draconian Cluster. On the lesser planes, magic of the first level does not function at all, probably because these planes are so ancient that they repel such weak enchantments. The same is true for 2nd and 3rd level clerical spells and 2nd, 3rd, 4th level magic-user spells on the Great One's plane. Also, any magic that changes the nature of an area, such as earthquake or summon weather simply will not work in the Cluster, as the enchantments that created these planes are too powerful to be so altered.

The Cluster:

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Pearl:

The Moon Dragon's plane is a nightmarish place—twisted, black, and evil, with no specific form. Gray towers rise up from the tops of craggy ebony mountains or lie in cold dark seas. There is no individualism, and a dragon spirit's desire to sacrifice itself for its leader is greater than ever here. Of all the rulers, Pearl could be termed the most evil, though even it yields to the Great One. As the weakest of the dragon rulers, the Moon Dragon finds it necessary to surround itself with inhospitable conditions, ever suspicious—as is its nature—of the other dragon rulers. Characters on this Chaotic plane find their worst nightmares confronting them, for the plane feeds off of the minds of those who enter it. A warrior who lacks a magical weapon will find himself challenged by some beast that can be harmed by only such a weapon. A group whose cleric has died will be attacked by swarms of undead. The plane preys on party members' fears and acts on those fears. Many a brave adventurer has been reduced to a blubbing madman by the horrors encountered here. Only dragons are immune to these effects. Specifics of such encounters are left up to the DM, but as a general rule the guardians conjured up in the Moon Dragon's plane should not be impossible to defeat, as Pearl prefers to personally challenge especially formidable enemies (those able to survive the many perils of his plane). In any event, it should be a significantly difficult trek to the Moon Dragon's lair. The Moon Dragon lives in a huge black tower at the center of the Plane. Pearl usually does not receive guests and is guarded by thousands of dragon spirits. The spirits of this plane are more likely to attack all NonDragon or nondraeden visitors than those of any other plane.

But even dragons die

In their might and glory, even the mighty dragon rulers sometimes fall victim to some party of adventurers or Immortals. In such a rare occasion, some sages have compiled what they know to form a theory about what the dragons do when their leaders die. Of course, much of this theory is based on speculation, but some are beginning to believe that the rulers are not offspring of the Great One, but were once average dragons themselves!

From what has been seen and heard following the alleged death of the Sun Dragon several centuries ago, it is said that thousands of neutral dragons fought in the presence of the Great One for Opal's position. Supposedly these battles lasted for an entire year, but they were subduing battles, so that no candidate was killed. It is true that the sightings of neutral dragons were decreased that year, but this could well be luck or coincidence. After this time, sages believe a new Sun Dragon was chosen, though nothing is known about how the winner of the contests was given the power of his predecessor.

A similar circumstance was recorded in ancient scrolls of nearly 2,000 years ago. This time, however, it was the Moon Dragon's position that was fought for. The scrolls say that the former Moon Dragon had not died, but had lost favor with the Great One or had somehow forfeited its position, which seems to suggest that the Great One has something to do with the vesting of power in prospective dragon rulers.

In an even more unclear story, handed down for centuries by certain Alphatian sages and hinted at in the writings of the Dracologists of Glantri, the Great Dragon himself was killed in some sort of dispute with Immortals of Entropy. It is said that the three dragon rulers competed for the Great One's position during this time. While there was no Great Dragon, there was no order on the planes of the dragons: open war raged across the Draconian Cluster for a century, with the only rule being that the survivor would win. In the end, no one knows which of the dragons actually became the new Great One, but some of the most ancient Immortals say that there was a ceremony near the Dimensional Vortex for the winner. In this little-known meeting, Draedens were also said to have attended. However, even the Immortals know nothing more of this ceremony, except that the Great Dragon never showed any alignment tendencies after coming to power, so that whatever goes on during the ceremony must somehow affect the dragon ruler's mind.

The dragon rulers themselves rarely go forth from their planes, as it is generally against their code of ethics. The Moon Dragon is the most likely ruler to involve itself in world affairs. But the rulers may leave their planes on occasion, sometimes to seek help from powerful characters or Immortals against some enemy to dragonkind. Conflict is not permitted against another dragon ruler, for the Great One prohibits open fighting among them (unless, of course, the Great One dies). The Great Dragon himself has never been known to leave his plane or seek help from any being, but depending on the nature of the threat, this could change.

The dragon rulers are especially interested in extraordinarily powerful characters. Those seeking Immortality for the first (or second) time may find the attention of powerful beings focused on them. The rulers may have any reason for this, but the most likely one is that since dragons existed at the beginning of the Multiverse, they are curious about what the "great experiment" will yield. Curiosity is, after all, at the heart of dragons' natures.

Adventurers may also stumble upon the secret ceremony of sublimation conducted by a dragon. Should the adventurers be so indiscrete and also be discovered, you can be assured that some dragons will not rest until the characters are silenced.

If the dragons sprang from the original matter of the Multiverse, they might gain power from earthly materials such as gold and gems. Such information, leaked out to a party of loud and boisterous humans, could be disastrous, to the mysterious and awe-inspiring image that dragons project. Everyone knows that dragons keep treasure, but to think that such treasure could make one a god is another matter entirely. It would spell the end to any kind of privacy dragons might enjoy, as anyone who could pick up a sword races off to slay the mighty beasts and get a share of the dragons' hard-earned wealth, ignorantly hoping for godhood.

Draedens, too, may appear in campaigns involving dragons. Draedens, the ancient kin of the dragons, appeared at the same time as dragons (and probably from the same source). Their constant ties with the dragons have bewildered sages for centuries. If indeed these stories of the origins of the dragon rulers are true, where do the Draedens fit in? Are they, as some wise men suspect, the descendants of the beings that created the entire Multiverse?

Perhaps the Dracologists of Glantri are closer to the truth with their theory that the Draedens, having been created along with dragons and having changed very little if at all since then, are the eyes and ears of their creators, observing the progress and development of the dragons. If this is true, it would seem to indicate that the focus of the creators' "great experiment" concerns not only humans and demihumans, but dragons as well!

Dragons never attack Draedens for any reason, and those creatures treat dragons with the same respect. Immortals believe that dragons and Draedens are closely related, despite the extreme differences in their physical forms and abilities. Dragons certainly predate Immortals, as they were neutral bystanders during the great Draedens-Immortal war of the distant past. Dragons consider history to be irrelevant: they merely exist, fulfilling their function in the multiverse. They are party of the natural cycle of life. They provide a challenge to mortals to strive toward greatness in Immortality.

If a dragon ruler's form is slain on any plane but its Home, its life force returns to the Home Plane, just as that of any Immortal. Each ruler has the ability to create a new physical form by destroying the spirit of one loyal follower and converting the resulting essence. Although this totally destroys the victim, the dragon spirits of the Home Plane find it a great honor to sacrifice themselves for their liege. It is a joyous occasion, not a sad one. Luckily, it is rarely necessary, as the dragon rulers care deeply for their subjects and avoid damage whenever possible.

The Glantrian abomination

A sect of Dracomancers exists in Glantri (see GAZ3 The Principalities of Glantri or the Ultimate Spellbook for details). Dragons harbor absolute hatred toward Glantrian Dracomancers. The latter wield a formidable magic that allows them to mimic dragon attributes and abilities. Worse, at high levels they can control dragons in great numbers with virtually no way for dragons to resist or strike back. The wizards leech their power from dragon souls, which are sometimes totally drained of their life forces by these Dracomancers.

Adding insult to injury, the High Master of Dracomancers may challenge a lesser dragon ruler and replace it. In so doing, the High Master does not attain Immortality but merely gains the ability to rule dragons of the corresponding ethos. Although dragons abhor this blasphemy, they have no choice but to submit to their much despised suzerain. Of course, dragons will always follow his commands to the letter, often endeavoring to pervert the meaning of his orders and bring the downfall of this human impostor. By draconic law, only the Great One can intervene if the Dracomancer abuses his powers as a lesser ruler.

Sources: Mythological Encyclopedia,
Dragon Magazine 158, 164, 169, 189, 170, 171, 174,
TSR2503 Dragonlord of Mystara,
TSR2514 Dragonking of Mystara,
TSR2508 Dragonmage of Mystara,
TSR2421—AD&D2—Savage Coast Campaign Book,
TSR9500—AD&D2—Red Steel Savage Baronies,
TSR1021—D&D—Master Rules,
TSR1017—D&D—Immortal Rules,
TSR1071—D&D—Rules Encyclopedia,
TSR9211—D&D—AC10—Bestiary of Dragons and Giants,
TSR9156—D&D—AC7—The Spindle of Heaven,
TSR1054/1401—D&D—HW0—Hollow World.
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Petra

Warden of Traladara, Pitari, the Giver, Syn.

Patroness of Defenders, Besieged cities, Defender of the Holy Empire (Milenia)

Region:	Karameikos, Hollow World (Traldar Kingdoms, Milenia).
Sphere:	Temporal (IM 17) of Time
Home Plane;	Elysia (free Outer Plane). As Syn she's an Asinye, although these are different identities.
Date Ascension;	8 th century BC.
Sponsor;	Khoronus
Statistics;	AC -16, HD 31, Hp 260, MV 150'/50', #AT 3 = Punch-4d6+4, Warhammer-3d6+9, AM 60%, Sv IM 17, AL L ST 20, IN 38, WI 50, DX 20, CO 18, CH 20.
Powers;	Fighter Options, Improved Saves vs. Physical attacks, Increased Damage, Turn Undead. Paired Warhammers +5 of Flying, Ancient Bronze Plate Mail AC-6.
Followers Alignment:	Any
Taxes;	Followers were taxed 10% of their annual income by the Church.
Clerics;	Clerics, Paladins, Exorcists, Specialty Clerics (Holy Defenders).
Alignment:	Lawful
Powers:	+1 bonus to Strength. These clerics may instead roll their Hp on d8 instead on d6.
Skill effects;	+1 bonus to Leadership and Military Tactics skills. Required: Ceremony (Honor) Petra.
Accepted weapons;	Standard, Armed Shields, Short Sword. Mace Preferred.
Accepted Armor;	Any
<u>Holy Defender</u>	
Alignment:	Lawful
Powers;	+1 bonus to Strength. These clerics may instead roll their Hp on d8 instead on d6.
At 2nd level;	Cast Shield once a sleep/day instead of a 1 st level spell.
At 6th level;	Cast Protection from normal Missiles once a sleep/day instead of a 3 rd level spell.
At 8th level;	Cast Wall of Fire once a Sleep/day instead of a 4 th level spell.
Skill effects;	+2 bonus to Leadership and Military Tactics skills. Required: Ceremony (Honor) Petra. Bravery learned before any other additional skill.
Accepted Weapons;	Javelins, Spears, Short Swords, Milenian Flange Mace.
Accepted Armor;	Cuir Bouilly and Leather armor, Helmets and any shields.
Penalties;	A Holy Defender special spell powers can only be used within the current Empire's borders. Additionally, for each special power actually used, the Holy Defender must immediately lose one memorized clerical spell of the equivalent power level that he has learned for the day. If the Defender has cast all his spells for the day, he cannot use any spell powers.
Holy Symbol:	A round shield with a boss in its center: some may consider it a potter's wheel viewed from above.
Vestments;	Red colored skirts and yellow blouses. Brown coats when used. Intricate design works with stitch patterns.
Adventuring Gear;	as vestments.
Dogma:	Defence and safekeeping, patriotism, courage, resistance, virtue, fighting clerics, besieged settlements, Traldars, Milenians, Traladarans. Defend the meek so that they might grow strong and prosper.
Daily Activities:	Holy Defenders are renowned warriors and the protectors of the Milenian Empire's many cities, towns, and villages. Holy Defenders seldom refuse a request for help from any Milenian. They have even been known to harbor escaped slaves and criminals. Because the Law of the Immortals supersedes that of the Empire, Holy Defenders cannot legally be held responsible for such actions.
Temples and Such:	Her temples are usually the first buildings constructed at new settlements on the fringes of the nation. Here, clerics and imperial soldiers are garrisoned to protect the settlers. As the new village grows, a fort is built around the temple. Most fortresses have altars and temples to Petra at their core.

The Milenian Temple of Petra and Halav. Milenians honor many Immortals, not just Halav and Petra. Shrines and temples ranging in elegance from mere statues to elaborate gathering halls can be found throughout the Empire, and on the streets of Corisa in particular. However, only one temple is known simply as "The Temple". This glorious structure stands at the foot of the Acropolis, and is the main temple of both Halav and Petra. The central sanctum seats 5000 followers, and is staffed by 500 clerics whose needs are tended by 1000 servants and slaves. Seated on adjacent thrones facing the worshippers, statues of Halav and Petra dominate the sanctum. The awe-inspiring figures are 40' tall and crafted of limestone painted in natural hues. Halav wears gold-plated scale armor, while Petra is adorned with a gown of shimmering gold.

Known History:The Bow of Petra (by Donald Eric Kesler of the Pandius site)

Amongst the many items that Petra invented with her divinely inspired wisdom was the bow. She was very proud of this creation. Now, one could hunt either the high flying bird or the fleet footed deer with far greater ease. Petra was very pleased and the Immortals smiled upon her work.

In this brief period before the war with the Beast-Men, it was Petra's habit to venture forth daily into the Dymrak Forest to hunt. Naturally, this helped provided food for the people of Krakatos. Also, she took great delight in her ever growing prowess with a weapon that she had created with her own hands.

It came to pass that Zirchev heard of Petra's many accomplishments. Zirchev was also aware of her reputation as one who was just and brave. Hoping to find a kindred spirit, Zirchev decided to seek out Queen Petra to discover for himself if she was as remarkable as he had been lead to believe.

As has been related in other tales, it was never in Zirchev's nature to be overly trusting toward others. He knew all too well that things are not always as they may seem. With this thought in mind, he decided to first spy upon Petra in secret.

"If I look upon this Queen of Krakatos and know her to be as good and just as I believe her to be, then I will reveal myself. If it turns out that she is cruel and dark, then I will slip away quietly without ever being seen."

Such were the eyes of Zirchev. He could but gaze upon any man or woman and immediately know what lay within their heart. With but a glance, he could tell if one were petty or noble: he could tell if one were brave or cowardly: he could tell if one was just or cruel.

Petra's daily excursion into the Dymrak Forest was no secret. For this reason it was in these woods that Zirchev decided to conceal himself along a route that Petra was sure to take. So well hidden was Zirchev that a rabbit chewed peacefully upon the tender leaves at his feet. There he waited.

Before too long, Petra came within Zirchev sight. With but one glance, Zirchev knew that the legends were true. Here was one who would fight with honour and courage in the war to come. So delighted was Zirchev to meet such a honorable soul that he leapt forth boldly to greet Petra. This startled Petra who, in the heat of the moment, mistook Zirchev's furry cloak for the hide of some wild woodland predator. Without a moments hesitation, Petra had pulled back an arrow and let it fly toward Zirchev. The shaft of Petra was sure and true and Zirchev fell bodily to the ground. His very life blood was seeping out of his body and into the soil of the Dymrak Forest.

"What have I done?", lamented Petra. Now that the moment had passed, it was clear to her that noble Zirchev was no wild beast.

Among the many skills that Petra had mastered was the sacred art of healing. This was fortunate for Zirchev's injury was most grave. Petra cleaned and dressed Zirchev's wounds and she prayed to the Immortals to spare the life of the one that she had so recklessly attacked. Throughout the night, Petra tended to the feverish Zirchev who was suffering grievously. Zirchev's very life was in great peril. This was something that Petra could not accept.

Holding aloft her bow, she cried out to the Immortals. "Hear me, Protectors. I, Petra, offer up my greatest creation to you. This is the bow that I fashioned first in my mind and then with my hands. This is the bow that has provided food for many in Krakatos. For all of the good that it has done, I can no longer bear the sight of it. I do not find it repulsive because it is flawed. Indeed, it is not. It is a marvelous and potent weapon, but now it will only serve to remind me of my own failure."

Once more, Petra gazed upon fallen Zirchev. "I have used this bow to strike down a good man: one who sought only to become my friend and brother in arms. I beg you, Immortals. Take this weapon away from me, and make my friend whole once again."

The Immortal's were so impressed with Petra's impassioned and heartfelt plea that they did allow Zirchev to recover from his injury. True to her word, Petra foreswore ever using the bow again. As for Zirchev, he was quick to forgive Petra. As a sign of this, he adopted the bow as his own sacred weapon.

1000 BC

Petra was the Queen of Krakatos and the most influential and charismatic priest of Khoronus in the Traldar lands when the Gnolish invasion began in 1000 BC. After losing her husband in a Gnolish ambush, she lend her aid to Halav in his effort to unite the Traldar Kings and withstand the Beastmen's mayhem.

Her help was indeed pivotal in convincing most of the other Traldar rulers to support Halav's battle plan, and because of her charisma and wisdom, she became first Halav's second in command and later his lover and Queen. During the dark years of the Beastmen's Invasion, Halav organized the offensive tactics and the assaults against the Gnolls, Petra was in charge of preparing the Traldars' defenses, while Zirchev monitored the enemies' moves and kept the communications among the Traldar cities.

When the final showdown came and Halav killed the Groll war leader at the cost of his own life, Petra herself held the funeral with high honors and a mask of grief on her face. Later however, she and Zirchev stole Halav's body and she raised him as her final demonstration of love.

Once the Groll menace had finally faded, Halav decided to continue his war against the Beastmen in the unknown north, so he left his homeland and the crown to his beloved Petra, sure that she would have ruled wisely and protected the kingdom in his absence. And Petra did as she was expected, strengthening and enriching Krakatos despite the miserable conditions of the surrounding Traldar lands.



Only later did she understand that she was only a few steps from Immortality, and following the indications of her patron Khoronus, she found a time traveling artifact which she used to assure that her lineage continued to rule Krakatos for five generations, thus completing the Path of the Dynast in the 8th century BC, just before the fall of the last true Traldar settlements. In the upper spheres she grouped with her old friends, Halav and Zirchev, and they banded together to protect their descendants all over the world.

Personality:

Petra is a very practical Immortal who doesn't like nonsense and trivialities. She does not feel pity for those who do not have the courage to challenge fate and adversities and prefer instead to cry and mourn. She prefers those characters who go on despite the hardships and never fear to face the impossible. Petra is patroness of many warrior clerics, of those who defend besieged settlements and of Traldars and Milenians (and their descendants) all around the world.

Note that the legends of the Traldar (now held by the Karameikans) give her a much less active role in the Gnollish wars than she actually enjoyed. In the legends, she was a lowly potter whom the Immortals taught the arts of the potter's wheel, the loom, and the spindle, who helped organize the Traldar women to provision their men during the wars. In truth, she was a warrior-cleric who became Halav's co-ruler and fiancée, personally directed a lot of the Traldar defensive efforts, and fought in the same engagements in which Halav fought.

She is a Patroness of fighting clerics and defenders. She is often appealed to by those who live in besieged cities. In the Hollow World, Petra acts as a Patron of the Traldar and Milenians. Any Immortal plots that threaten these nations will prompt her to act, usually by inspiring and rallying those nations to a spirited defence and by bringing them new allies, such as adventuresome heroes.

Since the Thyatian invasion in Karameikos (970 AC), native Traladaran faiths like those of Petra have been discouraged by the Thyatian conquerors. Petra is currently trying to remedy this situation and greatly increase her following in that part of the world. She still belongs to the Church of Traladara, but also wants to be separately revered.

Appearance:

A petite woman of slight stature with light complexion and short dark hair sporting a determinate and severe outlook, wearing an ancient bronze cuirass of ancient Traldar or the sculpted leather armor of the later Milenian tradition and wielding a round shield in her left arm and a heavy flanged mace in the right hand.

Allies:

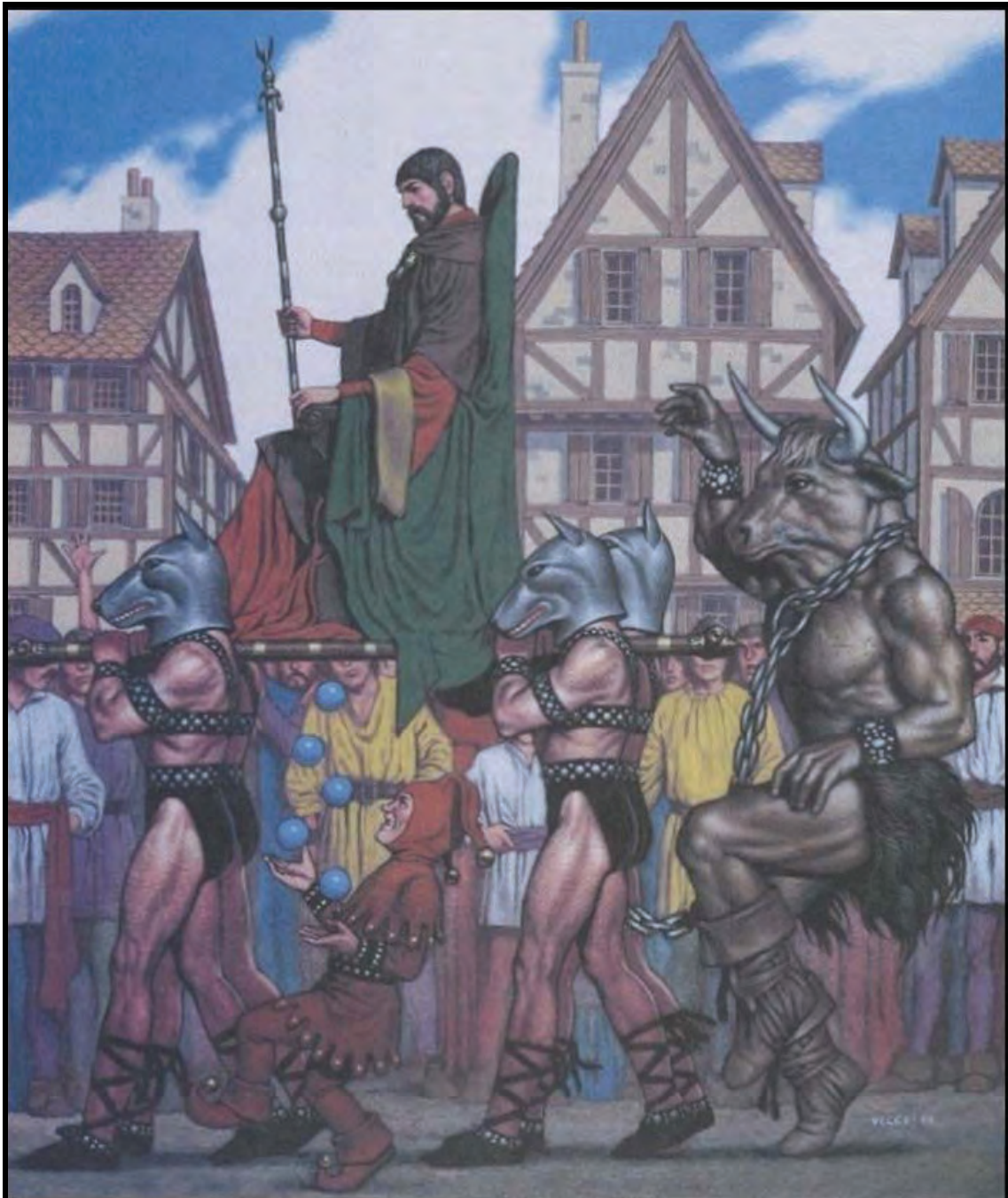
Halav, Zirchev, Petra's allies in the Traldar days are still her greatest allies.

Enemies:

Petra does not share Halav's unbinding hatred of the Immortal patrons of Humanoid races. She has no personal enemies among the Immortals, though she is often in conflict with Vanya, who dislikes the Milenian culture (which is descended from the Traldar race). She is often in open conflict with Vanya because of Vanya's mood for conquering anything (including Karameikos). She also despises Leptar (a.k.a Hircismus) who had a big part in the collapse of the last Traldar cities.

The Holy Days:

The **Holy Marriage** commemorates the union between the Immortals Petra and Halav, and takes place once a Year (1 Felmont) at The Temple in Corisa. It is a grand and stately affair. Even the Emperor attends. Many weddings occur on this day (sleep) around the Milenian nation, as it is believed couples will receive a special blessing of prosperity and fertility.



It is also **Beasts day** in Outer World Karameikos, here the festival commemorates the battle of Halav and the Beast King. It is marked by processions, festivals, and celebrations. The scene above shows Aleksyev Nikelnevich (Father Niki to friends) being borne on a litter carried up by participants dressed up as a defeated beast-men, with a (presumably) charmed Minotaur.

Klarmont 1. **Summer solstice, Day of the Straw Men.** This is the longest day of the year. In Karameikos, the Traladaran people carry little straw dolls around and whisper the sins they've committed over the last year to them. At dusk, huge bonfires burn the straw dolls—and the year's sins. It is believed that the dolls that do not burn, after the fire has died out, still harbor the sins and return them to their owner, who has to deal with them himself.

Days of prayer;

Loshdain and Tserdain, mornings. Clerics pray at dawn.

Piety awards / Penalties:

None additional

Habits:	▶ none
Dead:	Buried, or dumped ceremonially at sea for seamen
Birth:	Baptized in the temple with holy water
Colors:	Dark red, green and Gold.
Incense / Oil:	Floral scents
Symbols:	Plow, Wheat, Corn
Stone / Metal:	Amber, Malachite, Copper.
Plants:	Hawthorn, Alder, Wheat, Corn, Elder, Thyme, Yarrow.
Animal:	Housecat, Wildcat.
Runes;	Gebo, Fehu, Jera. Although she uses Runes in her rituals, she does not know or grant the Runic spells.
Chant:	<i>Fertility Lady, the Giver. Mistress of the growing land, Guide my steps in magic Till fate turns in my hand. Change my luck and fortune; Show me what I need To grow in art and wisdom. Petra, my magic power feed.</i>

Important Locations

Shrine of Whisper Winds

(Petra's Oracle)

A small secluded valley makes this shrine difficult to find. A hot spring bubbles at the heart of the shrine, surrounded by stone ledges blanketed by moist, green moss. On one of these flat outcroppings stands the Icon of Petra, a clay statuette. The Oracle of Petra was the first of her kind, and is believed to be over 1000 years old. She lives in a shallow cave concealed by overhanging, flowering vines. The oracle is highly regarded, and has been consulted by Emperors, Senators, and Generals throughout the history of the Empire. The shrine of Whisper Winds is a favorite trysting place of the Immortals Halav and Petra, who enjoy bathing in the pool and lounging upon the moss-covered terraces. They do not take kindly to mortals who spy upon her lovemaking, and have been known to curse such brazen individuals with permanent Blindness (thus not removable by a normal Cure Blindness spell).

Artifacts

Helm of Petra

Greater Artifact of the Sphere of Time.

Power; 300 PP, recharge 20 TP / Turn.

History; This artifact was created by Petra to help defeat the plots of Vanya, who means to cause the dissolution of the Milenian Empire. A few years ago, the Helm miraculously appeared on the head of Helentia during the ceremony in which she was named the Lady High Priestess of Milenia.



Vessel; The Helm is made of the purest silver, and totally conceals the head of its wearer. The visor looks like the face of Petra.

Monetary Value (of Vessel); 5000 gp worth of silver materials.

Powers; The wearer gains the following Powers:

Detect Charm 20 TP The wearer knows if anyone within 120' is under the influence of a Charm Person spell or similar magical effect, including Hypnotize, Harpy Charm, and Vampire Charm.

Detect Danger 40 TP

Detect Lie 50 TP The wearer automatically knows when someone is lying to her.

Mind Barrier 80 TP

Moonstrike 60 TP Silver light bursts from the Helm, affecting everyone within 120' as if a Power Word Stun were cast.

Teleport 50 TP Operates in spite of the Spell of Preservation, due its Immortal Magic.

Handicaps; the wearer is very short tempered with people who show cowardice. If the wearer fails a save vs. spells, she will attack such people for one round in order to "punish them".

Also, for every 100 TP used in a single day the wearer ages one year.

Penalties: The wearer suffers an extra 1d6 damage and a -2 penalty to saves vs. fire-based attacks.

Whenever the Moonstrike power is used, the wearer has 50% chance to be stunned also.

Fountain of Tomorrow

Lesser Artifact of the Sphere of Time

Power; 240 PP, recharge 10 TP / Turn.

History; The Fountain was created by Petra as a gift for the Milenians. Its purpose is to help these people avoid the mistakes of their ancestors, and to guide them to a prosperous future. When the Milenians first arrived in the Hollow World, they discovered the Fountain nearby.

Great praise was given to both Petra and Halav, and a temple was build near the fountain in their honor. Around the temple grew a city named Corisa, which became Capital of the Empire and the seat of its power.

The fountain still bubbles merrily in front of the Great Temple, and is one of the most visited and sacred places in the Empire. Milenians from all corners of the Nation make pilgrimages to the Fountain of Tomorrow.

For a small donation (5gp or the equivalent in goods), the clerics of Petra give out small, blue, glass vials of the fountain's precious water. Though the water remains enchanted, it does not retain its full potency. A single vial can be used to cure blindness, cure disease, or to damage undead monsters like normal holy water.

Vessel: The fountain is exquisitely beautiful and made of multi-colored marble. The ornate bowl is supported by the likenesses of Halav and Petra, whose arms are clasped around the rim. A stream of shimmering water reaches 2' into the air and cascades down into the bowl. The water originates from thin air, and does not spill out of the fountain. The artifact stands 4' tall.



Monetary Value (of Vessel): 1.000 gp worth of materials.

Powers: Mortals who have been chosen by their Immortal to become oracles may drink from the fountain and receive its powers. Although it was created by Petra, the followers of any Immortal can become oracles by sipping from the fountain.

Oracles (of any Immortal) gain the following permanent powers:

- Create Icon (50 PP) the ability to fashion a vessel for an Immortal's power.
- Divination (80 PP) the power to "see" the future.
- Immunity to disease (20 PP)
- Immunity to poison (40 PP)
- Slowed Aging (50 PP) Oracles age at one-tenth the rate of normal mortals.

Handicaps: When an oracle drinks from the fountain, he becomes permanently blind. He also immediately feels compelled to fashion an icon in honor of his Immortal, and to seek out that Immortals shrine. He must do nothing else until these tasks are complete.

Penalties: Oracles suffer no penalties. However, any mortal who drinks and was not chosen to become an oracle is cursed, becoming blind (no saving throw). A remove curse spell can remove this blindness if cast by a Cleric of Petra or one of at least 14th level of power.

Icon of Petra

Greater Artifact of the Sphere of Time

History; An icon is a special type of Artifact that is made by the hands of an oracle and enchanted by an (its) Immortal the Icon of Petra was crafted by the very first Milenian Oracle over 1000 years ago. The artifact still rests at the Shrine of Whisper Winds.

Vessel; The icon is made of Red Clay and stands 2' tall. It is crudely fashioned in the shape of a woman (i.e. Petra). For an artifact, it does not look exceptional or magical.

Monetary Value (of Vessel); None

Powers; The Icon's powers can only be used while it remains in its shrine. Removing the icon causes it to cease functioning (though it still radiates powerful magic) until it is returned to its sacred ground. The Icon does not have to be handled to be used. As long as the user remains within the boundaries of the Shrine of Whisper Winds, the Icon's powers may be called upon by speaking command phrases. The Icon of Petra has the following Powers:

Create Food 35 TP

Create Water 20 TP

Lightning Bolt 60 TP

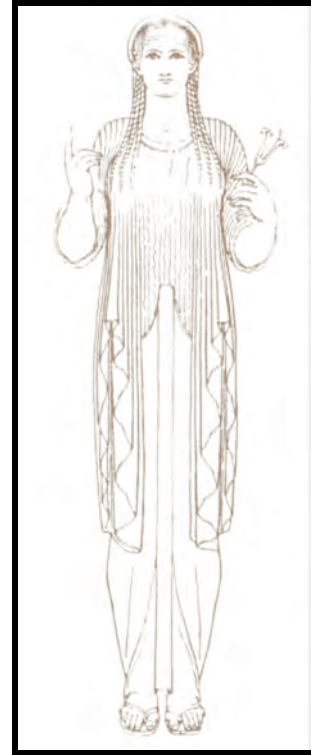
Meteor Swarm 100 TP

Protection from Evil 10' 25 TP

Raise Dead Fully 85 TP. Automatically raises the Oracle if he has been slain and his body is within the boundaries of the Shrine of Whisper Winds.

Weather Control 80 TP

Handicaps; The Oracle suffers no ill effects from using the icon. Others taking possession of the Icon without the consent of the Oracle or Petra suffer the effects of a permanent Slow spell (no save).



Those who have taken the Icon also attract hostile monsters. Their roll for random encounter chance has doubled, and these creatures will always attack (feeling somehow offended, or seeing the person as prey).

Finally, the possessors of the artifact suffer a -3 penalty to all saves. Even if they throw away the Icon, these three handicaps continue to plague them until the artifact is returned to its shrine (or of course when it is destroyed).

Penalties; The Oracle suffers no Penalties when using the Icon: Others who attempt to use the Icon must first succeed at a save vs., spells or be confused for 12 rounds.

If trying to use the Icon's Raise Dead Fully Power, there is a 75% chance it fails and the user's current are reduced to 0.

If attempting to use its Lightning bolt power, there is a 50% chance it hits the user.

When the Meteor Swarm power is used, there is a 90% chance that all magical items (Except any Artifact) become permanently non-magical.

Destruction; The Icon can be destroyed utterly if Petra's love for Halav is brought to an end.

Important Followers

Helentia, Lady High Priestess of Milenia

974 AC, Helentia was born to the family of a Wealthy citizen of Corisa (Hollow World Milenia). Her father was a renowned playwright and actor. Helentia grew up around the theater and became an accomplished singer. At an early age, she became interested in religion, particularly that of Petra. Helentia was often called upon to sing hymns before the entire congregation: many claimed she had the voice of an Immortal.

Much to her father's regret, Helentia gave up her career in theater to pursue the life of a cleric of Petra. During her initiation ceremony, she received a vision: The beautiful face of a women appeared above Helentia like a huge silver sun. The perfect, shiny lips parted, and the face spoke: "Helentia, remain true to your faith, and you shall wear my visage."

Helentia climbed swiftly through the Hierarchy of the Order. At 23, she became the youngest women ever be made High Priestess. During the ceremony in which she was named the High Priestess, a silver helm with the face of Petra appeared upon her head. Only two years before, a similar miracle happened to Dagos, the High Priest (of Halav). The will of the Immortals was obvious and could not be denied—Dagos and Helentia were soon husband and wife.

The religions of Halav and Petra were united in blood, as well as in spirit, and the people's faith grew strong.

Personality: Helentia is a natural leader with a good heart and strong mind. She is a devout cleric of Petra, and would willingly give up her life in service of that Immortal. Helentia clearly loves her husband, Dagos. Her views about the interaction of religion and the Empire are very similar to those of her husband, Dagos. The high priestess has little respect for Myrina, the Emperor's wife. At social gatherings, the two women often exchange unflattering comments, and sometimes even vaguely disguised threats. Helentia has recently received numerous omens from Petra, which she has interpreted as a warning against Myrina. She now has spies watching Myrina, and may eventually uncover Myrina's involvement in the Cult of Matera.



Appearance: Helentia is a beautiful young women of average weight and height. Her long hair is typically worn braided with engraved bands of silver. She has bright brown eyes and lightly olive-toned skin. The High Priestess wears a linen gown dyed bright blue with the symbol of Petra (A circular shields with a round boss at its center) embroidered in silver. She also wears silk slippers and the silver helm of Petra.

Combat Notes: CI 17 of Petra, AC 8 – (Shield +3), - (Cuir Bouily +2)=2, AV3, hp 44, HD 9, SV CL17, ML 12, AL L, Attacks: 1 or 2 (Haste): THAC0 10, Javelin +2 =8, Short Sword +1=9, Damage: Javelin of Flaming +1=1d6+3 , Short sword +1=1d6+2. Items: Shield +3 of Haste, Cuir-Bouily armor +2, Javelin +2 to hit and +1 damage , Short sword +1, she also wears the Helm of Petra. ST 14, IN 11, WI 18, DX 16, CO 13, CH 17, Languages: Milenian, Neathar. Skills: Ceremony Halav +1, Ceremony Petra +2, Healing, Knowledge Milenian Theology, Leadership, Singing.

Mostly carried spells:

6 x 1st: CLW, Detect Evil, Detect Magic, Light, Prot. From Evil, Purify Food and Water,
 6 x 2nd: 2 x Bless, 2 x Resist Fire, Silence 15', Speak with Animal,
 5 x 3rd: Cont. Light, Cure Blindness, Cure Disease, Remove Curse, Striking,
 4 x 4th: CSW, Dispel Magic, Neutralize Poison, Prot. From Evil 10',
 4 x 5th: Create Food, 2 x CCW, Dispel Evil,
 3 x 6th: 2 x Barrier (1 memorized reverse as Remove Barrier), Cure all,
 1 x 7th: Holy Word.

Sources:

Dragon Magazines: 166,
 TSR9193—D&D—Gaz1—The Grand Duchy of Karameikos,
 TSR2500—AD&D2—Karameikos Kingdom of Adventure,
 TSR9384—D&D—HWR3—The Milenian Empire,
 TSR1094—D&D—Champions of Mystara,
 TSR1054/1401—D&D—HW0—Hollow World,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.

Pflarr

Jackal-Head, Vrilatha

Patron of Hutaaka, Nithia, Magic. Guardian of the Living and the Dead



Region: Savage Coast (Renardie-recently), Hulean City-states, Hollow World (Hutaaka, Nithians), Formerly also in ancient Nithia, Hutaakans in Traladara.

Sphere: Eternal (IM 25) of Energy
Home Plane; Hutaak (free Outer Plane)
Date Ascension; 1500 BC.
Sponsor; Rathanos

Statistics; AC -13, HD 39, Hp 200, MV 150'/50',
#AT 4 = Punch-4d6+7, Two-Handed sword-3d10+12 , AM 80%, Sv IM 25, AL N
ST 30, IN 48, WI 20, DX 18, CO 15, CH 10.

Powers; Dragon Breath, Improved Saves vs. Spells, Thief Abilities, Turn Undead.
Two handed sword +5 of Draining (Shaped like a sickle).

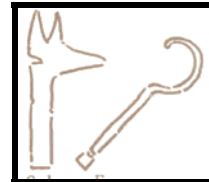
Followers Alignment: Any
Taxes; Followers were taxed 20% of their annual income by the Church.

Clerics; Clerics, Humanoid Shamans, Specialty Clerics Children of Pflarr).
Alignment: Neutral
Powers: Pflarr was a guardian, and his clerics have superior healing appropriate to guardians. A cleric of Pflarr has the Hear Noise ability of a Thief of Equal level.+1 bonus to Strength.
Skill effects; +5% bonus to magical research of warding and protective spells
Recommended: Reading/Writing, Honor Pflarr, Ancient Languages.

Accepted weapons; Standard, Khopesh, eye-Mace Preferred.
Accepted Armor; None: no shields. Their favored armor is either white textile or, more preferably, bracers of defense.

Children of Pflarr

Pflarr's specialty clerics, referred to as the "Children of Pflarr," are extremely interested in magic of all types. They revel in their abilities to cast spells, use magical items (even those reserved for wizards), and in the social abilities that they have. They are encouraged to use magic whenever possible to further Pflarr's causes, and increase his following. However, they generally refrain from making large public displays of their powers. Also, though they appreciate the extensive network of pyramid energy collectors, and the mighty powers that run them, the Children of Pflarr disdain their use in the casting of spells. For a Child of Pflarr to use a collector in spell casting is believed to impair one's magical development, and is therefore an insult to the philosophy of Pflarr.



Powers:
At 1st level,

Read Magic at will. They automatically gain the ability to speak Hutaakan and are treated as near equals by them.

The most significant ability of Pflarr's Children is their ability to cast magic-user spells. Each time spells are memorized, the cleric may request that Pflarr bestow upon them one magic-user spell in place of one clerical spell of the same level. They must have first acquired that spell in a book or scroll elsewhere before petitioning their Immortal for the exchange.



At 5th level,

Receives the spell-like ability known as the Javelin of Pflarr. The Javelin is an energy-bolt akin to the magic missile, but is more powerful, and also can affect non-living matter. Like the magic missile, the target has to be in the cleric's line of sight, but the bolt does not miss once fired. This can be done once per day (Sleep). At the outset, the Javelin of Pflarr does 1d6+1 damage. The damage increases to 1d10+1 at 10th level, 1d12+2 at 15th, 2d8+2 at 20th, and 1d20+3 at 25th level and above. The Javelin's range is the same as that of a magic missile.

Skill effects; +5% bonus to magical research of warding and protective spells
 Accepted Weapons; Standard, Khopesh, eye-Mace Preferred.
 Accepted Armor; Their favored armor is either white textile or, more preferably, bracers of defense.

Children of Pflarr's Rules

Clerics of Pflarr must protect magic whenever they find it and help it to grow throughout the land. In an adventuring party, such a cleric often attempts to befriend the group's magic-user, to learn and to obtain spells. When it comes to magical treasure, however, the Children of Pflarr can be quite contentious, doing nearly anything to obtain such items for the service of Pflarr.

If a Child of Pflarr mistreats magic-users without reason, he gains no spells until the infraction has been repented. The downside to all this ability is that Pflarr's Children inherit their Immortal's incomplete mastery of magic. This is reflected by their being "magic magnets"- i.e., the specialty cleric's saving throws vs. spells, breath weapons, and wands do not improve with experience.

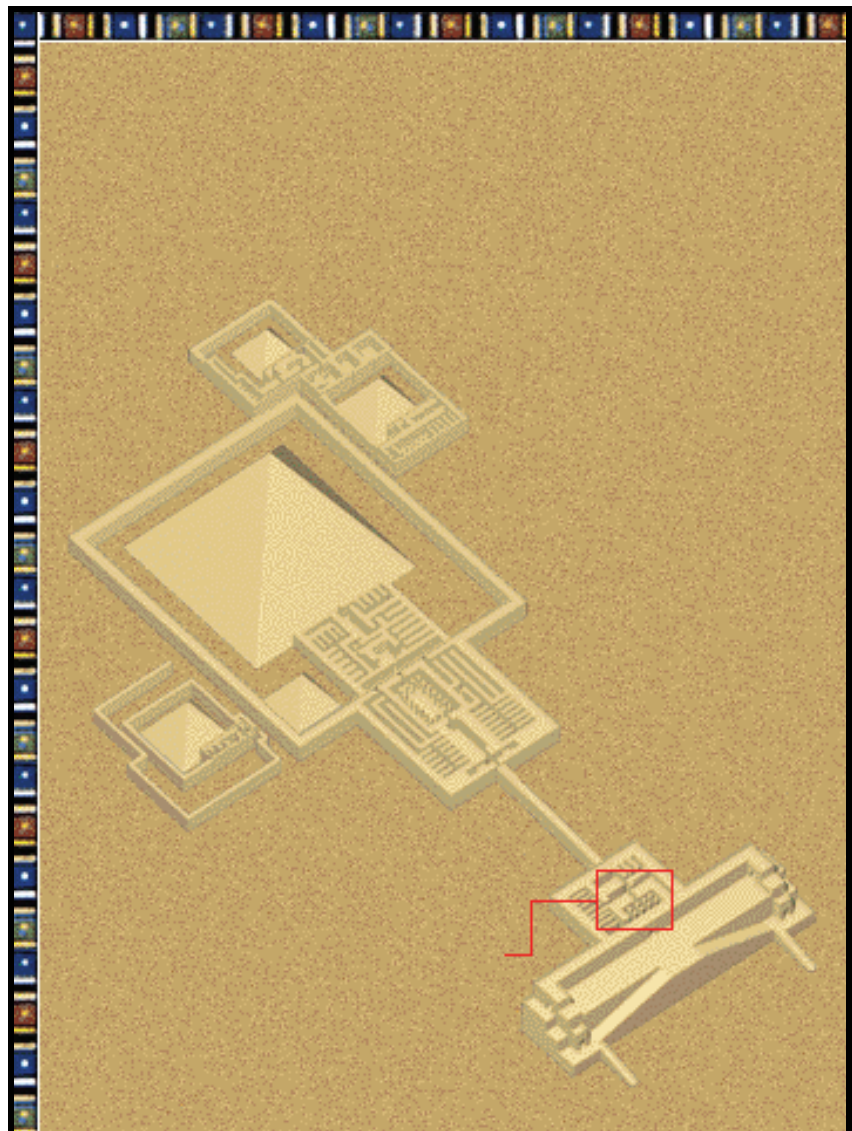
Finally, Pflarr's clerics must destroy any and all Gnolls they come into contact with if possible (barring situations where such combat would obviously cause the cleric's demise). If this is not done, they are stripped of their clerical powers for one Day (Sleep).

In all circumstances, the ultimate goal of the Children of Pflarr is to develop fully magical defenses. To this end, non-magical defenses are continually replaced by magical spells and items. In their spare time, they research magic, hunt down old legends about lost artifacts, and improve their libraries. Temples of Pflarr often contain hidden rooms of magical items including magic-user spell books.

Holy Symbol: Pflarr's symbol is a jackal-head with human eyes.
Vestments: The common dress for a cleric of Pflarr is a simple white linen robe.
Adventuring Gear: As vestments, but allowed with armor.

Dogma: Magic, knowledge, protection, Hutaaka, magical experiments

Daily Activities: Study, and furthering the dogma. Priests of this Immortal, in addition to encouraging worship of the Immortal, act as scholars of magic. They help preserve libraries of magical information and encourage correspondence and the exchange of ideas (and spells) between mages. Duties of the Priest: Guidance, Marriage. Education: These priests cooperate with magicians to educate in the ways of magic.



Temples and Such: The temples of Pflarr are always erected along a riverbed, a minor temple at first than a greater temple is added between the pyramid where the Pharaoh who erected the temple has his final resting place. Smaller building and temples were added next to it to house and rest the priests.

Known History: Pflarr wasn't born but created, as the jackal-headed bodyguard by a powerful Nithian wizard centuries before the Nithian empire climbed to its greatness. Pflarr was created with the purpose of being the ultimate bodyguard, but the experiment wasn't very successful since Pflarr's master was killed shortly after his creation.

After avenging his master by slaying his killer (a rival wizard), Pflarr was left alone with two huge magical libraries at his disposal, so he did the only possible thing: he started to learn magic. With time he became an accomplished magic-user. By the time the Nithian culture began its ascension, Pflarr was reaching his personal heights as a powerful magician. He eventually discovered the Path of the Paragon, beginning his climb to greatness under the sponsorship of Rathanos.

First he conquered the respect and trust of many different villages thanks to his magic prowess, introducing himself as the divine herald of Ra, come on this world to rule in Rathanos's name. With the help of all the constructs he had previously built, Pflarr created a powerful army and conquered a great part of the Alasiyan Basin. He then fortified his borders to keep away the warring neighbours and using his magical knowledge he built the first Monoliths (artifacts which absorb the power from the dead and the living to create specific magical effects), which allowed him to turn the swampy and arid lands of his duchy into fertile plains and grasslands.

After a few decades Pflarr's duchy became prosperous and strong and its inhabitants worshipped both Ra and Pflarr as divine beings. Pflarr created then the Puissant Pyramid as part of his testimony, and after defeating all the spellcasting rivals in the Nithian valley (the last of whom was the sly Apophis, stepbrother of Chardastes), he finally became Immortal in the sphere of Energy in 1540 BC, the first "Nithian" to reach this status, followed by Maat shortly thereafter. The Nithian Empire was in place, and Pflarr was thus it's first native-born (native-created) Immortal.

Also, because he had helped Chardastes in reconquering his kingdom, Chardastes imposed Ra's and Pflarr's cult (as well as Maat's) as Nithia's official religion, which became the basis of the future Nithian pantheon. When Nithia turned from Kingdom to Empire, Pflarr was already established as one of the main deities of the region, patron of all magic and right-hand man of Rathanos.

Pflarr contributed to the magical knowledge of the early Nithian wizards and was a Patron of magical learning. But his primary interests were in the acquisition of knowledge and so he paid very little attention to the developments in the Empire.

In 1500 BC Pflarr shaped a servitor-race after his own jackal-headed image and thus the Hutaaka were born the were created to help him in his studies and activities. He gifted them with a broad magical knowledge, but he completely failed to pay attention to the Nithian politics and ethics. His only interests were that his followers kept worshipping him and that magical research was brought forward. These , the Hutaaka, acted as his messengers, his librarians, and his personal servants. He gave them their own homeland, in the mountains of the south of the Nithian lands, and the Hutaaka soon became the mentors and tutors of the Traldar Humans who lived in the forests south of them.

He, like the other Immortals, was caught off-guard by Thanatos' sudden, successful corruption of the Nithian ruling class. When he noticed the threat that Nithia had become for Mystara, Thanatos's corruption was already too deeply rooted to be cleansed without major casualties. Unable to stem the tide of the Nithian moral decline, he participated in the Immortals' scouring of that culture from the face of the world.

So he worked in team with Rathanos to save some of the Nithian communities still loyal to the old ways and helped by Ka and Ixion they placed them inside the Hollow World, before the Immortals unleashed the punishment on the outer Nithian empire erasing it and its memory from the surface of Mystara. Pflarr obviously didn't forget his beloved Hutaaka, and saved the wisest of them, abandoning those who had grown too decadent and stupid in their secluded valley on the surface world.

Before the end of the Nithian civilization on the Outer World, Pflarr had also suggested to the adventure-some Nithian Hero Minroth that the man lead colonists to the seas south of the continent. It was for Minroth that the modern day Minrothad is named.

Since the disappointing finale of the Outer-world Nithia, Pflarr has largely turned his back on the surface world, preferring instead to be a Patron of the Hollow World Nithians and Hutaakans. His abandoned Outer World Hutaaka colony gradually languished and became inbred and weak.

Nowadays Pflarr's cult is almost absent on the outer world (he's worshipped only in Thothia, the only surviving Nithian colony, and among some Lupin communities) and for this reason he confines his mortal-world activities almost exclusively to the Hollow World and his favorite cultures there. He pays much more attention to the affairs of the Hutaaka and Nithians of the Hollow World.

With time however, he took a particular interest in lupins, a race of humanoids who later interbred with Gnolls and Hutaaka, and he is still trying all over the world trying to get their worship.

Personality:

Pflarr was not and is not human in his outlook, he doesn't think like other Immortals, probably because of his origin. He is unlike most Immortals. What he's mostly interested in are magical research and respect in the form of worship that he feels his followers must give him.

If a follower (or nation of followers) disappoints him, such as by turning away from worship of him, Pflarr he doesn't intervene to punish them: he gives them a chance to make penance give and gives them time and opportunity to return to the 'correct path', but will not encourage them or prompt them to do so. If they do not, he will abandon them, and start over elsewhere, with a new set of followers, forgetting them in no time. He prefers to concentrate on the loyal worshippers or to create a new cult somewhere else than trying to win back lost followers.

He feels no particular loyalty to his worshippers, feeling instead that they should feel loyal to him. If they fail him, he is content to let them perish. He is vain (as evident by the race that he created, an entire race to look like him), however, he grants spells to

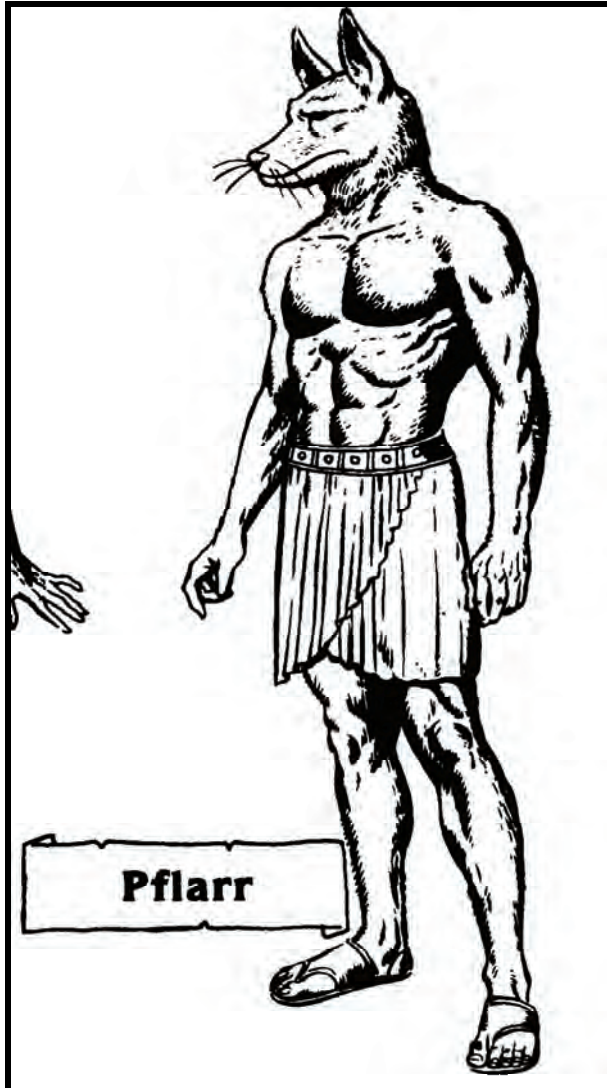
his clerics, subtly providing magical learning to studious magicians, and protects the nations and tribes who keep faith with him, so he can scarcely be considered evil.

In the Hollow World, Pflarr is a chief Immortal Patron of the Nithians and is the Sole Immortal worshipped by the Hutaakans.

This Immortal is the patron of magic in all its forms. He could just be the Immortal responsible for teaching the most important spells and rituals to Nithian mortal mages. Either way, he is as beloved of mages as of any other class of characters.

Appearance:

A 7' tall humanoid covered in fine brown fur and with a jackal head,. He wears simple Nithian linen tunic, or white cotton robes on the Outer-World covering his thighs and hips. Pflarr is also fond of jewelry and other magical adornments including Pflarr's Puissant Pyramid, an artifact of immense power. Pflarr has no Nithian alias due to the fact that he is a survivor of the ancient Nithian Empire of the surface world. The statue on the front of this Chapter is in Pflarr's honor and is an idealized version of his appearance.



Allies: Pflarr's chief Immortal ally is Rathanos, who was one of the other Immortals so strongly worshipped by the Nithians before Thanatos came. Rathanos was also his sponsor.

Enemies: The only being that really drives Pflarr out of his mind is Ranivorus, for two reasons: He correctly believes that the Nithians created Gnolls in a corrupt imitation of his Hutaakan race which annoys him.

Pflarr hates Ranivorus with all his heart for the role he played in destroying Nithia and causing harm to his worshippers all over the world, and he doesn't refrain from hindering his plots whenever he can.

He also hates Thanatos for his actions led to the destruction of Nithia.

Holy Days: Pflarr does not use Holy days, but his mortal followers create at least three different dates to praise him and his wisdom. These days are the "Awakening", "Revenge", and "Ascension". The first mostly done at the first day of Spring, the Revenge at mid-summers day and the ascension at 1st day of winter. Though some kings may change these dates, the difference between them remains the same.



Piety awards: Invent a new magic spell +3
Create a magical item +2

Piety Penalties: None additional

Habits: Courageous +1, Cautious +1, Energetic +1, Trusting -1.

Dead: Entomb in a personal or family tomb, often mummified before. This also applies to holy animals.

Birth: Baptized in Holy river water.

Colors: White and Gold together. Mages wear Red or Purple. Rulers wear White, Light -blue or Light green.

Incense / Oil: Myrrh, Palm, Honey.

Symbols: Hyena, Any magic.

Stone / Metal: Brass.

Plants: Papyrus, Lily, Iris, Daffodil, Cabbage, all beans.

Animal: Hyena, Dog.

Chant: None

The Lupins; Most human sages believe Lupins to be an offshoot of the Gnoll breed: however, this isn't exactly true. According to ancient scriptures unearthed a few years ago, Gnolls, like Pflarr himself were ancient Nithian creations. Pflarr rose to Immortality and created the Hutaakans, a race of jackal-headed humanoids.

Pflarr truly liked the Hutaakans: brilliant and refined, they were created in his image. Hutaakans established control over the Traldar, the ancestors of today's Karamaikos, getting most of Pflarr's loving care and attention.

Meanwhile: the Gnollish population exploded. These ravenous and brutish hordes ran out of control and eventually invaded Traldar, causing the Hutaakans to hide in a secluded valley. Ancient legends say that as a result of the Hutaakan demise and of the mysterious disappearance of the old Nithian empire, Pflarr was offended and lost interest in surface world affairs. Over the following centuries, Gnolls and Traldars practically annihilated each other. It is also said the stagnating, inbred Hutaakan race also dwindled.

Not all Hutaakans stayed in their valley, however. Some traveled the Known world and beyond, eventually creating new families. New blood, including some pervasive chaotic Gnollish blood, was brought to the weaker, original Hutaakan stock, which created several initial breeds of Lupins. To human observers, Lupin breeds appeared soon after the Gnollish invasion: thus, humans believed them to be directly related — an unfortunate and disparaging misconception.

The Lupins eventually forgot about their Hutaakan heritage. They began forming clans and spread throughout Mystara. The heads of the clans were those who could show proof of a certain lineage, Hutaakan blood, without really knowing why. It had simply become clan tradition by then. As centuries passed, the tradition grew weaker and more obscure, to the point of being almost completely forgotten. By then, scores of new Lupin breeds had adapted to widely different regions of Mystara and formed varied and thriving species.

They also endeavored to incorporate elements of human or demi-human civilization, as shown with the Kingdom of Renardy, for example.

The issue of the Hutaakan ancestry, however, is now coming back to haunt the Lupin kind. With civilization came the age of reason, and some of us began to wonder about our true origins. Almost regrettably, some found out, and the result is now a sensitive issue. There are the ones who believe nobility lies in ones ancient Hutaakan blood lineage. Then there are the others who adopted human-style nobility based upon feudal rulership. The problem became worse when some of our people openly questioned the legitimacy of the Clairvault Dynasty over the throne of Renardy, since clearly the Clairvaults show no such bloodlines. Although it has remained a quiet one so far, Renardois remain evenly divided on this issue.



The problem grows even worse when the clergy becomes involved. Some people also have begun questioning the legitimacy of Saimpt-Renard as the long-established head of the Lupin Immortal pantheon. They believe the only true Lupin Immortal should be Pflarr. This thinking has sparked an underground religious movement to re-establish Pflarr. It makes no doubt they are the unwitting pawns of Pflarr himself. Since he first turned from the Hutaakans, Pflarr has finally noticed our success as a race. Now he wants to reclaim the Lupin kind, just as a parent would his lost children. In response to this, high priests of all established temples branded the honoring of Pflarr a heresy, following the wisdom that Pflarr had abandoned the Hutaakans and thus relinquished all rights over Lupin flesh and spirit.

The Sign of Pflarr

More obscure Lupin theology: Outer World Hutaakan clerics and later clan shamans knew ancient Nithian rituals related to Pflarr's bloodlines. It is said that, with the proper incantations and a pinch of sacred incense from Ylaruam, a few drops of Hutaakan blood trickling over glowing embers would invoke the image of Pflarr's head among the fumes. The more vivid and longer-lasting the image, the purer the Hutaakan bloodline. Some unscrupulous lupins would consider a vague jackal face enough to claim a tie with the great spirit. Others still show pure enough a bloodline for a recognizable image to appear, regardless of well-breeding or mongrelhood. Believers ought to beware, however: blasphemous spell-casters resort to illusions to manipulate the result of the ritual. Great care must therefore be taken to avoid such perfidious trickery.

Sources:

Mythological Encyclopedia,
Papyrus, the Comic books 1 to 14,
Dragon Magazines: 237,
TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes,
TSR9195—D&D—Gaz2—The Emirates of Ylaruam,
TSR9339—D&D—HWR2—Kingdom of Nithia,
TSR1094—D&D—Champions of Mystara,
TSR2521—AD&D2—Savage Coast Campaign Book,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Pharamond

Pilikia, Predal, Paraph

Patron of Prosperity.

Region:	Skothar regionally.
Sphere:	Empyrean (IM 22) of Matter
Home Plane;	Nous
Date Ascension;	unknown
Sponsor;	Terra
Statistics;	AC -6, HD 36, Hp 370, MV 150'/50', #AT 4 = Punch-4d6+3, AM 70%, Sv IM 22, AL N ST 19, IN 68, WI 67, DX 68, CO 65, CH 65.
Powers;	Enhanced Reflexes, Thief Abilities, Detection Suite, Turn Undead.
Followers Alignment:	Any
Taxes;	Followers were taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shamans
Alignment:	Neutral
Powers:	Detection of treasure and objects of value: the priest can detect treasure when he is within 10' of it, even when it is concealed (-1' /inch stone wall or -1' /3 inch organic wall, not through metallic walls, or ore-stone walls.) He can't divine its direction through this power, and must move around to get a fix on the treasure. The power does not tell him what sort of treasure it is, and even if it's of a type he does not desire (such as a small bag of coins) it will alert him to the treasure's presence. The power is next to useless when the character is among allies (their coin-pouches will set it off), so he must walk alone to be able to use it. Determine approximate depth underground on 1-3 on 1d6 (Dwarf-priests and Gnome-priests of this faith succeed on a 1-5 on 1d6).
Skill effects;	Required: Appraising, Honor Pharamond. Recommended: Mining, Modern Languages, Reading/Writing, Gaming, Gem Cutting.
Accepted Weapons;	The weapons chosen for this priesthood were chosen based on association with the earth, as the source of precious metals, and those which can grab, capture, harvest the bounty of the seas, etc. Bill, harpoon, javelin, lasso, Mancatcher, net, picks (all), spear, trident.
Accepted Armor;	All non-magical armor and non-magical shields.
Holy Symbol:	A colorful sea-anemone, or coral flower.
Vestments;	None (actually no clothing is worn).
Adventuring Gear;	Variable
Dogma:	This is a Immortal of riches and wealth. He may be a Immortal of rich treasures from under the ground, or of riches of herds, or of any sort of prosperity.
Daily Activities:	Pharamond's priests spend a lot of time dabbling in trade and teaching the children of noble families how to manage their money wisely, to build businesses from the ground up, to improve their communities through the careful, studied application of money. They are not priests of greed and avarice, though the occasional priest will end up being a greedy man. Duties of the Priest: Guidance, Marriage. (Note: The priests of this sect do not encourage members of their flock to marry for love if it means alienating the families and living in poverty.)
Temples and Such:	Triangular Pyramids (D4). With in the top an open bell-loft. Each corner has an Altar with a different colored continual light. The center is the communal prayer hall. Three priest speak about religious matters in turn. The first about chaos, the second about order, the last about neutrality.
Known History:	In life, Pharamond was known as Karandas, an mortal identity which he still uses to this day. Pharamond did attempt to create new Immortals by sponsoring creatures not coming from the Multiverse and hindering the Immortal candidates of Mystara. Since they broke many Immortal laws with their mischievous plan, they were discovered and sanctioned by the Council of Hierarchs for their crimes (see module IM3 The Best of Intentions).
The Conspiracy:	Since the Nightmare Plane adjoins the dimensional barrier, logic suggests that the Diaboli could produce Immortals capable of crossing that barrier and coping with the Vortex. Pharamond expects his foresight in recognizing this principle will support his promotion to Hierarch of Energy—and ultimately to Full Hierarch. To produce a greater prop onion of Diaboli among the Immortals, Pharamond plans to winnow candidates from the Prime Plane (thus demonstrating their unsuitability) while fostering candidates from the Nightmare Dimension.

These candidates will be loyal to Pharamond through Harrow, the highest ranking Immortal Diabolus. An unusually orderly and cooperative example of his race, Harrow is a member of the conspiracy. Pharamond has promised to further the ambitions of Mazikeen, a former protégé, in return for cooperation. He has secured the alliance of Hircismus for one reason—to use as scapegoat if something goes wrong.

(Whatever the evidence before an Immortal court, it is unlikely to convict an Emypreal of Energy on the testimony of a demon—a dull-witted and vicious one at that—particularly given the terrible reputation of the Sphere of Entropy.)

Mazikeen Has Second Thoughts Originally convinced of Pharamond's logical analysis and persuaded that the established hierarchy had pursued prejudicial policies designed to exclude Diaboli, Mazikeen was originally a loyal supporter of the conspiracy. However, when Mazikeen became suspicious of his mentor's motives and confronted him, Pharamond realized that Mazikeen would have to disappear. Loathe to destroy so useful a tool, Pharamond devised the Feeblemind trick. However, when he realized that Pharamond's real motivation was personal ambition, Mazikeen balked. Unfortunately, he was arrogant—and trusting—enough to express his doubts to Pharamond. Pharamond pretended to feel pangs of conscience, and asked for time to think.

Pharamond took the thinking time to figure a way to eliminate Mazikeen. (As an Emypreal of Energy, whipping up a fiendish plot is a piece of cake.) Pharamond invited himself to Mazikeen's home plane ostensibly to discuss the matter. Instead, he proceeded to hatter Mazikeen's intelligence with ability attacks. Within a few rounds, Mazikeen was incapable of winning a spelling bee against a goldfish. For insurance, Pharamond placed a Feeblemind on Mazikeen, dumped him in Corndor (the trisspace outer plane they had used as a passage between their home worlds) and went about his business.

To ensure Mazikeen does not inconveniently shake off the Feeblemind, Pharamond communicates now and then. Getting a groggy and mentally-deranged Mazikeen, Pharamond batters his intelligence down to goldfish-level again with a couple of mental blows. This mental attack has given Mazikeen (and his avatars) a case of hysterical paranoia. His shattered wits currently perceive everything animal, vegetable, mineral, and incorporeal as a deadly enemy intent on torturing him. He and his avatars alternate between berserk hostility and cringing withdrawal. Mazikeen's primary is confined in an asylum on Corridor. His paranoid avatars are cringing among the shambles of neglected Immortal projects.

It was the Immortal Utnapishtim, who at first discovered that something was amiss with his buddy Mazikeen, and requested the help of some Temporal Immortal of different Spheres. An unusually high number of fatalities was occurring among Immortal candidates on the Prime Plane. He headed the investigation and has selected the Temporals to check into the matter. He continued before anyone could protest. He suspected the disappearance of Mazikeen, a Celestial of Thought, was connected with this mysterious mortality rate among Immortal candidates. Locate Mazikeen and question him. If he gives you trouble, bring him to me for questioning: these were his orders. Pangloss, a neighbor of Mazikeen, will give directions to Mazikeen's planes. Utnapishtim immediately communicated with Pangloss, then addressed, the Temporals. "Pangloss says to send you right over. I'm sure you're eager to work. Report back to me the moment you find Mazikeen. Thank you and good luck!" Anybody want to intempt? Too late ...

The Temporals traveled immediately to Pangloss. The Temporals found themselves suddenly standing outside the silvery exterior of Pangloss's home plane. Pangloss floated with a double-handful of bizarre instruments and looked impatient. He barely directed the Temporal which direction to go, distracted by his own experiments, he had forgotten the rest.

The Temporals traveled through 24 Planes toward Mazikeen (and not of Mazikeen as wrongly was given in IM3), eventually located him, rescued him and got his cooperation. They together ambushed the conspirators, captured Pharamond, and the other Immortals, and brought them all (including Mazikeen) to Immortal Justice.

Personality:

Pharamond is a greedy creature. He does really have no concern for others when he can get better from it. This behavior he spreads about his followers. Only due to the lack of strength and violence, they are not evil or chaotic. They still tend to keep everything balanced. They will not steal however, but must be the first to own what is not owned already. That is Pharamond, that is his "wisdom".

Appearance: Pharamond prefers two forms: his original mortal form of Karandas, a male Human Mage L36, of about 45 years of apparent age. Str 11 Int 13 Wis 12 Dex 18 Con 17 Cha 12. Move 120' / 40', Run 120' AC 9 (6 Dex.), Hp 73

His second manifestation form is that of a Hissing Demon, even when he is no Demon in any case. In fact it is no more than a Polymorph effect. If the polymorph effect is dispelled or interrupted, Pharamond returns to his original form, since he is a native of the Prime Plane. AC, hit points, hit rolls, saving throws, etc. are for original mortal form above. Pharamond appears with the following spells in effect: anti-magic shell, protection from normal missiles, contingency (when hp drop to 2, teleport out of contact), detect magic, polymorph self, haste, and Fly).



Allies: none as yet, she has still to obey her sponsor Vanya.

Enemies: Most Immortals ignore this egocentric little fellow, but he has made some nasty encounters, though. And the persons suffering from his actions aren't truly friends. All Dragons, Ixion, Terra, Odin and Thanatos all truly dislike this 'stupid' little brat.

Holy Days: 13th of Vattermont. Day of possession. All that is owned is shown to others. It is a day of pride and not of modesty. The stories of acquisition are far over the top, and rarely real. Theft this day is punishable by death by stoning instead of hanging.

Day of Prayer; Nytdain; Priests pray at dawn.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Generous -5, Modest -3, Peaceful +2, Forgiving +2, Courageous -2.

Dead: Buried or burned, all their possessions are not owned from the moment of closing the ritual (i.e. when the body is completely buried or burned).

Birth: Baptized in the morning sun, penetrating the waves.

Colors: Copper, Silver, Gold.

Incense / Oil: None, None

Symbols: A money pouch.

Stone / Metal: Any gem, Copper, Silver, Platinum, Gold.

Plants: Mugwort, Rose, Tansy, St, Johnswort, Cinnamon.

Animal: Tabi, Monkey.

Chant: none.

Sources: Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178, TSR9207—D&D—IM3—The Best of Intentions, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Polonius

The Designer, Paulanha

Patron of Tritons and Sculpture

Region:	Undersea
Sphere:	Eternal (IM 25) of Matter
Home Plane;	Unknown
Date Ascension;	around 0 AC
Sponsor;	Unknown
Statistics;	AC -13, HD 39, Hp 200, MV 150/50', #AT 4 = Punch-4d6+7, Spear-5d6+ /+12 , AM 80%, Sv IM 25, AL N ST 26, IN 42, WI 26, DX 21, CO 12, CH 20.
Powers;	Enhanced Reflexes, Thief Abilities, Detection Suite, Turn Undead. Red Dragon Scale Shield +2, Shell Armor +5, Spear +5 / +7 vs. Undead of Returning
Followers Alignment:	Any
Taxes;	Followers were taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shamans
Alignment:	Neutral
Powers:	Water breathing once a day in addition to normal spells.
Skill effects;	Construction skills of any kind are +1, and these are preferred skills. (especially; Coral-Construction skills.
Accepted Weapons;	Standard.
Accepted Armor;	None.
Holy Symbol:	A colorful sea-anemone, or coral flower.
Vestments;	A Dark-bleu/green short skirt, further nothing. Females wear clamshells on Breasts and intimate places. Clerics and shamans must hold abstinence, abandon all friends and family to live somewhere else, and sacrifice all in its life to Polonius, and his works.
Adventuring Gear;	as vestment
Dogma:	The sea is an element that has to be tamed, controlled, but instead it controls us. Therefore we must erect ways to tame the waters, and build safe homes and cities.
Daily Activities:	Further and protect the dogma. Duties of the Priest: Guidance, Marriage.
Temples and Such:	Intricate coral-domes and structures. Lots of design in colors and shapes. Even air domes in the temples.
Known History:	In life, a particular creative Triton Mage/Cleric. As an Immortal, the Patron of Tritons. He created the spells which allow Triton Spellcasters to manipulate Coral, and is also a patron of sculpture. To the Tritons Manwara is revered as the Father of the and Creator of Magic. It was his foresight that determined that the beauty of the ocean and the power of its natural forces could be further enhanced by a race knowledgeable in magical forces. The tritons were therefore gifted with superior magical powers. The tritons used their powers to add to his works and to bring stability to the shifting currents add the world. Polonius the Designer is the Immortal credited with discovering the mysteries of coral manipulation. He was a great cleric/mage who taught the triton mages how to shape and accelerate the formation of cod. He personifies creativity and freedom of thought, and exemplifies the benefits of enlightened and open structures, whether they are triton coral creations or triton societies. Triton clerics see Polonius as a great teacher and symbol of triton values. The mages view him as an Immortal of aesthetic freedom and expression.
Personality:	Polonius is curious, but in life never left the comforting feeling of the waters, he never looked into the air, without the feeling of water on his skin. Yet he still was curious what these vessels where, and who steered them, who caught the fish in their nets, or dumped all their debris in the waves. This feeling is still the basic feeling of Polonius, though now he knows the air-breathing races, other than from sunken corpses and ships, but he sees himself as a protector of the reefs and corals where so many species of Manwara are able to live, where it not for the fishers from above. It is not that he is against normal and regular fishing or hunting by these species, but the usage of great nets, magic fire-balls and similar methods to catch as many as they can, he is against. Like a today-Greenpeace warrior, he disables their methods as often as he can or the waters would soon become empty, but he will do this as peacefully as possible.

Appearance:

Polonius looks like a young, strong-willed Triton, with black hair on a sea-blue skin. Dressed in shell armor of his own enchantments, and a human shield made from Red-Dragon scales. Adorned with only a few ornamental pieces of jewelry. All very similar to the Triton pictured on the front of PC3—The Sea People.

**Allies:**

Manwara

Enemies:

Thanatos, Saaskas the Destroyer, and any Devilfish or Undead.

Holy Days:

17th of Klarmont. The date a meteor fell into the Sunlit sea, and brought a new (steel-strong) coral to the seas. Most new constructions are revealed this day. Priests pray when the sun breaks the waves (approximately 1 hour after sunrise).

Piety awards:

Construction of a new abode	+3
Creation or repair of a Major artwork or construction	+2,
Creation or repair of a Medium artwork or construction	+1,
Creation of a Minor artwork or construction	+1 per 100
Kill a wittingly Destroyer	+3

Piety Penalties:

Destruction of a Major art work purposely	-5
Damaging of a Major art work purposely	-3
Destruction of a Major art work accidentally	-4
Damaging of a Major art work accidentally	-2
Destruction of a Minor art work purposely	-3
Damaging of a Minor art work purposely	-2
Destruction of a Minor art work accidentally	-2
Damaging of a Minor art work accidentally	-1

Habits:

Trusting -1, Dogmatic +1.

Dead:

Bury in the ground

Birth:

Baptized in the morning sun, penetrating the waves.

Colors:

Bleu-green, especially in oily mixtures

Incense / Oil:

none

Symbols:

Brain coral

Stone / Metal:

Red coral, Steel coral, Stalk Coral., no metals.

Plants:

Brain coral, Bleu kelp, Sea rose.

Animal:

Sea rose (Anemone) fish

Chant:

Psalming melodies

Sources:

Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178,
TSR2007—D&D—PC3—The Sea People,
TSR1037—D&D—Gaz0—Dawn of the Emperors,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Protius

Old Man of the Sea, Manwara, Spuming Nooga, Al-Farath,
Manannan Mac Lir, Poseidon, Neptune, Equester, Puratha, Nun,
Hapi, Lao Pang-Tiu, Farath, Sarasuati, Njord

Patron of Seas and Oceans, Horses, Pegasi



Region:	Globally undersea or by sea-faring creatures, Undersea, Sunlit Sea, Sind, Ochalea, War-rafts of Kron, (Hollow World: Milenia, Traldar).
Sphere:	Eternal (IM 29) of Time.
Home Plane;	Ossa-Aquallor (2 nd layer Olympus) and Ceticia (a free Outer Plane). He dwells at the palace Noatun in Asaheim, as one of the Vanir.
Date Ascension;	about 8000 BC
Sponsor;	Khoronus.
Statistics;	AC -20, HD 43, Hp 700, MV 300'/100', #AT 4 = Punch-4d6+12, Trident-4d10+24 / +26, AM 80%, Sv IM 29, AL N ST 65, IN 38, WI 40, DX 30, CO 45, CH 40.
Powers;	Increased Movement, Thief Abilities, Poison Sting, Weapon Mastery Trident 1 and 2 handed). Trident +3 / +5 vs. Giants, Net +1 of Flying.
Followers Alignment:	Any, Mostly Neutral Good, and all those wishing rain or who depend on the sea. Mariners, merchants, and fishermen are Njord's most devout worshipers, and they sacrifice to him by dropping ale and baked fish (the god's favorite foods) into the sea.
Taxes;	Followers were taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shamans, Milenian Specialty Clerics (Mariners).
Alignment:	Any
Powers:	Protius Clerics have a swimming rate equal to their movement rates on land and cannot drown unless they are tied or unconscious (by swimming). The priest can cast the water breathing spell on himself only, once per day, in addition to all other spells. All shamans (not triton clerics) gain a special ability at 1 st level conferred by their racial Immortal hero under the corresponding Immortals. Shamans do not exist in Aquarendi society: instead, the spiritual needs of the aquatic elves are catered to by the Keeper of the Sacred Frond.
At 8th Level;	The duration of the Water Breathing spell when cast on himself becomes 24 hours, and automatically renews itself at the end of the 24-hour period if the priest is still underwater and asleep, unconscious, etc. Determine approximate depth underwater on 1-3 on 1d6. Infravision 60'(same as the elf ability, but only works underwater), any already existing biological Infravision is doubled in range.
At 12th Level;	He is able to cast an extra Water Breathing on others.
<u>Mariners:</u>	The water breathing spell he casts on himself may not be dispelled , Protius his specialty clerics, called Mariners perform ceremonies to appease Protius and protect seafaring Milenians. Because of the large population of fishermen and sailors in the Milenian Empire, the religion of Protius has a strong following. Until recent these specialty clerics only exist in the Ancient Milenian and Hollow World Milenian Clerics.
Powers:	Mariners have a swimming movement rate equal to their normal movement walking (i.e. 120' / 40' becomes a swimming rate of 120' /r for constitution x rounds or 40' / r x hours). If a Mariner begins to drown, he might receive aid from the sea itself, such as help from a friendly dolphin, a strange current that brings him up and onto a beach, etc. The chance of this aid is 20% +2% per level of the cleric- 1% per PIP below 16, the DM may modify this percentage, taking special circumstances. Mariners also have access to some druidic spells. Predict Weather on lvl 2, Water Breathing at lvl6, Control Winds at lvl 10, Summon Weather at lvl 12, and Control Weather at lvl 17 or higher.
Skill effects;	According to Poseidon priests (Milenia only), only priests of Poseidon are permitted to ride horses, since he created them. All other clerics of this pantheon must make do with mules, donkeys, unicorns, etc. To flaunt Poseidon's creation, the horse, all of his clerics must take riding Horse at 1 st level. They would sooner walk than ride another type of mount (except for seagoing mounts). All clerics; They will study any water related skill (swimming, navigation, seamanship, and so on), but they'll learn no skills primarily dealing with the air or the underground. Thus they must take Ceremony Protius, Knot Tying, and Navigation before learning any other skills. Extra Swimming Skill +2. Required: Swimming, Honor Protius. Recommended: Fishing, Rope Use, Seamanship, Weather Sense, Navigation, Reading/Writing.
Accepted Weapons;	Standard, Trident, Harpoon, Net. Mariners only Trident Harpoon and Net. Clerics of Njord are required to use a trident, and only a trident, as a weapon. They also must carry only so much equipment as they can swim with.
Accepted Armor;	Any, Mariners may wear only leather AV2, or cuir-bouilly AV3 armor, helmets or shields.
Penalties;	While on land, a Mariner can meditate for spells only within 60 yards of a large body of water (ocean, lake, river etc.).
Holy Symbol:	A Trident, As Spuming Nooga: a Spuming or spouting whale. As Njord a Longship.
Vestments;	Wear linen tunics dyed green and adorn themselves with necklaces of seashells or pearls. Adventuring Gear;

Dogma: Protect the seas or they will revenge themselves. "The Sea is Fickle; she can be your best friend, granting life and prosperity, or your worst enemy, bringing death and destruction. This Immortal is an Immortal of large bodies of water. He doesn't concern himself much with mortal doings: sailors pray to him for mercy, and he shows them mercy when he feels like it, and shows them death when he prefers. He is also a storm-Immortal, the deity of storms upon the sea, and sailors fear him.

Daily Activities: They often serve in the Milenian Imperial Navy as navigators who use skill and ceremony to avoid the hazards of the sea, notable storms and monsters. His priests pray to him for good winds and good harvests of the sea, and make sacrifices to him to keep him happy and calm. They also use their powers to save the creatures of the sea, especially creatures such as mermaids and dolphins, from needless death at the hands of overzealous fishermen. They are also great explorers of the sea, and when a priest of the ocean-Immortal decides to hide from other men, only another priest of the same order or an experienced mage can find him in his underwater haven. Duties: Guidance, Marriage.

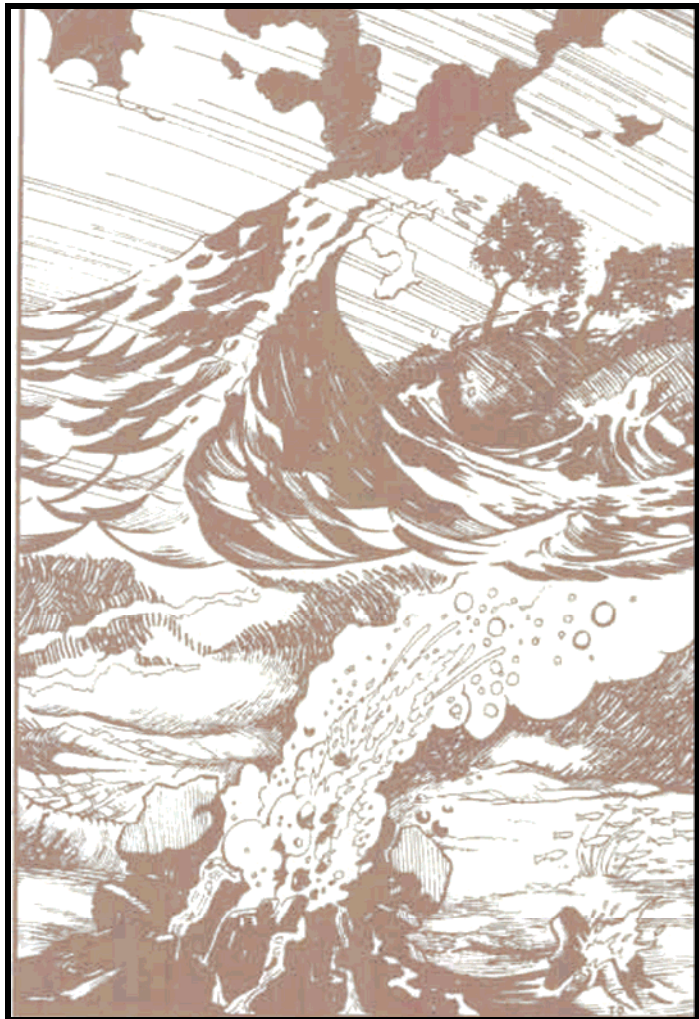
His proud clerics tolerate no disrespect; aboard ship, their will is law, even over Zeus's priests. The priests work hard to gain as many converts and as much tribute as possible (some say they hope to make their lord so great he can replace Zeus), and they favor adventures that will bring their lord (and themselves) fame and glory.

Njord's clerics will be expected to have an unyielding hatred of undead creatures as an abomination, and any adventuring to combat such creatures or aquatic monsters would strongly attract them. Njord does not seem to have required sacrifices from his devotees, and prayer and supplications might well suffice. But, if this is a generosity by comparison with other Norse Immortals, Njord is likely to be very strict concerning lawfulness. Even consorting with Chaotics, let alone such utter folly as assisting them with healing spells or the like, would not be acceptable behavior for clerics of Njord, and his favors would be quickly withdrawn and a harsh quest set for the cleric, unless the Chaotics were followers of Frey or Freya!

Temples and Such: None. They only have freestanding pillars (sometimes with an Altar) near the sea, which are used as holy areas, for communal praying, etc..

Known History: Protius is an ancient Immortal who predates the appearance of Human-like races upon the world. In life he was the last and most intelligent member of a race of primitive porpoise like mammals. A magic-user, he eventually learned to travel through time to his far, far future... the distant past of Mystara. There, Khoronus helped him achieve Immortality and sent him back to his own era.

Over thousands and millions of years, Protius embodied the sea in all its aspects: treacherous, beautiful, bountiful, and terrifying. Throughout the history of the sentient races, he has dwelt and dominated the seas, causing storms here and quelling waters there, the master of the Oceans. That was his whole ambition. He never strove to attain ultimate power in his Sphere. Protius swam through the ages to the modern era, meeting Khoronus again, though Protius was now a very old Immortal compared to the chief Hierarch of Time.



4000 BC Somewhere far before the time of Blackmoor, Elves lived on the land of Evergrun, and some Elves even ventured into the waters. All these elves socially, biological and culturally evolved. The aquatic elves left the seas again to explore the land and lost their ability to breathe water.

3100 BC They settled in Evergrun where they lived in harmony with the land elves. Many taking delight in the trees and life of the land, turned their backs on the water. They joined with the land elves in accepting the pollution of Blackmoor and its technology. Those of them who held to their origins called to Manwara to return them to the ocean. But the Old Elf of the Sea was angry that they had forsaken him to follow the sphere of Energy and live upon the surface of Matter. He gave them an ultimatum. return now to the sea or be forever sundered from it. Who entered the seas were few in number, but the tides raged in their blood, and they could not forget the old ways.

3000 BC Disaster struck their land brethren and almost broke the world. Manwara, Calitha Starbrow, and the other great powers wiped Blackmoor and Evergrun from the world. It was centuries before they came to know that some of the land elves were still alive. These elves settled upon the shores of the sunken sea until the forces of Energy and Matter again struck the sea. Fires boiled the great ocean, earth flung itself outward to cover more ocean, but Manwara was waiting. He moved the ocean back, and so that earth fell, crushing the fuels of Energy which assaulted from below. As his enemies fought each other, Manwara sent the ocean back and reclaimed much of what had been previously lost.

At the intercession of Calitha Starbrow, he spared the Meditor elves and left them on islands in the sea. The humans and Lizardmen to the east he also spared, leaving them the Ierendi Isles. Since then. Time has flowed smoothly, with a natural state of affairs being accepted among the Spheres. The seas have changed little in that time, but the war is not quite over.

Fires still rage on the sea floor, and volcanoes smoke and erupt on the islands in the sea. But this is the way of the world, and it shall continue. The Aquarendi Elves have lived for so long that they know that Time brings change, and that the other Spheres have their own aims. Their aim is to maintain the flow, so that all else can continue to exist.

1000 BC to today In the Northern Reaches area, especially in Vestland, Protius is known as the Spuming Nooga. Among the sea-dwelling peoples—such as Aquatic Elves, Merrow, Tritons, Nixies, etc.—he is called Manwara. Each sea-dwelling race affectionally claims Manwara as a member of its own species. For sea elves he is just the Old Elf of the Sea, just as to Humans Protius is the Old Man of the sea.

The main Immortal worshiped in the Sunlit Sea is Manwara. All races acknowledge Manwara and he takes on the form of his worshipers' race. Manwara is referred to as the Old Being of the Sea. The being aspect varies from Triton, Merrow, Shark-kin, Nixie, etc., depending on the race in question. He is an Immortal from the Sphere of Time, and is considered to be older than the sea.

Manwara is present in the currents, waves, and depths of the sea. He can be kindly, violent, or simply uncaring, much like the sea itself. All beings look to him for guidance, but he is normally regarded as a being of fate. If something happens, it is because Manwara has willed it. All change, whether good or bad, is credited to Manwara. He is the guardian of time, he maintains the flow, and keeps the Sea alive as it moves through ever changing cycles. Manwara is believed to dwell on another plane which is reached by one of the gates on the floor of the Abyss in Undersea (South of Minrothad). But part of Manwara's essence is believed to be present in every drop of water.

Individual races concentrate on a particular aspect of Manwara, one most suited to their own life-styles and experiences. They are all correct in their interpretations: the ways of the Immortals are such that no one can truly understand all their intents and powers. But this does not prevent each race from viewing their own interpretation as the only true one.

Aquatic Elves: To the elves, Manwara is the great savior and guardian of their race. Worship of Manwara is conducted in the Kellaraalb, the sacred Cavern of the Frond. The elves emphasize Manwara's role as the Guardian of Time and Precursor of Change. They place much store in recording all events which occur in a great book (in fact hundreds of books) known as the Kellastoi. Within its pages can be found the complete racial history of the Aquarendi.

Kna: Ocean currents and the diversity of life figure prominently in the Kna's conception of Manwara. The Old Kna of the Sea created many races throughout the oceans of the world and gave to each one unique skills and natural commodities. He then created the Kna so that all races could benefit from his wisdom. The Kna travel his currents carrying with them the products of each race's skills or naval habitat. The Kna see that every race has access to the produce of other races. allowing all the races of the waters to benefit.



Sea Giant Kopro
Kna Merrow
Aquatic Elf Shark-kin

Kopru;	The seas can be cold and freezing, but they can also be hot and boiling. The Kopru worship Manwara as an Immortal of diversity. To them he is the Lord of Heat and Cold, and an Immortal of Chaos. The Kopru consider themselves important to Manwara's plans because he has given them the power to exist in hot and cold waters. They are the ones chosen to watch over the sacred steam springs which explode out of the fumes of the great volcanoes. Manwara is also viewed as a callous being, who creates other races to do his bidding and to carry out his great plans. The Kopru's domination ability is further evidence that they are chosen to emphasize the violent and uncaring power of the sea.
Merrow:	The freedom of the seas figures highly in the merrow's worship of Manwara. He made the sea so that the merrow might enjoy themselves and explore its ever most reaches. All its creatures have a right to freedom, as the sea contains no walls or boundaries, The merrow of the Kingdom of Twaelar to the south place a different interpretation on Manwara. To them, he is the Immortal who made the oceans so that the merrow could revel in its vast delights and becoming strong. Any who take it and use it to bring stability are following his will
Shark-kin:	The seas and oceans of the world are a cruel place to live, but only if you are weak. The strong hunter does not fall prey to the Orca or the shark. Instead, he delights in the thrill of the hunt and the joys of the kill. The shark-kin's interpretation of Manwara is a uniquely private one. Manwara gave them the ocean to hunt in. In return they agreed to explore the land and report on events there. When they completed this appointed task, Manwara returned them to the waters. But Manwara always has need of news, and so the leaders of his people must always be chosen upon the land. There they can revel in their superiority over the other sea races, and report the latest events to him.
Nixies;	The seas and oceans are places of natural beauty. wherever you look you can find the care and attention lavished by Manwara on the smallest of creations. Beautiful shells, exquisite coral formations, sea anemones, the gossamer mists of plankton, tiny, colored fishes, and the nixies themselves. Of course, the nixies are the most beautiful and desirable of all of Manwara's creations, for they are also intelligent.
Sea Giants:	The oceans are large and so are the giants. So that the giants would have freedom of movement, Manwara made the other intelligent races smaller than the giants. Just as the great whales are good natured creatures and have been given the freedom of the seas, the sea giants should strive not to cramp the style of the lesser races. They should give their aid when necessary, but should refrain from interfering unnecessarily in the affairs of the smaller races.
Tritons:	Manwara is revered as the Father of the and Creator of Magic. It was his foresight that determined that the beauty of the ocean and the power of its natural forces could be further enhanced by a race knowledgeable in magical forces. The tritons were therefore gifted with superior magical powers. The tritons use their powers to add to his works and to bring stability to the shifting currents to the world.
Racial Heroes:	Each race also worships racial heroes who have ascended to Immortality. One of these is given for each race. The Include <u>Tallivai, the Rootmaker</u> for the Aquatic Elves, <u>Sharpcrest Squidslayer</u> for the Kna, <u>Slizzark the Lurker</u> for the Kopru, <u>Malafor Dolphin-friend</u> for the Merrow, <u>Crakkakk Sharptooth</u> for the Shark-kin, <u>Kallala of the Seven Veils</u> for the Nixies, <u>Gorziok the Wavelord</u> for the Sea Giants, <u>Polonius the Designer</u> for the Tritons.
As Njord	All seafaring cultures worship the Old Man of the Sea in one form or another, and the Northmen are no exception. This ancient yet temperamental Immortal rules over the seas and oceans, sometimes placid and generous of its bounties, often times tempestuous and dangerous. He is also the bringer of storms, and Northmen sailors offer to him to placate his wrath. Frey's father is represented as a mild Immortal. Those peoples that are normally found at sea (Vikings, pirates, buccaneers, etc.) are very likely to worship this Immortal 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" X 100" Area around him. He controls weather and is the Ruler of the Water Elementals. He is immune to the effects of storms (except those conjured up by Thor the Thunder Immortal).
The Legends;	Njord is a sea god, and he dwells in Noatun, the great harbor in Vanaheim. Unlike the capricious Aegir, Njord is a protector of seafarers; sailors pray to him for good sailing weather and he protects them against shipwreck and storms. Since Aegir spends little time in Asgard (and none at all in Vanaheim), direct conflict between them would be unlikely, but their interests seem to come into opposition. Clerics of the two gods would have a strong enmity for each other. Njord does have a wife, the giantess Skadi, who married him in very unusual circumstances. Skadi's father Thjazi had been murdered by the Aesir, who had been killed for kidnapping Idun. And Loki mischievously offered Skadi her choice of gods for a husband, as compensation for the death of her father. So she came to Asgard demanding an Immortal for a husband in recompense. The other gods, bound by Loki's offer, decreed that she should be permitted to see only their feet when she chose, she had to make her choice without seeing the god's faces, by choosing the god with the fairest ankles. She agreed, thinking the cleanest feet would belong to the handsome Balder, she accidentally chose Njord, whose feet were white and clean from walking in the sea. Alas, Skadi lives in the mountains, and hates the sea, while Njord hates the mountains, so husband and wife see very little of each other.

There actually exists in (real world this is Norway) Norwold an island named Njardalog—literally; bath of Njord—and there are hints and allusions in Norse sagas to a magical island home of Njord.

Njord's second wife is Nerthus, and their children are Frey and Freya, according to legends.

Njord is the father of Frey and Freya and the senior deity of the Vanir group. It was he who acted as the main negotiator following the disastrous war between the Vanir and the Aesir (Odin, Frigga, Tyr, Thor and others). The Aesir had meted out some unfriendly treatment to a visiting witch in Asgard who was on friendly terms with the Vanir, who in retaliation besieged the Aesir and demolished the walls of Asgard with their battle-magic. However, it became clear that neither side could win, and a truce was declared with hostages being exchanged. Njord, with Frey and Freya (and Kvasir, a Vanir deity who figures in legends so strange and inconsistent that he can't be confirmed ever existed) came to dwell in Asgard, and the two Aesir gods Hoenir and Mimir were detached to Vanaheim. Clearly, the captivity wasn't onerous, and the two groups of deities became friendly with each other.

Personality:

Perhaps the most arrogant of the Olympians, Poseidon considers it a great injustice that Zeus, not he, rules the Olympian Phanteon. He compensates by demanding constant worship and sacrifices from all who live by or work upon the sea.

Protius is not a particular admirer of humans or human-like races. He doesn't dislike them. He just doesn't care whether they succeed or fail, live or die. He receives the prayers of ship-captains and sea-travelers, sometimes heeding them and often not. If he loves anything, it is the native races of the seas, especially sea-mammals and creatures like the merfolk. However, he can be persuaded to help humans and demihumans who perform great acts of appreciation of the sea or who devote themselves to performing great deeds with the world's waters.

When the four Immortals Ka, Korotiku, Ixion and Ordana had shapen the Hollow World, Protius "moved in" to the Hollow World oceans, claiming the same sovereignty over them as he has over the Outer World seas. Those four Immortals resented and resisted his intrusion, but Protius is far too old and canny too to be denied, so in spite of their interference he does what he wants with those oceans, populating them as he pleases. He creates new undersea races and cultures there, and (for his own amusement) tries to blend them with or use them to alter existing cultures, which brings him into conflict with the Spell of Preservation and its adherents. The sea is a medium of eternal change, flux and flow, and Protius merely reflects that.

In the Hollow World, Protius is an interesting encounter for those on the open sea. Shipwrecked characters may be rescued by his dolphins, towed to an island thick with seals, where Protius suns himself, and have a frustrating encounter with the Immortal, who is not interested in aiding them further or advancing their goals...but does not have the decency to vanish into the ether like normal Immortals. Other Immortals will often prompt their heroes to travel to areas where Protius is stirring up trouble, to put an end to that trouble, which is difficult and annoying but not particularly dangerous. During storms, the heroes might catch a glimpse of a gigantic Protius whipping up waves and waterspouts—not trying to sink the heroes. He is just oblivious to them and uncaring.

He lives in a Golden palace, accessible through a gate in the Abyss. With his trident he stirs the seas, excites storms and shakes the earth. He sometimes rides the waves in a wagon, accompanied by Triton warriors, and Nereiden (children of a short liaison with a sea-giant Nereid), of which one, named Amphitrite, became his mortal spouse. She is one of his most loyal clerics, but does not have the ranking, nor interest, to become Immortal herself.

Some legends speak that he is the creator of the Pegasus race. Probably therefore, he is also revered as Patron of Horses, and horse races. In Hollow World Milenia Corisa exists a few temples and shrines dedicated to him. They are erected near or on the Acropolis.

Appearance:

Protius usually appears as an aged man or merman mostly with seaweed-green mustache, beard and hair. Regardless of the setting, he is always dripping with sea water. He is usually nude, but sometimes appears wrapped with seaweed. His face is very mercurial: cheerful one moment, then calm and impassive. He always carries a trident and net. The latter often wrapped around the waist or hung over a shoulder, ready to use.

He has other alternate manifestation forms: a large, intelligent Dolphin and a gigantic Whale, or Narwhal. Some say that the legendary Narwhal Eternal Voyager is Manwara, but this could be an Avatar, his Manifestation Form, or even that of a high level loyal follower, nobody knows for sure, and neither is—nor dares—ever proven.

Njord appears as a handsome, bearded man of massive build. He spends his time calming Aegir's storms, granting fishermen good catches, and wading barefoot in the ocean around Noatun, his seaside hall. He has absolute command over all sea creatures of a non-divine status.

Allies:

Protius is a very independent Immortal. Calitha Starbrow and he have very different interests and so do not compete or cooperate. Protius was sponsoring Suleiman Al-Kalim., who has sworn to irrigate and make fertile the deserts of Ylaruam. Therefore Al-Kalim is an Ally of Protius. He likes Apollo, and will likely work with him to further his goals. They say that he is the friend or creator of several giants, like Antaios, Prokroustes, Polyphemos, Tritoon.

Enemies:	<p>Though he has numerous conflicts with the four Immortals who shaped the Hollow World, these are not the conflicts of true enemies. He also has a long-running feud with the sea-elf Immortal Calitha Starbrow, whom he considered overly serious, pompous ass. But Protius has no genuine enemies among the Immortals...only opponents.</p> <p>Poseidon traveled much. On one occasion, Poseidon claimed the Outer world island Attica for himself: when Athena came to dispute the claim, Zeus himself intervened in their quarrel. A divine court was set up to arbitrate the dispute. The right to Attica, was finally given over to Athena. Poseidon also tried to claim Troezen, which he ended up sharing with Athena. Poseidon quarreled with other gods over the possession of Aegina, Naxos, Corinth, and the Argolis (where the city Argos stood). His fortunes were indifferent at best, and in the case of the Argolis another divine court judged in favor of Hera's prior claim. Poseidon got revenge for his earlier loss of Attica by flooding the Thriasian Plain, where Athena had a sanctuary. On the occasion of losing Argolis, he was forbidden by Zeus to use a flood for revenge against Hera. Instead, Poseidon employed a summer drought, so that the rivers Inachus, Cephissus, and Asterion would in the future be dry in summer.</p>
Holy Days:	On the 23 rd of the seventh month, the Neputunalia festivals are held, and accompanied by Ishmitic games (horse runs).
Days of Prayer:	Loshdain. Priests pray at dawn.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Cautious -3, Forgiving +2, Energetic +2.
Dead:	Njord is also a god of the dead, but again as a protector. While Odin and Freya take the souls of warriors slain on the battlefield, Njord is the god who protects the passage of the souls of ordinary folk and less adventurous types to the afterlife. Many Norse people were buried with small arches formed of ship's wood over their bodies, as a symbol of Njord's protection, just as many warriors were buried with their ships.
Birth:	Baptized in the morning sun, penetrating the waves.
Colors:	any bleuish tint (including purple).
Incense / Oil:	Vervain, Cedar.
Symbols:	Water, Waves, Rain, Wells, Rivers, Creeks, Waterfalls, Rapids, Currents, Ships, the Sea, Fish. Pole star, Longships.
Stone / Metal:	Crystal, Pearl, Amethyst, Aquamarine, Turquoise, Tin.
Plants:	Avens, Polypody, All Ferns, Oak, Oak Moss, Verbena.
Animal:	Any fish, especially the multicolored ones.
Runes;	Laguz, Fehu, Mannaz, Othala, Ehwaz. Protius is able to learn the secret of the Runes, but refuses (for some unknown reason) to partake in this quest of knowledge, yet he allows his followers (under the identity of Njord only) to use Runes in their rituals or language.
Chant:	<p><i>Wise Protius, God of the Sea, Prosper, Protect, give wisdom to me. Father of the Lady and the Lord, Let us be of one accord.</i></p>

Important Individuals

Eternal Voyager

Narwhal Mage 20, HD 20, AL Lawful,
First sighting 494 AC.

Eternal Voyager is the name that this great narwhal is known by in the Sunlit Sea. Her true name takes almost half an hour to sing, so when dealing with other races she prefers this much shortened version. Her songs are so well developed that she can use them to communicate with any creature. When in Undersea, Eternal Voyager spends a week with the queen, keeping her up to date with events taking place elsewhere in the world.

This magnificent whale is treated with great respect by the races of the Sunlit Sea. Even the aggressive shark-kin show her the polite side of their nature. They can still remember the time that one of them attacked her only to end up spitted on her great horn.

Eternal Voyager is a large version of her species. She is 40' long, with a 15'-long gold spiral horn issuing from her upper jaw. Her skin is pure white (but covered with a thin brown green layer of barnacles), with a pronounced dark gray underbelly.

She detests evil and attacks it wherever she encounters it, but only rarely will she actively seek it out.

She knows that evil has its place in the world, but if it ever crosses her path, she is sworn to destroy it. Her golden horn has the power to Detect Evil to 120'. As a 20th-level mage, Eternal Voyager has an impressive array of magical powers at her disposal.



Sources:

Site of Pandius,
Mythological Encyclopedia,
Dragon Magazines: 48 (Adventure),
TSR9079—D&D—X7—The War Rafts of Kron,
TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes,
TSR1054/1401—D&D—HW0—Hollow World,
TSR9384—D&D—HWR3—The Milenian Empire,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals.



Rad

Ettiene d'Ambreville, Rahya

Patron of The Radiance



Region: Glantri.

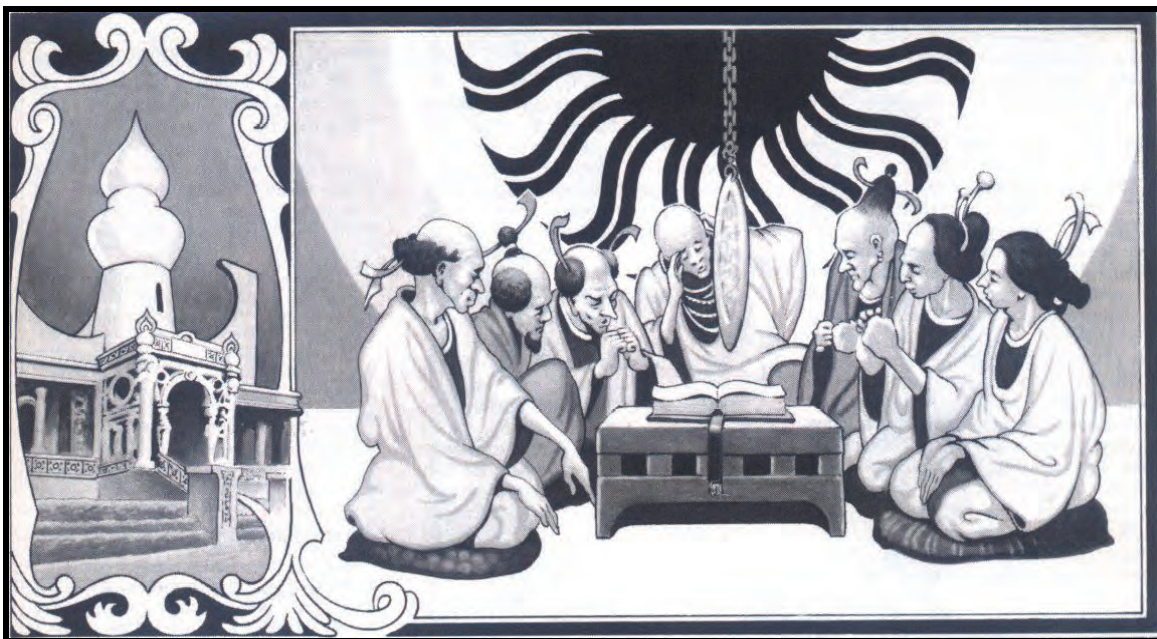
Sphere: Empyrean (IM 22) of Energy.
Home Plane; Etoile (free Outer Plane)
Date Ascension; 855 AC
Sponsor; The Radiance

Statistics; AC -16, HD 36, Hp 390, MV 150'/50',
 #AT 3 = Punch-3d6+6, AM 70%, Sv IM 22, AL L
 ST 25, IN 72, WI 65, DX 35, CO 47, CH 59.

Powers; Dragon Breath, Improved saves vs., Mental and Spell attacks, Turn Undead.

Followers Alignment: Neutral or Lawful
Taxes; Followers were taxed 15% of their annual income by the Shepherds.

Clerics; Rad has no clerics. The Shepherds of Rad in Glantri are in fact wizards who receive from Rad their powers. As thus they can't call for clerical spells, Immortal Guidance, nor can they Turn or Control Undead.



Religion is a crime of High Treason in Glantri. Only the official philosophy of magic is acceptable. The penalty for worship is torture by Black Pudding exposure followed by life imprisonment in the Tower of Sighs. Clericism and similar heresy is punishable by death by fire magically nullified beforehand of course). This doesn't mean spiritual ways are ignored. Many mages think, however, they are charlatans. All they do is recite bizarre mantras over and over and perform meaningless ceremonies. The Shepherds claim these enhance the intellect and the memory. The disciples become fanatical followers of the wizards' way of life, absolutely opposed to divine religion. These men are totally loyal to their Shepherds. A good citizen goes to the Temples of Rad. Army officers, public servants and constables must attend every morning, according to their manuals.

Alignment:

Lawful,

Powers:

+1 intelligence and wisdom. One of the two bonus is granted at 1st level, the other at 9th level, at the Shepherd's choice. They roll their hp on 1d4 however, like normal wizards instead on 1d6 as clerics.

Skill effects;

+10% bonus to any roll for enchanting magic items and researching spells.

Accepted Weapons;

Dagger, or any weapons which does max 1d4 hp at Basic level of mastery.

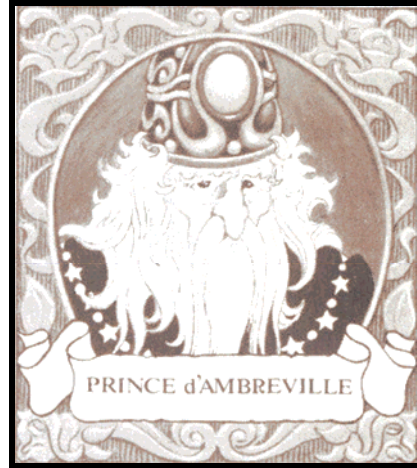
Accepted Armor;

None

The secret Brotherhood of the Radiance:

All the information following or the possession thereof is illegal according to the Brethren of the Brotherhood of the Radiance. But one must also know that there is a bounty of 100.000 golden Ducat's offered by the City of Glantri's Constabulary for information leading to the capture of any member of this utter secret Brotherhood. Those reading these excerpts must know that nobody would believe that the persons mentioned are Brethren of the Brotherhood of Rad, nor that the other information given here-after would be correct. This is also the reason that the Mage who wrote this intends to remain unknown, for their and his own safety.

According to this information is the artifact producing the Radiance the central power source of some large alien spacecraft crashed-landed on Mystara, which was also the same responsible for the birth of technology in the end of the Blackmoor era. According to ancient manuscripts it was a series of three nuclear reactors of advanced design, complete with tons of layers of protection, huge machinery, wires, pipes, pools of coolant, radiation zones, etc. (what ever all this might have been).



When Immortals of Energy bestowed their magic upon it, the artifact gained the ability to produce the Radiance and enable mortals to attain Immortality through use of it. Unfortunately, Immortals from the other spheres intervened shortly after and gave the artifact a nasty side effect which consists of a permanent magical drain. Every time the artifact is used, magic energy is drained from the Prime Material Plane.

The exact effects are not measurable on an individual basis, but after centuries of use, the artifact may cause magic become excessively rare. Every year the Brotherhood of the Radiance is active, magic will be drained depending on the number of brethren. The magic drained each year is measured in "Rad force". Symptoms of magic decline take place according the total Rad force drained over the years, as described in the following tables. This is also the reason that the Brotherhood is illegal, since magic must remain in existence.



The following expert was taken from the journal of Vanserie Vlaardoen after his death by Plague in 1011 AC.

The special magical spells related to the Radiance are probably:			
Call Upon Radiance	(level 5)	Summon Radiance	(level 6)
Retain Power	(level 7)	Control Destiny	(level 7)
Saturation	(level 8)	Discharge	(level 8)
Sever the Tie	(level 9)	Transcend Life Force	(level 9)

These spells mentioned exist outside normal Wizard spell schools. Wizards may attain them only through extensive research requiring twice the normal amount and the chances of discovery are halved. However, Wizards do memorize and cast these spells normally. Note that each Wizard knows these spells by different names, as they all research Radiance independently. Since a few years there are rumors that some magic does remain in existence on the days of dread (no magic works on these days, not even clerical), so that must be some hoax.

As long as someone uses the awesome powers of the artifact, magic is drained from the Prime Material Plane. If the Radiance is not used, the draining stops until someone else discovers the power again. Drained magic can't be recovered normally, but further loss can be permanently stopped with the destruction of the artifact, but how this can be done is a quest on itself.

Clearly, using the Radiance will drain the world of all magic, although not for at least 1000 years. And there is additional hope: At the end of the war with Alphatia, the Immortals altered

the Nucleus of the Spheres, somehow “replenishing” it enough to prevent the week of non-functioning magic from recurring. Perhaps such a near-miracle could happen again. Some Immortals secretly hope that one of the mortal Wizards studying the Radiance and the Nucleus will rise to Immortal status through study and conquer the problem of magic drain for once and for all.

All magic seems to be connected somehow to the some power source located somewhere underneath the city of Glantri. The local mages seem to have no knowledge of this source, although it has clearly attracted them. Probably the same mages who came to Glantri from the Outer Plane Old-Alphatia around the year 395 AC. (They name themselves Flaems- followers of flame, as opposing to the followers of air-the Alphatians who originate from the same Plane) located the attraction of its ultimate power hidden under the ground at the location of where now Braer came to be (early Glantri city). Later immigrants from the Outer Plane Noivelle Averoine arrived by the same attraction in the year 728 AC.

All these mages use Elemental Energy magic mostly, and thus has this source of magic something to do with this Elemental Plane of Energy.

There is no legitimate proof that indicates any stories contain more than a hint of reality. For those finding any proof relating to the so called Radiance, it is globally forbidden to keep knowledge of the Radiance to oneself or a limited group without adding this information to the knowledge of the State and Great School of Magic of Glantri. Punishment is Death!!!! As decreed by the Princes of Glantri.

Holy Symbol:

Three semi-circumferences which intersect each other, forming a perfect triangle.

Vestments;

A form of magi-user robes; light-colored (white, Grey, Reddish, Greenish or bleuish), wide-sleeved, wide- or open-neck, but always a dark shirt white rimmed underneath it. they often wear lots of necklaces, and freaky hair jewelry. The hair is often cut and shaped in strange-looking designs.

Adventuring Gear;

as vestment mostly, but any are allowed.

Dogma:

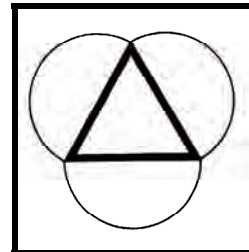
Radiance, magic, knowledge, order, Glantri.

Daily Activities:

Research the Radiance, Help and protect magic and the commoners with magic.

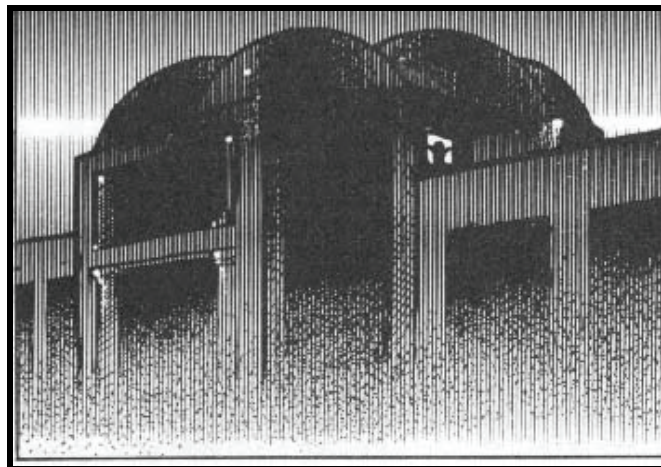
Temples and Such:

These are commonly found in Glantri City and most towns in the nation. The larger are built of purple stones, while those in remote areas are simple log structures. They consist of a main meditation hall with several hundred small gongs (their use is) and one or more smaller chapels for private worship. Golden statues of the greatest wizards in Glantrian history sit in small alcoves all around the main meditation hall. Visitors light a candle at one of the statues and toss a coin into its alcove, as a sign of good faith. The upper levels contain the quarters of the Shepherds of Rad, the spiritual guides of the temple. These wizards preach respect of the Magocracy upon the people. The temple’s crypts contain the Shepherds gold as well as an array of magically-tamed monsters. They are released at the night to keep intruders out and protect the temple’s statues.



Unknown History:

The d’Ambreville family did not come from Mystara. Their roots go back many centuries to another world in a different dimension. The Amber family held estates there. Etienne d’Ambreville was born in the province of Averoine on the world of Laterre (Dimension of Myth). The world where the Ambers originated is similar to the medieval France of our world. It is a parallel Earth with a history that is similar, yet different from our own. The two main differences are that magic is real, but illegal, and the law is upheld by the church. And this world has not yet progressed beyond medieval technology.



Etienne was born in 692 AC, second child of Michelle and Camilla d'Ambreville in Nouvelle Averoigne. Last heir to an old tradition of wizards and alchemists, Etienne was always a bit odd but had a real talent for magic. He was the head of the large,



talented, and eccentric family: the d'Ambrevilles. The problem was that magic was outlawed in this world and widely considered a capital and heinous crime, a blasphemous pact with fiendish forces.

This family was noted for secretly practicing magic. In their search for power, the D'Ambrevilles began to study black magic, especially magic that dealt with certain dark elder gods whose worship was forbidden. When their secret studies became known, the D'Ambreville family was outcast. Persecuted by their enemies, he and his family sought for many years a way to escape his world. They discovered how to create magical gates which gave them access to different Planes and even different Dimensions, and used a temporary gateway to lead his whole family out of Averoigne, fleeing religious persecutions in time.

The Ambreville arrived on Mystara in Glantri in 728 AC, following the strange magical pull from that world's location. They quickly gained lordship over a wide area which they christened the Principality of Nouvelle Averoigne. In several years, the d'Ambrevilles (now known as the House of Sylaire) were the most powerful of the princely houses in Glantri.

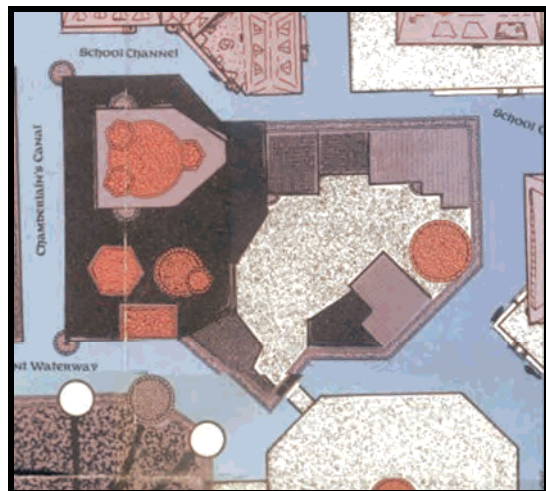
In his quest to find out everything there was to know about magic, Etienne later discovered the existence of a powerful source of magic buried beneath the very soil of Glantri, the first human to unveil the power of Radiance. He had discovered a powerful Artifact called the Nucleus of Spheres. He found a way to use the strange deadly energies emanating from this Artifact (the Radiance). After tinkering with its powers, he reached Immortality in the sphere of Energy in 855 AC, the second mortal to rise to the higher spheres without a patron (the first had been Rafiel).

In the century and a half since becoming Immortal, this unorthodox Magist has continued his quest for knowledge in two ways. Under his Immortal identity of Rad, he became the Patron of all Glantrian Magic-users, especially those devoted to studying the new kinds of magical effects the Radiance makes possible.

He immediately created the philosophy of Rad, a concept that represented magic in all its forms, which he himself promoted and spread among the wizards of Glantri, thus starting his own philosophical religion. He did not want to be recognized as a true Immortal, to avoid the same religious persecutions and debates he had to suffer in his homeland, and later he made the Council of Wizard-Princes ban any kind of religious order from Glantri, in order to prevent any kind of religious schism in his country.

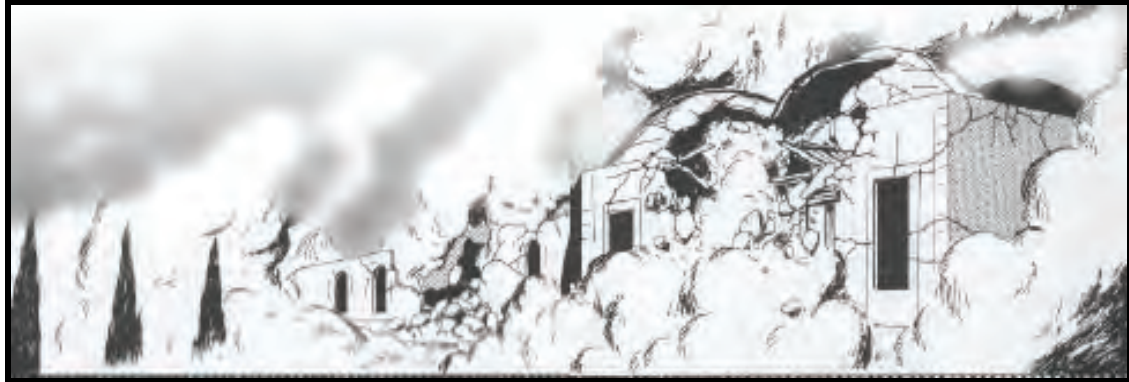
He has also gradually become the focus and spokesman of various anti-traditionalist forces of Immortal society, particular within his own Sphere of Energy, a fact which set off the events of the Immortal's fury and the Wrath of the Immortals, the wars and disasters which followed. (read the chapter later).

Above the source of the Radiance he created the Great School of Magecraft, becoming its Grand Master in 875 AC, in his mortal Identity of Etienne d'Ambreville. Here he helps train a new generation of magic-users to study the Radiance's energy.



After several generations of living in Glantri, the D'Ambreville family grew so powerful that each new family leader automatically became one of the Princes or Princesses of Glantri. They shortened their name to Amber and all family members learned to speak two languages, French (Sylaire) and the common language of Glantri, Thyatian. For a century or so, the Ambers were one of the major powers in Glantri. In particular, the seventh and last Prince, Prince Stephen Amber, was one of the most powerful magic-users in the history of Glantri.

In 896 AC the Principality of Nouvelle Averoine obtained its seat in the parliament of the Principalities of Glantri. The family suffered a major setback when, shortly after this acknowledgment, Etienne was treacherously tried to be kill by his brother Henri and his own mother Catharine, who wanted to usurp his lordship. Because of Etienne's Wish-Curse, Etienne had cast years before, the two conspirators were reduced to skeletons and the whole Chateau d'Ambreville (Castle Amber), the entire Amber family, disappeared. They were never seen again and no one knows for sure what happened to them. In time, the Ambers became legends, the subjects of tales to frighten misbehaving children. They had vanished back in its original dimension, while the Princes of Glantri prevented anybody from settling the Nouvelle Averoine to avoid further disappearances.



In 979 AC a group of adventurers was able to enter Ambreville Castle and to break Etienne's curse. The castle crumbled and all of the d'Ambrevilles trapped inside died, except for Etienne. He went back to Averoine in Laterre and bargained with his old friend, the sorceress Geneviève de Sephora, a passage to Mystara in exchange for her own tower, la Maison de Sylaire, which became the d'Ambrevilles new fortress. Finally he wished back to life all of his relatives and brought Nouvelle Averoine to its ancient glory.

From that day he has used his mortal identity of Etienne d'Ambreville to further his researches on the Radiance and the Nucleus of the Spheres, and to create a cadre of powerful mages to help him maintain this secret (Brotherhood of Radiance). With his help Glantri became a Magocracy, with himself as the countries ruler.

Recent History: 1014AC. Petit Singe has been sent by Dame Camille d'Ambreville to find heroes who could locate and free her missing son, the great wizard Ettiene d'Ambreville from whatever prison holds him. Unknown to her Ettiene vanished in 1009 AC, in the Cave of the Radiance, when the conflict that resulted in the Wrath of the Immortals ended with the destruction of the Doomsday device connected to the Nucleus of Spheres, the immense Radiance-Magic drain on Mystara resulting in a week of no magic, the disappearance of Rad (Ettiene) as he was spirited away by an Old One (beings as far above the Immortals as they are above the mortals), the transition of the Nucleus of Spheres by temporarily draining from the Sphere of Entropy, and the destruction of Alphatia, thereby ending the Glantrian/Thyatian-Alphatian war.

After learning all they could of the strange path of Immortality Etienne took, the Old Ones decided to profit from his genius and his fierce protectiveness of Glantri...but not if the result would be another quarrel between the Immortals. So they concocted a plan by which he can be returned to Glantri to study and to fight the dark forces menacing that realm. Some heroes were vital in this plan.

The heroes were found, and after a series of Dream sendings by the Immortal Rad, reliving his past, discovered that an individual who named himself Hazelthorn (A reincarnated spirit of Hazulthram, an Alphatian Wizard who in the past briefly conquered Braer (Glantri), he is an old foe of Etienne and sent by the Entropic forces as a Rakshasa wizard to prevent his return), tried to change the mental history of Rad, killed several family members of the d'Ambreville family, Worked together with a mindflayer M'Hyllthrykk the Mind Slayer, but both were defeated by the Heroes, bringing Etienne back from his tormenting nightmares, alive.

It is unknown if Etienne is now a mere mortal, with or without access to the Radiance, or if he is an Immortal again. At least nobody has heard of Rad since these happenings, whatever the heroes completed, Etienne at least has become more reclusive, careful and studious.

Personality:

Rad is a complex Immortal—brilliant, unpredictable, solitary, and loony and terribly stubborn. As Etienne d'Ambreville he pretends to be vague and unworldly, because he finds this makes people assume (wrongly) that he is sipping into his dotage. As long as he impersonates Etienne, he pretends to be absent-minded and gruff, so long as to make others believe he suffers from senility, while in fact his mind is as keen as ever.

With his warped sense of humor typical of the d'Ambrevilles, Rad enjoys teasing all those people he considers too proud of themselves or stiff-necked using his typical Averoigne irony or those who think along more rigid lines, like his own Hierarch Ixion, or many of his ambition-starved fellow princes of Glantri.

In particular he provokes Ixion every time he can, since he never acknowledged his leadership in his sphere. This irreverence for the Immortal hierarchy obviously brings him the sympathies as well as the hatred of many fellow Immortals. Rad's irreverent character is often the point of many debates inside the Sphere of Energy, where he is taken as example by many hot-headed Immortals who want to shake the hierarchy and overthrow the reigning Immortals. Despite his stubbornness and his boldness however, Rad is too kind at the heart to take his enemies seriously.

Appearance:

An old man with long white beard, a gruff outlook but with keen and piercing, sharp and inquisitive eyes, wearing a long robe embroidered with mysterious runes and magical symbols.

His Mortal Identity is his original mortal form of Etienne d'Ambreville: Mage lvl 36, ST9, IN 18, WI16, DX 13, CO 12, CH 11, AL L.

Allies:

Because of his unusual origin and personality, Rad has no specific allies, before the formation of the Fellowship of the Star. He and Rafiel are friendly because of their shared interests in the effects of the Radiance, and trickster Immortals like Korotiku, Eiryndul, and Loki admire his wit and sense of humor. Once open war was declared between Ixion and Rad (Wrath of the Immortals event -1000AC to 1009 AC), a number of Immortals who took Rad's side decided to help him, including Asterius, Eiryndul, Ka, Korotiku, Rafiel, Rathanos, and Vanya.

Enemies:

Until the Wrath of the Immortals events, Rad had no specific enemies, although tradition-bound Immortals tended to find him irritating. Thereafter, Ixion, Valerias, Ilsundal, and Alphatia ban together to seek his destruction.

Allies:

none (sometimes collaborates with Rafiel)

Enemies:

none (often in contrast with Ixion)

Holy Days:

none, there are no clerics to receive spells (even under his other identity they are magic-users).

Piety awards:

none additional

Piety Penalties:

Clericism, religion, faith (other than that of Rad—although that isn't officially recognized as a faith) -20



Habits: ▶	Reverent -2, Dogmatic -1 (in addition to regional Glantrian habits).
Dead:	burned or fed to a black pudding.
Birth:	Nothing special.
Colors:	any
Incense / Oil:	any
Symbols:	none
Stone / Metal:	any
Plants:	any
Animal:	any, familiars are preferred.
Chant:	Rapidly recite the following verse; <i>Knowledge is Light,</i> <i>Light in the mind,</i> <i>I mind the ways o' Rad,</i> <i>Rad is the Source o' Knowledge!</i> After which he bangs his forehead on a gong to make sure the lesson sinks in!! Or repeat this a hundreds or so times, until collapse (often shaking and foaming) <i>Magic is Life,</i> <i>Life is a spiral'</i> <i>I spiral to the Nucleus o' Rad,</i> <i>Rad is the source o' Magic!!</i> Thus the disciple will come into trance and may not be disturbed.
Sources:	Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178, TSR9208—D&D—Gaz3—The principalities of Glantri, TRS2511—AD&D2—Glantri Kingdom of Magic, TSR9051—D&D—X2—Castle Amber, TSR2513—AD&D2—Mark of Amber, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, TSR1082/1902—D&D—Wrath of the Immortals, Campaign Book, Site of Pandius.

The Nucleus of Spheres

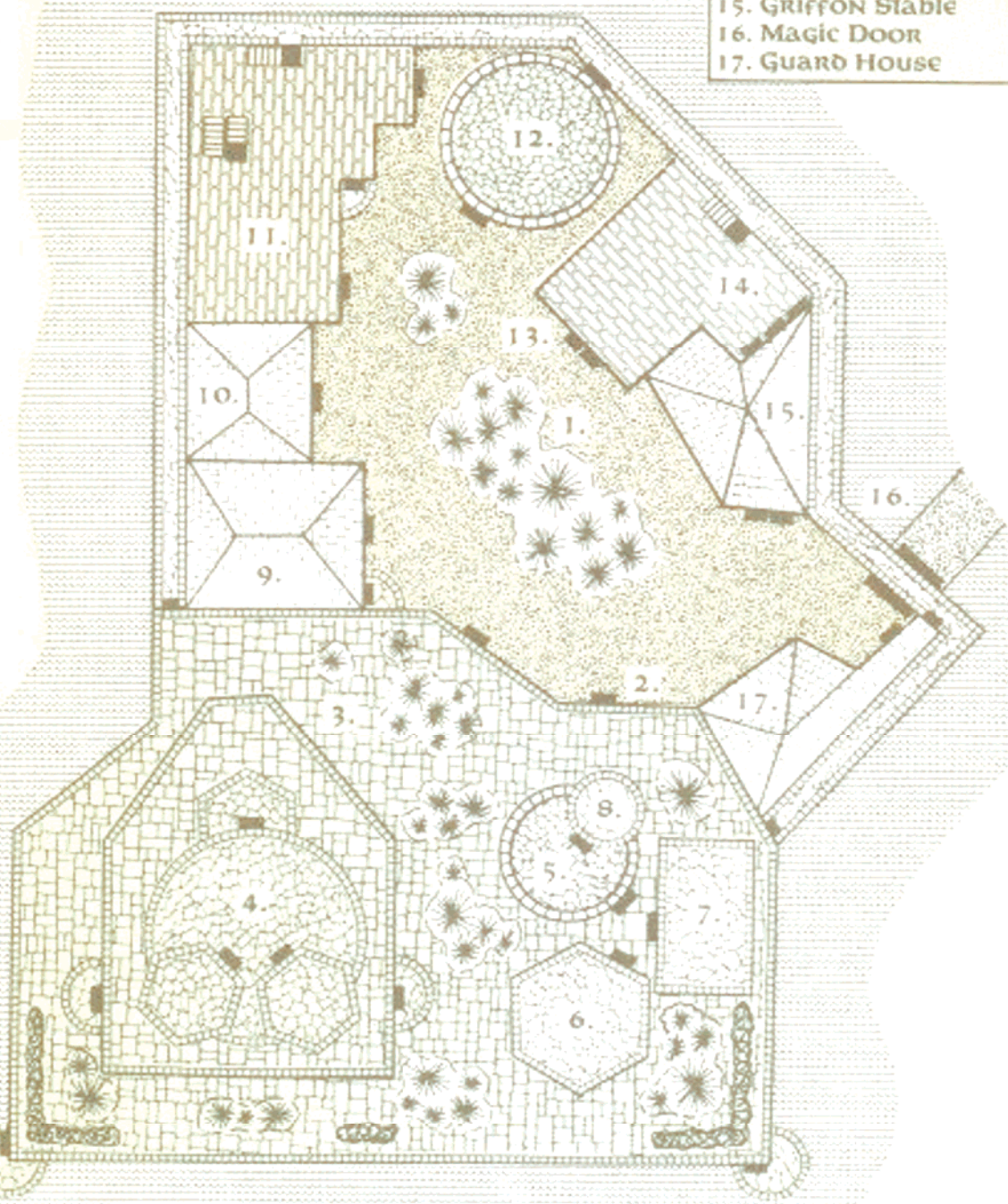
This power plant, known among the Immortals as the Nucleus of Spheres, still survives today. It is buried 10.000 feet below the Great School of Magic in Glantri, encased in solid rock with no access tunnel. Its radiation is deadly; any living being visiting the artifact would have to make a save vs. poison every round or die then and there. After leaving, such a visitor would have to make another save vs. poison, this time with a penalty of -1 per round of exposure the character just had, or be permanently affected by the radiation. Should the being fail, death occurs after 2d4 weeks of progressive debilitation (hair loss, muscle weakness, convulsions, skin aberrations, blindness, loss of thin extremities like ears, nose, fingers, internal bleedings, corporeal failures, etc.). A Wish or other high-level Healing might cure the victim.

The Nucleus of Spheres is an artifact in every sense of the word: both because of its ancient age and because of its potency as a Power source. Immortals of the Sphere of Energy discovered the nuclear reactor and bestowed their Immortal magic upon it, giving the artifact the ability to produce the Radiance and enable mortals to attain Immortality in the Sphere of Energy with it. Naturally, Immortals from the other Spheres did not see this development as a good thing, for the power of the Nucleus to assist the Sphere of Energy seriously unbalanced the delicate equilibrium among the Spheres.

So Immortals of the Spheres of Time, Matter, Thought put a great curse upon the artifact, giving it a nasty side effect in the form of a permanent magical drain. The artifact cannot currently be destroyed (time travel would be required to undo its existence in the present) and will eventually result in the annihilation of all magic in the world of Mystara. This particular curse was selected because of the affinity of the magic-user class with the Sphere of Energy, so that revenge will slowly, increasingly be exacted upon that sphere.

On the surface, "mastering" the power of the Radiance is a dangerous affair. Each use has a 1% chance of corrupting a part of the user's body, causing a rotting disease that mortals cannot heal. Another danger on the surface is the draining of magic by the use of the Artifact the Nucleus of Spheres in Glantri.

1. Main Garden
2. Main School Building
3. Meditation Terrace
4. Grand Master's Tower
5. Tower of Secret Experiments
6. Archives Tower
7. Museum of Monstrology
8. Celestial Observatory
9. Temple of Rad
10. Kitchens
11. Dining Area
12. Administration Tower
13. Warehouse
14. Griffon Take-Off Area
15. Griffon Stable
16. Magic Door
17. Guard House



SCALE: 1" = 20 FEET

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The following pages are from the Diary of Petit Singe, the faithful butler of Etienne, who was temporally imbued with some of Rad's power when he first became Immortal, explaining all history as he sees it.

History

Excerpts from
Le Prince-Magicien:
La Vie d'Étienne d'Ambreville,
by Maurice Belon.

Exodus From Averoigne

While the fame of the great Prince-Magicien has spread throughout the Known World, not all know that Étienne d'Ambreville began his career far from the world of Mystara.

In another dimension lies a world called Laterre. Like Mystara, Laterre was populated by humans and demihumans, wondrous creatures and savage monsters, familiar animals and plants. And in the land of Averoigne, there was magic, as on Mystara—but it was forbidden, and its practitioners burned alive at the stake.

In this nation lived the wealthy d'Ambreville family. Many of the d'Ambrevilles were brilliant scholars, and some of them were sorcerers. Unfortunately, eccentricity verging on madness was a common family trait, so it was very hard for the d'Ambrevilles to keep their magical researches secret.

Eventually the king of Averoigne began to suspect the family. The king's suspicions would inevitably lead to public exposure, seizure of properties, and execution. The d'Ambrevilles would have to flee to some less civilized part of the world to avoid this fate, abandoning their wealth and sophisticated lifestyle.

But young Étienne d'Ambreville, an accomplished magician, suggested an alternative. In his adventures, he'd discovered a way to travel between worlds. He'd found a land where the d'Ambrevilles might feel at home. If the family went there, they might not have to build a new nation out of wilderness, nor was it likely that their old enemies from Averoigne would ever follow them. After debating the matter, the family agreed. The world they chose to flee to was Mystara.

Étienne constructed an enormous magical gate between Laterre and Mystara. While politically adroit allies stalled the king, the most powerful d'Ambreville magicians transported all the clan's goods, animal herds, servants, favorite retainers, and treasures across the barrier. Then they moved their entire castle, Chateau d'Ambreville, to the new world piece by piece. The king of Averoigne, alerted that there was unusual activity in the d'Ambreville's dominion, sent his troops there, but they were too late. A rearguard commanded by Marcel d'Ambreville held off the soldiers until the transfer was complete. Although the soldiers killed Marcel and decimated his warriors, all they found were the castle's foundations. The d'Ambrevilles had escaped.

Braejr

The d'Ambrevilles arrived in what is now Glantri about three hundred years ago, in the year 728 AC. The modern nation had not yet been founded; the land was then called Braejr, after its capital city. In ancient times this area had been the seat of an elven civilization, but the land had reverted to wilderness after the elves fled during a great cataclysm nearly 2,500 years ago. Eventually the area was rediscovered and then resettled by a human race, the Flaems.

The Flaems were a confident, cultured, copper-skinned people with powerful magical ability. Their ancestors had also once lived on a world other than Mystara, one destroyed during a war of magic between the Flaems and the Alphasians (two branches of the same race, who had quarreled over whether fire or air magic was superior). Having lost their own home-world, the Flaems were sympathetic to the exiles. They welcomed the newcomers and helped them settle in the wilderness west of Braejr city. Here the family rebuilt Chateau d'Ambreville and named their new dominion Nouvelle (New) Averoigne.

But within two years after the family's arrival, other peoples from far away also came to the nation of Braejr. Without permission of the Flaemish government, these newcomers settled in Braejr's wilderness reaches. Some of them were Alfheim elves, descendants of the ones who'd fled centuries before. Some were men of the empire of Thyatis, far to the southeast. Others were rustic Traladarans. They were all bold and hungry for land, and not interested in details such as the Flaems' prior claims to that land.

Many of the Flaemish lords wanted to make war on the intruders and drive them from the land. Étienne d'Ambreville counseled them not to. He pointed out that much of the country was unsettled wilderness. Braejr, he argued to the king, was big and rich enough for everybody; the Flaems could become a greater and more powerful nation just by welcoming these settlers, accepting their oaths of fealty, mixing with their bloodlines, learning and adopting the things that made them strong.

Braejr's leaders were convinced, and permitted the settlement to continue. But their subordinates were not so easy to persuade. These officials followed the letter of the law but made life as hard as possible for the settlers. They taxed the newcomers more heavily than the Flaems. Their courts passed harsher sentences on the newcomers than on the Flaems. And, whenever possible, they flaunted their magical superiority. As the years passed, the elves, the Thyatians, and the Traladarans grew in number—and in anger. Soon, the vows of fealty they swore became little more than cynical half-truths muttered through gritted teeth. Far from inspiring loyalty and blending the strengths of many peoples, the Flaems ensured that all these peoples would remain separate . . . and would hate Braejr.

The Torch Passes

During this tense time, the d'Ambrevilles forged strong friendships with the diverse communities in Braejr. They welcomed settlers, so Thyatians and Traladarans came to Nouvelle Averoine, where they were absorbed into the Averoinese culture, abandoning their old ways and languages, learning to speak the language of their new neighbors and families.

Also during these years the d'Ambreville matriarch, Camille, began to fade. She'd never fully recovered from the death of her husband Michel, who had perished back in Averoine. With the danger of witchcraft trials far behind them, she began to turn over her duties to her children. She eventually became quite distanced from reality and was to all outward appearances a senile old woman. This was a blow to her children, for she'd once been a capable clan-leader and a powerful magician. But she seemed happier this way, and they couldn't deny that she'd done her duty to the family. They let her be.

Rule of the family fell to Etienne, and this was the start of the trouble that has plagued the clan to this very day. For Richard, not Etienne, was the oldest of Camille's children, and on Laterre he would have become the family patriarch. But Richard was a warrior like his father before him, born without any magical ability. In Old Averoine, where magical ability was a danger, this had been an asset. But not in Nouvelle Averoine. The Flaems who ruled Braejr had no respect for anyone without magical prowess. Here, even a spellcasting family jester outranked the eldest son of the house, so far as the Flaemish were concerned! They wouldn't deal with Richard. If the family was to keep the respect it had earned, a magic-user had to lead it.

Etienne, Camille's second son, was a proficient wizard. The Flaems liked him, as did the Thyatians, the Traladarans, and the elves. Much of the family already looked to him as leader because he had saved them from the auto-de-fe of Old Averoine. In family council, Etienne was named the Lord of the d'Ambreville Family. Richard resented Etienne's rising star, though his resentment paled before that of the youngest of the brothers, Henri.

Before The War

Under Etienne's rule, Nouvelle Averoine flourished. The clan's wizards had plenty of time and resources to pursue their magical studies. The dominion was prosperous and peaceful. Many family members went off adventuring throughout the world. The family's wizards kept themselves and their relatives supplied by potions of longevity, one of the many perquisites of great magical knowledge.

Elsewhere in Braejr, things continued to deteriorate. The Braejr Council of Lords instituted many laws designed to inconvenience the settlers. In fact, though Thyatian and Traladaran children were now

growing to adulthood on lands their parents had settled years before, the Flaems refused to accept the fact that these settlers were now permanent citizens of the land.

In 747, the Council of Lords prohibited the teaching of clerical views or practicing of clerical magic. The penalty for violating this law was death by burning. This was just legal confirmation of something that had been an unofficial policy in Braejr for decades; clerics were not popular among the highly magical Flaems. But the policy was made law because the clerics of Thyatian and Traladaran descent were becoming powerful enough to pose a threat to Braejr's magicians.

The law made the d'Ambrevilles uncomfortable. Etienne's brother Simon was a cleric, and most of the rest, remembering the burnings performed by the Inquisition in Old Averoine, had no love of the new law. Simon left for more congenial lands. None of the other clan members were endangered, so they did not act. However, the first wedge had been driven between them and the lords of Braejr; an augury of things to come.

When the burnings of priests began, the non-Flaemish people of Braejr revolted—except those in Nouvelle Averoine and some distant provinces, who had not realized the enormity of these events. The Flaemish generals and their armies attacked town after town in swift succession. Etienne argued the cause of peace, not realizing until too late that many Flaems wanted this war, despite their protests to the contrary.

In less than a month, nine-tenths of the Thyatian and Traladaran men of fighting age were dead. The rebellion, set into motion by clever Flaemish agitation, was crushed. A gruesome peace, characterized by the silence of the dead, settled over Braejr. Etienne resolved never again to help Braejr's Council of Lords; he'd run Nouvelle Averoine as an independent nation.

The Forty Years Without Peace

At about the time that Etienne d'Ambreville was deciding that he should settle down from adventuring, marry, have children, and continue the family line, events conspired to keep him from doing so.

In 784 AC, a grandson of one of the original Thyatian settlers killed a Flaemish nobleman. The generals of the Flaems, itching for a chance to crush a rebellion as their fathers had done thirty years before, began attacking settler communities indiscriminately. But this time it was the Flaems who were disorganized, and they could not seem to crush the new Thyatian/Traladaran underground movement. On the other hand, the rebels couldn't do much to the better-armed, magically-augmented Flaems.

The d'Ambrevilles were deeply concerned by the whole situation. At a family council, Richard demanded that Etienne bring all of the clan's strength to bear against the Flaems. To Richard's surprise, Etienne

agreed, but only on the condition that the d'Ambrevilles pretend neutrality and keep their aid to the rebel secret. That way, Nouvelle Averoigne might survive if the Flaems won and sought revenge afterwards.

Etienne founded his own rebel society, code-named the Werewolves, which lent support to the rebel underground and provided them with magical assistance they so desperately needed. It is largely because of the help of the d'Ambrevilles that the underground survived the first deadly years of the rebellion.

Two years after war started, a new figure emerged on the scene, an adventurer named Halzunthram. An exotic, copper-skinned man, he would not discuss his origins; some thought him a rogue Flaem, others an exile from far-away Alphatia. Whatever his background, his talents were beyond dispute: using his great personal charisma, he united the rebellion's leaders and then guided them with brilliant military strategy. Within two more years, this alliance of elves, Traladarans, and Thyatians shattered the Flaemish army at the Battle of Braastar.

The four forces negotiated a truce. The northern and central part of the land, plus Braejr City, would remain Flaemish, a dominion to be called Bergdhoven. The south would be elvish, the dominion of Erewan. The west became the Thyatian dominion of Caurenze. And the Traladaran region of the east and far north became the dominion of Boldavia. These four provinces would be independent nations. Nouvelle Averoigne, which had held itself independent for many years, was not actually a signatory to the treaty, but the other four nations considered it an ally.

But Halzunthram had different plans for Braejr. He was indeed an Alphatian—not an exile but a spy. Bringing fresh troops from Alphatia, he attacked his war-exhausted allies and enemies. Using the knowledge he'd acquired over two years, he conquered all four dominions in short order and declared all of the old nation of Braejr to be an Alphatian protectorate.

Etienne d'Ambreville, furious at the way he'd been fooled, used his influence to negotiate a new alliance between the Flaems and their former enemies. Henceforth they would fight together against these Alphatian invaders. This alliance was the first step toward forming today's modern government.



From Halzunthram's coup of 788 AC, war waged for forty years. In the early years, Halzunthram's Alphatian forces shrugged off the attacks of the allied rebels. Matters became even more chaotic when gold was discovered up in the mountains in 802. The gold rush that followed, bringing dwarves, yet more humans, and a plague, helped keep Glantri in a state of strife.

During these hazardous times, Etienne did finally marry. His wife, Catharine du Marchand, was the daughter of one of the many retainers who had accompanied the d'Ambrevilles to Mystara. Magically adept, in Braejr she was as noble as any of the d'Ambrevilles. Theirs was a match formed originally of friendship and respect, but there was little romance between them. In the years after the marriage, Catharine bore Etienne two sons. Unfortunately, they inherited their grandfathers' lack of magical ability.

Meanwhile, the bitter war continued. In the 820s, a new leader rose up among the humans: Lord Alexander Glantri. Though he was of Thyatian descent, he was the first leader among the allies ever to consider them part of a united nation. He never used words such as "Thyatian" or "Flaem" to describe someone; all were men and women of Braejr to him. Through his heroic efforts on the part of the rebellion, he gained the respect of the Flaems, Traladarans, and Erewan elves as well as his "own kind."

Lord Glantri, as great a military tactician as Halzunthram, turned the rebels' attention from ambushing military forces to sabotaging centers of the economy. With magical help from the d'Ambrevilles, his people destroyed mining operations and farmlands. They stole herds of valuable livestock. Gradually, they deprived the Alphatians of taxes and tributes they could send home to their Empire. After a year of this, Glantri had become a profitless hole into which the Alphatians threw incredible amounts of wealth for no return. Then, in 828 AC, Alexander Glantri ambushed and captured Halzunthram himself. The disgruntled Alphatians abandoned Halzunthram to his fate (execution after a military tribunal) and withdrew their armies.

Lord Glantri occupied Braejr City and summoned all the titled nobles and rebel leaders. With great diplomatic skill and force of will, and with the sure-handed help of Etienne d'Ambreville, they created new laws to ensure the equality of all human and elven races in Glantri. A



firm believer in the old Flemish laws proscribing clerical magic, Lord Glantri proposed new laws officially restricted titles of nobility to wizards. The land officially became a magocracy.

Since the Flaems were now just one element of the population, the land needed a new name; "Braejr" was no longer acceptable. The new Council of Princes decided to call it the Principalities of Glantri and renamed the capital Glantri City. The leaders of the Flaems, Thyatians, Traladarans, and Erewan elves became Princes of their respective land, while Alexander Glantri was named Prince of Glantri City—the only person ever to hold that title (for it died with him).

Étienne was at last able to go home to stay. Though he'd kept himself physically hearty and healthy with potions of longevity, the war's events had left him an old man in spirit. He left more and more of the day-to-day affairs of running the domain to his wife Catharine and to his brothers Charles and Henri, devoting himself to his magical studies. He allowed his physical form to become older, white-haired and gaunt—the Étienne d'Ambreville as he is known today. He did not know that his envious brother Henri (who was dedicated to taking everything that Étienne possessed) was now courting Étienne's neglected wife Catharine.

"Le Prince-Magicien"

During this period, Étienne engaged in intense magical research, devising new spells and creating new magic items, the like of which had never been seen before. Ever eager to share his knowledge with others, Étienne bought a prime parcel of land in Glantri City and began construction of a Great School of Magic. As he conceived it, this would be a center of learning where mages from all over Glantri would come to share their expertise with younger wizards, ensuring that Glantri's mages would be the best-trained in all the world. Once the Council of Princes was firmly committed to the idea, Étienne donated the land to the nation. As his personal power and knowledge increased, so did his political might; when the Great School of Magic was completed, in 875, he was named its Grand Master.

Then, years later, once he'd trained an entire generation of new wizards in their arts, the Council of Princes decided that it was high time to recognize the man's many contributions to Glantri. They voted to recognize Nouvelle Averoigne as a full Principality of Glantri, with Étienne its Prince. Étienne, revitalized by his new studies, was willing to accept the title.

This was the worst possible news for Sire Henri. How dare the Council of Princes do such a thing when it was he, Henri, who was destined to rule Nouvelle Averoigne? Henri decided to do something about it.

Henri persuaded Catharine that Étienne must inevitably abandon her and marry someone else. After all, she'd given Étienne two non-magical sons.

Étienne had to have at least one child who could wield magic to inherit the title of Prince. Ergo, Catharine would be cast off like an old shirt, especially once her husband learned of their affair. His logic convinced Catharine. She agreed to help Henri kill the new prince.

Dozens of guests visited Chateau d'Ambreville for the ball celebrating Étienne's coronation. Even Simon, the rogue priest, came to Glantri in disguise in order to attend. And at the height of events, during the traditional toast drunk to Alexander Glantri's health, Étienne suddenly collapsed and died, killed by poison slipped into his drink.

Henri and Catharine seized control of the situation and tearfully vowed to find out who had killed Étienne. What they secretly meant was that they'd make every effort to find someone to blame it on, while pretending to investigate this horrible crime.

Once the body was in its casket and most of the guests had departed, Henri and Catharine held an event of their own. With their personal cronies in attendance, they staged their own little ceremony of coronation. Their cronies placed coronets onto their heads, and the two of them beamed with pleasure at their success . . . but then disaster struck.

For Étienne had apparently taken precautions none of the family knew about, contingency spells designed to avenge himself against any hand that should strike him down. First, his curse struck the mock coronation. Catharine, sensing danger, magic jarred into the throne she sat upon an instant before a blast of energy destroyed her body, Henri's, and those of their minions, leaving behind only skeletons frozen in place.

The magic of Étienne's revenge rolled through Chateau d'Ambreville, changing everything it touched. It drove some members of the family over the edge into madness. It altered the bodies of others. It changed most of the castle servants into monsters. It continued to spread out from the coffin, and eventually covered the entire castle and the land immediately surrounding it, transporting it all into a fiendish dimension full of deadly mist and monsters. There the castle lay, protected from the mist by Étienne's magic but with its inhabitants trapped, unaging but unable to escape.

Back in Glantri, only an empty hill remained where the Chateau had once stood. The Council of Princes reacted to the mystery with a fruitless investigation; eventually they declared Nouvelle Averoigne to be national lands, not available for settlement, to avoid a repetition of the disaster.

In the Land of the Mists

Meanwhile, back at the castle, the survivors of Étienne's revenge gradually adapted to life in the Land of Mists. The d'Ambrevilles retreated to their own separate portions of the immense mansion and chose not to interact with one another. They became lonely,

despondent, obsessed with their hobbies, and ever more strange.

Only one person remained hopeful. Petit-Singe, the family jester, had conquered many handicaps on the way to becoming a proficient magician and scholar. It was he who discovered that Étienne's body and casket were missing. He began doing research on the residual magical energies that permeated the castle.

Eventually, Petit-Singe eventually discovered that the power that had transformed the castle was Étienne's, and that his master's body was now located in a nearby part of this deadly dimension. Petit-Singe learned how to go there, and in examining Étienne's body discovered that a life-force still inhabited it. Petit-Singe believed Étienne could be returned to a living state if enough magic of the proper type from Old Averoine could be assembled and poured into his body.

Before he too succumbed to the curse, Petit-Singe developed a plan to enable Étienne to be restored to life. He managed to open a gate from Nouvelle Averoine to the castle in the mists, as well as one of Étienne's old gates from the castle to the land of Old Averoine. Though Étienne's curse prevented Petit-Singe or anyone else in the castle from passing through these gates, they were important to his plans.

From time to time, ordinary animals, passers-by, and the occasional adventurer would be drawn into the castle from Nouvelle Averoine. Most eventually died or went mad. But in 979 AC, a band of adventurers found the castle, explored it, discovered its secret, and traveled to Old Averoine through the silver gate. There they found the magical items needed and used them to restore Étienne.

Étienne awakened and thanked his saviors. He dispelled the magic that had corrupted the castle; it reappeared in Nouvelle Averoine. However, those spells had also preserved Chateau d'Ambreville and his family for more than eighty years, years in which there were no potions of longevity to be had. The castle crumbled into ruins; the people and animals within aged and died within minutes. Étienne was the sole survivor, the last d'Ambreville.



Étienne's Wanderings

For a time, Étienne traveled incognito, learning about the changes to Glantri and the world at large during the years he had lain entranced in his coffin. It is thought that during this time he also visited many other worlds, and learned there spells not otherwise known on Mystara. He visited Old Averoine to see what had happened there since the d'Ambrevilles left. Little had changed; a new generation of rulers still hunted magic-users and burned them as witches. If anything, the nation was in worse shape than ever.

But he discovered that an old friend of his, one who had not come to Mystara, was still alive. Geneviève de Séphora, now posing as her own great-granddaughter, still ruled the territory of Sylaire from her great tower. She was delighted to see Étienne and weary of the worsening situation in Averoine. She made him an offer. She'd help him transport her entire tower to Mystara for him to live in and help him rebuild his life. He agreed.

Together, they moved the great tower through a gate back to Nouvelle Averoine. They cleared away the rubble of le Chateau d'Ambreville, erected the tower in its place, and then rebuilt the castle around the tower, naming the new building Chateau Sylaire.

Then Étienne began wishing members of his family back to life. Where he could, he restored them to their senses. He also cast a powerful geas on each of them to prevent their ever trying to do him harm again.

The War of the Immortals

The current Glantrian Council of Princes was astonished at the return of the d'Ambrevilles. Not wishing to make an enemy of Étienne, who was apparently as powerful as ever, they restored his title of Prince. Nouvelle Averoine once again became a full principality. Étienne resumed his post as master of the Great School of Magic. Although I can find no proof of this, I believe that around this time he founded a secret order known as The Brotherhood of the Radiance, devoted to studying certain magical energies found only in Glantri.

Dame Catharine left her husband to become ambassador to Thyatis. Simon escaped to the mountains surrounding Glantri. Many other family members left to live in Glantri City. Having learned his lesson, Étienne chose not to make Henri his regent a second time. The clan, because of its new home, began to be called House Sylaire as often as it was called the d'Ambrevilles.

For a time it seemed that all was well. Yet trouble came again from Glantri's old enemies, the Alphasians. That empire of wizards claimed that the researches of Étienne and others into new kinds of magic threatened their very existence. After an escalating series of exchanges, Alphasia declared war on Glantri. Alarmed by Alphasia's obvious plans for world dominance, the empire of Thyatis and the Heldannic Territories joined in alliance with Glantri. Five years of hard, bitter war

followed, as nation after nation was drawn into the struggle.

It is said that the Immortals themselves provoked the war in order to settle some dispute among themselves, manipulating their mortal followers for their own ends. But it was not Immortals who perished on the battlefields, but the young men and women of Glantri, of Thyatis, of Alphatia, and of many another land. Even nations not involved with the quarrel between Alphatia and Glantri seized the opportunity to attack old foes and became enmeshed in the bloody conflict. It seemed, sometimes, as if the entire world had gone mad.

One of the greatest disasters of the war occurred when the Master of Hule, seeking to destroy Darokin (our neighbor to the south), called a giant meteor down from the heavens. But, alas, his aim was faulty (or interfered with), and the meteorite landed on the Darokin/Glantri border, destroying an entire mountain range and the two southernmost principalities, Caurenze and Blackhill. To make matters worse, great numbers of humanoid promptly moved into the crater and began launching raids from it into both Darokin and Glantri.

About Étienne's activities during the final days of the war, little is known for certain. There were many strange visitors to Chateau Sylaire in those days, gathered to help Prince Étienne in his magical researches. From the many rumors circulating at the time, it seems that he was experimenting with a powerful artifact that had come into his possession, seeking to create a Doomsday Weapon. This weapon was designed to temporarily drain whole areas of magic, theoretically rendering Alphatia virtually helpless. But it is said that when Étienne tested it, he discovered that it worked too well. True, it absorbed all the magic in Sundsvall, Alphatia's capital city, but it then immediately released all that energy in the form of natural disasters that devastated large areas, killing thousands. Horrified, Étienne set the weapon aside, unwilling to use it again until he could discover how to avoid its terrible side-effects.

But time was fast running out, both for le Prince-Magicien and for Glantri. Alphatian troops pressed the attack on all fronts. Thyatis was beaten into submission and sued for peace. Now, Alphatia could devote its full attention to Glantri. The Principalities prepared for the worst.

What happened on the final day of the war is still unclear. What is known is that Alphatia's Thousand Wizards teleported to the skies over Glantri City and unleashed a terrific bombardment of fire, lightning, and death. The Glantrians fought back gallantly, centering their defense on the Great School of Magic, the Tower of Sighs, and the Parliament building.

Then, suddenly, at the height of the battle the Alphatians' magic suddenly failed them. I believe that, in the final extremity, either Étienne once again activated his "Doomsday Weapon" or else—

artifacts being notoriously tricky and self-willed—it activated itself. Perhaps the terrific magical energies unleashed by the Alphatians triggered what happened next. At any rate, the ultimate effect is well known: not only did the Alphatian attack fail, but we learned later that the entire continent of Alphatia was destroyed that day. Only scattered islands remain of that once-great empire, its millions of people and generations of magic now lost, sunken beneath the waves.

The d'Ambrevilles After Étienne

Now, several years after the end of the conflict, Glantri is well on its way to recovering from the war. With Alphatia gone, our magical pre-eminence seems assured. New principalities—Sablestone, Morlay-Malinbois, Fenwick, and others—have arisen to replace those destroyed in the war. But Nouvelle Averoigne has paid a high price for that victory; from that day to this, no mortal eyes have laid sight on Étienne d'Ambreville.

Some maintain that he was disintegrated by an Alphatian wizard during the final assault. Others believe he died a martyr's death, trying to master the Doomsday Weapon to the last. I have even heard that he was spirited away by the Immortals to become one of their company—as ludicrous a suggestion as I have ever heard. I remember one of the last conversations I ever had with him, when he was speculating that if mortals only understood the processes by which the Immortals gained their high station, we should be in less awe of them. His researches had convinced him that the Immortals were not all-powerful, and that there were beings as far above them as they were above the average mortal, beings he called only "The Old Ones." Wherever he is now, dead or alive, I hope my old friend has the answers to all his questions at last.

Étienne's disappearance sparked a power struggle in the family over who would succeed him. Eventually, the two chief claimants, Isidore (wife of Étienne's eldest brother, Richard) and Henri (the youngest of the brothers and, after Étienne, the most skilled wizard in the family) fought a formal duel to the death. Isidore emerged the winner through a clever bit of trickery and has ruled with Richard by her side ever since.

Whatever his own fate, Étienne's legacy seems secure. Glantri stands united and strong. Nouvelle Averoigne thrives, a direct result of decades of Étienne's wise rule. The Great School of Magic, the project dearest to his heart, carries on its good work under its new headmaster. A new generation of d'Ambrevilles is growing up, with young Monique (Richard and Isidore's daughter, and a talented mage in her own right) the heir apparent to the throne.

The future looks bright.



Rafiel

Patron of The Shadow Elves, and Radiance

Region:	Shadowelf Territories, Hollow World (Schattenalfen Caves—rarely long-lasting though).
Sphere:	Empyrean (IM 21) of Energy.
Home Plane;	Unknown
Date Ascension;	A long stretched period of 3000 BC to 1104 BC.
Sponsor;	The Radiance
Statistics;	AC -18, HD 35, Hp 360, MV 150/50', #AT 3 = Punch-3d6+7, AM 70%, Sv IM 21, AL L ST 32, IN 75, WI 44, DX 46, CO 54, CH 70.
Powers;	Detection Suite, Improved save vs. Physical Attacks and Spells, Thief Abilities.
Followers Alignment:	Any
Taxes;	Followers were taxed 15% of their annual income by the Shepherds.
Clerics;	Shadow Elf Shamans
Alignment:	Rafiel's clerics are Shadowelf shamans and gain access to a special list of spells. Clerics may be of any alignment, but most are neutral, but Clerics are born, not freely chosen, they always wear the Mark of the Shaman.
Powers:	+1 to saves vs. Rods, Staves, and Spells.
Skill effects;	Extra Engineering skill.
Accepted Weapons;	Standard, Short Sword.
Accepted Armor;	None
Holy Symbol:	A book-cover with a star in its cover center, representing wisdom, Time and celestial learning.
Vestments;	Different colored robes depending on state of faith.(see below).
Adventuring Gear;	as vestments.
Dogma:	Shadowelves, radiance, magical and scientific knowledge.
Daily Activities:	Research the Radiance, Help and protect magic and the commoners with magic.



The Way of the Shaman

The worship of Rafiel is not a simple business. It contains puzzles, paradoxes, and symbolic truths. Shamans should feel the sense of wonder and strangeness in the service of Rafiel. Here, just one example is given of the complexities of the Immortal's cult, which should serve to illustrate its subtleties.

First, the progression from acolyte to Radiant Shaman (21st level +) is one in which dress changes symbolically. While the teachings of the shamans are that the soul of Rafiel's servants becomes purer and closer to the ideal of Rafiel, the garments worn become seemingly less like Rafiel's ideal. Acolytes may only wear white clothes and nothing else. The Radiant Shaman must wear predominantly white, but is also free to decorate a basic garb with ribbons, cloths, and ornamentations of many colors. Shamans learn during their indoctrination that when the soul has become whitened (i.e. close to perfection in the sight of Rafiel) the need for always presenting oneself in white garments before him is no longer so great. The inner and outer shaman exists in a complementary relationship, it seems. His shamans debate such complexities in learned and intricate debates. Much of these debates (and certainly the one about the degree of white which should be worn) is just sterile nonsense, actively encouraged by Rafiel to distract over-reflective shamans from the real mysteries of the Temple of Rafiel too early along their Shamanistic road.

Shamanistic initiation and Acolyte Life

	The orders of the shamans of the shadow elves are seven (half of 14) and have an important relationship with the seven levels of the Temple of Rafiel. The seven orders are;
Junior Acolytes	0 level
Acolytes	1 st to 4 th level
Marking Shamans	5 th to 9 th level
Death shamans	10 th to 12 th level
Life Shamans	13 th to 15 th level
Colorless shamans	16 th to 18 th level
White Shaman	19 th and higher level
The Radiant shaman	is the head of the temple of Rafiel and is selected by conclave from the White shaman group. The office is held until the Radiant shaman becomes a wanderer or dies.

A child born with the Mark of the Shaman is always shown to a senior shaman of the Temple of Rafiel (usually a White Shaman) as soon as is practically possible after birth. The child is then taken into the Temple, there to be educated and raised, when it reaches 10 years of age. The child is taken away completely from her family. It does not live outside the Temple again. The child can acknowledge its parents and relatives should they see each other (in the Chamber of Refuge of Stone, for example), but otherwise has no contact with them. At this stage, the child is a junior acolyte with no spell casting powers at all (neither magic nor Shamanistic spells).

Because the child is so young (in Elvish terms) its education has a powerful formative effect. The raising and education of the junior acolytes is undertaken partly by the (senior) acolytes, young adults, with the help and supervision of the Marking Shamans. This training lasts over a century (!) and has important effects on the shaman. One of the most important is that the wisdom of that shadow elf is raised by 1 point (racial limits do apply). The junior acolytes are taught special skills to mould them in the Way of Rafiel. The skills Read/Write Shadow Elf, Cooking, and one of Teaching or Leadership or Persuade are mandatory. Studying sacred works is essential, as is the learning to prepare feasts and Trania, the essential foodstuff of the shadow elves. Other skills may be selected as normal. The junior acolyte is also given instructions in combat skills. All adults are considered members of the army and the child will be grown one day. Note that shadow elf shamans are allowed to use edged weapons and training in the crossbow at least is mandatory.

The junior acolyte is also taught important prohibitions of the Way of Rafiel. Many have already been mentioned in the verses of the Refuge of Stone but some others do apply. Junior acolytes may never wear any colored garments (white only, and may never bear a gem as decoration (this latter prohibition is absolute at all Shamanistic levels—gems can never be so little regarded, even those which do not hold souls). They may not enter the second (or any deeper) level of the temple. They observe Fasti and (especially) Ne Fasti days with absolute punctiliousness. They prepare the Trania and meals served by the older shamans, with help from the senior “full” acolytes. They are taught absolute respect for shamans of higher orders. There is a lot of respect and prohibitions to learn, and service to give, so it's as well they have plenty of time to learn all of this. Also, acolytes must keep up with non-Shamanistic studies. Some will not pass the Ritual of Initiation, and of those who survive a failure, turning to mage studies can be an important option for serving the community. The most promising may, sometimes, as a special treat, be allowed to read a few verses from one of the holy books to the shadow elves visiting the Temple, but such a generous indulgence is rare.

Junior acolytes with superior strength and / or Dexterity (13+ in either or both) will receive special grooming for army duty. While all shamans are technically part of the army, some receive special training in combat skills and are often seconded for important patrol duties with the army. They are not truly separate from other shamans, but they are often referred to as the Hand of Rafiel by others (both other shamans and the army. Such a character must learn at least one combat-related skill to reflect this training (frequently taught are: Tactics, Blind Shooting, Martial Arts). Subtle skills of the evasive, detecting or signaling kind are not usually taught to shamans, but rather to members of the Second Shadow.

Shaman's initiation A shadow elf is deemed to have reached the age of adulthood at about 120 years. A junior acolyte usually gains the ability to use a first magic spell at an earlier age ((1d6x5)+80) but no Shamanistic spellcasting is possible until the junior acolyte has undergone initiation. The Test of Rafiel is a stern trial of the junior acolyte's faith and resilience. Since shadow elves must be strong in the Way of Rafiel, some form of endurance test is usually employed. Typically, in the months before the shadow elf's 120th birthday, he or she is adopted by a Marking Shaman and shown some of the more extreme geographical wonders in the Shadow Elven Lands. They may be thus shown, the Boiling Lake, the Forest of Spiders, the Warrens, the Desert of Lost Souls, (and maybe even Oenkmor/Aengmor, or the outside world after 1008 AC). An initiation rite can thus be any of the following examples;

- To survive the heat of the boiling Lake, sitting naked by the shore, for at least 12 hours. <CO>.
- To sit on a rock in the Forest of Spiders, anointed with a foul-smelling oil which is held to attract arachnids (actually it doesn't) and survive for at least 12 hours. <ST>.
- To be taken to the center of the Warrens and left there, returning through the endless mazes to safety. <IN>.
- To survive a night in the Desert of Lost Souls, in the hope that prayer to Rafiel will fend off the madness that so many find there. <WI>.
- To reach the shore of Aengmor without or magic. <DX>.

The shadow elf gains thus the necessary 2000 xp to qualify for shaman hood, but must undergo one of these rituals. The wisdom bonus of +1 will be earned when the ritual is successfully finished. Success or failure can be determined by a suitable ability check, depending on the circumstances (see in <parenthesis>). Because his shouldn't be reduced to a matter of luck, the acolyte has a vision of where he should spend his initiation ritual a few days before choosing which ritual to undertake (after the Watcher has shown the options, as it were). The character does not have to undertake the form of initiation ritual as suggested in the vision, but to opt for another choice would appear contrary to the inspiration offered by Rafiel, which means the check is made at a penalty of -2.

If the initiation is unsuccessful, the junior acolyte may possibly be able to try again. This assumes he is still alive and sane enough to try, but a second failure means that no further attempts can be possibly made. If a failed character is still alive, the Mark of the Shaman will slowly fade Away in the next years.

If the ritual is successful, the Marking Shaman who has accompanied the acolyte brings him back in joy and celebration to the Temple of Rafiel, and there he is stripped of the dirty traveling garment been wearing. The acolyte is bathed in holy water and given the White smock (for regular use) and robe (for ceremonial use) of a full acolyte. The robe has a tiny border of trim in a color which matches that of the first soul crystal the acolyte is give. During the bathing, the Marking Shaman closes the eyes of the acolyte and places her hand across the Shamanistic mark on the acolyte's forehead. She recites the verse of the Shaman at this time and then dresses the new acolyte parents and siblings of the young acolyte are invited to this ceremony, and can speak.

Life and Death Shamans Death Shamans live on the fourth level of the Temple. They have the power of life and death over the Shadow Elves. Death shamans have the onerous duty of taking imperfect babies miles from the home of the shadow elves and leaving them, after a short ceremony, in the tunnels pf their abandonment. Rafiel teaches that such children must always be put far away from the homes of the shadow elves, and thus a powerful shaman capable of defending himself from the humanoids which might be encountered in those far-distant tunnels sand passages is required for the task.

Likewise, Death shamans perform some of the ceremonies in which the Wanderers are exiled from their homes. Importantly, they leave half way through the ceremony and their place is taken by a Life shaman, symbolizing the new phase of existence under the guidance of Rafiel. This is done for important and distinguished wanderers. For ordinary shadow elves, a marking shaman will perform this ceremony.

The life shamans also live on the fourth level of the Temple, on the opposite sides of the building to the Death shamans. This symbolically represents the balance of life and death in all things. Life shamans often devote themselves to pursuit of the healing arts and their spell selections should reflect this. They frequently help the wounded of the army and may be found sometimes working "in the field" with them. Importantly, Life shamans gain an automatic skill in addition to those they may otherwise possess due their long cumulative years of study: Ancient History, that is the history of the Shadow Elves. If a skill check is made with this skill the Life shaman has learned the correct version of that section of the shadow elves past, when failed wrong information is known instead (DM!!). this skill improves by 1 place for each successive rise in the hierarchy.

The Life shamans also learn the beginning of one great secret which the Death Shamans living opposite have not yet experienced. They can Call upon Souls, the first Shamanistic spell unique to the Shadow Elves. this is an unique moment in the life of a shadow elf shaman, perhaps the most emotional moment of all. A Life shaman must always find her own 5th level soul crystal to be sable to use this spell. This is an absolute disjunction within the Way of Rafiel.

Colorless Shamans Colorless shamans are those deemed to have purged from their own souls all things wrongful in the Eyes of Rafiel, although maintaining this state requires constant vigilance. This meets a dual reward. First, it guarantees a fairly rapid return of the soul in reincarnated form and is held to increase the chance of character being reincarnated with the mark of the Shaman upon him once more. Second, 6th level spells—most importantly including another powerful Soul-gem spell are available to the Colorless shaman.

Living on the 5th level of the Temple, Colorless Shamans tend to lead lives of meditation and study. It is now vital for them to progress to the final stage of purity, positive rather than negative, through prayer, contemplation, devotion and study.

However, Colorless Shamans are not allowed to sink into an endless abyss of introspection by any means. As users of 6th level spells they can use the vital Raise Dead, and an understanding of what is allowed with the use of this spell is crucial.

The Way of Rafiel allows the raising of any hale and hearty elf who has met a violent end. The most notable case, of course, is a shadow elf who has been killed in combat trying to defend the city. But it has to be established that the elf requiring the spell was strong and healthy. If possible, a conclave of one Life, one Death, and one Colorless shaman will decide the fate of the Elf. The Death shaman usually acts as "devil's Advocate", the Life shaman speaking for the deceased party. In clear-cut cases one or the other will say "Rafiel wills me to be silent", so the decision is automatic. The Colorless Shaman makes the ultimate decision. Sometimes such deliberations are not possible—in times of mass battle and many deaths—and the Colorless shaman will decide alone.

White Shamans and the Radiant Shaman White Shamans are the most exalted of all, having attained at least 19th level and the use of 7th level spells. Following on from the Colorless shaman, their use of Raise Dead Fully is strongly circumscribed in a similar manner. It is also the case that White Shaman must locate their own 7th level soul crystals.

White Shamans are held not just to have eliminated imperfections in the Eyes of Rafiel, they have achieved near-perfection in the positive virtues of the Way of Rafiel. They are not entirely perfect, obviously (only Rafiel is), but they represent the highest state of attainment within the Shamanistic hierarchy. Of course, the path to Immortality in the Way of Rafiel now beckons. The guardian of the secrets of this path is the Radiant Shaman (Porphyriel in the current case), the pre-eminent member of this group. There is only one Radiant shaman of the Temple of Rafiel in the City of the Stars.

White shamans hold considerable power. They are the final arbiters of the Way of Rafiel, and they have spiritual and temporal authority. They advise the King on all matters. They jealously seek out babies born with the Mark of the Shaman. They seek information and learning on all aspects of Shadow Elf life.

What is crucial about White Shamans is that they are aware that Soul Crystals are not exactly what they seem. This realization is progressive with gaining of experience levels beyond 19th. It is something which has to be divulged by Rafiel to these shamans, because while they live in the 6th level of the Temple, they work in the Chamber of Spheres on the 7th level of the temple, building an artifact under Rafiel's guidance. In the course of this work it becomes clear to them that "soul crystals" are not exactly what they appear to be. How the White shamans handle this incongruity is a matter of no little importance, and is explained in the chapter of the Radiance Spells and the Chamber of Spheres.

Temples and Such: Although most Shadow Elf communities have a Temple of Rafiel, there exists only one true Temple of Rafiel, which is located in the City of Stars in the Underground kingdom of the Shadow Elves.

Unknown History: The USS Beagle crashed because the engines were not stable anymore after arriving in this dimensional space, possibly because magical energy has a disruptive effect on pair particle creation. (matter and antimatter can't exist in magical fields, like those created by the World Shield). Rheddrian Benekander may have figured this out, and forcibly shut the engines down to prevent a catastrophe in Mystara's upper atmosphere. However, this caused the Beagle to crash.

Years later, Blackmoor had advanced to the level where technology dominated over magic. The scientists probably didn't have the correct instruments or knowledge to detect the magical fields emanating from the World-Shield of Mystara, and proceeded to develop their own matter/antimatter reactors. However, sadly, Benekander was not around. He had been absorbed into Immortality (and his security card) by this point.

Rafiel was a nuclear Physicist in the High-technology city of Blackmoor 3000 BC, an experimenter in thought-transference and super symmetry sciences that rivaled magical spells in their complexity and usefulness. He analyzed thoughts and the theory on collective memory, with the firm belief that another layer of reality could be found with these experiments. He was conducting one of the experiment, with some other men of Blackmoor, when in their wisdom something went amiss.

Upon firing up the reactors for the first time this exchange happened:

Scientist Lucard Perron (short balding man, with a metal arm):	Power levels nominal, increasing pair flux. Graviton singularity at green levels.
Scientist Rafiel (medium height scientist, glasses, short hair):	Increase the flux to 4000 kiloquads, no more, lets see what this can do.
Lucard Perron taps out a series of commands into the console.	We've got it! Flux is at 400 kiloquads, power output is .. by the frogs.. 5 Terawatts! We could power half of Mystara with this!
Rafiel:	We haven't even hit quarter power yet. Bring the levels up to 500 kiloquads, rotate the crystal to get a better deflection angle.
Lucard Perron turns dials and taps out some more commands	
Albert De-Grand (younger post-doc student):	Hey, Rafiel.. We have a surge in the power core, compensating!
Rafiel:	I'm going to go check this out.
Rafiel goes into the power core clean room to check on the status of the core itself	
Lucard Perron	Sound the alarm! We have a breach in the core! Rafiel, get the hell out of there!
Rafiel:	I can't get out, the door just autolocked to prevent contamination!!! I'm going to work from in here!
Lucard Perron	Initiate autoshutdown of the core.. NOW!
Albert De-Grand:	Working on it, power spikes are getting violent, its like there's some sort of field interfering with the flux grid" Albert hurriedly tries to compensate
Lucard Perron:	Rafiel! You still with us? Use the manual shutdown!!
Rafiel, eyes blinded from radiation and smoke, grabs for the dials, but passes out before he can effect a repair	
Albert De-Grand:	Flux up to 500 megaquads and rising.
Lucard Perron:	What have we done?... What have we...

A blinding flash of light, coupled with searing heat, the entire complex explodes, causing an ionization of the atmosphere around Blackmoor. The superheated air becomes a wash of fire that extends for almost 6000 miles in every direction. Space time around Mystara is bent slightly, causing a major axial shift.

Rafiel's mind watches the destruction of his world, and his own death. Time passes quickly for him. Hundreds of years in a moment, while his continued existence catches him off guard.

Rafiel: Why? What did we do? Is this the afterlife? Who am I? Why am I here? CAN SOMEBODY HELP ME?? Is this a dream? NO! Not another explosion! Those elves.. Driven underground.. Can I help? Must remember survival training.. Wait.. I can remember.. Agh. pain.. I can feel again.. I can see myself, I'm glowing.. maybe radiation burns.. But I feel fine. I have to help those Elves.

What did happen?

The experiment accidentally blew up the entire Blackmoor culture, tilted the planetary axis, breached the Planar borders of the Spirit World, caused a Rain of Fire to plummet the world, changed ecologies, etc.. Rafiel's mortal body died then, but his mind, caught in the energy matrix of the experiment, survived and was sustained by the explosion's great energies.



Rafiel drifted in an existence deprived of all sensations. Gradually, though, his questing mind made contact with the Shadow Elves, an Elvish Race driven underground by an explosion caused by similar remnant reactors that survived the Blackmoor destruction. The Shadow Elves' need of guidance sustained him, allowed him to coalesce a new body for himself... and ultimately Rafiel found himself to be an Immortal of the Sphere of Energy.

Rafiel can't say how he survived the disaster. Suddenly cast adrift in a world where his thought-experiments were no longer schematic daydreams but the only surviving reality. It may be that the lost and suffering Shadow Elves needed Rafiel more than the surviving Human conscience needed them.

These elves' need for a new hope became Rafiel's beacon, a new catalyst to focus his thoughts on, and slowly he managed he could recreate a whole body with the sole strength of his mind. This way he left the reality that had trapped (but also saved) him for so long and back in the Multiverse he discovered he had become an Immortal. The elves he had contacted now worshipped him as an Immortal, and he renamed them the Shadowelves, his chosen people. From that moment (1104 BC) he has always acted to protect the Shadowelves with parental affection, since they were the only ones to show him the faith and devotion that helped him escape his prison.




He established for them a code of behavior (set in the Refuge of Stone) which could help the diseased, broken-spirited Elves survive their now hellish existence. Their mutual needs support them even in these times. The Shadow Elves since then slowly became quite prolific, so great that their number more than doubled the Alfheim Elves. As Rafiel gave the Shadow Elves spiritual purpose and a reason for living in the Prime Material Plane, so their love and devotion gave Rafiel a focus for his flickering conscience.

His conscience made itself known through the Refuge of Stone (His first Creation) and some other messages, and the Shadow Elves responded. Since that time, Rafiel has worked hard to help the Shadow Elves survive their subterranean existence in the subterranean cavern called the City of the Stars, (and the ravages which nuclear radiation has wrought on their genes).

And to oppose the Immortal Atzanteotl (who has on several occasions meddled with the Shadow Elves (Atzanteotl was the sole survivor of the Elves who did trigger the second explosion, that initially awakened Rafiel), and to further his own knowledge of the nuclear energy which caused the Blackmoor disaster.

Rafiel Slowly grew to understand what he had become: an Immortal, a spiritual and non-corporeal entity, part of the Sphere of Energy. As he struggled to this awareness, the love and devotion of the Shadow Elves supported him. As Rafiel's confused consciousness had striven for help, and cast out the desperate signals in the form of the refuge of Stone, and other (still lost) messages, the Shadow Elves alone had responded to him. They alone had brought him succor and love. This is one of the reasons why Rafiel does not tell them the truth of what he is doing now. His stream of conscience verses in the Refuge of Stone told them a parable they could understand, when they attained Shamanistic ability. Telling them the truth must be confined to the very wisest.

The 14 Verses of the Refuge of Stone

<p>Verse of the Gathering Before the holocaust, I was Rafiel, and I watched over my people. I gathered them into the palm of my hand, and I guided them to this refuge of stone. I, Rafiel, will guide you.</p>	<p>Verse of the Temple Here build before me a city, and a great temple, and within it offer up to me all good things, and I, Rafiel, will guide you.</p>	<p>Verse of the King I will guide my shamans to choose from among you a king, who will serve as long as I wish him to serve. Let all my people obey this king and I, Rafiel, will guide you.</p>
<p>Verse of the Name of the Shadow Elves I am Rafiel, and you are all my shadow. As I move, so you move. As I stand, so you stand. As I live, so you live. Thus shall you be shadow elves, and I, Rafiel, will guide you.</p>	<p>Verse of Food and Cleanliness Let your food be pure and clean. Keep also yourselves pure and white before me, and let not your souls be spotted with wrongdoing against me, and I, Rafiel, will guide you.</p>	<p>Verse of the Other Peoples If any other peoples desire to live among you, let a clan adopt them, and keep them separate from you lest they offend me, and I, Rafiel, will guide you.</p>
<p>Verse of the Refuge of Stone Let all my children learn these words, the words that guide you and give you life. Daily honor these fourteen verses and I, Rafiel, will guide you.</p>	<p>Verse of Days I will teach my shamans the goodness and badness of each day. Keep the good days <i>fasti</i>, and the bad days <i>ne fasti</i>, and I, Rafiel, will guide you.</p>	<p>Last Verse, The Verse of Promised Bounty I am Rafiel. If all my children follow my way and the Way of the Shamans, then all good things will come to them, for I, Rafiel, will guide you.</p>
<p>Verse of the Shaman I, Rafiel, mark with my own hand those whom I empower. Let all respect be accorded these, my chosen servants. They it is who will have the power of life and death over you. Follow their teachings, and I, Rafiel, will guide you.</p>	<p>Verse of the Army I will send fire against you, to strengthen you in my own forge. Let every man and woman among you see battle and I, Rafiel, will guide you.</p>	
<p>Verse of the Crystals In the fullness of time I, Rafiel, will show my shamans the secrets of the crystals that have the power of life and death and life everlasting. Guard these crystals carefully, and I, Rafiel, will guide you.</p>		
<p>Verse of Birth If any child be born among you that is not whole, let them be brought before me, and I, Rafiel, will guide their path.</p>		
<p>Verse of the Wanderers Keep the strength of the shadow elves, and let none who is weak remain among you or follow after you. Turn these to me, and I, Rafiel, will guide their path.</p>		

Translation of the famous Refuge of Stone.

Personality:

Rafiel is a calm, wise, and kindly Immortal. It is his kindness, extreme humanity and sense of duty that prompted him to guide the Shadow Elves to their refuge in the subterranean cavern called the City of the Stars. Rafiel is a scientist—and an elitist.

The 14 Verses he gave them as his commitments may seem harsh at times, but they have been helpful to protect the Shadowelves and make them thrive in all these centuries.



His followers have however always considered him

stern and severe because of these same religious traditions (like the habit of abandoning the malformed babies in the upper tunnels and chase off the elderly elves), but this is only because they do not know all the reasons behind these laws. What they know is that it is in order that the Shadow Elf race might someday recover from the damage done by radiation. In truth, Rafiel leads them to locations where Humanoids come to find these abandoned babies, the children are raised by Orcs, Goblins, Trolls, and other Humanoids. Thus to purify the Shadow Elven race from radiations and infiltrate the Humanoids with his followers. He advocates honesty and fairness to one's allies and neutral parties, and armed confrontation and strong retaliation against one's enemies or attackers.

In the Hollow World, Rafiel seeks to thwart Atzanteotl by encouraging many of the Schattenalfen to return to his worship and a more positive style of life. This however, seemed unsuccessful, and with the after-effects of the Shadow Elves emerging in Alfheim, chasing them away, discovering Oenkmar/Aengmor, eradicating the local Humanoids, and even chasing most of them out of the underworld caves of the Broken Lands (1004 AC to 1014 AC), more and more seem to turn away from him, and toward Atzanteotl's evil thought of power and conquest.

His main interest are the different kinds of energies found throughout the Multiverse, in particular Radiance, and he has always kept studying secretly that same energy which made him Immortal.

Appearance:

Rafiel appears as a middle-aged human male. He has a meek outlook but with a piercing and cunning gaze, wearing a white tunic (a scientist's apron) and a pair of spectacles.

He has a mortal identity of a Human mage lvl 35, ST11, IN 18, WI 10, DX 13, CO 13, CH 15.

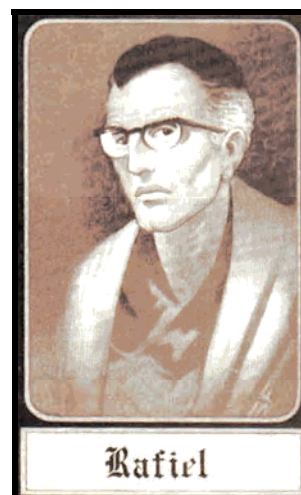
Allies:

Rafiel normally acts independently. Ordana likes him, but they are not allies. Until Rafiel joined the Fellowship of the Stars, he had, in fact, no Immortal Allies. He did however, collaborate with Rad now and then.

Rafiel, like Rad, achieved Immortality without following the traditional candidate paths, so Rad's work is of great interest to him. This is why Rafiel helped the Fellowship of the Stars.

Enemies:

Rafiel is a pacifist but he has always used every means to fight against Atzanteotl's influence over his people. Atzanteotl is his only true nemesis, and he's being held responsible of corrupting many Shadowelves (among which the Schattenalfen) to the cause of Entropy. Atzanteotl wooed several elements of the Shadow Elves away from his following.



During the events of the Wrath of the Immortals affair, the members of Ixion's Ring of Fire become his enemies as well.

Creations

Rafiel created the 14 Verses and led his people to the Refuge of Stone with the promise of a brighter future, and he altered the soul crystals to further his own agenda.

This way he began to build the Chamber of the Spheres, a new nuclear reactor, and at the same



time he gave his followers the means to survive underground, curing the radiations that for generations had altered the genes of this folk.

Holy Days:

Time keeping

The shadow elves count tears from the time of their discovery of the Refuge of Stone (1104 BC). As the beginning of their new life this is taken as year 1. their 14 months of 24 days gives a year equal to a common year (12 months of 28 days), so 1000 AC is the year 2105 in the a shadow elf calendar.

There are no weeks within a month, likewise days are not given names. The new year falls in both ways on the same moment.

Fasti and Ne Fasti

Throughout the turbulent history of the shadow elves, certain events have been favorable and others have been disastrous. Any happening that seems extra-ordinary is carefully record by the shamans of Rafiel. The anniversaries of these occasions become special days Fasti (considered good, commemorates some special success or good fortune, a good day for conducting business, getting married, being born, especially lucky for something mentioned in that specific day), Ne Fasti (recalls some inconspicuous moment in history, a bad day for any of the mentioned things, no such things are conducted—at best). Besides the Fasti and Ne Fasti days, certain days are important in the worship of Rafiel. On many of these dates, grand feasts are held. Others are marked by fasting, and on yet others worshippers fast most of the day, and then hold a large celebration, with plenty of food and drink, at the end of the day.

Gathering 1;

Fasti/ Ne Fasti Commemorates the Blackmoor Holocaust destroying the surface. Fasting all day, no official business transacted, births are considered well aspected and a sign of good fortune.

Name 2;

Ne Fasti Commemorates an disastrous attack of Orcs on the City of the Stars, to the Temple of Rafiel itself, ten thousands of elves perished, at 20:00 in the evening, virtually the whole population of the city (except guards, etc.) walks out to stand around the Temple of Rafiel, in an eerie, total silence for a few minutes before the Radiant shaman emerges from the Temple to wave a blessing upon them. The Shadow Elves break into a quiet weeping before slowly dispersing to their homes, many bring a single flower from the memory goard plant cast on the stars, so that afterwards the steps are shin deep in these exotic white flowers. This simple ceremony has a powerful emotional effect upon outsiders looking at it.

Refuge 9;

Fasti Celebrating the discovery of the Refuge of Stone, joyous celebration, feasting and singing, tempered by dignified devotions to Rafiel.

Shaman 2;

Ne Fasti Marking the destruction of Aengmor, which sank into the lava.

Crystals;

Fasti Entire month, beginning new excavation of soul crystals, no matter when found.

Birth:

Fasti Entire month, the percentage born with deformities in this month is 5% lower, although the shaman marked percentage is as normal.. since the gestation period of shadow elves is 12 months, it arouses deep and complex emotions in shadow elves. While anxious and fretful about birthing itself, they fondly recall the determination of their efforts to conceive at this time. Many young elves will pair at this time, beginning relationships and marriages.

Wanderers;

Ne Fasti Entire month, the whole race of shadow elves, rests in all their cities, from non-essential activities (guards still work, and farmers tend the crops, food and Trania still prepared), no new activities, plantings, constructions are started, minimum travel. Shamans hold round the clock vigils in the Temple of Rafiel, with hourly sacrifices to ensure the strength of the whole race. being born in this month prevents one from ever becoming an officer in the army, or building a stronghold. Shamanistic births are extremely rare (-10%), although if they do take place this is regarded as great good fortune, the child is destined for great pre-eminence in the Shamanistic Hierarchy.

Wanderers 8;	Ne Fasti	Commemorates the insulting, inhospitable, and bad mannered rejection of the Alfheim Elves, and the disgrace following, total abstinence of any food or drink.
Temple 14;	Fasti	Marks the laying of the cornerstone of the Temple of Rafiel, remodeling temple begins now, construction of other temples always begun now.
Food 16;	Ne Fasti	Marks the return of the 2 nd shadow elves expedition, concluding the world was inhospitable.
Day 19;	Ne Fasti	Marks the return of the 1 st shadow elves expedition, concluding the sun became deadly and red.
Army 1;	Fasti	Mustering Day, every adult shadow elf is considered member of the army, yearly census is taken on all available soldiers.
King 1;	Fasti	Birthday of Tarasfir, the first Shadow elf king, selected under Rafiel.
King 12;	Fasti	Birthday of Telemon, the current shadow elf king.
Others 15;	Ne Fasti	Marks outbreak of a plague which killed over 100.000 elves in a matter of weeks. Dwarves are blamed for it, as Glantri Blamed Dwarves for it also.
Others 22;	Ne Fasti	Marks a shameful day, when Felewstyr and Celebryl clans quarreled and fought over ownership of areas of City of the Stars, some thousands died, before shame, shock, and exhortations of shamans stopped the insane slaughter, all combat prohibited this day, the two clans exchange gifts and greetings, and late evening meal together, to break the fasting of the day. Wear the simplest and humblest of garments, disrobing before shamans to reveal no weapons, given humble white garment by the shamans after a ritual blessing and washing their hands and feet in a little bowl of holy water.
Bounty 24;	Fasti	Look forward to the promises of Rafiel forefilled, celebrated with great feasts, so bountiful that the next fasting day seems much less onerous.
Day of prayer:	None,	but priests pray after awakening an 8 hour restful sleep.
Piety awards:	None	additional
Piety Penalties:	Disobeying the doctrine results in double the normal penalties.	
Habits: ▶	Trusting	-2, Modest -3, Cautious +1.
Dead:	Buried	
Birth:	Baptized in the dew of several mixed fungi, called Trania.	
Colors:	White	
Incense / Oil:	none, Trania.	
Symbols:	none	
Stone / Metal:	Crystal	
Plants:	Fungi Trees	
Animal:	Giant Slug, Skinwing.	
Chant:	<i>See Refuge of Stone.</i>	

The Nucleus of Spheres

This power plant, known among the Immortals as the Nucleus of Spheres, still survives today. It is buried 10.000 feet below the Great School of Magic in Glantri, encased in solid rock with no access tunnel. Its radiation is deadly; any living being visiting the artifact would have to make a save vs. poison every round or die then and there. After leaving, such a visitor would have to make another save vs. poison, this time with a penalty of -1 per round of exposure the character just had, or be permanently affected by the radiation. Should the being fail, death occurs after 2d4 weeks of progressive debilitation (hair loss, muscle weakness, convulsions, skin aberrations, blindness, loss of thin extremities like ears, nose, fingers, internal bleedings, corporeal failures, etc.). A Wish or other high-level Healing might cure the victim.

The Nucleus of Spheres is an artifact in every sense of the word: both because of its ancient age and because of its potency as a Power source. Immortals of the Sphere of Energy discovered the nuclear reactor and bestowed their Immortal magic upon it, giving the artifact the ability to produce the Radiance and enable mortals to attain Immortality in the Sphere of Energy with it. Naturally, Immortals from the other Spheres did not see this development as a good thing, for the power of the Nucleus to assist the Sphere of Energy seriously unbalanced the delicate equilibrium among the Spheres.

So Immortals of the Spheres of Time, Matter, Thought put a great curse upon the artifact, giving it a nasty side effect in the form of a permanent magical drain. The artifact cannot currently be destroyed (time travel would be required to undo its existence in the present) and will eventually result in the annihilation of all magic in the world of Mystara. This particular curse was selected because of the affinity of the magic-user class with the Sphere of Energy, so that revenge will slowly, increasingly be exacted upon that sphere.

Chamber of Spheres: His most ambitious project is the construction of a nuclear reactor known as the Chamber of the Spheres. This is almost identical to the Nucleus of Spheres in Glantri, and it offers immense potential for the growth of the Sphere of Energy. This is done under the Refuge of Stone, with the only purpose of assuring that all the principles and scientific laws that he based his mortal life on are still viable (a clear sign of an obsessive-compulsive personality). For this same reason he is very interested in Rad's researches too.

Since the work of the Shamans is unknown to others—and in particular, no other Immortals know of his work—Rafiel's project could be the most important in the whole of Mystara. Rafiel is not just channeling his Shamans to do this work for the benefits of the Sphere of Energy. Even after aeons, Rafiel is deeply fearful of the intense shock done by the Rain of Fire. Successful building of the artifact in the City of the Stars is a form of reassurance that his consciousness is stable, secure, and reliable. Rafiel has obsessional-compulsive tendencies: he was a nuclear physicist in Blackmoor, after all.



The Chamber of Spheres

Soul Crystals: As Rafiel strove to understand the Immortal world in which he found himself and the Sphere of which he had become part, he struggled to protect the weak and oppressed followers. Instinctively, his nascent consciousness was drawn to the crystals in which nuclear energy survived in usable form.

By chance the Shadow Elves had been driven in that direction. By the growing power of his coalescing mind, Rafiel magically altered the crystals into a form which the Shadow Elves could use.

Even the ways of the Immortals depend upon chance, and the purposes of the deepest magics and fates are inscrutable. The Refuge of Stone contained a symbolic truth, laid down in a form of automatic writing, which would serve both Rafiel and the Shadow Elves well for centuries to come.

The Glantrians are not the only ones who know the power of the Radiance. Nor has the Brotherhood of the Radiance an exclusive hold over its use of its magical might. As the Refuge of Stone teaches, "In the fullness of Time, I, Rafiel, will show my Shamans the secrets of the crystals that have the power of life and death and life everlasting. Guard these crystals carefully, and I, Rafiel, will guide you."

“Soul Crystals” have nothing more to do with souls. Shadow Elves are no more reincarnated than are surface elves, or surface humans. Shadow Elves do not pre-exist within a soul crystal after their life ends. All of these teachings of the shamans are falsehoods taught carefully inculcate a high degree of reverence for soul crystals among the general population. This reverence guarantees that Shadow Elves will go to great lengths to find soul crystals and even greater ones to keep them intact and safe once they have been discovered. This is exactly what Rafiel wants, since the great work his shamans are performing needs many such crystals.

In fact, soul crystals are naturally occurring receptacles for the Radiance, scattered throughout the region by the Rain of Fire when the spaceship USS Beagle crashed.

On the surface, “mastering” the power of the Radiance is a dangerous affair. Each use has a 1% chance of corrupting a part of the user’s body, causing a rotting disease that mortals cannot heal. Fortunately this effect does not bother possessors of soul crystals. Instead, due to the magic used by Rafiel upon the crystals, the effect is displaced forward and the corruption affects future life. Among the Shadow Elves, babies born with deformities (primarily facial) are the price paid for the use of the Radiance by Shadow Elf Shamans. In fact each birth has a 5% chance to birth a deformed child under commoners, and 5+1% per level of a Shadow Elf Shaman, and 25% from a deformed parent, to birth a deformed child (always average this chance with both parents), this is checked anew for each birth. This fact is not known by any but the White Shamans and the Radiant Shaman herself.

Another danger on the surface is the draining of magic by the use of the Artifact the Nucleus of Spheres in Glantri. Again, this danger is avoided by the use of a soul crystal. This is for the simple reason that no curse has been placed by other Immortals on the crystals. It is not needed to keep track of Radiance use by the Shamans among the Shadow Elves.



The durability of Soul Crystals

Soul Crystals themselves are minor artifacts, being only receptacles and storage devices which allow safe, portable use of the Radiance power. Allowing these crystals to spread throughout the world of Mystara could seriously unbalance power-balances (i.e. the Game), giving magic-users “cheap”: power for which there are no tradeoffs, could cause the world to be overwhelmed by this magic. Fortunately the very nature of crystals, along with the beliefs of the Shadow Elves, will easily prevent this from occurring. At first is explained the religious awe of the Shadow Elves.

Soul crystals are believed to hold the past and future generations of the race of the Shadow Elves. This being the case, no non-shadow elf would ever be allowed to keep a soul crystal. If a Dwarf, say, happened upon a vein of the crystals and managed to extract a few, it would not be long before a literal army of Shadow Elves would be on his trail to retrieve their lost relatives.

Further, the crystals themselves are thousands of years old and are quite fragile outside their natural environment, both on account of their age and the magics placed upon them. A crystal taken to the surface world is soon affected by the harsh radiation of the sun: it crumbles to dust within seconds of any such exposure.

Since the crystal must be physically touched for its power to be used, this makes the effectively useless above ground. Trying to keep the crystals in the dark above ground does not work, either. The crystals will still crumble after 1d4 hours, no matter how tightly enclosed. Apparently only the ground itself (and thus at least 10’ of stone, a solid covering with lead or gold will keep it whole outside, as these methods always project from any radiation).

Notice also that, since Shadow Elves Shamans need to have a soul crystal to cast their spells, they cannot use Shaman spells above ground. This applies to all shaman spells, even those which do not actually use the power of the Radiance itself (of course magic user spells do not fit into this region).

And the true nature of the soul crystals is unknown to anyone outside the race of the Shadow Elves, and only a handful of Shadow Elf Shamans know the truth even the. Even Etienne d’Ambreville does not know that these soul crystals draw upon the power of the Radiance, and he is not able to detect those using this power through the agency of the soul crystals.

Finally, the soul crystals are not only used by the Shadow Elf Shamans as spell foci and for providing auxiliary magical power. Deep in the Chamber of the Spheres in the Temple of Rafiel in the Underground City of the Stars, the White Shamans labor to bring Rafiel's will to fruition. What are they doing there? It is a mystery which invites itself into imaginings of even the most subservient acolyte within the Temple.

Important Persons

Porphyriel, Radiant Shaman of the Temple of Rafiel. 21st Mage Shaman.

History: Porphyriel has, of course, spent all her life in the Temple of Rafiel in the City of the Stars. Born into the Alafanel artisan family, she has remembered her family roots—usually—and her family is intensely proud of her achievement. Porphyriel has always demonstrated exceptional wisdom in the service of Rafiel, it is not always the most obvious deferential form of reverence. Her election to the position of Radiant Shaman was something of a surprise even to the White Shamans who elected her—a couple of them swear that they were guided by Rafiel without conscious intent in their voting.

Personality: Porphyriel is a paradoxical personality. She is old, but has the eagerness and vigor of youth. She is calm and patient, but hungry for knowledge and impatient for a gate to Immortality. She can seem naïve and innocent, even otherworldly, but she can drop a phrase which shows that she is highly observant and appraises other people very accurately and quickly. Porphyriel is a very wise and smart Shadow Elf, and is also graceful and charming. Her junior Shamans love her greatly.

Appearance: Porphyriel is born in 273 AC, but has an ageless-face, looking both young and old. She has a very large Mark of the Shaman. Her long white hair is brushed back, and her beautiful bleu eyes are slightly slanted. She wears a white robe and head-dress as Radiant Shaman, but also wears a very large soul crystal and some finery upon her simple robes. She is beautiful as well as having dignity and authority, and at 5'3", she is considerably above the average height for a Shadow Elf.



E10, AC8, HD 9, Hp 57, Mv 120' / 40', Att 1 for 1d6+3+special, Save E10, ML 11, AL L, ST 9, IN 13, WI 18, DX 13, CO 13, CH 17. Skills: Ancient History +2, Codes of Law and Justice +1, Cooking, Gain Trust, Knowledge of Edible Fungi, Leadership, Natural Healing, Persuade, Read and Write Shadow Elf, Teaching. Languages: Elvish –Shadow Elf dialect, Thyatian Common.

Porphyriel has all the magical resources of the Temple of Rafiel to call upon, so she readily carries a Mace +3 which will slay any Orc, Goblin, Hobgoblin, Troll or Gnoll on any hit (sv vs. Death ray to negate). For defense she often uses the ring of protection +3 and a magical bracelet which takes 1 round to activate. It generates a field of force for a full turn (10 minutes=60 rounds) which acts as a Shield +3 with the power of curing wounds (cures 50% of all physical damage inflicted upon the wearer) once a day. The "shield" can be activated at will. This unique magical item was especially crafted for Porphyriel by Kanifasti, who wanted to make sure he was on the right side of the Radiant Shaman. Porphyriel has guessed this much, but still is very grateful, since the bracelet is a very potent defense and she knows the wizard must have put much to work into its creation. Porphyriel also wears a ring of regeneration (works till 0 hp, at +1/round after 3 rounds wounding) and carries staves of dispelling and healing. Porphyriel has a soul crystal of 7th level with 38 souls. And she has a personal 6th level soul crystal with 25 souls.

Special Spells

Certain spells are available to Shadow Elf Shamans to call upon the Power of the Radiance by using a soul crystal. These spells cannot be learned or studied by ordinary means, but are gained like normal clerical spells: by proper reverence of Rafiel, by keeping oneself "pure and White", and then waiting for "Rafiel to guide" one, granting the spell. These spells are described here in terms of understanding that almost all Shamans have of them, explaining their effects in terms of souls within the soul crystals. Even White Shamans still think this way about the spells, as is discussed under them. When a character has the appropriate spell, first then his player may read the spell descriptions. only much later, if at all, will they learn the truth behind them.

Number of Soul Crystals

Shamans are almost always only permitted the use of one soul crystal at any one time. Wearing any more would be almost disrespectful to the souls of which the Shaman acts as a custodian and protector. The Radiant Shaman is exempted from this restriction, and in extremis (massive assault on the Temple of Rafiel) the restriction can be more widely relaxed (temporarily of course). When a shaman gains a new soul crystal of greater potency than the one he or she currently uses, either from the Temple of from a quest of his or her own, they are always expected to return, the old, "weaker", crystal to the temple.

Ceremony: Anathematize

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any one living Creature.
Saving Throw: None
Shadow Elf Shaman 1 spell.

This spell is an all-purpose spell that a Shadow Elf must perform as part of a process to guide another Elf through some part of her life. This special ceremony is performed when an Shadow Elf has reached the age of 800 years, and must now be banished as a wanderer.

Ceremony: Consecrate

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: An construction area or Cave or mining area
Saving Throw: None
Shadow Elf Shaman 1 spell.

This spell is an all-purpose spell that a Shadow Elf must perform as part of a process to guide another Elf through some part of her life. This special ceremony has two different uses among the Shadow elves. The first allows the Shaman to dedicate an area of ground to the building of a Temple of Rafiel, and dedicates certain implements for that building. In this it functions exactly like the Consecrate ground spell. The second use of this spell allows the Shaman to dedicate an area of a cave for the mining of Soul Crystals, and dedicates certain implements for that mining. This spell will be dispelled by a Desecrate Ground spell only.

Control Destiny

Radiance spell

Range: caster
Duration; 2d12 Hours
Casting Time: 1 Turn
Effect; Permanent until used
Saving Throw; Affects the fate of the caster.
Shadow Elf Shaman 6 spell.

This spell alters the result of dice rolls affecting the Shaman, by drawing upon the power of the Souls contained within a Soul Crystal. To use this power, the character must have a Soul Crystal with a certain number of strong Souls: Souls weakened by previous spells are not available for use. The Shaman casts the spell in advance, stating how many Souls she is drawing upon. Their Strength is then reduced for a week, as described in the Call Upon Souls spell. The caster must then later state, before an event occurs, that it result will be altered. If the dice roll fails, the caster draws upon the Souls in the Crystal to change the score, on the basis of 1 Soul per point. When using this spell, the caster must draw upon the power of at least 5 Souls. If there aren't 5 strong Souls in the Soul Crystal, all remaining Souls are weakened, but the spell utterly fails irrespective of whether this number is more than the Shaman needs for "success" with the dice roll. One Control Destiny spell can affect only one roll. The Shaman can pre-cast any number of these spells before leaving, but she must have her Soul Crystal(s) with her to gain the desired effect. She must state before a dice roll, which spell she is expending, as they might have different numbers of Souls being drawn upon. Dice rolls affected: THACO, saves, damage, and ability checks. The caster can't get a score superior to what the dice can naturally produce. Ex.: the Shaman casts the spell to affect a save vs. DB, specifying that 10 Souls are being called upon. (and available). The Shaman fails her save by 5 on the dice roll. She draws upon the power of 5 Souls to make good this shortfall, ensuring that the save is made. The other 5 Souls are still weakened, eve though in sense they are not really use here.

Call Upon Souls

Range: 30' radius from Shaman
Duration: 1 round per level of the Shaman
Casting Time: 5
Effect: increase power of spell effects.
Saving Throw: None

Shadow Elf Shaman 5 Quest spell. Radiance spell.

This spell enables the caster to increase her spell effect for one round per level of the caster. The Shaman calls upon the power from one to five of her Souls in her Soul Crystal, specifying the number to be called upon when casting the spell. If she calls upon more Souls than are present in the Soul Crystal, the spell fails. Otherwise, the Shaman casts her spell as if she were a level higher per Soul called upon (so an 11th level Shaman calling upon 6 Souls would cast her spells as if she were a 17 level Shaman for the duration of the spell. If the level of the spell casting doesn't substantially affect the operation of the spell (e.g., as for a dispel Magic spell), then the caster may instead choose to increase any one of the following factors. Range (except for 0 or touch range spells.), Duration (except for Permanent or instantaneous spells), Area of effect (except for spells affecting only one person or target). The affected factor is increased by 10% for each Soul called upon (up to a maximum of 70%). It is possible for a Shaman to affect different factors of different spells cast successively during the duration of the Call Upon Souls spells. Immediately after the casting of the spell, the Souls called Upon are weakened and can't be called upon for a week. The Souls regain their Strength only slowly, as they have no material bodies. During this time their Strength can't be used for Radiance spells. However, they retain sufficient Strength to allow the Shaman to cast non-Radiance Shamanistic spells. Note that if the Shaman calls upon more Souls than the Soul Crystal possesses, the spell fails but the Souls are still weakened. Other Souls within the Crystal unused are still available, however.

Delayed Blast Fireball

Range: 240'
Duration: 0 to 60 rounds
Casting Time ; 1 round + 1/HD
Effect: Delayed Blast Fireball of 20' radius
Saving Throw: Halves damage

Shadow Elf Shaman 7 spell.

As the name implies, this is a Fireball spell whose blast can be delayed: it behaves like a time bomb. When he cast the spell, the Magic-User states the exact amount of rounds of delay (from 0 to 60) until the spell detonates. A small rock, very similar in appearance to a valuable gem, then shoots out to the desired location, and remains at that location until the stated delay elapses. The "Gem": may be picked up, carried, and so forth. When the stated duration ends, it explodes in an effect identical to a normal Fireball—a sudden instantaneous explosion inflicting 1d6 damage per level of the caster to all within the area of effect (a sphere of 20' radius). Each victim may make a saving throw vs. spells to take half damage. Once the spell has been cast, the explosion can't be hurried nor further delayed, except with a Wish. The "Gem" created is pure magic, not an actual object, and can't be moved magically (by Telekinesis, Teleport, etc.): however, it can be dispelled.

Discharge Soul Power

Range: 20 yards per level of the Shaman
Duration: Instantaneous
Casting Time: 1 Turn
Effect: Poisonous Energy Blast
Saving Throw: Special

Shadow Elf Shaman 7 Quest spell. Radiance spell.

To use this dangerous spell, the caster must have a Soul Crystal with a number of unweakened Souls, as usual. She can discharge some or all of the power of these Souls in a destructive energy blast followed by flames. The spell draws upon 2d10 Souls: the Shaman can't control the Strength of this spell. Each Soul causes 1d6 damage in the spell effect. However, when calculating damage, all rolls of 1 on the dice are rerolled. The blast is like a Fireball, causing double damage against hard material (stone or metal), normal damage against softer object (e.g., wood), half against living creatures. It also causes a flash of light, a clap of thunder, and a billowing cloud of 100' high per Soul called upon. The Cloud is mushroom shaped, and its head is 30 to 50% of its height. The smoke rises to the sky (or to the ceiling of a cave or cabern, etc.) and spreads out over a 200 yard radius per Soul drawn upon. Anything that remains a full Turn within that area must save vs. poison or be affected by a horrible rotting disease (hairloss, bleached and later blacked skin, bloodshot eyes, blood loss from eyes, ears, mouth, nose, and such, etc.—i.e. radiation disease) Saving throw modifiers include: +1 for remaining inside a log cabin or equivalent to +5 inside a Fortress. The cloud is not affected by winds, but dissipates after a full day. The Souls drawn upon are weakened, and can't be drawn upon again for one week. If there are not enough strong Souls within the Soul Crystal to meet the number of Souls drawn upon (determined by the 2d10 roll), then it must be re-rolled again. If the second roll is below the number of Souls in the Soul Crystal, the Souls are simply weakened for one week. If this second roll exceeds the number of Souls in the Crystal, the Crystal Shatters, destroying all the Souls within. The Shaman must make a saving throw vs. Death Ray (with a -2 penalty) or die immediately: even if the saving throw is made, she suffers 1d6 damage per Soul destroyed as the Crystal shatters.

Fireball

Range: 240'
Duration; Instantaneous
Casting time; 4 + 1/10
Effect: Explosion in a 20' sphere.
Saving Throw: Halves damage.

Shadow Elf Shaman 3 spell.

This spell creates a missile of fire that bursts into a ball of fire with a 40' diameter (20' radius) where it strikes a target. The ball will cause 1d6 damage per level of the caster to every creature in the area of effect. Each victim may make a saving throw vs. spells, if successful, the spell will only do half damage. For example a ball of fire cast by a 6th level caster will burst for 6d6 (6-36) damage: characters who make their saving throw vs. spells will take only half of the damage rolled on the dice. If the fire Ball is cast to hit wood, it has a 5% per hp the Ball is charged with to catch fire. The damage to wood structures will be the total damage divided by 5, if cast on stone it has to be divided by 1, but the total damage a stone building can sustain is maximum 10% of the total hp the building originally (at the time of construction) had. Anything on fire takes 1 fire point in the first round, 3 in the next round, 6 in the third round and 12 fire points in each following round. Any creature inside a burning structure will take 1d6 damage at the same rate (instead of 1). Other adjacent structures or flammable objects have a 10% chance per round to catch fire. To extinguish the fire, can 10 Human workers per 30' fire front extinguish 1d6 points of fire if sand or water is near, If the extinguishing damage is greater than the total fire damage that round, the fire is extinguished. Used in combat only when the target is intended to be destroyed, not captured. The area of effect is reduced to a 5' radius and the blast does only half damage if cast underwater.

Lava Breathing

Range: 30'
Duration; 1 Day
Casting Time; 6
Effect: 1 Air breathing creature
Saving Throw: None

Shadow Elf Shaman 3 spell.

This spell allows the recipient to breathe under Lava (at any depth). It doesn't affect movement in any way, nor does it interfere with the breathing of air. Also it doesn't protect against polluted or poisoned water. Note also that this spell doesn't afford protection from the intense heat of the Lava. Any character will be instantly killed when submerged in the Lava and trying to breath there. The breathing part will still function, but not for very long, since the lungs (and the rest of the body) are burned to cinder in a second. To survive under these special circumstances special magic is needed.

Stone Door

Range: 10'
Duration; Permanent
Casting Time: 1 round plus 1 round segment per level of the caster.
Effect: to seal and disguise a passage
Saving Throw: None

Shadow Elf Shaman 4 spell.

This spell enables the spell caster to seal off a tunnel or passage, while completely disguising this blockade from non-magical detection by other creatures (Stone races are an exception, dwarves not!). The Caster can seal off a tunnel area of up to 40 square' per level. Thus, a 7th level Caster could seal off a passageway of up to 280 square'—say, 20' wide by up to 14' high. The difference of this spell from others which might appear to give a similar result (e.g., Wall of Stone) lies in the disguise effected. Both surfaces of the stone created by the caster appear absolutely identical to the surrounding stone (actually it grows from that stone during the casting time after 1 round). While the stone created is but 1 inch thick, it responds to all normal tests (rapping with a hammer, etc.) as if it were solid rock. Only attempts to smash it down or work it with tools, or the usage of a spell such as Detect magic will reveal the Stone door for what it is. The Stone Door created at the rate of 40 square' per level of the caster, but any excess that would normally occur, will not become into existence, thus not adding to the thickness either. Finally, the caster only can pass through the stone door for a period of time after the spell casting as if it were a normal door (taking 1 round to "open" and 1 to "close"): this duration is 1 day per level of the caster. After this time, the Stone Door resists any bypassing. The Stone Door will always be as strong as the stone it was created from (the surrounding stone) in respect to the 1 inch thickness of the material. This means that although the rock appears to be a solid mass, it will collapse easily if soft stone or at least much more easily if harder stone. **SFPs** 25/level.

Transcend Life Force

Range:	caster
Duration:	2d12 Hours
Effect:	The caster only
Saving Throw:	None
Casting Time:	1 Turn

Shadow Elf Shaman 7 Quest spell. Radiance spell.

Casting Transcend Life Force, the culmination of a Shadow Elves Study of the Soul Crystals ends the character's stint in the campaign as anything but an NPC. Before Shamans can discover this spell through research, they must know all the other spells dealing with the Radiance. This spell allows the caster to use the power of the Radiance to loose the shackles of mere Humanity and join the ranks of the Immortals. To successfully cast it, the Shaman first undergoes a physical or mental trial devised subtly by Rafiel. The Shaman must go on a special Quest revealed to her by Rafiel. Long ago, they placed a special enchantment upon the Nucleus of the Spheres to alert them if anyone approached this stage of Radiance knowledge. When the Rafiel detect a Shaman's wish for Immortality, he begins directing the research of this spell, making the character facing horrible obstacles to procure extremely rare or dangerous ingredients. The Nature of such a Quest is suggested below, but a vital point is that a character can fail her attempt at becoming an Immortal. This causes the victim's body to wither and turn to ashes while her life-force is drained into the Soul Crystals of the Chamber of Spheres, where it becomes more energy supply. The character is lost forever and can't be retrieved (even by the use of a Wish spell). Her trapped life force (along with possible others) remains conscious within the artifact until the last flicker of energy (often for some months). With some Soul Crystals it is possible to use ESP or other forms of mental communication mode and converse with the victim. A life-force can only reveal what it knows—essentially how it got there and whatever it knew before it got there—but it will rarely do so for reasons which will become clear in the following section. However, the fact of mental contact with these consciousness explains in small part why Shadow Elves believe that Souls inhabit these Crystals. At levels in the Shamanistic Hierarchy below the White Shamans, Shamans believe fully that Soul Crystals draw on the power of Souls. When a non-Radiance spell is cast, the power of Souls is not drawn upon such an extent that they are significantly weakened. The Shaman does regard the spell as coming from a nexus involving her ritual casting, and the will of Rafiel. But the Souls stay unweakened. When Radiance spells are cast, Souls are weakened. This is due in part to the potency of the spells, in part to their symbolic importance (it is taught that they are known only to Rafiel's most trusted servants), and in part to the will of Rafiel. One major consequence of all this is that Shamans of Rafiel are understandably reluctant to cast Radiance spells. They understand that drawing on the power of the Souls doesn't harm or damage them: Rafiel would not allow such a thing. But, due to their symbolic significance, they must be used sparingly and with reverence. Reducing the uses of Soul Crystals to the absolute minimum necessary ensures that many Soul Crystals will become available for use in the Chamber of Spheres, with considerable potency left in them. The need for many Soul Crystals in the work there also results in the frequent Quests for Soul Crystals by the Shadow Elves. The most powerful are those of "Higher level" and with more ":Souls", and these are the most precious to Rafiel's designs. Hence the injunctions on high level Shamans to go on Quests to find them. But then their understanding of these Crystals begins to become more sophisticated than that of their junior. It is gradually apparent to A Shamans of Rafiel, when they reach the status of White Shaman, that the Soul Crystals are not what they have been believed to be. White Shamans are involved in the work of the Chamber of Spheres, and it is clear that the technological nature of this work deals with a lot more than Souls. Essentially Rafiel's most powerful Shamans are trying to build and Artifact very similar to the Nucleus of Spheres in Glantri. Rafiel wishes them to do this, because it will greatly increase the power of the Sphere of Energy if completed. Since Rafiel is an Immortal of that Sphere, this project is of central importance to him. White Shamans are introduced gradually to the fact that Soul Crystals aren't quite what they see. Initially, they are given to understand that there is simply more to these Soul Crystals than what they previously have learned. The nature of this more will be learned later, as they participate in the great work of Rafiel in the Chamber of Spheres in the Seventh Level of the Temple of Rafiel. They are also told tantalizing hints of the spell Transcend Life-force. They can't cast it—only a Radiant Shaman can do this upon attaining 36th level—but they realize what their goal is now: Rafiel's hand is guiding them to Immortality!! Don't forget that these Shamans are at least 19th level. They are far, far along the road, the Way of Rafiel, which now leads to Immortality. They understand gradually, as they gain levels, that the work in the Chamber of Spheres is the great Glory of Rafiel.

"in the fullness of time, i rafiel, will show my shamans the secrets of the crystals that have the power of life and death and life everlasting."

Immortality!! The devotion of the White Shamans reaches, if anything, a new ecstatic pitch. They gradually realize that the earlier beliefs they had about Soul Crystals were a parable taught them by Rafiel, to enable them better to appreciate his great work. However, they do not know the whole truth. The Radiant Shaman is the closest to such knowledge.

Sources: Dragon Magazines: 187,
TSR9287—D&D—Gaz13—The Shadow Elves,
TSR9372—D&D—AC1010—Poor Wizard's Almanac,
TSR9441—AD&D2—AC1011—Poor Wizard's Almanac II,
TSR2506—AD&D2—AC1012—Poor Wizard's Almanac III,
TSR2517—AD&D2—AC1013—Mystarean Almanac,
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Site of Pandius.



Saimpt Ralon


The Holy Queen, Sister Grain, Dionysus
Nehallennia, The Fruitful One, Demeter

Patron of life, Good Food, Fun, Health,
Wealth, Farmers, Merchants, Wine, Agriculture,
and those who produce goods for all.

- Region:** Arborea, Ossa, Les Iles aux Vignes.
Sphere: Initiate (IM 2) of Thought.
Home Plane: Arborea
Date Ascension: 954 AC.
Sponsor: Korotiku
- Statistics:** AC -18, HD 35, Hp 360, MV 150'/50', #AT 3 = Punch-3d6+7, AM 70%, Sv IM 21, AL NG, ST 32, IN 75, WI 44, DX 46, CO 54, CH 70.
- Powers:** Detection Suite, Improved save vs. Physical Attacks and Spells, Thief Abilities.
- Followers Alignment:** Any
Taxes: Followers were taxed 10% of their annual income, and 5% of vineyard income by the temple.
- Clerics:** Clerics, Druids, Humanoid Shamans, (Lupin, Turtle). Called Ralonites.
Alignment: Any non-evil.
Powers: Create food and wine for 1 person/level, once a day. Priests of Dionysus are expert wine tasters, and they usually learn to make wine as well. For obvious reasons, this side of the cult is not a very popular or stable one.
- At 5th level;** The priest can look at a field and tell what's being grown, how far along it is in the harvest year, what the state of the crop is (healthy, diseased, drought problems, etc.), and even what species is growing it (this can be handy when the party is sneaking up on the dwelling of an unknown monster and there is a garden nearby, for instance).
- Skill effects:** Favored skills among her followers are agriculture and Herbalism. Agriculture, and Winery (Renardy only) or Fishing (Turtles only) are extra skills to the chosen list.
Required: Agriculture, Honor St. Ralon.
Recommended: Local History, Reading/Writing, Religion.
- Accepted Weapons;** Standard. The weapons chosen for this priesthood are those which have some bearing in agriculture, like the Bill, flail (any), hand-throwing axe, scythe, sickle, or rarely used Nunchaku.
- Accepted Armor;** All non-magical non-metal armor, and/or shields
- Holy Symbol:** A golden ear of wheat.
Vestments; During ceremonies, the priests wear white tunics with bright red surplices, and they wreath their heads with shoots of vine.
Adventuring Gear; When traveling or working, the priests wear earth-brown tunics instead of their brightly-colored vestments.
- Dogma:** Life, good food, fun, health, wealth, farmers, merchants, good producers. Ralon is concerned mostly with the production of food and other trade goods. Hospitality and generosity are the most important virtues for a follower of Saimpt Ralon. Agriculture concerns Man harvesting Nature. St Ralon has shown man how to plant, grow, reap, and utilize crops: man, in turn, worships him as thanks for this bounty. The gods of agriculture is different from the other gods of nature and natural forces in that he represents the elements of growing that man utilizes and can control.

St. Ralon is mistress not only of agriculture but of all plants, an earth-mother well suited to being a druidic goddess. Because her daughter (most loyal follower) must spend part of the year as the wife of Hades/Loki, she spends that time mourning, which is why the earth is barren and fruitless throughout the winter. Her druidic sect is more cooperative with farmers than most, teaching them how to work the soil without harming it (using crop rotation rather than slash-and-burn, for instance). The earth is envisioned as a great mother who will nurture her children if they respect and care for her.

As the god of wine he is chaotic to the point of insanity. This fragment of the church teaches that drunkenness are liberating influences, drawing the innermost self out of hiding so that strength is revealed and the deepest weaknesses and fears can be confronted. On a larger scale, chaos is good because it frees each individual and group to find its own potential and strength. Clerics of Dionysus urge their flock to embrace drunkenness as a blessed escape from their troubles. They will work against any government they deem too lawful. While many lawful-good rulers dread them for this, lawful-evil tyrants have even more reason for fear.



Daily Activities:	<p>Many followers of Saimpt Ralon are commoners, farmer, traders or peasants. Their work itself is a practice of worship. As for the upper classes, the same applies to the wine making. Even the monasteries of the Congregation of Saimpt Ralon keep extensive farmlands and vineyards.</p> <p>The priesthood of St. Ralon are principally interested in making sure that 'mankind' continues to appreciate him. An angry Immortal of this sort can decide that crops fail, resulting in mass starvation and (eventually, if he is not appeased) a destruction of civilization.</p> <p>Lupin and man would return to a hunter-gatherer culture, living in small nomadic tribes and following herds of beasts, if this were to take place.</p> <p>Duties of the Priest: Guidance, Marriage. Observation of annual celebrations at the start of winter and start of spring. Vigilance against any threat to the community's ability to grow its food, including magical blights and droughts brought on by evil magicians or priests, artifacts or enemy gods.</p>										
Temples and Such:	<p>Ralon is revered everywhere in Renardy, though she is especially patron of the Noijou region. She is also revered by the Turtles.</p> <p>The Brotherhood of Vintages can be considered an affiliated order of the Ralonite clergy, even though it is an independent board of wine tasters. In fact, the President of the Brotherhood is always the Prior of the Congregation of Saimpt Ralon, and the headquarters are in the Abbey of Saimpt Veauctezy, where the mortal body of Ralon is entombed.</p>										
Known History:	<p>In her mortal life, Ralon was the Lupin Princess of Renardy and priestess of Saimpt Renard. During the last years of her father's reign, a considerable number of Glantrian lupins sought refuge in Renardy.</p> <p>While many Renardois lupins considered the newcomers as a threat, and tried to have the king outlaw them, Ralon saw them as an opportunity to improve the Lupin society. Not only she advised her father to welcome the Glantrians, but she also sponsored their leader, Clébard de Clairvault, into the Renardois nobility. The two became first allies on the nation's political scene, then friends, and in the end they married.</p> <p>After the demise of Ralon's father, she became queen, sharing the leadership of the nation with her husband king Clébard. During their reign, she worked to modify the social structure of Renardy, from tribal to feudal.</p> <p>Her greatest accomplishment was the introduction of the "golden leaves" as a method of social status improvement, redirecting the competition between the Lupin clans and the newcomers to a sublimated form, the wine contest. She attained Immortality under Korotiku sponsorship in 954 AC, as did her husband.</p>										
Personality:	Open, inquisitive, heartfelt, loyal, trusting, social, hard worker, structured. The Turtles know her under the Name Sister Grain.										
Appearance:	<p>A Lupin of the Hunter species, slender, yet strongly build, intelligent eyes, and a yellow brown fur, her left ear is stooped, during a battle she once had with the Goblinoids of Yazak.</p> <p>For humans she appears male, as with Lupins almost no human-like feminine characteristics are visible. For any dog-like creature she is a very beautiful female, strong, slender and seemingly cunning.</p>										
Allies:	Korotiku, Ka, Calitha, Saimpt Mâtin, Saimpt Clébard.										
Enemies:	Yazak goblinoid pantheon.										
Holy Days:	<p>The main ceremony is held after the judgment of wines. In the Abbey of Saimpt Vezy, the winning wine is used for the rites.</p> <p>As the Dionysus Celebrations and church rituals are wildly uninhibited orgies, but the most important rituals are sacred mysteries hidden from all but the highest priests.</p>										
Days of Prayer:	Nytdain. Priest pray at Dawn and Dusk, receive spells after the prayer following 8 hours of sleep.										
Piety awards:	<table border="0"> <tr> <td>Produce a wine which earns a Golden leaf.</td> <td>+1 Pip</td> </tr> <tr> <td>Produce a wine which earns two Golden leaf or more</td> <td>+2 Pip</td> </tr> <tr> <td>Produce a wine which earns five Golden leaf or more</td> <td>+3 Pip</td> </tr> <tr> <td>Produce a wine which earns seven Golden leaf or more</td> <td>+4 Pip</td> </tr> <tr> <td>Produce a wine which earns nine Golden leaf or more</td> <td>+5 Pip</td> </tr> </table>	Produce a wine which earns a Golden leaf.	+1 Pip	Produce a wine which earns two Golden leaf or more	+2 Pip	Produce a wine which earns five Golden leaf or more	+3 Pip	Produce a wine which earns seven Golden leaf or more	+4 Pip	Produce a wine which earns nine Golden leaf or more	+5 Pip
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Produce a wine which earns seven Golden leaf or more	+4 Pip										
Produce a wine which earns nine Golden leaf or more	+5 Pip										
Piety Penalties:	<table border="0"> <tr> <td>Spill wine in greater quantities or repeatedly</td> <td>-1 Pip</td> </tr> </table>	Spill wine in greater quantities or repeatedly	-1 Pip								
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Habits: ▶	Peaceful +1, Generous +2, Forgiving -1
Dead:	Buried far from living centers.
Birth:	Baptized in the morning sun, with holy Wine. (5 or more*)
Colors:	Green and Yellow.
Incense / Oil:	Rose, Sandalwood, Floral Scents, Wines (any).
Symbols:	Cornucopia, Golden wine-leaves.
Stone / Metal:	Amber, Emerald, Jade, Malachite, Moonstone, Silver, Copper, Bronze, Amethyst, Iron.
Plants:	Alder, Birch, Bramble, Elder, Feverfew, Mugwort, Rose, Tansy, Thyme, Vervain, Yarrow, Grape (any), Grain (any).
Animal:	Capuchin Monkey, Field-Crow, Parrot.
Runes:	Berkano, Uruz, Wunjo, Laguz. As Nehallennia, St. Ralon just recently learned about the powers of the Runes. He acquired him a set to be used in his rituals, but is as yet unaware of the deep true powers and thus cannot grant Runic spells.
Chant:	<p>Psalms sung during or prior to seeding or planting.</p> <p><i>Horn of Plenty in your hand,</i></p> <p><i>Great Nehallennia, Bless this land.</i></p> <p><i>Fruitfulness, plenty, ripening seed.</i></p> <p><i>Abundant Goddess, this I do need.</i></p>



Extra Spells

Saimpt Ralon's Mystical Vine

Range:	10'
Duration:	permanent
Casting Time:	1 day
Area of Effect:	1 vine
Saving Throw:	none

Cleric 5, Humanoid Shaman 5.

Through this spell, the priest can permanently enchant a vine, giving it extraordinary powers. Such vine may be used to produce wine, which has powers similar to that of a potion. A vine whose product was awarded at least seven golden leaves is required. If the spell fails, it can never be cast again on the same vine (which otherwise is not damaged). The result is not certain: the probability* that the correct effect is obtained is twice the priest's level, plus his wisdom score, plus the number of golden leaves awarded to the vine. This chance may be adjusted for more or less powerful effects and for more or less faithful priests (a +1 to +4 depending on Piety level of enchanting cleric). The enchantment requires a one day long ceremony, which cannot be interrupted, lest the spell be ruined. Material components are a potion with the power desired, a pearl of at least 1000 gp value (i.e. at least double the normal value), and the priest's holy symbol (all are consumed in the casting of the spell finishing). The Mystic Wine obtained from the vine has the same properties as the potion, but duration depends on the ageing of the wine (one turn per year of ageing). The wine may easily be ruined if not properly cared. In this case, the magical properties are gone as well. *Faith and co-operative magic are often used to enhance the success chances.

Sources: Mythological Encyclopedia,
 Dragon Magazines: 179, 180, 181, 237,
 TSR2007—D&D—White Box—Supplement 4—Gods, Demi-Gods & Heroes
 TSR1094—D&D—Champions of Mystara,
 TSR2521—AD&D2—Savage Coast Campaign Book,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Ranivorus

Yeenoghu, Anubis, Lord of Beasts,
Quranha, Kabustanir, Yainughu, Karastan
Patron of Gnolls, Raiders, Madness, Hatred and Insanity.



Region: Broken Lands, Ylaruam, Northern Reaches, Hule, Yazak Steppes, Hollow World (Nithia).

Sphere: Celestial (IM 16) of Entropy.
Homeplane; Yenoghus (112th layer of the Abyss)
Date Ascension; 10th century BC
Sponsor; Thanatos

Statistics; AC -10 (Wounding 1d6+5 / hit), HD 30, Hp 240, MV 150'/50',
#AT 4 = Punch-4d6+8, Footman's maces-5d6+13, AM 60%, Sv IM 16, AL CE
ST 38, IN 29, WI 27, DX 19, CO 25, CH 31.

Powers; Control Undead, Extra Attacks per round, Height Increase, Increased damage.
Twin Spiked Footman's mace +5, Black Spiked Plate Mail +5 of wounding.

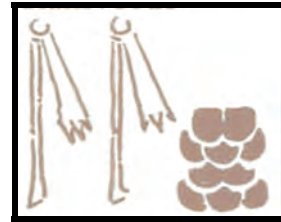
Followers Alignment: Any not Good, but Chaotic preferred above Neutral, which is preferred above Lawful.
Follower Powers; Gain the ability to act and speak in strange, scary ways, reducing foes' moral by 1 point per Charisma Adjustment.

Taxes; Followers were taxed 15% of their annual income by the temple.

Clerics; Clerics, Humanoid Shamans.

Alignment: Neutral , Chaotic.

Powers: Ranivorus' Clerics can whisper hateful suggestions to people without seeming to be evil. A 1d20 is rolled, and if the result is equal to or below the Cleric's level, the whisper is heard but the recipient does not remember who said it. the recipient must make a successful save vs. Death Ray or accept the whispered hatefulness as the truth. Only one such whisper per 24 hours can be made.



Besides this benefit, the clerics can "Turn Snakes" in addition to their Turn / Control Undead ability.

As a cleric of Ranivorus grows older, his visage becomes more and more like that of a Gnoll, if he is not one already.

At 10th level: The cleric can instill berserk rage (+3 to hit, -1 to AC, two attacks per round, but In. and Wis. Fall back to 2) in 1(+1/ Wis bonus) people by merely touching them (save vs. spells negates the effect). Those so affected become crazed killing machines for one round per level of the cleric. They hear nothing except the evil cleric's commands in their head. An additional victim may be controlled at every level following 10th.

At 20th level: The cleric permanently transforms into an equally aged Gnoll (Canis Erectis Meridionum-Desert Gnoll). At this point, all victims of the Berserker Touch become "permanent" "soldiers" of Ranivorus (saving as per Charm Person spell).

Shaman Powers; Once a day, cause an intelligent being to have violent convulsions, totally disabling the victim for 1d4 rounds (save at -2 vs. spells). The victim can do nothing more than drool during that time). Affect 4 levels or HD, +1 per Shaman Level.

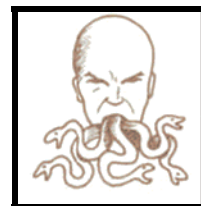
Skill effects; Extra Fighting Frenzy.

Accepted Weapons and Armor; Standard, Footman's flail. These clerics are also able to wear Plate Mail armor and use the flail without suffering any cultural (Hollow World) penalties, as these are the favored equipment of Ranivorus. Of course, since these items are the hallmarks of Ranivorus, it is not always desirable to use them.

Holy Symbol: Ranivorus' symbol, by the way, is a human head with five snakes issuing from its mouth.

Vestments; During ceremonies, the priests wear white tunics with bright red surplices, and they wreath their heads with shoots of vine.

Adventuring Gear; When traveling or working, the priests wear earth-brown tunics instead of their brightly-colored vestments.



Dogma: Gnolls, madness, raiding, destruction, deceit.

Daily Activities: Ranivorus' clerics are a deceptive and foul lot. All Clerics of Ranivorus have two life-goals. The first is to destroy Nithia by spreading hatred and insanity among the ruling class. The second goal is to establish a Kingdom of Gnolls as the rulers of the Hollow World. Of course, the Hollow World's Spell of Preservation prevents either of these from directly occurring. However, Immortals are very ingenious, and subterfuge can work where direct action is useless. Because of this, those not aligned with Entropy must maintain a constant vigil.

Temples and Such: A large group of these clerics has been poking around the old pyramids near Mount Khufiri, Hollow World. Rumors have it that they have uncovered information about another world that lies beyond and can be reached through the volcano. Through several intermediate caverns it will finally lead to two Gnoll cultures.



The first in the Broken lands, but this was disbanded by the Shadow Elves in 1014 AC, the Other in underground Graahkhallia, which was invaded by forces of the Master of the Desert Nomads before 1010 AC. Rumors are some of these tunnels lead through the Shadow Elven caves, to Soderfjord, Karameikos, the Black Mountains, and even far away Renardy on the Savage Coast.

Known History:

This Immortal, was a Gnoll born with the name Yeenoghu. He was one of the first Gnolls bred by the Nithian wizard Kruthep around 1050 BC. He soon proved to be a charismatic leader with chaotic and destructive tendencies and grouped under his shadow many other mischievous Gnolls.

In the end, he led the Gnolls to rebel against their Nithian masters, and in the mass uprising that followed was able to flee from Nithia, guiding his Gnoll followers to wreak havoc to the four corners of the Known World. A particular destructive and nasty Gnoll war leader, who with his folly and sadism swiftly came to the attention of the Immortal Thanatos, who sponsored the bloody Gnoll on the path to Immortality in the Sphere of Entropy.

After pushing his fellow Gnolls to invade Traladara in 1000 BC, Ranivorus was in fact one of the few who were able to survive their defeat, and moved westwards rampaging the countries he met, until tribe his stopped in Hule, and there he reached Immortality in the sphere of Entropy at the end of the 10th century BC. From that day, Ranivorus's cult spread among the surviving Gnolls with few rare exceptions (the Grugraakh of Graahkhallia and some tribes of Hardanger Gnolls). He cooperated with Thanatos to corrupt the Nithian society with promises of power to its leaders, and ultimately caused the downfall of his hated masters.

As an Immortal, Ranivorus served Thanatos for quite a while by spreading hatred and insanity among the ruling class of the Outer World Nithians, speeding its culture to its premature demise. He was not yet an Immortal during the Great Gnoll attacks on the Traldar in 1000 BC, but has since then promoted many Gnollish atrocities.

Personality:

Ranivorus is hateful, chaotic, and destructive. He loves to watch sweeping hordes of conquest and is always inciting the Gnolls and other Humanoids to form great bands and wreak havoc on surrounding peoples. He is probably the cleverest of the evil humanoid Patrons, and was the chief agent of Thanatos for corrupting the Outer World Nithians. He conspired with Thanatos and Corona to corrupt Nithia and still strives to bring Insanity in Nithia and Ylaruam.

The favorite Gnoll Immortal, Ranivorus is called Yeenoghu in Gnollish tribal dialect, and called Anubis in ancient Nithian Times. In the Hollow World, Ranivorus is still sometimes called Anubis, but then it is done by Gnoll tribes. He is heavily worshipped in the hills of Soderfjord and Vestland. Legends say that he caused the downfall of the Nithian Empire (500 BC) by spreading insanity among its rulers and wizards.

Anubis also goes by his given name, Ranivorus. Ranivorus is Pflarr's Immortal enemy, and does everything he can to thwart and torment his rival. In his true form, Ranivorus appears as a giant Gnoll. Gnolls are known as dog-men due to their appearance, and Ranivorus exploits this physical similarity to mislead and corrupt Pflarr's followers.

In the Hollow World, Ranivorus is a bringer of Chaos, prompting Humanoid races to fight among themselves and to destroy other cultures to satisfy their own sense of spectacle. Heroes in the Hollow World will occasionally run into humanoid tribal movements and wars brought about by Ranivorus.

Ranivorus was a good pupil of Thanatos, and has become a hateful, chaotic and destructive deity. He loves to watch creatures harm one another, he revels in bringing madness and desperation in the mortals' souls, and enjoys corrupting the weaker spirits with evil deceits. He often uses his shamans to rally humanoids in warbands and spread violence and chaos on Mystara.

Appearance:

Ranivorus appears as a huge 17' hirsute yellow furred Gnoll (Humanoid, furry, with a roughly jackal-like face) with huge, powerful, drooling crunching jaws and spiked fangs, wearing a black plate mail armor, carrying two footman flails, one in each hand.



He can animate any statue of himself, generates a Charm Person / Charm Monster effect at will. The Immortal hates all thievery of any type and when a tomb is being robbed there is a 5% chance that he will try to punish or kill the robber. If one of his statues is in the tomb there is a 25% chance he will animate it.

Often Ranivorus will don white linen robes and jewelry to mimic the appearance of his adversary Pflarr, but when he is being himself, he wears spiked black plate mail and wields twin flails in combat.

Allies: Since his "apprenticeship" to Thanatos ended, Ranivorus has had no specific allies among the Immortals. Sometimes he still teams up with Thanatos, as both often have similar goals.

Enemies: Ranivorus hates Pflarr (patron of Nithians, who hates Ranivorus for his role in the destruction of the Outer World Nithia) and Halav (patron of Traldars) with fiery passion.

He competes with Karaash to gain more followers among the humanoids, because Ranivorus keeps inciting Karaash's followers, the Krugel Orcs of the hollow World, to acts of conquest contrary to Karaash's plans.

Garal is also viewed as an enemy, because he represents a part of his ancestry which he despises (since Gnolls were created mixing gnomes and trolls).

Holy Days: None.

Days of prayer: Tserdain; Priests pray at noon, no more than 3 hours after awakening, and still rested (i.e. not acted strenuously in any way).

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Peaceful -3, Loyal -1, Honest -2.

Dead: enclosed in a cairn where died.

Birth: Baptized in Holy Water with sacrificial blood.

Colors: Bleu, purple, grey, Black.

Incense / Oil: Vinegar, Pine, Thyme.

Symbols: Mace, Flail.

Stone / Metal: Onyx, Jet, Agate, Alloys, Tin, Gold.

Plants: Juniper, Pine, Ahorn.

Animal: Hyena, Dog, Wolf.

Chant: None

The Towers of Evil

The "Two Towers" of Hollow World Nithia are seldom discussed by the natives. Few people know if they really exist or not, and those who do know rarely speak of them as doing so is rumored to bring a curse down upon the speaker and his family. Most Nithians say that the Towers are merely tales to frighten naughty children. In truth, their existence is all too real. The Tower of Sekhaba is the primary temple of Thanatos in Nithia. Here, protected by the Broken Lands of Nithia, these fell Clerics secretly concentrate their evil powers in a never-ending attempt to bring about the ruin of Nithia.

The Tower of Soth is home to the secretive order of Death-wizards who follow the way of Ranivorus, Thanatos' ally in evil. Both "Towers" are actually paralyzed Burrowers, positioned by the Entropic Immortals as the Spell of Preservation took effect. They were also polymorphed by the same Immortals to more closely resemble towers, but their twisted, organic forms betray their fell natures. Travellers who stumble across the Towers are immediately subject to the awful telepathic whispers that entreat them to enter the structures, and succumb to evil. Tales are told about mad travelers that come from the wilderness, ranting about the "Silent Screaming Towers".

The Tower of Soth

Although the other tower is not filled with evil clerics, its origins are equally mysterious. Again, legends say that it was originally discovered by a wandering magic-user by the name Soth. Soth was among the population of Dashur whom Kifara uprooted and sent north to form Tarthis. She slipped away from the hover-barges and wandered the grasslands, following voices that promised power for both herself and the new city that would grow on the Nithian Delta. The voices led her to an enormous, twisted tower.



Her explorations of the tower's interior lead her across a room filled with strange warped devices that pulse with power. Soth's explorations also changed her as she made her way from the bottom to the top of the awful tower. By the time she reached the main room, she had been transformed from a gentle, good-hearted mage with her people's nest interests in mind, to a twisted insane vessel for the Entropic energies of Ranivorus. Like Sekhaba, Soth also used her new-found power to call those of poor mortal fiber throughout Nithia. Over the centuries, she formed a cadre of equal size to the minions of Thanatos. Soth's evil mages work hand-in-hand with the followers of Sekhaba to wreak havoc in the magical lands of Nithia.

Death Candle

Range: Special
Duration: Special
Effect : 1 creature
Save: None
Casting Time: 1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

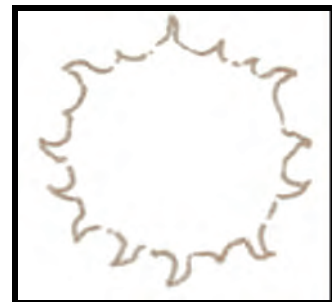
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Site of Pandius.

Rathanos

Ra, Amon-Ra, Pyro, Rathanashri, Rong Han, Yanguesh,
Gefion, Gefjun, Devi, Rathanes, Rushtam

Patron of Energy Life Forms

Region:	Davania (Meghales Amosses), Great Waste, Isle of Dawn (Ekto, Thothia, Trikelios), Alatian Islands, Hollow World (Nithia), Ierendi, Skothar (Esterhold, Jen, Minaea) Tothia (Isle of Dawn), Ylaruam (Alphatian Hidden Fire Mages).
Sphere:	Eternal (IM 28) of Energy
Home Plane;	Rathanak (free Outer Plane). As Gefion he has a place among the Asinye.
Date Ascension;	unknown
Sponsor;	Ixion
Statistics;	AC-19, HD 42, Hp 650, MV 150/50' #AT 4= Punch 5d6+10, Club 4d4+13, AM 80%, Sv IM 28, AL CN ST 53, IN 78, WI 44, DX 28, CO 23, CH 48
Powers;	Groan, Improved Saves vs. Spell Attacks, Increased Damage, Swoop. Club/Torch +3 of Flaming
Followers Alignment:	Any, mostly Neutral or Chaotic, yet not evil.
Taxes;	Followers were taxed 10% of their annual income by the temple.
Clerics;	Clerics, Specialty Clerics (Flame-bearers), Avengers.
Alignment:	Neutral or Chaotic
Powers;	Cast one Resist Fire Spell and one Produce Fire spell in addition to their usual spells. 5% bonus to researching spells of Fire.
Flame-bearers	The many Nithian clerics of Rathanos are obsessed with energy, especially that of flame. Fire always burns in the braziers of their temples, and they constantly research spells and magical items that produce flame. Rathanos' specialty clerics, hereafter known as Flame-Bearers, exemplify Rathanos' ideal. They live their lives devoted to the principles of Energy. In return, Rathanos provides these people with special benefits.
Alignment:	Chaotic
Powers;	Although Flame-bearers are subject to heat exhaustion like most Nithians, they are extremely tolerant to fire. At first level these priests are able to walk across a bed of hot coals without damage, and gain +1 to all saving throws vs. heat-or fire-based spells, breath weapons, wands, and other magic.
At 5th level;	They automatically take half damage from all energy-based attacks (if their saving throw is failed).
At 10th level;	They are not only immune to flame or fire damage, but can regenerate lost hit points with fire, be it magical or normal. Anytime one of these specialty clerics casts a fire based spell, he rolls a percentage die. If the result is equal to or less than his level, one aspect of the spell is doubled. The player may choose whether it is double damage, double duration, double area of effect, etc.
At 20th level,	Flame-Bearers gain an effect similar to a charm spell when dealing with flame-or energy-based elemental beings. In return for these abilities, Flame-Bearers must continually honor Rathanos by contemplating and researching magic related to energy and fire. Their beliefs also place them at direct odds to any followers of Entropy, and to defeat such enemies in combat, is to further honor Rathanos. At least one flame must burn in their chambers at all times, and the Flame-Bearer's entire life is devoted to the quest for a means to transform the human body into a vortex of intelligent energy. (Unfortunately, any successful means to this end generally results in the Flame-Bearer proceeding along the Immortal path of Energy, never to divulge the secret to other mortals.).
Avengers;	permanent "Resist Fire" power after sacrificing 1 point of Constitution in a ritual dedicated to Rathanos, and a +1 bonus vs. Saves vs. Fire.
Alignment:	Chaotic
Skill Effects;	Extra Fire Building Skill.
Accepted Weapons;	Standard, preferred Club and Torch.
Accepted Armor;	Any
Holy Symbol:	A Flaming Brand.
Vestments;	Red, robes (mostly cloaked)
Adventuring Gear;	Red robes.
Dogma:	Fire, fire creatures, energy, power, male supremacy. As Gefion; Magical Arts, Prosperity, Luck, Plowing, Crops, Land, nature, fertility, virgins



Daily Activities: Clerics of Rathanos do not harm beings that have a fiery nature unless they have no choice. If Rathanos is not properly honored on a daily basis, he has been known to remove his gifts—at the worst possible time for the luckless Flame-Bearer. In addition, the permanent price tag for these abilities is rather high, Flame-bearers have no saving throws against, and take double damage from water-based and cold attacks.

Temples and Such: Ancient volcanoes or artificial fire-pits. Else round buildings (actually enwalled areas) with no roof of any kind, and many fire-pits with in. N

Known History: Rathanos was a Magic-user of the ancient Oltec civilization, totally obsessed by the power of fire and the elemental Plane of Fire associated with it. With the passing of years he became an unchallenged, and undisputed master of fire magic until he discovered the path to Immortality and finally around 25th century BC ascended to the Sphere of Energy under the patronage of Ixion.

After becoming Immortal he spread his teachings to all of the Jennite tribes living in Skothar, descendants of the Oltecs whom Rathanos belonged to in his mortal life. At the same time he took a particular interest in the ascension of Nithia and gathered about him a cult of Nithian Worshippers, becoming one of the most important deities in their pantheon and their foremost patron together with Pflarr.

During the centuries he managed to create a strong movement for male supremacy inside the Jennite culture and this put the matriarchal tradition of the Jennites in danger. This friction escalated in an open civil war that opposed the female followers of Tarastia to the male worshippers of Rathanos, and the strife caused the collapse of the Jennite civilization, which reverted to Stone Age. This started the fire of misogynist hatred inside Rathanos's soul.

Rathanos turned then his attention wholly on Nithia, but here Thanatos's schemes made the Nithians turn to the wrong side and caused Rathanos to lose many of his followers to the rival Corona (the Nithian identity of Zugzul), who brought the Magian Fire Worshippers on his side.

Rathanos chose to concentrate his blessings and protection only on the most faithful of his followers and managed to preserve Thothia (the Nithian colony on the Isle of Dawn, which and was more interested in their own brand of mysticism and the worship of Rathanos) from the Entropic influence of Thanatos and his allies, saving it from the Immortals' cleansing and annihilation of the empire.

Afterwards he joined Pflarr, Ixion and Valerias in recreating the Nithian Empire in a preserved place, and after choosing the most traditional communities among those spared they transplanted them in the Hollow World. Here the Nithians thrived once more and they prospered under the guidance of the pharaohs loyal to the ancient Immortals.

Once Nithia was destroyed, with uncorrupted seedlings of the culture planted in the Hollow World by concerned Immortals. Rathanos had Nithian Followers both there and on the Isle of Dawn. Today, Rathanos is followed by Nithians and by some Alphantian Followers of the Flame (of which some have hidden themselves from the Magic hating Ylari underground). He has few worshippers elsewhere, and so is regarded as a minor Immortal.

Personality: Rathanos is interested mainly in the transformation from Matter to Energy, and is especially interested in creating a spell of transformation which will allow his followers to transform themselves into beings of pure energy—imperishable, Immortal, and beautiful.

He has not found the spell that will do this reliably, and so continues his magical researches, requiring magic-user followers to do the same until an answer can be found. His ultimate goal is to create a great, powerful nation of energy-beings: born as mortal beings, educated as quickly as only humans can be, and then transformed into powerful energy beings on the Sphere of Energy. Rathanos still carries one of his mortal prejudices: he believed in life, and believes as an Immortal that women should be subject to men. This brings him into conflict with numerous female Immortals.

In the Hollow World, Rathanos continues to persuade Nithian Wizards to investigate the Elemental Plane of Fire and the Sphere of Energy to further his aims. He may tap adventurers to find interesting books and artifacts which he will hope will lead him to answers.

He is a patron of the Nithians in the Hollow World, and will actively resist any efforts of Immortals like Thanatos and Rathanos to destroy the culture again.



Rathanos is obsessed with power and his misogynist view of the universe, which leads him to systematically oppose every female Immortal just for the fact of being female (the same attitude is also present in many of his clerics). Rathanos's only interest is the complete transmutation of all matter into energy, and in fire energy in particular.

He is constantly searching for a spell that will allow his followers to turn into beings of pure energy, making them unbreakable and Immortal. However up to now his researches have not produced the ultimate spell, and for this reason he continues to push his followers along this path, promising them that only this way they will achieve true Immortality.

If his plan will ever come to pass, he will create a nation of beings that will be born as mortals and can learn as fast as only mortals can do, but later will become eternal beings serving the cause of Energy.

Appearance:

Rathanos has several manifestation forms. As Rathanos he always appears in the form of fire, as a 7' tall humanoid made of blazing fire, without any distinctive features is his true Immortal form (see picture above). He may occupy a campfire, bonfire, or even the flames of a torch, animating it with his magical essence. If he must appear by himself, he will take either the form of a man-like fire elemental, or a whirling vortex of light.

As Ra he appears with a giant hawk's head and the body of a muscular man (see Picture here). He has the power to shoot twin rays of searing heat from his hands for 4d10 points per ray. He can cast an area of full daylight anywhere. He rides through the air in a huge war galley, made of solidified elemental flame. It travels 240' / 80' and mortal magic. Although most Nithians call Rathanos by his given name, some refer to him simply as Ra.



Although he is originally of Oltec origin, Rathanos' affinity for the magic-rich Nithian Empire caused him to manifest often as a Nithian noble. He, along with his ally Pflarr, is portrayed here right. Together, they rescued what they could of the fallen Nithian Empire, and transported Ranak to the Hollow World.

Allies:

Rathanos does not have many allies, he's too enraptured in his project to court many allies: Pflarr, who was a chief Immortal of the Nithians with him, is about the only one.

He sponsored Eiryndul as well as Pflarr, so both will aid him if he calls upon them. Fascinated by the possibilities that the Radiance might help him achieve his goal, he becomes the highest-ranking Immortal of the Sphere of Energy to support Rad during the latter's struggle with Ixion.



The Elemaster of Fire is also one of his companions.

During the Wrath of the Immortals he joined himself with the Immortal Rad, against Ixion and his companions.

Enemies:

Rathanos' personal enemies include Diulanna and Vanya, who resent his attitude about mortal women. Because of his character and goal he is in perpetual contrast with many female Immortals that challenge male supremacy in the universe. He also has Thanatos and Rathanos as opponents in the Nithian Empire in the Hollow World. And he also hates Zugzul (Corona), patron of fire giants and self-appointed Master of Fire way before Rathanos rose among the Immortal ranks.

Once the Ring of Fire is formed, its members become his foes as well. Stodos is also greatly disliked.

Holy Days:	the summer solstice, when the sun is at strongest and the sky at warmest. This is a day of parties, blessings and requests.
Days of Prayer:	Soladain, priest pray at morning (when the fire starts) and receive spells direct thereafter.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Energetic +2, Courageous +2, Trusting -2.
Dead:	Burned
Birth:	Baptized in the morning sun, with Holy Smoke.
Colors:	Red, Orange-Red, Yellow.
Incense / Oil:	Frankincense, Cinnamon, Palm oil.
Symbols:	The sun.
Stone / Metal:	Gold, Goldstone.
Plants:	Ash, Chamomile, Celandine, Marigold, Mistletoe, St.Johnswort.
Animal:	Hawk
Chant:	none

Extra Spells

Fire Seeds

Range:	Touch
Duration:	Special
Casting Time:	1 rd./seed
Area of Effect:	Special
Save:	½

Cleric 6, Exorcist 7, Humanoid Shaman 6.

The fire seeds spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either fire seed missiles or fire seed incendiaries, as chosen when the spell is cast.

Fire seed missiles: This casting turns up to four acorns into special grenade like missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 damage and igniting any combustible materials within a 10' diameter of the point of impact. If a successful Save vs. spell is made, a creature within the burst area receives only one-half damage, but a creature struck directly suffers full damage (i.e., no Save).

Fire seed incendiaries: This casting turns up to eight holly berries into special incendiaries. The holly berries are most often placed, being too light to make effective missiles. They can be tossed only up to 6' away. They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 damage to any creature and igniting any combustible within a 5' diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage. All fire seeds lose their power after a duration equal to one turn per experience level of the caster—e.g., the seeds of a 13th level caster remain potent for a maximum of 13 turns after their creation.

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 Site of Pandius.



Raven

Falcho Fallow guard, C's's't

Patron of Hin, Shadows, Raven, Luck, Coincidence, Natural Balance

Region:	Five Shires, Norwold.
Sphere:	Temporal (IM 7) of Thought
Home Plane:	Faerdinel (free Outer Plane)
Date Ascension:	
Sponsor:	Unknown, but probably Noumena. Raven's patron in the Sphere of Thought loves hearing about his little pranks. Raven may expect a little power bonus for each little gem shared with him.
Statistics:	AC-1, HD 21, Hp 110, MV 150'/50', AM 80%, Sv IM 28, #AT 2= Punch 2d6+1, Dagger-4d4+6, Sh. Sword+1d6+13, Sling-4d4+3, AL C ST 13, IN 17, WI 10, DX 18, CO 17, CH 17.
Powers:	Weapon Mastery Sling-Dagger-Short Sword, Detection Suite, Thief Abilities, Height Decrease. Dagger+5, Net+4, Short Sword +3, Sling.
Followers Alignment:	Any.
Taxes:	Followers were taxed 20% of their annual income by the temple.
Clerics:	Masters, Druids, Greater Shadows.
Alignment:	Neutral
Powers:	These Clerics can cast an additional Continual Darkness once a night, but only centered upon themselves. They can see through this Darkness as through a heavy fog—no more than one or two feet forward), or use their infravision to see as normal infravision.
Skill Effects:	They have the skill Move Silent extra.
Accepted Weapons:	Standard, Net, Dagger, Short Sword, Sling.
Accepted Armor:	Any
Holy Symbol:	A Raven burning with black Flames.
Vestments:	Dark brown or black robes adorned with raven feathers.
Adventuring Gear:	any
Dogma:	Blackflame, Hin, Hills, joy, laughter, luck, humor.
Cult of the Raven:	According the Followers of Raven.

Long ago in the untold past of Mystara there existed great forces battling for their dominance within Mystara. These mighty forces caused great destruction throughout the planet as the forces of the elements raged their eternal war upon each other. Land masses changed, volcanoes formed, oceans came to life, and the very air was mad with fury.

During this time that several forces allied with the forces of nature. They vowed to preserve the balance so that nature remains in harmony, and never again allow the elements to ravage war in the Prime Material plane. Nature is the harmony of all the elements, but the disruption causes imbalance and destruction.

It was these alliances that discovered how to tap into the power of nature, and it was these alliances that formed the first known druidic circle. These druids promised to preserve the balance of nature with the forces on Mystara. They fight any threat to nature in order to strive for balance and harmony. They will sometimes assist people or defeat people based on the desire to enforce this accord.

Very high level druids rise to the level where they can see the balance beyond mortal thinking. They see how the four elements are within us all, and how they are causing turmoil within the world. They travel the planes to help preserve the balance. They will defeat or assist elemental gods, lords, and forces, which in turn has a direct or indirect impact on the occurrences of events within Mystara.

The splinter group found and excelled in the ability to commune with animals and animal spirits. They learned how to speak with the animals and animal spirits. They practice their religion in solitude of nature of the wild lands in what is now Karameikos. During the first settlements from Nithia, the druids assisted the settlers and taught them how to cultivate the land without doing severe harm to nature. Many settlers became devote members of the druidic faith and in time this religion grew to become the most dominant religion of the land.

One favored animal spirit was the Raven. The Raven warned of a growing evil hidden in the mountain near the Lost Valley of Hutaaka. The Raven also reported sightings of large Gnollish war. The druids at this time used the knowledge to prepare for war, and to seek out this hidden evil.

Later after the Gnolls invaded and occupied Traladara, the druids would use their powers of nature to assist the Traldar in defeating the Gnolls. The Raven assisted the druids in acting as a messenger.

With the help of the druids and the Raven, the druids were able help the leaders mobilize the armies and coordinate attacks unbelievable speed and organization. In recognition to the Raven's contributions, the druidic circle became known as the Circle of the Raven.

The druids are granted powers by the life energies of nature, rather than any one particular god. They are granted powers by the animal spirits and spiritual familiars as well, and the most popular spirit for this circle is obviously the Raven.

They also have the belief that nature is both ruthless and generous depending on the acts of the creatures of Mystara. If any being defiles nature, then nature will release her fury in revenge. The lust for revenge must be satisfied for the defilers crimes. This sect satisfies this hunger for revenge with sacrifices from animals to the enemies of nature itself. Somewhere along the line, it was felt that humans were enemies of nature, so when defilers commit crimes, some humans might disappear. Over all their theory seems to be true. They get bountiful seasons when they perform sacrifices, but when they don't, the crops are bad. They also receive druidic spells. So what they are doing is correct, or is it? Are they being manipulated by another, maybe evil, force? Or is all this a coincident?

In one story, it is said that one can achieve Immortality as he is reincarnated into a lifeless vessel, and the spirit watches over his soul. The spirit prevents his soul from crossing the River of Styx, and bounds his spirit to this plane of existence. This is only in legends, though there are some true believers.

The Raven is never controlled by the druids. They simply cooperate as it is their will. The druids then in turn assist them in their wishes. The raven is just a force of nature (or god if you will) like other animals. It is the life essences that incarnates the ravens of the world. The collective spirits of all ravens, is "The Raven".

- Daily Activities:** Protect nature against the atrocities of mortals, Immortals, demons, and other powers alike.
- Temples and Such:** Small temple-like structures with overall round-shapes (including windows and doors) inside a hill.
- Known History:** Raven is a rare Immortal whose personality has not been shaped by the obsessive intensity necessary to achieve Immortality. He never really takes things seriously. His research on the path to Immortality came from books he pilfered. He almost stumbled over his Immortal patron at the top of a sky-mount (he was looking for something he had dropped while flying aboard a dragon companion). Coincidence seems to favor him.

It was this coincidence that brought him into contact with the Immortal Coberham Shadowglint, during it's creation of the legendary Blackflame. Curious as Halflings tend to be, and Falcho clearly was he slid down the tunnel, gliding through the first Blackflame created at the very same moment.

He became infused with its powers. And although at first it did cause him fear, and disgust from his fellow Hin. Rapidly speeding along the line of Master Powers, he found out that in fact he had become the very first Hin Master.

He did not let it disturb his ideas of becoming Immortal, instead, he used the newly acquired power to further himself along the Path of Immortality set. As one of the lesser sung Halfling Heroes of the Time of the Heroes (like Nob Nar, Coberham Shadowglint, and Brindorhin), he became known as the unseen Hin Hero, sometimes called the Raven, or the Shadow, as nothing more of him was seen then a dark flitch of blackness. Within a few decades he finished the Path and assumed the Identity of Raven, with a newly created human form resembling his original mortal form, how it was before the "accident".

Even his epic quest to steal something from each of the major races of the Air was a care-free holiday compared to the tasks of most Immortal candidates. With the powers of the Blackflame coursing through his body, all seemed to be an easy and coincidental task. Somewhere around However. Raven had serious doubts about his new Immortal status during his Initiate training. "Never before have I seen such a bunch of busy beavers, and all so serious ...

Raven constantly tries to cheer everyone with a few practical jokes and pratfalls, but nobody seems amused. "C'mon, what good is Immortality if you can't have a couple laughs now and then?" Undaunted by the sour dispositions and admonishments of his superiors, Raven decided that the magical effects he learned are perfect for injecting life into the realms of the Immortals.

- Personality:** Raven lets others deal with the problems of the Prime Plane. He does not openly ignore the orders of higher ranking Immortals. He tries to look busy. However, he rarely misses a chance to break the rules. He makes a gift of his brilliant sense of humor.

The creations of Raven

Shadows

As on Mystara the dreaded Shadows are not Undead, Raven became interested in these already existing creatures of the dark, who clearly intelligent, though lacking knowledge and wisdom. Raven found out that Mystarean Shadows were actually beings from another realm, of darkness and cold.

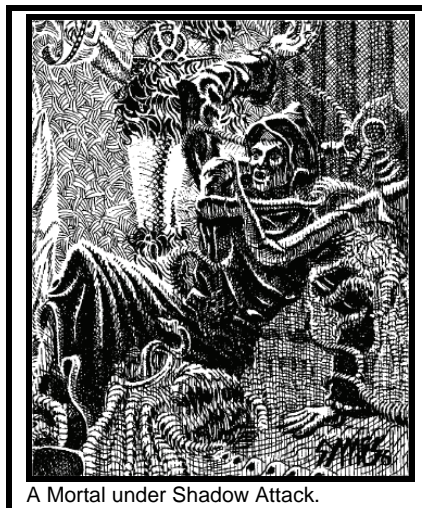
They were sucked into the Prime Plane during the Destruction of Blackmoor and forever prevented to return by the second explosion that created Broken Lands, and the World Mountain in Ethengar.

He thinks they might be related to the spirits of the spirit realm that was also brought in contact with the Prime Plane in these locations by the same disasters.

Concluding that these creatures, who had to feed on living humanoids, humans or similar to reproduce and survive, were also a part of nature, He became their one and only Immortal, to their difficult language named C'xs't.

Shadows don't have a cultural system, or language similar to any intelligent mortal. They are primarily individual predators, feeding on mortals to survive, drawn to Entropic magic like a magnet, and often caught controlled, or imprisoned by it. Since their Intelligence and Wisdom is so low, they can't become clerics or anything similar, nor can a mortal (even by magical means, like Comprehend languages or even a Wish) ever communicate with them.

But the power of Raven granted them a double HD and a stronger strength draining—i.e. permanent, to better feed themselves, these greater shadows often take on the leading role when coming under magical control.



A Mortal under Shadow Attack.

Shadow Essence	<p>To keep the natural balance against these powers to let them survive, Raven changed <u>all</u> the Shadows so that when they were destroyed, they would fall apart in a Dark black-purple glowing black essence. Mortals drained of strength could thus regain their losses by consuming this barely visible essence rapidly (it evaporates in one round per HD of the shadow).</p> <p>One round of sucking essence from the ground could restore a lost level, if the character succeeds a Dexterity check for its awkward position each round sucking. The essence can also be collected, and stored for later use in a potion bottle. A person not drained of strength, or if the person gained a HD or level after the draining will get no benefits from the essence in any way. Shadow essence is destroyed instantly if coming in contact with natural sun-, or moonlight.</p>
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Appearance:

Raven's Immortal form is like his mortal form, except the skin, hair, and other features are glistening black. If he closes his eyes and mouth (a rare occurrence) in the dark, he almost disappears. This was his appearance when he became infused with the Blackflame, and he had while becoming Immortal, and he liked it thus that he took it as his normal form.

Raven's mortal form is that of an ancient but spry Halfling (his mortal identity of Falcho Fallowguard) with twinkling eyes that promise mischief. His brown-golden hair is shot through with grey, and his features wrinkled, but his body is that of a vigorous youth. Halfling Rank K, ST 11, IN 17, WI 8, DX 18, CO 17, CH 16, AC 6



Allies:

Coberham Shadowglint, the creator of the Blackflame, and Brindorhin. He doesn't truly get along with Nob Nar, (Jealousy) but they aren't enemies or foes in any way.

Enemies:

His only enemies are the Immortal patrons of orcs and goblins: Karaash, Yagrai, Wogar

Holy Days/Days of Prayer: none. Priests pray at Dawn.

Piety awards: A successful theft +1 Pip

Piety Penalties: Getting Caught -1 Pip

Habits: ▶ Peaceful +1, Cautious +1, Energetic +1.

Dead: Buried in the Hills

Birth: Baptized in the morning sun, penetrating the waves.

Colors: Black, Purple, and Gold.
Incense / Oil: Myrrh.
Symbols: Raven
Stone / Metal: Onyx, Obsidian
Plants: Darkwood, Black Oak (Quercus Nigra).
Day: Nytdain
Animal: Raven, Crows, Magpie.
Chant: None

Extra Spells
Fortunate Fate

Range: Touch
Duration: Until Target is reduced to 0 Hp or less
Effect : one follower of (allied) Immortal
Save: None
Casting Time: 2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Sources: Dragon Magazine 2,
 TSR1071—D&D—Rules Encyclopedia,
 TSR9232—D&D—Gaz8—The Five Shires,
 TSR9207—D&D—IM3—The Best of Intentions,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.

IMPORTANT: SHADOWS ARE NOT UNDEAD ON MYSTARA, BUT UNFORTUNATE BARELY INTELLIGIBLE PLANAR CREATURES WHO DESIRE TO SUSTAIN THEIR EXISTENCE LIKE ANY OTHER CREATURE, BUT THEY DO SO BY DRAINING LIVING CREATURES OF LIFE ESSENCE (I.E.; STRENGTH), THEY WILL HOWEVER NOT DIE BY LACK OF FOOD, BUT FALL INTO A SORT OF SLUMBER AWAKENED BY THE SENSE (BODY HEAT) OF LIVING CREATURES ON WHICH THEY CAN AND WILL FEED.



Razud

Rajudha

Patron of The Self Sufficient and the Alphatians

Region:	Alphatia, Bellisaria, Isle of Dawn: Ekto, East Portage and Trikelios, Glantri (illegal and almost non-existent), Minrothad, Norwold, Alpha, Skothar (Esterhold), Dimension of Old Alphatia.
Sphere:	Hierarch (IM 31) of Energy
Home Plane;	Celestia (free outer Plane)
Date Ascension;	around 4400 BC
Sponsor;	Ixion
Statistics;	AC-19, HD 45, Hp 800, MV 150/50' #AT 5= Punch 4d6+8, Gentle Touch-3d12+8, Staff-3d6+11, AM 90%, Sv IM 31, AL N ST 36, IN 90, WI 33, DX 20, CO 43, CH 40.
Powers;	Extra Attacks per round, Mystic Abilities. Stone staff +3.
Followers Alignment:	Any.
Taxes;	Followers were taxed 10% of their annual income by the temple.
Clerics;	Clerics.
Alignment:	Any.
Powers;	These Clerics receive a +1 bonus to individual initiative and a +1 bonus to their wisdom (natural limits do apply). +2 bonus to saves vs. Domination or Charm effects.
Skill Effects;	none
Accepted Weapons;	Standard, Mace preferred.
Accepted Armor;	Any
Holy Symbol:	The granite tree (a tree of any sort, especially oak, made entirely of stone), representing strength and durability.
Vestments;	Grey robes, tattooed wrists.
Adventuring Gear;	as vestment, but robes may be exchanged for more practical (non-colored wear).
Dogma:	Alphatians, self-determination, independence, courage, freedom, authority, strong willed characters.
Daily Activities:	Duties of the Priest: Guidance, Marriage, further the Dogma.
Temples and Such:	Large non-colored buildings of extravagant allure and architecture.
Known History:	<p>In ancient times, on another world (the Dimension of Old Alphatia), Razud belonged to the Cypric people, copper-skinned humans that were later conquered by the "pure" pale-skinned Alphatians and ended up assimilated by the Alphatian race.</p> <p>Razud was a very powerful, thoughtful and wise magician that at the end of his life discovered the path for Immortality and undertook it under protection of Ixion, becoming Immortal way before the Alphatian invasion of his Cypric world (around 4400 BC).</p> <p>When then Alphatians conquered the Cypric, the empire assimilated also many of the Cypric habits and legends, among them the cult of Razud. In the millennia that followed, Razud became also patron of the Alphatians (mainly worshipped by middleclass and wizards).</p> <p>Thanks to his intercession and to his guidance the survivors of the war that annihilated Old Alphatia (both Followers of Air and of Fire) fled Old Alphatia following Nithians invitations and managed to land on Mystara in order to rebuild the empire. But although he helped the Flaems to purge themselves from the evil taint of Alphas IV's folly, his cult did not remain strong among them as much as among the other Alphatians, also because of Rad's manipulation of the Glantrian politics.</p>
Personality:	<p>Razud is a determined and resolute individual. For this reason, he especially looks with favour over those worshippers who demonstrate to be independent and self-sufficient, those who look for his guidance and protection, but at the same time they are bold and resolute enough to face the challenges of their life with their own strengths. Razud is worshipped especially by all those who struggle for a better life, independence and success.</p> <p>Razud likes to help the self-sufficient. He looks kindly on those who seek guidance from him but are brave enough to forge out on their own if he offers none.</p> <p>Razud is not the sort of Immortal to whisper in adventurers' dreams to persuade them to undertake his tasks. However, an Alphatian hero could well be his follower, and Razud might respond with omens and signs to his pleas for guidance—especially if the hero has shown independence and assertiveness.</p>

In the Hollow World, Razud is not the Patron of any existing culture, but when the Alphas were placed there and came there themselves, he took both Alphas and the Alphas Neatharium under his wings as he had done on the Outer World.

Appearance: Razud appears as a young man, perhaps 16, of the old Cypric race: golden skinned, light brown-haired, green-eyed, with a smiling moon face.

He is very handsome, and wears thin silken robes preferably in emerald green, or else in white.

Allies: Razud has no close allies among the Immortals, though Alphas (a fellow Cypris-Alphas) and Koryis (whose extreme lack of will often angers him) are usually willing to cooperate with him.

He also likes to cooperate with Dragons, mostly of the Gold, Ruby, Amber or Red species.

But he hasn't yet worked with any of the Immortal Dragons together, apparently he prefers mortal Dragons.



Enemies: Razud opposes Alphaks' efforts to destroy the Alphas people. Alphaks takes this much more personally than Razud, and considers Razud his enemy.

Holy Days: 14th Swiftmont. Followers meet and prove the might of the Alphas in resemblance to other cultures.

Days of Prayer: Moldain, and every first Soladain. Priests pray at dawn.

Piety awards: None additional

Piety Penalties: None additional

Habits: Energetic +1, Modest -3, Trusting -2 (Alphas +1), Dogmatic -2.

Dead: Burned

Birth: Baptized in the morning sun, penetrating the waves.

Colors: Grey, White, Emerald-green.

Incense / Oil: Juniper, Jasmine, Lotus, Floral scents.

Symbols: Flying Bull

Stone / Metal: Emerald, Topaz, Green Quartz, Copper.

Plants: Loosestrife, Mugwort, Rose, Willow, Birch, Papal, Fir, Hawthorn.

Animal: none

Chant:
*Alphas rules,
Alphas is,
Razud gave,
All that is,
Alphas is better.
Help me prove my case,
Is true Alphas,
And should win the balance,
Toward the Alphas Best.*

Extra Spells

Fortunate Fate

Range: Touch
Duration: Until Target is reduced to 0 Hp or less
Effect : one follower of (allied) Immortal
Save; None
Casting Time: 2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Death Candle

Range: Special
Duration: Special
Effect : 1 creature
Save; None
Casting Time: 1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

Sources: Dragon Magazines;
TSR1037—D&D—Gaz0—Dawn of the Emperors,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Ruaidhri Hawkbane

The Silver Hunter

Patron of Hunters, Bane of Lycanthropes

Region:	Minrothad, Darokin, Sind, Undersea.
Sphere:	Initiate (IM 3) of Thought
Home Plane;	unknown
Date Ascension;	around 4400 BC
Sponsor;	Saimpt Malinois.
Statistics;	AC-19, HD 45, Hp 800, MV 150/50' #AT 5= Punch 4d6+8, Gentle Touch-3d12+8, Staff-3d6+11, AM 90%, Sv IM 31, AL C ST 36, IN 90, WI 33, DX 20, CO 43, CH 40.
Powers;	Extra Attacks per round, Mystic Abilities. Stone staff +3.
Followers Alignment:	Any.
Taxes;	Followers were taxed 10% of their annual income by the temple.
Clerics;	Clerics.
Alignment:	Any.
Powers;	These Clerics receive a +1 bonus to individual initiative and a +1 bonus to their wisdom (natural limits do apply). +2 bonus to saves vs. Domination or Charm effects.
Skill Effects;	Extra Tracking Skill.
Accepted Weapons;	Long and short bow (allowed all classic hunter's weapons: dagger, long and short sword, quarterstaff, spear, sling, bolas, net, trident and javelin). All must be silver plated.
Accepted Armor;	Any
Holy Symbol:	A giant hawk with human eyes, pierced through the breast by a silver arrow.
Vestments;	none determined as yet,
Adventuring Gear;	any
Dogma:	Destroying all lycanthropes, protecting demi-humans, hunting, revenge.
Daily Activities:	Duties of the Priest: Guidance, Marriage, further the doctrine, slay any Werecreature.
Temples and Such:	Small wooden buildings, actually enlarged homes.
Known History:	<p>Ruaidhri was born in the 4th century AC on the Traders' Isle in Minrothad in a family of wood elves. He witnessed all his parents, friends and relatives massacred by the werehawks during the spreading of Lycanthropy in Minrothad. Mad with rage and burning with vengeance, he incited other elves to attack the Lycanthropes, thus triggering the Silver Purge in 443 AC (in Undersea the Knight of the Long Knives).</p> <p>After wiping out Minrothad of its werebeast, he left his home to complete his revenge,. For more than a century he followed every trace and rumor pointing to the existence of werehawks to every corner of the world on his Epic Quest to rid the world of all Werehawks. He killed the last member of that race in 593 AC.</p> <p>After all his travels and experiences he was convinced that despite all his efforts and long life, the world could have never been freed by the plague of lycanthropes by a mere mortal.</p> <p>For this reason he chose to walk the path towards Immortality: to go on with his hunt eternally. He became Immortal in the 8th century AC by St. Malinois. His cult spread especially in Minrothad and Undersea.</p>
Personality:	<p>Ruaidhri is obsessed by his crusade against what he perceives to be a cursed race preying on the living people and above all a constant threat to the life of all demi-humans (he was an elf). For this reason, the werecreatures but be eliminated without showing any regret or mercy. He is angry and bitter still after all these years.</p> <p>Ruaidhri has extended his hatred to all Lycanthropes and seeks to end them. The Silver Hunter expends most of his energy inciting were hunts.</p>

Appearance: An Elven hunter wearing a silvered chain mail and holding a silver longsword, with a longbow on his shoulders and silver-tipped arrows in his quiver.

Allies: none to speak of. His purpose is too single-minded. Ruaidhri is a loner who doesn't want stable alliances, and even his sponsor Malinois abandoned him when he realized the extent of his pupil's hatred. Immortals of the Sphere of Entropy sometimes aid the Silver Hunter without his knowledge.

Enemies: For his inhuman hatred of all lycanthropes he has become a fierce enemy of Mrikitat, Orcus and even Zirchev, of the Sphere of Energy who instead protect them.



Holy Days: 22nd Felmont. Were hunters display their yearly kills.

Days of Prayer; Lunadain. Priests pray at dusk, prior to sleeping and receive spells after 8 hours of sleep.

Piety awards: Kill a lycanthrope. +1 first, +2 third, +3 9th, +4 81st.

Piety Penalties: Show mercy to a Lycanthrope -5 cumulative.

Habits: ▶ Forgiving -2 (Lycanthropes =3), Reverent +1, Honest -1, Trusting -2.

Dead: Burned

Birth: Baptized in the morning sun by Holy Water.

Colors: Multicolor

Incense / Oil: Not determined yet.

Symbols: Sliver sword.

Stone / Metal: Silver ore, Silver

Plants: Moonflower, Wolfsbane.

Animal: Horse.

Chant: None

Sources: Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178, TSR9368—D&D—PC4—Night Howlers, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Saasskas

The Destroyer

Sakasi, Saasora, Ran,

Lady of Drownings,

The Hissing Demon

Patron of Devilfish(Ixicachitl)
and Destruction of Sea Races

One warning by Aaron Nowack: This does contain some references to my personal Undersea timeline, and also greatly expands on the character and influence of Saasskas. Though it does not directly contradict "canon material", it does introduce elements not included in canon.

Region:	She is worshipped in Sind as Sakasi, and as Saasora on the coast of the Sea of Dread. Recently, small cults of worshippers of Saasora have appeared in the countries around the Alphatian Sea. She animates the bodies of drowned sailors and adds them to her immense undead horde. Northern Reaches as Ran.
Sphere:	Celestial (IM 13) of Entropy
Home Plane;	Pandemonium, Phlegetos Devil Sea. Saasskas's Home Plane. , as Ran she is one of the Vanir. Ran, the sea-ogress wife of Aegir, has a huge hall to which the souls of the drowned go. Her hospitality makes the hall a rival to Odin's Valhalla
	Saasskas' home plane is a dark and dreary place. It takes the form of a vast sea with no bottom or surface. There is no light source, but the sea is not totally dark. Instead it is kept at a light level just above total darkness, allowing a sight range of around five feet.
	The water is breathable without special magics, but any creature "breathing" it, including sea creatures, will suffer a prolonged nasty form of the common cold for 1d4 months after leaving the plane, giving a -1 to Constitution until a cure disease is cast on the sufferer.
	Both mortal and Immortal magic work normally on this plane, with one exception. Mortal-level fire and sun based magics simply fail to function. It is recommended that DM's also use PC3: The Sea Peoples (and presumably, of Ships and the Sea, though I don't have that product) to determine the effects of being underwater on other spells.
	The only place of interest in this plane is Saasskas' castle, which is located at the exact center of the plane. This immense structure is constructed of black coral, and is an excellent example of devilfish architecture, though few mortals would recognize this. Inside the castle, globes of continual light provide light equal to normal daylight on Mystara. This is where Saasskas "hosts" the rare visiting Immortal, as well as keeps those prisoners of sufficient importance to be relocated here from the Prime.
	The main inhabitants of Saasskas' home plane are devilfish and undead, as well as kraken, sea dragons, and other sea monsters who have chosen to serve Saasskas. In addition, "corrupted" versions of many creatures found on the Elemental Plane of Water can be found. Versions of most normal aquatic plants and animals, which have adapted to the environment here, can be found in addition. A few humans serve Saasskas in her castle.
Date Ascension;	500 BC
Sponsor;	Thanatos
Statistics;	AC-19, HD 45, Hp 800, MV 150'/50', AM 30%, Sv IM 13, #AT 7= up to 6 x Punch 3d6+7, or Trident-3d8+10, and 1 Tail-2d8+7, AL NE ST 28, IN 24, WI 20, DX 30, CO 30, CH 16.
Powers;	Call Other, Control Undead, Enhanced Reflexes, Spit Poison. 6 Tridents +3
Followers Alignment:	Any non-lawful. Most human worshippers true neutral or chaotic neutral. Very few worshippers are good. Saasskas was a female devilfish who gained Immortality by sacrificing thousands of tritons. Since gaining Immortality, she has concentrated on destroying the nations of Undersea and Underocean.
Taxes;	Followers were taxed 10% of their annual income by the temple.
Clerics;	Clerics, Humanoid Shaman (called Drownlords).
Alignment:	NE, CE, CN, N. The higher ranks are exclusively NE or CE.
Powers;	Clerics of Saasskas may control undead (but not turn).
At 5th level;	The priest may breathe water at will.
At 10th level;	The priest may summon 2d4+4 zombies to his aid once every other day if he is near a seashore.
At 15th level;	This increases to 2d4+8,
At 20th level;	He may use this ability twice per day.
Skill Effects;	Extra Swimming, Weather Sense Skills.
Accepted Weapons;	Saasskas' human clerics are required to use a poisoned trident as their primary weapon.
Accepted Armor;	Any
Holy Symbol:	A broken Trident.
Vestments;	Saasskas' human clerics wear blue robes with black trimming. The higher members of the order wear black robes with blue trimming.
Adventuring Gear;	Saasskas does not require any formal adventuring garb.
Dogma:	Devilfish, destruction of undersea races, aquatic undead and monsters, drownings. Saasskas' basic dogma is the destruction of the Triton. For humans, she is seen as collecting the souls of the drowned to serve her. As Ran it is the Sea and death there. Also malice. A cruel Immortal, 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 Immortal of Death. She has a great affection for gold and if sea-travelers 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, this Immortal despises anyone using fire or worshipping a fire using Immortal (Including Surtur).

She often ventures to the seas of the material planes to overturn ships, catch them in her net, and add its treasure to her own great hoard.

The Devilfish are fanatical in their devotion. The appearance of Saasskas the Hissing Demon has convinced them that they are the chosen people of the depths. Their mission is to bring death to all they find. Corpses are either eaten or turned into skeletons or zombies by the clerics.



Daily Activities:

The Devilfish seek to pervert the other creatures of the sea to their diabolic aims, or failing that, to destroy them. In the depths of the seas and oceans of the world, their Vampiric clerics sacrifice many who fall into their clutches. Others they drain of life energies, turning them into Wights. Vampiric Devilfish never create other vampires, except among their own kind. Once a Devilfish cleric has proven himself, he is transformed during a diabolical ceremony into a Devilfish Vampire.

Her human clerics often preside over funerals for those lost at sea. Her devilfish followers are required to attack triton and other undersea races whenever they can.

Temples and Such:

Devilfish Lairs and Temples are old abandoned ruins and sunken vessels infested by the Devilfish. In the depth of the sea they might lair in deep cracks in the ocean floor. Undead creatures are used by the Devilfish to guard their lairs.

Saasskas has two major temples above the water. One is a small temple in a Sindhi fishing village, which was the first temple of Sakasi in Sind. Her second major temple is a temple in Mirros, which is the main temple of the Sea of Dread branch of her religion.

Saasskas has one affiliated order. This is the Chosen of Saasora, known in Sind as Sakasi's Chosen. It consists of adventurer's who have had the spell Chosen of Saasora cast on them.

Known History:

The depths of the sea contain many things that man was not meant to know. One of these malignant entities is Saasskas the Destroyer, a demonic Immortal from the Sphere of Entropy. Saasskas steered life as a devilfish who contracted vampirism and then sought Immortality. This she attained by sacrificing thousands of Tritons on her altars deep at the bottom of the sea.



After spending centuries on other planes, she returned to finish the work she had begun. Using her powers, Saasskas discovered that many tritons had moved to the Sunlit Sea. Appearing to her devilfish worshipers, Saasskas fired them with an unholy crusade against the tritons. All the devilfish attacks which have taken place in Undersea have occurred as a result of her commands. To avoid intervention by other Immortals, Saasskas has not made her presence known to the tritons: rather, she uses her followers to accomplish her ends.

Saasskas prefers to Corrupt any who venture into her dark realm, using them to further her aims. The devilfish are firmly under her control and she occasionally appears to them as a devilfish of beast size. Totally in awe of her powers, the Devilfish carry out her every wish.

Personality: As an Immortal, Saasskas takes a long-term view. As far as she is concerned the ultimate destruction of Undersea is inevitable. She can afford to take her time, and revel in its low destruction. Her plan is to spread dissent among the races of the sea and to set them against one another. She raises the dead of the sea as her soldiers in her war. Thousands of drowned sailors and the bones of the ancient Taymora wait for the day that she will send them against the sea peoples in a wave of unstoppable undeath.

Appearance: Saasskas has two main manifestation forms. The first of these is that of a gigantic devilfish, and is the form which she appears to her devilfish worshipers as. (Picture above)

She also has a mortal identity corresponding to this form, for when her presence is required on the Prime. Her second form is identical to that of the lesser Hissing Demons (Marilith for the AD&D2 players out there). This is the form which she uses to deal with other Immortals, as well as to appear to her Sindhi worshippers. Currently, this is her "default" form, the one she spends the most time in.

This demon appears either as a 20' long giant poisonous snake or as part snake, part humanoid. In snake form, it may either bite or spit poison to a 30' range. The spit causes blindness unless the victim makes a successful save vs. Poison, and the bite venom is deadly (-4 penalty to the save).



The water demon's semi-human form is a six-armed female humanoid torso (about 7' tall) atop a 15' long snake body. Each of the six arms may wield any one-handed weapon, and a wide variety of weapons are often used (including swords, whip, net). Furthermore, any pair of hands may instead be used to wield a two-handed weapon.

The demon can change from one form to the other in 1 round, and may use a spell-like power at the same time. Any weapons used are dropped when the monster assumes snake form. A destroyer can be damaged only by magical weapons.

Saasskas also has a third form, which, though not yet a true Manifestation Form, she still uses. This form is that of a human woman with long black hair and bright blue eyes with no pupils or Sclera. This form is often seen wearing a robe that is a blue so dark that it is nearly indistinguishable from black. This is Saasskas' "Saasora" form, and is used when she appears in that role.

- Allies:** None (Brotherhood of Shadow during Wrath of the Immortals).
- Enemies:** Protius, Crakkak, Gorrziok, Kallala, Malafor, Polunius, Sharpcrest, Slizzark.
- Holy Days:** Followers of Saasskas "celebrate" the beginning of the shipping/fishing season in their area with a solemn ceremony for those who will drown over the course of the season.
- Days of Prayer:** Gromdain, Priests pray after awaking an 10 hour sleep and 1 hour prayer.
- Piety awards:** None additional
- Piety Penalties:** None additional
- Habits:** ▶ Cautious +2, Peaceful -2, Forgiving -2, Honest -4, Trusting -1.
- Dead:** Animated.

Birth:	Baptized in the morning sun, penetrating the waves.
Colors:	Any Dark.
Incense / Oil:	none
Symbols:	none
Stone / Metal:	none
Plants:	none
Animal:	Zombie fish, Ghoul fish.
Chant:	none

Extra Saasoran Spells

Dark Tide

Range:	sight
Duration:	1 hour per level of caster
Casting Time:	2
Area of Effect:	10 square ft. per level of caster
Saving Throw:	NA

Cleric 2, Humanoid Shaman 2

This spell causes an area of body of water's surface to become opaque. Under this area, creatures that take damage from sunlight do not take damage. Saasskas grants this spell only to her devilfish clerics.

Chosen of Saasora

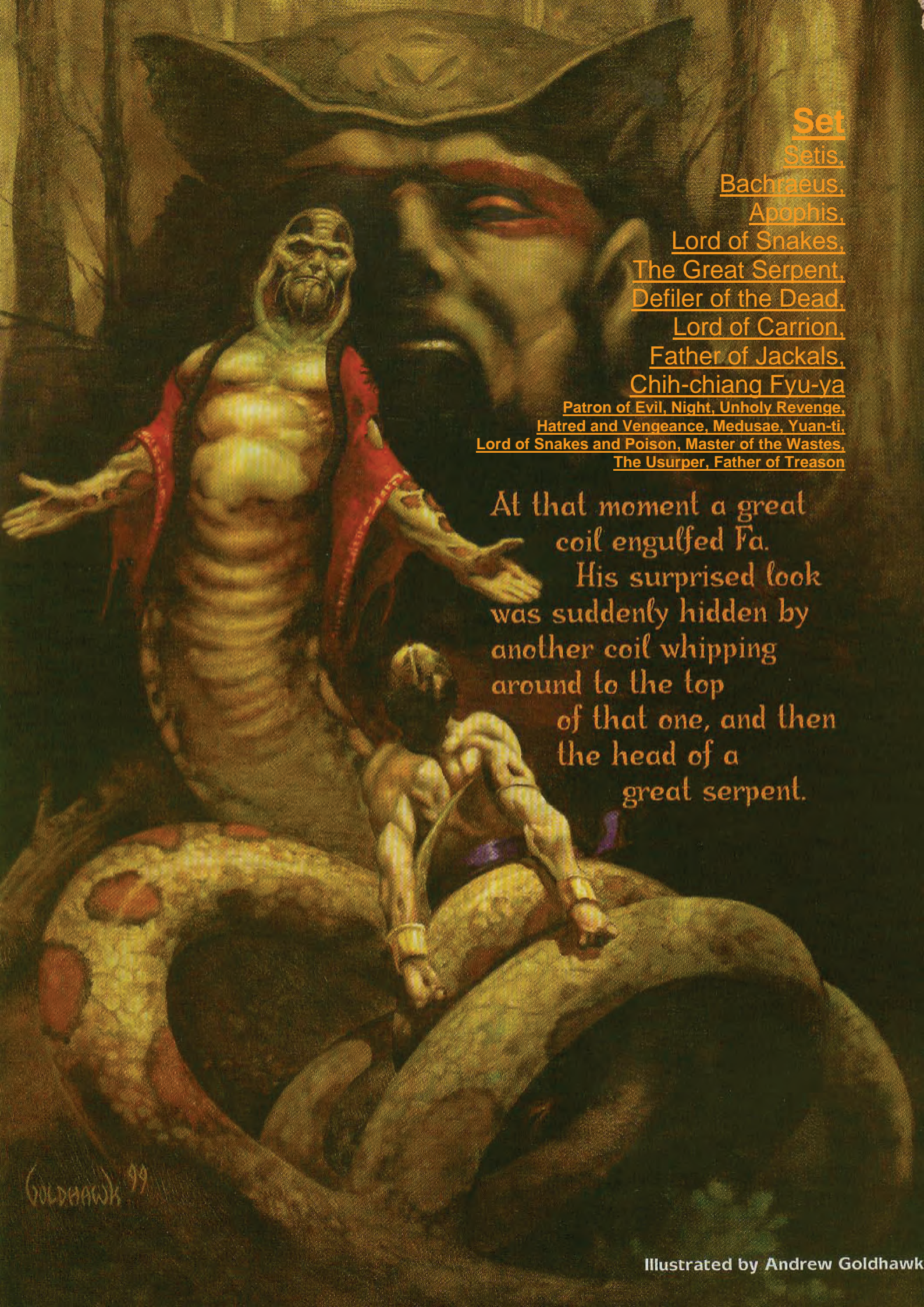
Range:	30 yards.
Duration:	Permanent
Casting Time:	1 round
Area of Effect:	1 drowned person
Saving Throw:	NA

Cleric 5, Humanoid Shaman 5

This spell is identical to **Raise Dead**, but may only be cast on a drowned person. When the person is raised, the following effects happen:

- The person's alignment permanently changes to **Neutral Evil**. However, all magical means of determining alignment show him to be his previous alignment.
- He becomes a devout worshipper of Saasskas, and joins the Chosen of Saasora. If he is a cleric, he abandons his previous Immortal to follow Saasskas.
- This spell is known in Sind as **Sakasi's Chosen**.

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 TSR9339—D&D—HWR2—Kingdom of Nithia,
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 Site of Pandius.



Set

Setis,

Bachraeus,

Apophis,

Lord of Snakes,

The Great Serpent,

Defiler of the Dead,

Lord of Carrion,

Father of Jackals,

Chih-chiang Fyu-ya

Patron of Evil, Night, Unholy Revenge,

Hatred and Vengeance, Medusae, Yuan-ti,

Lord of Snakes and Poison, Master of the Wastes,

The Usurper, Father of Treason

At that moment a great
coil engulfed Fa.

His surprised look
was suddenly hidden by
another coil whipping
around to the top
of that one, and then
the head of a
great serpent.

GOLDHAWK '99

Region:	<p>Davania (Jungle Coast and Meghales Amosses), Hollow World (Milenia, Nithia), Known World (Ylaruam). Set continued to be active in the region of the old Nithian Empire, and was considered a Fiend by the early Alasiyani nomads: he still figures prominently in their folklore.</p> <p>He is revered by the Manacapuru of the Jungle Coast of Davania, and has been a major mover and shaker in the region to the south of that land, Arypt, where he helped in the downfall of the Aryptian Nithians centuries ago.</p> <p>He is currently most active in the Lost Valley of southern Davania (where lies Eskarnak, a successor state of Nithia that was founded by Eskar, another native Nithian Immortal) and on the Savage Coast, in Hule, where he is known as Iriyelan, the Patron of Traitors and Rebels (he is *NOT* well liked by the Hulean Hagiarchy, members of whom are often the target of his Order of Assassins).</p> <p>He is revered by the Snake Cult of the Temple of the Serpent in the cities of the fallen Milenian Empire and the Aryptian Kingdom. He has an active cult in the Hollow World Nithian Empire, and various cells of Vampires throughout the Known World pay him homage.</p>
Sphere:	Empyrean (IM 23) of Entropy
Homeplane;	unknown
Date Ascension;	about 1400 BC
Sponsor;	Thanatos
Statistics:	AC-21, HD 37, Hp 420, MV 150' / 50, AM 70%, Sv IM21 #AT 3= Punch 3d6+8, or Spear-3d8+13, AL CE ST 37, IN 70, WI 33, DX 70, CO 50, CH 65.
Powers:	Control Undead, Groan (Hiss actually), Poison Spit, Poison Bite/Sting. Spear+5 of Draining and Darkness. This night black shaft has a +5 THAC0 and does 3 levels draining damage.
Followers Alignment:	Neutral or Chaotic. Assassins, Blackguards, Brigands, Criminals, Thieves, Rogues, Thieves, Tomb robbers, Wizards and the like.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Avengers.
Alignment:	Chaotic
Powers:	Clerics are immune to any snake poison, (in fact they drink it regularly). Set's clerics can cast Snake Charm once per day. This is a special power in addition to their normal complement of spells. They also possess the ability to Speak with Snakes, and may use this ability as often as desired. Both of these abilities also work with Scorpions, though the Charm abilities can only be used on either Scorpions or Snakes, not both at once. Set's clerics can also use the regular Snake Charm spell on either Snakes or Scorpions, but again, not both at once.
At 4 th Level;	they may use Snake Charm twice a day
At 7 th Level ;	They may use Snake Charm three times a day.
Skill Effects;	+2 on Animal skills aligned with snakes.
Accepted Weapons;	Standard, Dagger(allowed all one-handed slashing weapons and the blowgun)
Accepted Armor;	Any.
<u>Avenger Powers</u> ;	+1 bonus to ST vs. Poison and Petrification. Can cast Create Poison once every two days.
Skill Effects;	+2 on Animal skills aligned with snakes.
Holy Symbol:	A coiled serpent: or a snake in a figure eight (infinity) swallowing it's own tail (Great Hule): or any one of a number of snake motifs, or a Green Asp.
Vestments;	An Nithian style Robe made of ancient design, made of Snake skins
Adventuring Gear;	Any. Hollow World; Snake-Leather armor only.
Temples and Such:	Large temples with circular paths resembling a snake's shape. Or Snake-pits, enlarged, with benches around the edges, and an elevated pedestal on one place for the clergy.
Daily Activities:	The Church of Set is ordered by a strict hierarchy answering direct to him. Clerics of Set are charged to undermine and overthrow the theocracy of other Immortals, and spend their days executing ruthless and subtle plans to achieve their goals. Only the eternal vigilance of the other Immortals and their faithful keeps the majority of these plans from succeeding. Clerics of Set often oversee the activities of Thieves, Assassins, and other Evil beings, even if they venerate other Immortals. Many brigands and tomb robbers worship Set and use these activities to finance their plans as well as mock and denigrate the Immortals and beliefs of other Faiths and Religions. The clergy of Set heads several orders of assassins. Such clerics are not allowed to betray members of the order and must always work to promote the "Brotherhood of Evil".
Dogma:	Revenge, Death, Poison, Snakes, the desert, Destruction, Drought, Night, Rot, Hate, Evil Magic, Ambition, Murder.



The end justifies the means, and life is a struggle to be won by the powerful and the ruthless. Loyalty to one's comrades is admirable as long as it advances the cause of Set, and in the end, when Set accedes to his rightful throne, those that have served him well, will be justly rewarded. Destroy the clerics of Horus-Re and Orisis, thus accelerating Set's establishment at his rightful place as god-king of Nithia, and spread the cult of Set throughout the world. Sacrifice both wealth and sentiments to Set.

Known History:

Set, Brother of Orisis, is the most evil Immortal worshipped in Nithia. The son of Geb and long-forgotten Nut, his birth was horrific, for he tore himself free from his mother's womb and sprang upon the world as a foul and hideous thing.

He challenged the authority of Orisis for the leadership of the gods upon the death of Ra, slew Orisis (who were later brought back to life) through trickery, and was then defeated by Horus-Re and cast him out.

Now Set schemes against all Nithians (or those living on their former grounds—i.e. most of the Known World, Savage Coast Isle of Dawn, and Norwold), with the exception of Sebek, whom he exploits.

His only ally is Demogorgon, for both gods have found common cause in undermining the power of the other Immortals. His recent excursions outside Ylaruam (location ancient Nithia) have attracted the attention of Asterius, who wants to steal his power.

Unknown History:

This tells the history of two individuals, who lived in the same era and approximately the same region. These creatures eventually merged into one single identity.

APOPHIS	<p>Apophis was the stepbrother of Chardastes (son of the second wife of Chardastes's father), and ruled a small Duchy north of the river Nithia, while the brother had been granted the by his father the richer part of the kingdom on the banks of the River Nithia.</p> <p>Apophis envied the young Chardastes' prosperity and fortune, and devoured by hatred and lust for power, he planned a conspiracy to usurp the throne and get rid of Chardastes. Apophis paid a secret sect of murderers and slavers from an oriental province in exchange for the kidnapping of his brother. In fact he did not dare to kill him fearing to bring down on himself an ancient divine curse. Apophis invited his brother to his palace to celebrate the anniversary of his rise to the throne, but during the travel the royal caravan was attacked by the hired bandits in the northern Wildlands. Thanks to the undead summoned by the attackers' wizards, the assailants took the royal guard by surprise and the bandits managed to capture Chardastes.</p> <p>After he was sure that the brother had been carried away and sold as slave in a faraway land, Apophis marched on the kingdom's capital carrying the news of the onslaught of Chardastes. Armed with this information, he convinced the nobles and the army to support his claim to the throne in order to unify the two territories. Thus he became King of Nithia. Apophis ruled for five long years in constant fear of being discovered and exiled for his crimes.</p> <p>To prevent this, he created a rigid control over the nobles and bribed many generals, using his power to imprison or murder all those who opposed him. Moreover, listening to his Grand Vizier (a cleric of Thanatos), he began to create a secret army of undead warriors with the double purpose to defend the kingdom from any internal uprising and to declare war against the neighboring states, gaining new lands and destroying potential threats to his rule.</p>
BACHRAEUS	<p>Bachraeus was a Necromancer-King of the ancient Empire of Taymor, and was one of the few to survive the destruction of that land. He was part and parcel of Thanatos and Ranivorus' plan to destroy the Nithian Empire, and has done his best to corrupt any descendants of the Nithian peoples.</p> <p>However, Bachraeus coveted his older brother Orisis' power and so started to spin a conspiracy in order to assassinate the king and take his place both on the throne and on the wedding thalamus. Bachraeus lured Orisis outside the royal palace by inciting some eastern tribes to revolt against Nithia. He then set out to subdue the rebel tribes, but once there he faked his own kidnapping. Worried about his brother, Orisis traveled to that region personally to parlay with the rebels, and there he was first poisoned and later murdered by Bachraeus, who then cut his body into different pieces and scattered them along the river Nithia.</p> <p>Bachraeus then killed all of the people who had participated in his coup to eliminate uncomfortable witnesses, and traveled back to Nithia with sad news. After his brother's demise he made his claim on the throne of the kingdom and thanks to his allies' support and the lack of a heir, he was granted the title of Prince Regent.</p>
CHARDASTES' RETURN	<p>However, one fateful day Chardastes came back to the palace and demanded to be received by his stepbrother. When Apophis understood that his position was in danger, he declared the stranger an impostor sent by the king of a neighboring nation in an attempt to bring chaos in Nithia, and he tried to imprison him. Learning from previous mistakes, this time Chardastes proved more clever than the evil Apophis, and succeeded to escape with the aid of his ally, Maat.</p> <p>In the following months, Apophis ordered a manhunt in order to find a jail his stepbrother, but his search was vain. Also, he understood too late that Chardastes brought with him more troubles than he expected.</p>

	<p>In a short time, Southern Nithia was besieged by the armies of its neighbours supported by the magical troops supplied by the powerful Pflarr, who was helping Chardastes's rightful claim to his throne. Apophis mustered all the military might he had and decided to use his undead troops hoping to exploit the surprise factor. However, Chardastes had already been informed of this army and was prepared. In the final battle the troops of Apophis were scattered, many soldiers deserted and many conscripts refused to march against the frightening constructs of the mighty Pflarr. Apophis was besieged in the royal palace, and had to face Chardastes directly, who humiliated the usurper in front of all the court and the citizens.</p>
ORISIS' VENGEANCE	<p>After the rise of Bachraeus, Cheimos remained at his place without openly opposing him, but secretly helped Maat in her quest to find her consort and revive him. In fact, although struck deep at the heart, Maat didn't resign to the situation, and shortly before the crowning of her brother-in-law she fled the capital looking for the corpse of Orisis. Thanks to her determination and the magical knowledge of Cheimos, she managed to recover the thirteen parts of Orisis's body and mummified the corpse, succeeding to revive him as the first mummy.</p> <p>Orisis, aware of Bachraeus's deceit, returned to get a rightful revenge and reclaim his lost throne. When Bachraeus got word that Maat had finally came back, he arranged for a meeting with her in his desire of securing his grip on the throne and wooing the widow queen as soon as possible. Great was his dismay when he found out that Orisis had come back too, and the rightful king unmasked his brother's fiendish plan just in front of the court, calling upon divine powers to defeat him and reclaim his position at Maat's side.</p>
PRELUDE OF MERGING	<p>Bachraeus was then banned from Nithia and Orisis laid a terrible curse (unknown to him supplied by the Immortal Demogorgon) upon him, making him half man and half snake, the first Weresnake on Mystara. In his long wandering outside Nithia's borders, Bachraeus called upon the Immortals' mercy many times, but every time he got only the hatred and spite of all the tribes he encountered in his path, shunned and driven off as the terrible monster he had become.</p> <p>This poisoned his mind completely, and finally he began to make appeals to dark entities. Thanatos answered his pleas, and led Bachraeus in the underground tunnels beneath Nithia, in the lost pathways and cities of an ancient but now dead civilization of intelligent Lizardmen.</p>
	<p>When Apophis tried to flee, he reached the tunnels where Bachraeus had fled. There Thanatos tested Bachraeus' wickedness and loyalty. Apophis had wandered across the Nithian basin asking the gods' forgiveness for his sins, but every time he was driven away or hunted down by the human tribes he approached. This poisoned his mind completely, so he started to pray the forces of darkness to give him the strength to survive and to exact his vengeance. Thanatos answered, and after exposing him and Bachraeus to several trials to judge his loyalty, he then gave Apophis demonic powers. Together they thought to be able to gain revenge.</p>
THE MERGING	<p>But Pflarr himself confronted them, somehow suspecting Apophis getting help, and after killing his Grand Vizier he tried to imprison the soul of the vile monarch. With one last Entropic spell, Apophis' soul merged with Bachraeus, turned into a snake and in the ensuing confusion managed to avoid death at the hands of Pflarr. However, they did not escape Pflarr's curse, which disfigured them and locked them into a single-minded reptilian humanoid, half man half snake, a perpetual testimony to their double nature of traitor and worshipper of Thanatos.</p>
SETIS	<p>When Bachraeus came back to Nithia under the identity of Setis (Set), Cheimos was the first to be influenced by his malign powers. Setis bent the Magist's will to his own through a magical subterfuge and began to manipulate him first in order to discover the mysterious secrets that he guarded, and then to obtain Orisis's trust, becoming one of his counselors.</p> <p>Thanks to his powerful divine and arcane magic and his alliance with the Entropic forces, Setis spun his web of intrigue and deceit, murders and blackmailing, creating turmoil and hatred among the different factions behind the throne. These tensions culminated in a civil war and an attempted coup against Orisis and Maat, which Setis promptly used to murder Orisis (after discovering the weaknesses of his undead nature) and force Maat and Cheimos to flee in exile. Before Orisis' demise however, Maat succeeded in transferring his soul within her (as yet still mortal, but infused by Immortal powers ready to become Immortal) womb, getting pregnant by magic and later giving birth to Mitras, son and father of himself.</p> <p>In 1570 BC Bachraeus destroyed the last followers of the old monarchs and through a firm grip on the army he subdued to obedience the princes that had caused the unrest in the kingdom, establishing a reign of cruelty during which Nithia knew the power and the corruption of the Entropic powers for the first time.</p>
MITRAS	<p>After only twenty years a powerful and holy hero named Mitras, heir of Orisis and Maat, stood against Setis's fiendish rulership and with the help of Maat's charisma and influence over the Nithians, he led the people to revolt against the oppression spread by the corrupt rulers. After a civil war that lasted well over three years, Mitras forced Setis to escape after seizing the capital, and he reclaimed the throne of his father (his own throne), while Setis crossed the border to complete his path in the sphere of Entropy.</p> <p>Thanatos thus led Bachraeus to the southern continent, where he subjugated a large Neathar tribe and turned all his disciples into snakelike creatures like him (the first Yuan-ti). This atrocity earned him a place in the sphere of Entropy in 1340 BC. From that moment his cult took roots both in the Nithian Empire as Apophis, patron of betrayal and hatred, and in Milenia and the Davanian other civilizations as Bachraeus, patron of medusa, Yuan-ti and snakes. Named himself after the legendary half-man snake Bachraeus.</p>

Personality:

Set is perhaps one of the most thoroughly EVIL Immortals of the Sphere of Entropy, and that says a lot (the only Immortal more purely evil is perhaps Demogorgon). Set is the jealous personification of Evil. Set is sly, envious and vindictive.

A cold and calculating Immortal, he always acts against the Prime Directive of the other Immortals (No Direct Actions Against Mortals). He enjoys bringing suffering to the living people as a sick kind of reprisal for all the grief he had to suffer. His extreme fascination with poisons and pain earned him a dreadful legend among mortals, and his followers try to imitate him in all his cruelty.

He is the recognized patron of the Medusa, the mysterious (now presumed to be extinct) Were snakes or Yuan-ti of the Jungle Coast, having sired this breed during his exile from the Nithia. He is also patron of the venomous snakes, of the murderers and the traitors in several cultures. The father of Snakes is always looking for ways to recruit new followers and disrupt the churches of other Immortals

He is much more the protégé to Thanatos than Alphaks will ever be, as is much more subtle and cunning. Still, he enjoys allowing his more bestial aspect out now and again, and is not above corrupting a city or kingdom for the sheer pleasure.

Despite his loathsome nature, Set takes good care of his followers and does not willingly betray or abandon their loyalty. Set can be gracious and charming when first encountered, but he reveals his true colors very quickly. He revels in evilness and makes no excuses for his cruelty or his evil actions. He never laughs except when relishing another creature's final death scream. Mortals are simple useful tools that can be destroyed or cared for, as appropriate, in Set's view.

He allows no slight to himself or his temples to go unpunished. To his loyal followers, Set seems a "Father Figure": a cruel, harsh father perhaps, but a father nonetheless. Set repays their devotion with a loyalty of his own, as he has learned in the past that loyal servants are to be valued: however, he will not hesitate to sacrifice them if necessary. This loyalty to his own is a strange dichotomy in the Father of Treason, but Set is not a simple or shallow being by any means.

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 make all light turn to darkness, and call on 2 to 200 Minions of Set. He enters battle with his spear of Darkness.

There is a 5% chance that Set is watching when a being does a highly evil act (DM) 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.

Appearance:

Set most often appears as a tall, well figured, dusky skinned or scaled humanoid with the head of a serpent. He favors the garb of the Pharaohs of the ancient Nithian Empire, wearing it mostly in mockery of his brother and his followers (Set himself was never actually a Pharaoh). Sometimes he will appear in his Human form with the head of a jackal, in mockery of Pflarr. He also favors the form of an absolutely huge (20' long) scorpion, which is one of the forms best known to the Alasiyani nomads.

Allies:

Set has a few Immortal allies. Thanatos is one of the few Immortals who he will work with without the thought of treason, as Set still regards him to be an excellent teacher. He will often work with Ranivorus on various plots in the Hollow World Nithian Empire. He and Loki worked together on the destruction of Elder Nithia, but haven't cooperated overly much since, and developments in Hule continue to drive a wedge between them.



He gets along well with Masauwu, as they share a common goal in the corruption of mortals to Entropy. Sometimes he will work with Demogorgon, but usually their alliances fall apart, as neither truly trusts the other.



Set regularly breaks the Prime Immortal Law "No Direct Interference Against Mortals, often guised as Pflarr or another Immortal, but always gets his punishment, a severe reduction in Immortal Power and the loss of thousands of followers by mortal interference (i.e. a combined war with magic, artifacts and Immortal supplied knowledge).

Enemies:

He remains the enemy of Chardastes, Pflarr and Maat (who humiliated him in his mortal life). But Set's greatest enemy, of course, is Orisis, who was his brother in mortal life, but he isn't actively hunting Set or his minions down. He will eliminate them if they try to corrupt or interfere with his followers or projects, but not otherwise.

Ausar, the Holy Avenger, the son of Orisis, is much more active in opposing Set, as is Eskar, the Holy Light, the descendant of Ausar and Orisis, also now an Immortal. Those two cause Set no end of trouble, and Set returns the favour tenfold.

Rathanos and Pflarr also actively dislike Set and will oppose him as the opportunity permits, but they don't go out of their way to cause him grief as do Ausar and Eskar.

He has an ongoing rivalry with Alphaks and Orcus, though as yet this hasn't spilled out of the region of the Savage Coast.

Holy Days:

High water in Autumn and spring at night only. They have no formal Holy Days. Rather, they perform their important ceremonic and sacrifices everytime they achieve a major victory in the name of Set.

Days of Prayer:

Clerics of Set pray for their spells at night, whenever the land is darkest.

Habits:

When a supplicant seeks to join the Brotherhood of Evil as a full-fledged member, he must undergo the Test of Venom. This ceremony involves the supplicant walking through a pit of poisonous snakes or scorpions. Aspiring Clerics who survive the ceremony are admitted into the clergy.

Particular infuriating to the clergy of other Immortals (especially Asterius, Nephthys and Orisis) is the reconsecration ceremony performed by grave robbers who serve in Set's clergy. This ceremony involves the complete defilement of a burial chamber, the creation of an unholy altar of Set, the looting of the crypt's treasures, and the animation of the bodies as undead.

A cleric (and often followers also) will live together with several (often non-poisonous) snakes.
 Trusting -2 Loyal -2 Energetic +1 Courageous +2

Piety awards:	Reintroducing the Weresnake (this can only be done once by one character only) Fulfilling an act of vengeance	+100 +2
Piety Penalties:	Slaying a Yuan-ti, Weresnake, or Medusa Slaying a Giant snake Slaying a snake (unless out of self-defence)	-25 -5 -1
Dead:	Cast in river	
Birth:	Baptized in the morning sun, penetrating the waves.	
Colors:	Bleu, Black, Green.	
Incense / Oil:	none, none	
Stone / Metal:	River stones, Electrum	
Plants:	Reet	
Animal:	Hippopotamus	
Chant:	<i>Bachraeus, I Tremble When I call Upon Thee. Bless my Hand, Bless my Mind, To achieve the Goals, You planted deep in my head and heart. Let me slay those we hate, Let me revenge those we despise, Let me kill those that we can ...</i>	

Extra Spells

Snake Skin

Range:	Caster only
Duration:	1 Hour / level
Effect :	the caster
Save;	None
Casting Time:	7

Cleric 4, Avenger 4 spell, Humanoid Shaman 4.

This spell enables the caster to shape change into any one natural species of snake. For the duration of the spell, casters can assume a new snake form once per round or revert to their original form. Upon first assuming a snake form and upon returning to their original forms, the caster heals 1d6x10% of all sustained damage (hp not level, etc.). priests are not healed every time they assume a new snake form, only the first time. While in the form of a snake, casters of the snake skin spell take on all of that serpent's characteristics; its movement rate, THACO, number and type of attacks, AC saves and any special abilities and vulnerabilities. The caster's clothing and one item held in each hand (including jewelry worn) become part of the new body (any magical effects of these items are temporarily suppressed), but will reappear when the caster resumes his original shape. The items cannot be used while in serpent form. In the final transformation back to normal, priests shed their snake form skins. Discarded skins do not vanish with the termination of the spell. A discarded skin can be used or treated as any other snake skin of the corresponding species.

Artifact:

mask of Bachraeus

Minor artifact: Entropy, evil

History:

This mask was made by Bachraeus, an Immortal who became the patron of the Medusae. The mask was to be worn by the high cleric of a secret cult that grew within the Milenian Empire and formed a dangerous alliance with the Medusae. With the fall of that empire and the destruction of the cult, the mask was lost.

Description:

A smooth, blue mask of a strange ceramic material; the features are stylized, possibly female or Elvish. A wig of long, dark, leathery strips is attached at the top and back.

Powers:

The Mask of Bachraeus possesses the following powers:

- *Flesh to stone*, 120' range, one creature (gaze attack).
- *Charm person*, 120' range, one creature (gaze attack).
- *Detect magic*, 60' range.
- *Pass-wall*, 60' range, 6-turn duration, 5' opening up to 10' dep.
- Wearer is immune to *turn to stone* and *charm* attacks, except his own reflected gaze.
- Wearer is immune to poisons from living creatures.

Handicap:

This artifact is evilly enchanted and can be detected as such. When the mask is put on, the wearer loses 1 point of Charisma immediately, then more at the rate of 1 point per week until a Charisma of 4 is reached. The mask, meanwhile, will become progressively uglier and more evil looking. The use of any power by the wearer is voluntary. If the wearer dies, he and his equipment turn to stone with the exception of this artifact. The mask cannot be removed or disguised while the wearer lives.

Penalty:

Successful use of *detect magic* or *flesh to stone* reduces the wearer's own Strength by 1 for one hour. The successful use of any other power reduces the wearer's own Strength by 2. If the wearer's own Strength is reduced to 0, he dies.

Destruction:

This artifact will shatter irrevocably if its gaze is ever reflected by the Golden Mirror of Ka. The wearer of the mask will be immediately stunned for a full turn and will remember nothing of what he did while wearing the mask, but will be otherwise unharmed.

Creatures

Fire Snake of Set

AC: 2 AV 0, HD5**, Hp20, THAC0 16, bite 1d4, Breath 5 x day Hp breath, Move: 20'/6', AM 85%, XP 425

Fire snakes appear as a small harmless grass snake and are very fond of sitting on piles of treasure. It is because of its small size is very hard to hit.

Winged Serpent of Set

AC: 2 AV 0, HD 6*, Hp 25, THAC0 14, Bite 1d6+poison 3d10 at 5/r or 3 at 1/r, Spit 90' poison single target, Move: 15' / 3', XP 500

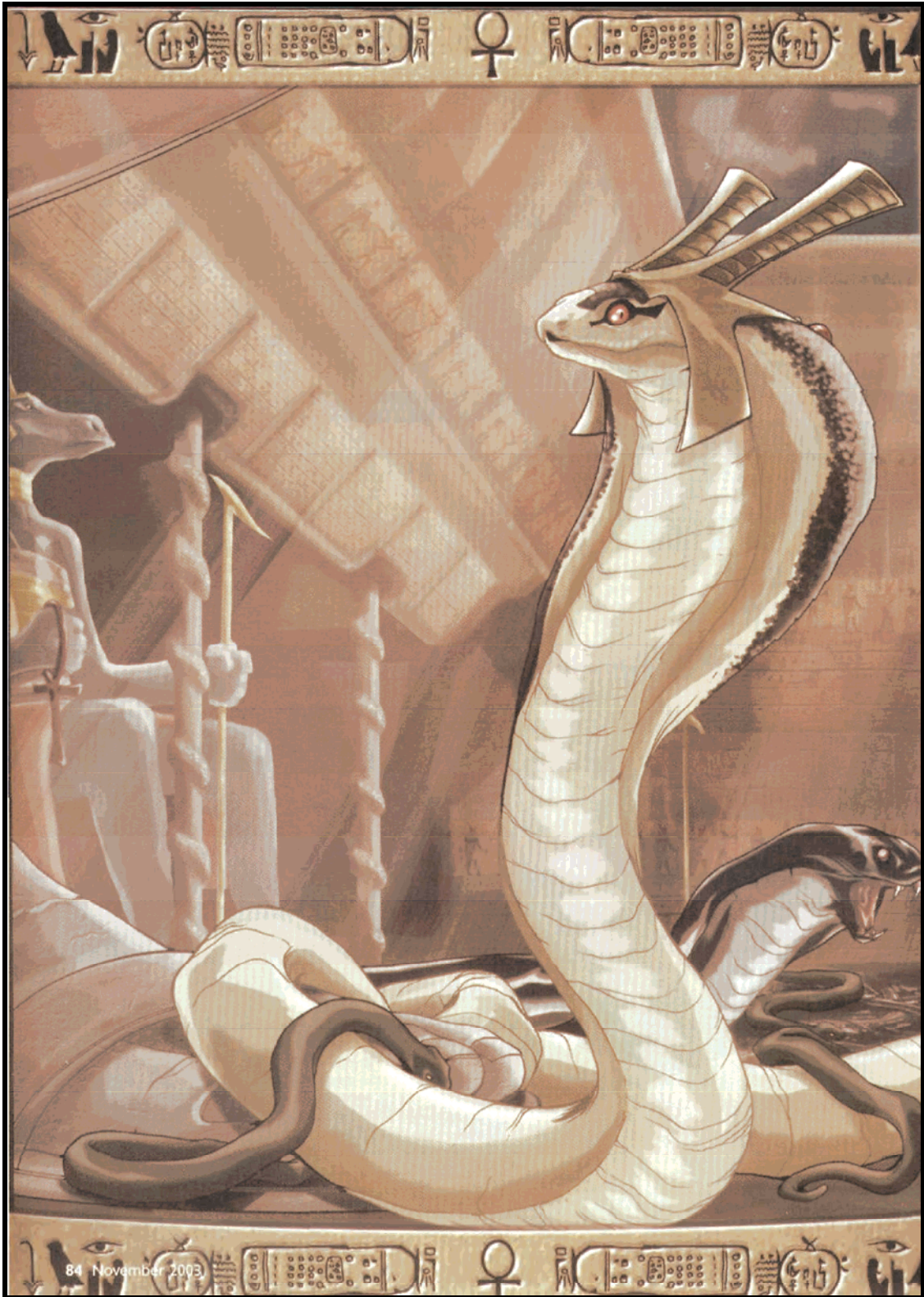
These snakes are about 1' long with 2' long wings. It flies about and has only one power: it can spit a contact poison that will seep through even armor at a distance of 30 yards. This snake will try not to close with an attacker, spitting every melee round.



Minions of Set

AC -2 AV 5, HD 10***, Hp 10d4, THAC0 10, Dm 1d8-1, Special attack, poison spit single target at 1'/hp remaining distance envenomed for poison JJ, Move: 120'/40', Sv F10, XP 3000

Minions are a magical created infertile snake-human crossbreed, created by Set solely, as a means to spread evil. They are able to transform themselves into giant (25'long 2'width) snakes. They also fight as 10th level lords. They seem to appear in plate armor, but in fact these are their natural scales (seemingly Bronze with an AV of 5 only) and use a broadsword. They are fully intelligent and often act as go between for Set and man. These beings never check morale.



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Site of Pandius.



Shaper Durblaga

Patron Of Kindness

Region:	Broken Lands, Vulcania, Ancient Milenia, Ravenscarp.
Sphere:	Temporal (IM7) of Energy
Homeplane;	unknown
Date Ascension;	around 500 AC
Sponsor;	unknown
Statistics;	AC-1, HD 21, Hp 110, MV 150' / 50, AM 50%, Sv IM7 #AT 2= Punch 2d6+1, or Dagger-2d8+6, AL C ST 13, IN 19, WI 17, DX 12, CO 15, CH 10.
Powers:	Detection Suite, Enhanced Reflexes, Howl, Improved saves vs. Mental attacks. Dagger +5
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Any
Powers:	Know Alignment at will.
At 5th level;	Detect Lie once a Day
Skill Effects;	Endurance (walking only) extra (walking belongs to the core of this religion, bringing the word.
Accepted Weapons;	Standard
Accepted Armor;	Any.
Holy Symbol:	A Staff with a slanted fist with its thumb up, on its top (depicting Kindness standing above all other).
Vestments;	A Mage Cloak, without symbols.
Adventuring Gear;	Any.
Temples:	None. Any congregations, will meet in the open, preferably, when bad weather arises, a cave or open farm-hovel will be used instead (praying between the cattle-in the open air).
Dogma:	The Outside is different to the inside, where the heart beats, and the soul lives is what counts.
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: Walk over the world and preach Kindness to all creatures willing to listen. Use spells to help those needing it and accepting and giving kindness.
Known History:	Shaper is a rare example of an Immortal non-human, his story quite remarkable. Born as Durblaga, an Orc, stolen from it's parents and raised among (evil) humans. Once the trusted henchman of an evil wizard, Durblaga learned of Immortality by studying his master's pursuit of Immortality in the Plane of Entropy. Originally evil, he viewed the suffering of his master's victims and softened his heart. Finally, the paladin that slew his master spared his life, and Shaper resolved from that day forward to follow the paths of righteousness to the realm of Immortality. He shrewdly chose an almost uninhabited region of Vulcania to establish his magical dominion: thus the challengers were relatively few and unimposing. He was also spared the brutal competition that often results in the vicious, cruel personalities of Paragons. The magical item he created during his Trial was the <u>Hand of Kindness</u> , a magic staff with powers that aid the oppressed and turn them toward justice and benevolence. This item is borne by one of his apprentices currently making his way on foot through Vulcania, preaching to the non-human monsters he finds on the way.

The Conspiracy of Pharamond: Since the Nightmare Plane adjoins the dimensional barrier, logic suggests that the Diaboli could produce Immortals capable of crossing that barrier and coping with the Vortex. Pharamond expects his foresight in recognizing this principle will support his promotion to Hierarchy of Energy—and ultimately to Full Hierarchy. To produce a greater proportion of Diaboli among the Immortals, Pharamond plans to winnow candidates from the Prime Plane (thus demonstrating their unsuitability) while fostering candidates from the Nightmare Dimension.

These candidates will be loyal to Pharamond through Harrow, the highest ranking Immortal Diabolus. An unusually orderly and cooperative example of his race, Harrow is a member of the conspiracy. Pharamond has promised to further the ambitions of Mazikeen, a former protégé, in return for cooperation. He has secured the alliance of Hircismus for one reason—to use as scapegoat if something goes wrong. (Whatever the evidence before an Immortal court, it is unlikely to convict an Empyrean of Energy on the testimony of a demon—a dull-witted and vicious one at that—particularly given the terrible reputation of the Sphere of Entropy.) Mazikeen Has Second Thoughts Originally convinced of Pharamond's logical analysis and persuaded that the established hierarchy had pursued prejudicial policies designed to exclude Diaboli, Mazikeen was originally a loyal supporter of the conspiracy.

However, when Mazikeen became suspicious of his mentor's motives and confronted him, Pharamond realized that Mazikeen would have to disappear. Loathe to destroy so useful a tool, Pharamond devised the Feeblemind trick.

However, when he realized that Pharamond's real motivation was personal ambition, Mazikeen balked. Unfortunately, he was arrogant—and trusting—enough to express his doubts to Pharamond. Pharamond pretended to feel pangs of conscience, and asked for time to think.

Pharamond took the thinking time to figure a way to eliminate Mazikeen. (As an Emypreal of Energy, whipping up a fiendish plot is a piece of cake.) Pharamond invited himself to Mazikeen's home plane ostensibly to discuss the matter. Instead, he proceeded to hatter Mazikeen's intelligence with ability attacks.

Within a few rounds, Mazikeen was incapable of winning a spelling bee against a goldfish. For insurance, Pharamond placed a Feeblemind on Mazikeen, dumped him in Corridor (the trisspace outer plane they had used as a passage between their home worlds) and went about his business.

To ensure Mazikeen did not inconveniently shake off the Feeblemind, Pharamond communicated now and then. Getting a groggy and mentally-deranged Mazikeen, Pharamond battered his intelligence down to goldfish-level again with a couple of mental blows. This mental attack had given Mazikeen (and his avatars) a case of hysterical paranoia. His shattered wits currently perceived everything animal, vegetable, mineral, and incorporeal as a deadly enemy intent on torturing him. He and his avatars alternated between berserk hostility and cringing withdrawal. Mazikeen's primary was confined in an asylum on Corridor. His paranoid avatars were cringing among the shambles of neglected Immortal projects.

It was the Immortal Utnapishtim, who at first discovered that something was amiss with his buddy Mazikeen, and requested the help of some Temporal Immortal of different Spheres. An unusually high number of fatalities was occurring among Immortal candidates on the Prime Plane. He headed the investigation and has selected the temporal to check into the matter. He continued before anyone could protest. He suspected the disappearance of Mazikeen, a Celestial of Thought, was connected with this mysterious mortality rate among Immortal candidates. Locate Mazikeen and question him. If he gives you trouble, bring him to me for questioning: these were his orders. Pangloss, a neighbor of Mazikeen, will give directions to Mazikeen's planes. Utnapishtim immediately communicated with Pangloss, then addressed, the temporal. "Pangloss says to send you right over. I'm sure you're eager to work. Report back to me the moment you find Mazikeen. Thank you and good luck!" Anybody want to in tempt? Too late ...

The Temporals traveled immediately to Pangloss. The Temporals found themselves suddenly standing outside the silvery exterior of Pangloss's home plane. Pangloss floated with a double-handful of bizarre instruments and looked impatient. He barely directed the Temporal which direction to go, distracted by his own experiments, he had forgotten the rest.

The Temporals traveled through 24 Planes toward Mazikeen (and not of Mazikeen as wrongly was given in IM3), eventually located him, rescued him and got his cooperation. They together ambushed the conspirators, captured Pharamond, and the other Immortals, and brought them all (including Mazikeen) to Immortal Justice.

Personality:

Sensitive about his Orcish origins, Shaper is aware of the prejudices many hold against those of monstrous birth. As long as possible he conceals his background, pretending to be a human. He is reluctant to visit the Prime Plane (where his original form is revealed), but in the service of righteousness, he swallows his pride. Shaper is obsessed with assuring justice and fair treatment for all mortals. He is a kind and gentle soul sensitive to the plight of victims of cruelty, ambition, and prejudice.

Shaper stands up for the weak and boldly challenges abuses of power and authority (particularly when Immortals are careless of the fates of mortals), even when it threatens his advancement. Though it does not win him friends among many higher-ranked Immortals, his patron is of like mind, and arranges for power bonuses that compensate for Shaper's conflicts with other power-mad Immortals.

Appearance:

Shaper's manifestation form is that of a handsome human youth in his twenties, 6' tall, with long blond hair, folded up and clamped under a Golden laurber. He has a well-muscled body, and a noble, intense face, dressed in Ancient Milenian Clothing.



Shaper's original mortal form is that of a short, dark, ugly Orc, disfigured with burn scars, bent with age, his face collapsed over toothless gums and a withered snout.

Durblaga, Orc Shaman
36, Dagger +5, Str 10 Int 18, Wis 17, Dex 11, Con 15, Cha 10, AC 9 Hit Points 69, Vision: Normal and Infravision, Walk 120' (40').

**Allies:**

Durblaga has no real allies, but he worked together with Raven, Tiresias, Carnelian, The Eternal General and Marwdyn the Hanged Man in the Affair Best of Intentions (IM3).

Enemies:

He has neither true enemies, but worked in the aforementioned affair against Harrow, Hircismus and Mazikeen, who—depending upon their personality are more or less offended. Pharamond is the strongest in this and could easily become his enemy, if offended or hindered again.

Holy Days / Days of Prayer: Durblaga has no Holidays or anything resembling parties or free days. The best way to honor him is by going on with normal life, after morning prayer. Priests receive spells after morning prayer.

Piety awards: None additional

Piety Penalties: None additional

Habits: Energetic +3, Reverent -2, Honest +2.

Dead: consecrate a small piece of ground and bury the person or his ashes within.

Birth: Baptized with carried holy water

Colors: White, Crème-white.

Incense / Oil: Sandalwood, Mahogany.

Symbols: Working tools

Stone / Metal: Basalt, Steel

Plants: Fungi (especially edible), vegetables.

Animal: Cow, Skinwing, Giant Slug.

Chant: Songs with echoing effects together with the "knister" sounds of fire.

Sources: TSR9207—D&D—IM3—The Best of Intentions, TSR1017—D&D—Set5—Immortal Rules, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Sharpcrest

Squidslayer, Qebhsenhuf, God of the West

Patron of Kna & Mugumbas



Region: Undersea worldwide. Nithia (HW) and formerly Outer World. He is also revered as the god of dams by the Mugumba-Mud-dwellers on the Thanagioth Archipelago.

Sphere: Celestial (IM 15) of Time.
Homeplane; Unknown, but the Eternal Ocean is rumored to contain his kingdom.
Date Ascension; Approximately during or just prior to Nithians reign (1000BC). As he was not followed prior, but a short period during this reign along the coast and the Nithian Delta. He easily lost interest in the Nithian culture when their main interest became war and might over others. Just recently he reacquired a Place in the Nithian Phanteon.

Sponsor; Protius.

Statistics; AC-9, HD 29, Hp 220, MV 300' / 100, AM 60%, Sv IM15
 #AT 4= Punch 3d6+7, or trident-3d8+13, AL N
 ST 32, IN 30, WI 31, DX 20, CO 21, CH 35.

Powers: Increased Movement Rate, Call Other (Protius or Asterius), Extra attacks per round, Turn Undead, Trident +5 of Charm Monster.

Followers Alignment: Lawful, Neutral, or Chaotic Good (always non evil)
Taxes; Followers are taxed 25% of their annual income by the Church.

Clerics; Clerics, Shaman.
Alignment: Neutral (always non evil).
Powers: Gain a + 1 bonus to damage
 Shamans can Turn Undead.

Skill Effects; Bargain skill at + 2, or at a + 2 bonus if they already have either skill.
 Automatically have the Monster Empathy (Masher—if underwater race, Giant Snapper Turtle—Mugumba's, Nithians—Hippopotamus) skill

Accepted Weapons; Standard
Accepted Armor; None.

Holy Symbol: A Dam, with overflowing water. (a reflection that nothing can keep time, water, or growth through commerce away).
Vestments; None (Nithians use white linen robes, though).
Adventuring Gear; None (Nithians any).

Temples: None. Sharpcrest's goodwill and superior bargaining powers are invoked by the Kna each time they head out on an Ocean crossing, and in each trading deal they make.

Dogma: Ocean currents and the diversity of life figure prominently in the Kna's conception of Manwara. The Old Kna of the Sea created many races throughout the oceans of the world and gave to each one unique skills and natural commodities. He then created the Kna so that all races could benefit from his wisdom. The Kna travel his currents carrying with them the products of each race's skills or natural habitat. The Kna see that every race has access to the produce of other races. allowing all the races of the waters to benefit.

To the Nithians he is Qebhsenhuf, the Merchant Immortal that came from the West, who gave the Nithians the valuables of the world. The Mugumbas use his dogma of control, to control their surroundings, by building dams, thus creating their own world to prosper within.



Daily Activities:	Duties of the Priest: Guidance, Marriage, guiding the merchant and his wares. Mugumbas don't travel, but produce wares, here the priests sell these wares to those interested.	
Known History:	<p>In Life, one of the Kna, a heroic slayer of giant Squids and gatherer of treasures. He was very fond of collecting these treasures. And became so wealthy that his hoard rivaled that of the greatest of Dragons. But he could not get a content feeling about it. The Kna in that era, did not use any form of trading, they just took what they needed.</p> <p>He already had traveled on land as Qebhsenhuf, where he had met merchant priests of Asterius along the Nithian Riverbanks. Their trading methods intrigued him; acquiring materials and wealth by giving it away for something else. He started immediately by spreading his wealth to the Nithian people. But he did not know how humans perceived the true value of his items, and his hoard became smaller and smaller, and was slowly less in value. The greedy humans took their benefit from the lack of value Qebhsenhuf possessed. Poorer in wealth but richer in knowledge and invaluable items (to humans) Qebhsenhuf left and returned to the seas as Sharpcrest.</p> <p>Sharpcrest single-handedly slew a giant squid (thus obtaining his Squid-slayer epithet) and then taming the first masher. He became the Kna who created the first Kna caravan to sell its surface hoard and used the masher to pull the squid's shell, upon which he loaded the hoard.</p> <p>Sharpcrest then amassed the greatest fortune that any Kna family has ever possessed. With such great abilities, his place as an Immortal was assured. Protius already interested in his works unknowingly guided him toward Immortality. Sharpcrest never new his sponsor, until he left his mortal body, and found Protius pulling him to ascension.</p>	
Personality:	Sharpcrest is an absolute peaceful man, some would even say a coward. He actually out-tricked the giant squid, and tamed the Masher with subtle use of magic. He is intelligent, and has greatly learned from his mistakes. Thus he created the Mugumba race, not only as a peaceful race, but also a race preferring seclusion in their own created environment.	
Appearance:	He looks like a man with a the head of a Hippopotamus. His mortal form was that of a Fat bloated Kna, somewhere resembling its face to that of a Hippopotamus. He became healthier during his adventures, but never lost his enlarged face and jaws. As Immortal, he kept this appearance, as the Nithians (actually his first followers) knew him by it.	
Allies:	Protius	
Enemies:	Saasskas is his greatest enemy, as he saw that merchants bring knowledge to every corner, this reducing chances of his favored race (the Devilfish—Ixicachitl) to domination.	
Holy Days:	Every Full Moon is a trading festival. Those attending openly reveal their wares to sell or trade, to those interested. Theft on these days is punishable by scarring the chest (Nithians place the mark of the Thief on its forehead, instead). Mugumbas know no theft, but if ever learning this undesirable behavior they will abandon the creature and forget he ever existed. The creature becomes a Persona-non-grata until returning the stolen item(s), restituting damages, and openly desecrating himself thus.	
Piety awards:	Becoming a Merchant in addition to existing class	+3
	Making a profit of 100% over a base value of 1000 gp or more	+1
Piety Penalties:	Making a loss of 50% or more over a base value of 1000 gp or more	-3
	Making a loss of 50% or more over a base value of 100 gp or more	-2
	Making a loss of 50% or more over a base value of 10 gp or more	-1
	Bankruptcy	-1
Habits: ▶	All Followers, and especially Clerics are advised to become Merchants in addition to their class. (Read the Ultimate Spellbook).	
	Generous +1	Peaceful +2
	Loyal -1	Honest -1
Dead:	Buried in Mass graves. These are large open pits underwater, far from living centers. When they are filled with corpses and remains, rocks, stone and other debris is throw over it to close up permanently. A new location is then searched or created.	
Birth:	Baptized in lunar rays of light	
Colors:	White.	
Incense / Oil:	Curry, Lilac	
Stone / Metal:	Crystal, Marble, Chalk, Platinum, Silver.	
Plants:	White Rose, Lilac	
Animal:	Magpie on land, or the Tiny Red Squid under water (has same tendencies).	
Chant:	None	
Sources:	TSR9277—D&D—PC3—The Sea People, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.	

Shining One

Kurtulmak, Kutul, Cu Chulain

Patron of Kobolds, Tricks and Traps

Region: Broken Lands, Soderfjord, (1012 AC+ New Kolland), Worldwide by Kobolds

Sphere: Temporal (IM 8) of Thought
Homeplane; Unknown
Date Ascension; Shortly before
Sponsor; Unknown, he or she has not revealed himself.

Statistics; AC-7, HD 22, Hp 120, MV 450' / 150', AM 50%, Sv IM8
 #AT 3= Punch 3d6+2, or Spear-3d8+4, AL C
 ST 17, IN 24, WI 23, DX 20, CO 15, CH 15.

Powers: Detection Suite, Enhanced Reflexes, Increased Movement x2.
 Plate Mail +5 of Blinding, Spear +2

Followers Alignment: Any (mostly Kobolds—on other worlds (Dragon lance, Greyhawk, Emerond, etc.) Kurtulmak has created a reptilian—mammalian crossbreed egg laying form of Kobolds, instead his own pure humanoid mammalian form).

Follower Powers; Any Kobold (or other) follower gains the Hide in Shadows Skill for free or +20%.
 Attempts to hide immediately after a Shaman casts a Flash gain 80% bonus.

Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Humanoid Shaman. (known as Eyes of Kurtulmak).
Alignment: Chaotic

Powers: Shamans can once a day cast a brilliant flash from a shining part of their Gri-gri, blinding all present beings (save-2 or 1 Turn blinded instead 1 round) except followers, causing them then to fight at -4 for 1d6 rounds.). But only if the area was dark or poorly lit, else it will have no effect. This tactic is mainly used to escape or make a surprise attack.

Skill Effects; Free Trap building skill, (or a +2 if already chosen).
 Muscle skill is also obligatory as Kobolds are not known for strength.

Accepted Weapons; Standard small to medium, or any trap.
Accepted Armor; Any. Often wearing a helmet like the Holy symbol (is the also used as Holy Symbol).

Holy Symbol: A horned copper Helmet with protected eyes (Soderfjord design—complete with horns, a mask-like eye-guard, and a nose guard).

Vestments; normal kobold wear equal to the tribe, but with at least one shining object (polished steel or mirror, or a shining gemstone).

Adventuring Gear; Any.

Temples: Large rounded tents of leather pelts. A central fire and lots of hiding/seating places are placed around.

Dogma: Never confront your enemies directly, use wits, guile, trickery and traps. Lots of traps, deadly traps, traps that incapacitate, frighten, wound, slay, sever or worse. Fleeing from certain, probable, possible, or perceived danger is acceptable, intelligent behavior. Most kobolds quickly come to the realization that "I don't have to outrun a Monster, I just have to outrun another Kobold". Particular clever Kobolds discover that tripping or incapacitating another often makes it easier to get away. Survivors of these when—push—comes—to—shove situations become envied by their more fleet-footed peers for their ingenuity and superior escape tactics.

The only exception to this cowardly behavior arises when a Kobold warband encounters a group of Gnomes. All Kobolds share a vitriolic hatred of Gnomes and (unless outnumbered) ferociously ambush them on sight, fleeing only if the tide of the battle turns tragically against them.

Daily Activities: Clerics of Kurtulmak rarely live long enough to become chieftains, as Kobolds live along a tribal caste-based gerontocracies—where the oldest individual Kobold leads the others (often a Wicca or Wokani, occasionally a highly skilled warrior or another particularly talented Kobold.

However, they do possess a great deal of power and influence within the tribe, as their place rests at the center of every important endeavor. The installation of traps and constructions are always blessed by shaman of Kurtulmak.



Additionally, they oversee a tribe's tunneling and mining efforts, directing new excavations toward "divinely inspired" goals. Whether exploring new areas, facilitating a trade of commodities, or probing for weaknesses in nearby Gnome or Dwarf settlements, an Eye of Kurtulmak leads all expeditions. Every warband, hunting party, and raiding group includes at least one cleric or shaman, whose presence and prayers draw the favor of their Immortal down upon them.

While worship of Kurtulmak is prevalent in Kobold societies, organized religious services are virtually nonexistent. However, all Kobolds utter small prayers and makes observations to their Immortal regularly throughout the day. This is largely because Kurtulmak takes a very active interest in his people, to the point that he regularly comes in Mortal form to assist in particularly important raids, battles, or other crucial undertakings.

Known History:

Kurtulmak was a brilliant Kobold tactician and war-leader. He found and used an ancient Artifact, a set of glowing armor which would flare up to blind his enemies. By blinding his foes, The Shining One could avoid their blows and trick them into deadly traps or strike them from behind.

He is the ultimate Kobold, he taught his people never to confront their enemies with direct force but always use tricks, traps, and the enemies' own strengths against them. When he sought Immortality, it was in the Chaotic Sphere of Energy. Once he had achieved it, he returned to become the Patron of his original Race.

It is rumored that the Soderfjord Falun Kobold Tribe has the legendary Artifact armor of The Shining One. Respectable tax-paying citizens worship the Shining One, the legendary Kobold hero in glowing armor. He is the patron of Hierarchy and Kobold Warfare.

True followers can be recognized by their acute sense of hierarchy and proper military procedures, especially if these make no sense at all. Followers apply the Thar's Code of Conduct to the letter, addressing each other by formal ranks, and saluting appropriately. Forms of address include: Citizen-Slave, Citizen-Cader (and name from there on), Citizen-Hunter, Citizen-Soldier, Citizen-Sergeant, Citizen-Captain, Citizen-General, Citizen-Chieftain, and Citizen-Chief.

Foreigner known ranks are accepted and "Citizen-" is replaced by "Guest-" if friendly relations exist, "Stranger-" if unknown what kind of relation exist but the rank is known or guessed, or "Enemy-" if unfriendly relations do exist. Sometimes the nation or species is used instead, so are the Warriors Orcs of Thar called "Tharian-Soldier" Followers bark "Sir!" (pronounced "Sah!") at the end of each sentence when addressing a superior.

Some more intelligent followers sensing a difference in male/female denominations will use "Madam!" (pronounced "Mem!") for females instead.

It can clearly be seen that although initially Chaotic, the Kobold (especially the "militaris" species) have a very organized (i.e. Lawful) way of structure in their life.

Personality:

The Shining one is the Ultimate Kobold: sneaky, quick, adept at setting up traps and tricks, a master at never confronting the enemy with direct force but with using the forces of nature or the enemy's own strength against him.

As Kutul he is the Cay-men's patron: The Shining One was a late comer to the scene. He saw in the cay-men an opportunity for increasing the number of his followers. At that time, the cay-men were poor warriors at best. Kutul contrived to have them create a caste of warriors headed by shamans devoted to him.

Kutul now shares the leadership of the cay-men with Cay, she taking care of the growth of their population, and he acting as the patron of war, fire, and territorial gains. He also balances Cay's annoying lawfulness with his own brand of chaos. It is rumored by other Immortals that he mixed the Caymen and Kobolds together to plant these half-reptilian kobolds on other worlds (see region) to be the main Kobold race there.

The Shining One resents Halav's blind hatred of Humanoids and has chosen to bring Halav as much grief as possible: usually, he does this by bringing Kobold tribes in to harass the Milenian People in the Hollow World, of which is Halav a Patron.



Appearance:	The Shining One appears as a Kobold of unnatural size, wearing a white-glowing plate armor and carrying a shining white short sword.
Allies:	The Shining One has and desires no allies.
Enemies:	The Shining One's only personal Enemy is Hala, who is the sworn enemy of all humanoid sponsoring Immortals.
Holy Days:	Kurtulmak has no calendar, but the first day of spring is heralded mostly as the day of the end of the Cold Hunger. Where Kobolds start new raids to build up new food storages.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Cautious +2, Courageous -2, Trusting -2, Loyal -1. In addition to racial traits.
Dead:	Buried in an enclosed part of their dungeon maze of tunnels.
Birth:	Nothing special
Colors:	Copper, Brown, Grey, Greenish-brown.
Incense / Oil:	none
Symbols:	Traps, Caltrops (it is rumored he was the inventor of these nasty traps that slow down by hurting the feet).
Stone / Metal:	any gems, Steel only.
Plants:	Darksnap fungus
Animal:	Tunnel mole, Blind spider or Tunnel snake. (all blind or near blind whitish creatures)
Chant:	None
Sources:	Dragon Magazines; 332, TSR9230—D&D—Gaz7—The Northern Reaches, TSR9241—D&D—Gaz10—The Orcs of Thar, TSR1094—D&D—Champions of Mystara, TSR2521—AD&D2—Savage Coast Campaign Book, TSR1054/1401—D&D—HW0—Hollow World, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Sinbad

The Sailor, Celestial Traveler, Sibhada, Ptah

Patron of Fame and Glory, Travellers, Explorers, Boldness and Discovery.



Sinbad surviving the Legendary Bird Roc.

Region:	Bellisaria, Davania (Ice Peaks), Hollow World (Merry Pirate Seas), Ierendi, Minrothad, Thyatis, Ylaruam, Pearl Islands, Skothar (Tangor).
Sphere:	Celestial (IM 13) of Thought.
Homeplane;	unknown, maybe none
Date Ascension;	unknown, he appeared on Mystara around 505 AC and rapidly acquired a following.
Sponsor;	Unknown: guessed nobody. Other possibility is that he was once Pax.
Statistics;	AC-21, HD 27, Hp 180, MV 150' / 50, AM 60%, Sv IM13 #AT 3= Punch 3d6+58, or Sabre-3d8+9, AL C ST 22, IN 27, WI 49, DX 31, CO 30, CH 28.
Powers:	Detection Suite, Improves saves vs. Spell attacks, Summon Weapon, Thief Special Abilities. Sabre +4
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Any Neutral or good.
Powers:	+2 bonus to ST vs. Fear.
Skill Effects;	Extra general skills Direction Sense and Navigation, +2 bonus to Survival general skill if chosen.
Accepted Weapons;	All one handed weapons, Sabre
Accepted Armor;	Any.
Holy Symbol:	A white sail blown by the wind
Vestments;	none determined, any thus allowed. Mostly shawls are used as belts, and a more or less Ethengarian clothing is worn. Of which the reason of this choice is unknown, or forgotten.
Adventuring Gear;	Any.
Temples:	There are indeed no sedentary clerics of Sinbad, and all the temples dedicated to this Immortal are small structures maintained by a bunch of worshippers, not by resident clerics (priests can stay no more than one month in a single place before moving).
Dogma:	Travel, exploration, adventure, boldness, to overcome any barrier or border
Daily Activities:	Advise, Adventure, guide adventurers.
Known History:	Sinbad comes from a remote place of the Multiverse and no Immortal ever succeeded to unveil his true history or origin. He tells he was a sailor in his mortal life, and he discovered the path of the Epic Hero as a result of his travels and quests all around the Multiverse, which made him wiser and more powerful. He does not remember who his patron was, but it is certain he appeared on Mystara before the Blackmoor civilization's rise to power. Some Immortals say that all those who listen to Sinbad's tale of his epic quests are inevitably pushed to leave for a daring trek towards the unknown. In fact it is just what his clerics do and preach, since they have taken the vow of Eternal Wandering. Persistent rumors among the celestial spheres whisper that daring Sinbad is in fact an Old One or one of their agents, while others think he may be one of the early Immortals who got lost while exploring the Vortex and later managed to come back with a false identity. Whatever the truth is, it has yet to be revealed.
Personality:	Sinbad is a charismatic, unforeseeable and daring Immortal, who is constantly on the move looking for new barriers to break, new risks to take and new adventures to experience. He encourages mortals to abandon the safety of their home to follow their own dreams of fame and glory. For Sinbad travel and adventure are the way that leads to wisdom, enlightenment and perfection.
Appearance:	A male being at the apex of his strengths and maturity clad like a sailor or an explorer, whose true form is unknown (he always looks like a member of the ethnic group of the people watching him)
Allies:	Because of his picaresque personality he has a faithful ally in young Turmis, who shares his love for adventures and risks.
Enemies:	Entropic Evil Immortals.
Holy Days/Days of Prayer:	None determined. Priests pray at dawn after awakening.
Piety awards:	None additional
Piety Penalties:	None additional

Habits: ▶ Honest +3, Trusting -1, Loyal +3.

Dead: Dumped at sea or burned.

Birth: Baptized with Holy Water or Wine.

Colors: any

Incense / Oil: Sandalwood, Myrrh, Floral scents. Honey.

Symbols: a saber.

Stone / Metal: Gemstones with internal structures (star stones, smoky gems etc.). Steel

Plants: none

Animal: Parrot.

Chant: none

Extra Spells

Cure Scurvy Cause Scurvy

Range: Touch 90 yds

Duration: Instantaneous

Effect : 1 creature

Save; None Negates

Casting Time: 5

Cleric 2, Druid 2 spell.

A Malnutrition is a deprivation of a basic need of a particular type of food, which will slowly but ultimately weaken and destroying the body, therefore it has no mild, severe or terminal state.

Scurvy: A person living on a diet of Iron or Elven Rations for more than a month becomes susceptible to Scurvy (vitamin C-deficiency found in vegetables, and fruits—fresh) or other diseases of vitamin deficiency. If Scurvy strikes a crew, 10% of them are affected for each week the crew goes without fresh food. For each week a character suffers from this disease, his Strength and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A scurvy stricken character regains 3 points of Strength and Constitution each week he consumes fresh food. The character his or her bones weaken severely and many arteries close them selves. For each weak the disease goes on the character will lose 1d4 teeth randomly. Any break bones check is worsened by +1 for each week. When either of the abilities reaches 6, a save must be made for each of the extremities to begin with the toes and fingers, then the feet and hands, then the legs and arms (in total 14 saves), and this must be repeated for each further week until the character dies or get fresh food to eat. When the save fails the extremity (and all lower extremities if any) dies and becomes blackened. The extremity must be amputated or it rots away and the character will get an infection, that slowly infects the whole character. The character must also make a save each week after the 4th week or lose 1d4 teeth (or suffer the results from the other deficiencies).

This spell cures scurvy, a disease common among sailors and caused by vitamin deficiency. It works only on scurvy, not on any other disease, affliction or malnutrition. The priest needs his holy symbol and the salt encrusted pit of any fruit.

Cause scurvy afflicts a single target with scurvy. Targets who fail their save feel extremely weak and the disease affects the creature so rapidly that the character seems to be already in the 4th week of malnutrition (thus Str and Con -4 each). He also suffers 1d3 damage immediately and thereafter 1 hp each day due to painful, bleeding gums and bleeding beneath the skin. This damage is extra t normal scurvy because this magical variant is much stronger.. a Cure Disease spell or effect instantly ends the spell, or when the disease is ended by huge intakes of healthy vegetables and fruits. Each day triple the amount of fruit is needed, t recover strength and constitution draining and stop any further damage. The disease ends when the patient has restored both strength and constitution to original values. Any further effects are not restored (lost extremities, etc).

Rainbow Scarf Of Sinbad

The success of the famous adventurer Sinbad the Sailor (whose whereabouts and even existence are now dubious) is said to have been caused by this simple item of apparel. Especially made to aid the Epic Hero on his way to Immortality, this device must be worn at all times. It may bring luck and intelligence, but will bring hazardous adventure as well if even a tenth of the legends of Sinbad are true.

Description: This is a silk scarf, 2 feet square, decorated in swirls of rainbow colors.

Magnitude: Minor artifact. Of Air

Powers PP 90

Attack Powers: (2)

Cause Fear 10 TP

Bless 10 TP

Transformation Powers:(1)

Container, 10,000 cn 10 TP

Information Powers: (2)

Open Locks 75% 10 TP

Defense Powers: (3)

Intelligence to 18 20 TP

+ 2 Saving Throw bonus 25 TP

Activation:

The artifact is not active when acquired. If it is worn while the user travels by sea, the powers of the scarf may be read in passing sea mists, by using both read magic and detect invisible spells, at the maximum rate of 1 power per hour.

Use of Powers:

Any power revealed can be produced by thought alone, without uttering any command words. However, the Intelligence 18 power is produced automatically whenever the open locks is called forth unless the user specifies otherwise.

Suggested Handicap (1):

When the item is first used, the user's Wisdom drops by 4 points.

Suggested Penalty (1, standard chances): 1-4 hostile monsters of some type magically appear within 30 feet of the user. Select or randomly determine any monster from 1 to 12 Hit Dice.

Sources:

Mythological Encyclopedia, Arabian folklore. Further Research: See The Arabian Nights' Entertainments (or 1001 Nights, from circa 1450) and related references, including Sinbad the Sailor, Aladdin, Scheherazade, the Roc, etc.
Dragon Magazines: 30, 41, 177, 202, 219,
TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes,
TSR1017—D&D—Set 5—Immortal Rules,
TSR1021—D&D—Set 4—Master Rules,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Slizzark

The Lurker Ilsensine

Patron of Kopru, and Illithid

Region: Undersea. Most Kopru underwater nations. Isle of Dawn, major volcano.

Sphere: Celestial (IM 17) of Energy
Homeplane: Plane of Concordant opposition, the Caverns of Thought.
Date Ascension: Approximately 450 BC
Sponsor: Rathanos or Ixion.

Statistics: AC-6, HD 31, Hp 260, MV 150' / 50, AM 60%, Sv IM17
 #AT 3= Punch 3d6+6, or Spear-3d8+10, AL C
 ST 25, IN 24, WI 28, DX 22, CO 28, CH 28.

Powers: Extra attacks per round x2, Enhanced reflexes, detection Suite.
 Ancient (probably 9000 BC or earlier) Stone-tipped spear+4 Ugg-Ma

Followers Alignment: Any
Taxes: Followers are taxed 10% of their annual income by the Church.

Clerics: Clerics.
Alignment: Any
Powers: Gain the ability to make Saving Throws vs. Magic at +4.

The main advantage Ilsensine offers to mindflayer is that they do not have to forego its development of personal power while being able to cast priestly spells.

Knowledge is the second advantage Ilsensine offers to her followers, and as any reasonable Illithid understands, knowledge equals power. If a priest can prevail upon her favor, it can gain answers to difficult questions. There is almost no place in the Multiverse central ring inaccessible to Ilsensine's neurons. In addition, she dispatches deceptive spies, in the form of cranium rats, to serve as its eyes and ears in those places not directly viewed upon. It is said Ilsensine knows more than possibly any other Immortal and remembers it all (though this is far from the truth, she has amassed great quantities of knowledge).

Skill Effects: Smithing metals +1 (thus underwater -3).
Accepted Weapons: Standard
Accepted Armor: Any.
Handicaps: Illithid Priests cannot Turn undead and can't advance beyond 12th level of power. They also lose the right to join the Elder Brain, and it immediately loses its magical resistance so that it can effectively channel the power of Ilsensine. This reduction of magi resistance occurs through a simple act of will on her part. The mucous integrity of Illithid priests remains unbreached; however, their ability to negate magical effects decreases to 18%.

Holy Symbol: a volcanic foamstone (the only stone that naturally floats). To the Illithids a petrified brain.

Vestments: None, but Holy Symbol and some jewelry, to the Illithids intricate robes and belts are used.

Adventuring Gear: None, to the Illithids as Vestments.

Temples: none but underwater volcanoes are holy places in themselves if very active. These places are used for living, working and praying.

Dogma: The sea can be cold and freezing, but they can also be hot and boiling. The Kopru worship Manwara as an Immortal of diversity. To them he is the Lord of Heat and Cold, and an Immortal of Chaos.

The Kopru consider themselves important to Manwara's plans because he has given them the power to exist in hot and cold waters. They are the ones chosen to watch over the sacred steam springs which explode out of the fumes of the great volcanoes.

Manwara is also viewed as a callous being, who creates other races to do his bidding and to carry out his great plans. The Kopru's domination ability is further evidence that they are chosen to emphasize the violent and uncaring power of the sea.



Daily Activities: Oversee the underwater smithing, volcanic activity. Duties of the priests; guidance, marriage. Illithid priests concern themselves with the pursuit of knowledge, the exploration of new territory, and the exploitation of knowledge gained through these explorations. Standard Illithids do not abhor priests of Ilsensine in their communities as they would Illithid sorcerers. However, there is usually not much mixture between each group.

Known History: The only Immortal who was once one of the strange undersea Kopru Race. Shark the Lurker is the major Kopru Immortal. She is credited with assuring the Kopru's supremacy by earning the Kopru their power of magic resistance.

In forgotten ancient times (approximately 9000 BC), there was a tribe of Neanderthal men. Their local shaman or Wokani succeeded in making a spear of a shaft of natural stone stalactite of tremendous power. This spear they named Ugg-ma (Slay Directly) was capable to fly triple normal throwing distance through any medium were it air, water, or matter, and then return. But fire would stop it instantly. The weapon could pass through several creatures if thrown rightly.

The weapon was used once against a Red Dragon who insisted on dining on the local Neanderthal tribe. They used their weapon, but instead of returning, the weapon remained lodged deep inside the Dragon's chest, blocked by its internal fire. The Dragon died and fell into the ocean, just prior to reaching its volcanic island lair.

A small tribe of Kopru lived in the underwater part of the volcano, while they knew the deadly Dragon lived above, sometimes dining upon them. Slizzark, their leader, was surprised like the rest of the tribe, to see the Dragon falling dead into the water. To them it always had been a sort of God.

Slizzark thought if a god can die, a living can become a god, and with that thought he ascended the volcano, found the Dragons lair. With the weapons and wealth found he returned as if he had become a God returned. The eager for power awaiting Kopru easily accepted this claim. Slizzark learned the power of the stone spear, when its intelligence revealed itself as Ugg-Ma, during the many battles with other species that followed to proof his claim of being a God.

The other Kopru found (according to their legends) that Manwara had given them the ability of Domination, possible a remainder of the Dragon's power. Unaware to them they already had this ability, but never used it. The Kopru where in that era almost wild beasts, living singly or in small family groups. Slizzark succeeded to bind the Kopru into a single race and nation. Together they conquered and dominated large portions of the sea and their coast. (the reason why even today fairytales speak of the devils of the sea when it boils).

After several years Slizzark, Ugg-Ma guiding her, became intrigued by it, but she did not like the speaking, not at all. She was the God of all living and dead (or so she thought). The weapon advised her to do several things. At first Slizzark followed these advises, but eventually rebelled, assuming her "position". She thus failed three of the seven Immortal calling tests (i.e. Wisdom, Resourcefulness and Mercy). The Immortal who used Ugg-Ma thus did not reveal itself, but further guided (or tried to) the rebellious Immortal candidate Kopru. It took several years before Slizzark succeeded along the Path of the Paragon. The Trial was the creation of Underwater Steel mining. With its empire she easily changed the area several hundred miles afar. With Ugg-Ma she easily defeated all those who stood in her way.

Thus she finally truly became an Immortal. She never learned his sponsor, but knew it was not Manwara. He had seen a fiery hand pulling him out her body. Now aware of her true ascension she traveled the world at first, the Multiverse later. Ugg-Ma never spoke again. She later learned that the magical weapon could be used as a conduit for communication from elsewhere, by other Immortals. This power seized to exist directly upon her ascension, unable to ever be used this way again.

As part of his being an Immortal he took several of his kin and transported them to as faraway world. These creatures were adapted to the air and new environment, and thus became the Illithid or mindflayer race on Khoronus his world. When the planet blew itself up in its internal strife (1000 AC), Slizzark thought her race had died and abandoned them. She is still unaware several Illithids escaped the blast in solid time and succeeded to reach several places in the Multiverse this way. Some recently even managed space travel.

After several centuries she returned to her race who had forgotten her, but never truly returned to its primitive state. They used their domination power, and lived in small groups nearby volcanoes underwater, but her empire was gone and forgotten. There were more Immortals who viewed over the various underwater races, but Slizzark secretly advanced, hiding (hence becoming named the Lurker) among the mortals until she finally met Manwara and revealed herself. At first shocked Manwara quickly agreed the proposed alliance. Together they now are the Immortals of the Kopru, originally an evil race, but thanks to Manwara, now only a chaotic breed, living their way among the other underwater races, as one of them.

Personality: Slizzark is not stupid, but still thinks she should dominate the world with her race, to make the world better. She has learned a lot of the multiverse, yet less of the mortal world. Afraid of sudden changes that could change all there is, she never revealed herself in another way than through incorporeal form or prayers. Her secretive trait (the Lurker) still remains dominant in her behavior, especially when dealing with other Immortals. It was with this trait she revealed Entropic plans to Manwara, and together often hindered those to incompleteness.

Appearance: Originally a normal Kna, she altered her body along with her creation of the Mindflyer race. she manifests herself as a disembodied brain of lambent emerald hue that trails countless ganglionic tentacles throughout its cavernous demesne and out to infinite planes. It is said that its far-reaching nerves allow it to gather information from all worlds and planes simultaneously; learning every secret and storing it away for later use. (actually this version of Immortal Eye is less trustworthy, but Slizzark thinks that to see something you somehow have to be their).



Sometimes she uses a mortal identity looking like a huge, two-tentacled spectral brain that radiates green light to those Illithids that most revere her, or those communities that could benefit from specific Godly intervention. Illithids so honored offer up any scholars or sages currently kept captive in order to pay her homage, and they dedicate a small number of Illithids within their community to her Priesthood. This priesthood is a small and selected one, giving to dying out after the demise of the initial priests so chosen. Mindflyers are more interested in developing their own personal powers than in channeling the powers of another—even an Immortal.

To the Kopru she appears as a green-skinned Kopru, together with her stone spear Ugg-Ma.

Allies: Manwara is her friend, and Ka accepts and understands her pursuit of knowledge.

Enemies: Most other Immortals abhor the Illithids, and thus are offended by the dying race. They all hinder Slizzark wherever they can, all to prevent the mindflyer race from gaining any true foothold in any culture or world.

Holy Days: none

Days of Prayer: None, Priests pray after awakening.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Cautious +2, Trusting -2, Generous -4, Honest -3.

Dead: forgotten

Birth: nothing special

Colors: Green and violet

Incense / Oil: none

Symbols: Brains, Tentacles

Stone / Metal: Emerald, Tin

Plants: Brain-coral

Animal: Squids

Chant: None

Sources: TSR9277—D&D—PC3—The Sea People, TSR9563—AD&D2—MA3—The Illithiad, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Ssu-Ma

Father of Written Knowledge,
Toth, Toth, Shuma.

Shi Su-Ma, Oghma, Dihouti

Patron of Writings, Spell Books, Scrolls,
Literacy and Scholarship, Time-Keeping, Nagas.

Region:	Vulture Peninsula, Hollow Word Nithia, Thyatis, Esterhold, Ravenscarp, Ochalea.
Sphere:	Empyrean (IM 20) of Thought
Homeplane;	Heliopolis
Date Ascension;	not well known, Somewhere around 1200 BC, became aware of this around 500 BC.
Sponsor;	Asterius
Statistics:	AC-7, HD 34, Hp 330, MV 150' / 50, AM 70%, Sv IM20 #AT 3= Punch 3d6+6, Staff- 4d6+10, AL N ST 25, IN 74, WI 72, DX 38, CO 25, CH 27.
Powers:	Height Increase, Howl (actually Shriek), Turn Undead, Summon Weapons Staff+5 (Knowledge Keeper).
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Humanoid Shaman.
Hp;	Roll on 1d4 instead 1d6.
Alignment:	Any neutral, Lawful Neutral, and Chaotic Neutral.
Powers:	Clerics can Read Languages at will Cast Read Magic once a day extra. Every level from 1 st to 8 th , the priest receives one extra language which he may choose: the languages chosen may only be those of sentient humanoid races.
Skill Effects;	Any Knowledge Skill +1 Extra Teaching Skill Required: Reading/Writing. Recommended: Artistic Ability (Composition), Religion.
Accepted Weapons;	Standard, Quarter staff
Accepted Armor;	None: no shields.
Holy Symbol:	The Ankh, often placed above an Ibis head.
Vestments;	Long robes till on the floor of any color.
Adventuring Gear;	Any.
Temples:	Universities or Schools
Dogma:	Read and Learn, Study and Evolve, Comprehend and Understand. Neutral Magics, Scribes, Knowledge, Inventions, Secrets. Learn all you can and help to spread wisdom throughout the world. Research magic, protect the secrets of Thoth, and spread magic throughout Nithia. Explore new invention and better ways to do things, pushing the limits of engineering, architecture, and magic item construction. Protect Nithia from their enemies and undermine their efforts at every possible turn. Use weaponry as little as possible, magic is your weapon.
Daily Activities:	Teach the illiterate and interested. The church of Thoth is organized in a strict Hierarchy, although individuals are free to pursue almost any course of inquiry. Thothians spend several hours each morning studying. They spend most afternoons researching magic, serving as scribes, clerks, or librarians for the church of the state, or teaching the young. Particular pious clerics often spend their evenings assisting the poor and unschooled as scribes and tutors. Traditionally, the content of any message written by a scribe of Thoth is held in strictest confidence as a religious trust between the scribe and the person who dictated the message. Scribes do not typically deliver messages, that is a job for messengers. The Immortal's priesthood is primarily interested in the education of the young in reading and writing, and the promotion and support of writers and poets in their culture. Duties of the Priest: Guidance, Marriage. Education: These priests must encourage and support members of their flock (or of the general population) who show signs of talent with prose or poetry. Vigilance: Literature and Poetry often offend those who do not understand them or those who disagree with the attitudes expressed in those works of art, and so these priests must be vigilant against the very human forces of censorship and repression.
Known History:	Thoth was an ancient Tangor, from the earliest beginnings of the Nithian culture, before it even bore the name Nithia (a few centuries after the great rain of fire). He was born and raised in Thermopolis, later to become Upper Nithia. He was very interested with the Moon, and soon became a follower of Astaru (Asterius). He learned the law of life in the Multiverse that rises from death, and from the passings from the sun and the moon he calculated time. On the Isedtree in Hermopolis he signed the years of all passing rulers as time went by. And he invented the Hieroglyphs, a system to write thought down, transfer them to others, to learn from it, and to evolve. This knowledge was the initial seed that caused Nithia to spring from a few little petty kingdoms to the large empire later. He became a great sorcerer long before Nithia arose to greatness, and followed the Path of the epic Hero. He became well known in his travels, negating the influence of time on himself. He successfully traveled and quested over the world, through Planes and even Time, he brought his knowledge even at the beginning of man and so became responsible for the earliest written knowledge (It is said he even succeeded to learn baboons some writing—maybe these were he first humanoids on Mystara, from which the rest evolved).



He not only had invented the Scroll, destroyed the Sword of Destruction, but was responsible for the restoration and reincarnation of Orisis from the dead (read there), when he finally returned to his birth grounds, discovering what his wisdom and knowledge had brought forth, a fully grown empire, Nithia.

He now already was an Immortal but, Asterius did not let him know that, for reasons unknown, and still accounted for by the Other Immortals. First much later (about 500 BC) when he stepped a bit back from his books and tomes he discovered what he had become, and took the Ochalean name Ssu-Ma. He did not use much Immortal magic while still unknown of his ascension, to dug deep in his tomes and books.

Ssu-Ma had become the main Immortal of the nation of Varellya (nowadays Vulture Peninsula). There was a vast nation there once (before 565 AC), and a brutal war.

Abatu of Varellya was a Human being back then and was the Crown Prince of Varellya, who desired to hold the might of his father the King. The king wasn't dead when Abatu claimed the throne: Abatu had merely had the old man abducted and declared dead. Abatu had a twin brother, Lothir, who was Abatu's accomplice in the king's abduction but who challenged Abatu's right to the crown. Abatu of Varellya then conjured a powerful monster from the Sphere of Entropy to destroy his rival. He clearly was unable to control the Immortal avatar, and when it had accomplished its crime, it turned on its summoner and obliterated his entire land.

Ssu-Ma was so angered when he saw the destruction caused by this stupidity under his followings, that all his people would be cursed to live, die, and forever return as Nagpas—feeders on carrion as they had once fed on each other in war, yet also forced to learn, and have an desire to know all knowledge. It was their morbid rivalry, greed and stupidity that caused the total destruction of Varellya and brought them the curse that turned all Varellyans into Nagpas.

Ssu-Ma—himself having a bird like head, clearly liked this curse, the humans had brought onto themselves, but their were great discussions among the Immortal if this would count as "Direct Interference against Mortals" or not, in the final end, the Immortal court found that a Curse could be broken, and no permanent harm, other than that brought by themselves, was inflicted upon these humans. All would remain as it is, until the curse is broken, and Ssu-Ma would not be punished for it.

Every year for centuries, the accursed people of Varellya return to the site of the ancient conjuration and sacrifice jewels, precious metals, magical items, books, knowledge, food, anything that may have any value to them, seeking atonement and an end to their wretchedness to Ssu-Ma.

Death itself will not break the curse. When death befalls, the souls of the Varellyans return to the mound. Every year at the same time, the ghosts fight their wars all over again, then materialize as embryos inside the black cocoons. Over time they grow to adult size and breach the cocoons. Many Nagpas wander the far reaches of the world, but they always return to Varellya in soul or in body.

Since then, Abatu has already died and been reincarnated three times. Abatu's goal is to break the four-century-old curse that afflicts him and his people.

Since the catastrophe, Abatu has discovered that he must find his brother and come to terms with him in order to break the curse. He knows—but ignores—where Lothir is. Abatu has visited many places in the world, including Alphatia, Thyatis, and the far reaches of Sind. He commonly travels with the Flying City of Serraine, a fabulous Gnomish creation that roams the world. Abatu has a ring of Teleportation, the only item of value he has never dropped into the mound. He uses it to get aboard the Flying City.


Abatu has avoided dealing with the fact that his brother is kept prisoner deep beneath the volcanic-like mound, where he nourishes an eternal hate toward Abatu. The Keeper is a Nightwalker that can only be dismissed back to the Sphere of Entropy by a voluntary and simultaneous wish (not as a spell) on the part of the twins. If an outside party ever managed to defeat the Nightwalker, it would reform within a day and return from the Sphere of Entropy. If Lothir (himself a Nagpa, identical to his brother) was taken away from the mound, the Nightwalker would stalk him forever, seeking to bring him back.

Once the Nightwalker is properly dismissed, the twins disintegrate and the curse is broken: the Varellyan Nagpas would continue their normal lives as Nagpas, but their deaths afterward are final and forever, they would then be able to reproduce as normal creatures however. If they think about it, or their race would soon become extinct, as their exist only a few thousand Nagpas worldwide and widespread and solitary. They will not gain any sensation or knowledge when the curse is lifted unless seen themselves or told about (believing is something else). The land remains a desert.

The Immortal (Ssu-Ma) who caused the Varellyan calamity has long forgotten about the whole affair and is neither reachable nor interested. Abatu keeps his true identity a secret, fearing that his people might interfere with his goals or torture him. Death is no concern, since he would reincarnate within a year—but he fears the loss of his magical ring. Abatu loathes the thought of entering the mound in search of his brother, and he generally would prefer staying out of Varellya.



Abatu is a conniving, treacherous being who stops at nothing to reach his goals. Abatu senses when a kin dies, and he returns to Varelyya for the cocoon to place it in a local cavern or dungeon later on. They speak their own tongue, Varelyyan, and often another language or two (Glantrian, Sindish, etc.) depending on where they live. A reincarnated Nagpa takes 5-8 months to breach a cocoon, then emerges as an adult with all its memories of its previous lives intact.

Personality:	<p>He believes strongly that civilization is only possible by the written word. Said to have invented spell books and magical scrolls, but also the calendar and measurement of Time. Literacy and scholarship are his main interests.</p> <p>Toth is an Old Immortal, and he is very vigorous and creative. He is very intellectual and rarely displays great shows of emotion except when engaged in a heated academic debate. He speaks in clipped, efficient phrases, and is an elitist toward those he considers "uncultured barbarians". He has been given the credit for the creation of many unique magic items and his expertise with technology, which has caused significant, but gradual cultural changes over the centuries.</p>	
Appearance:	<p>His appearance (nobody knows if he was the victim of a partially successful Polymorph Other Spell, but he accepted it as if normal) is that of a man with the head of a Black Ibis.</p> <p>As an Immortal he still uses this appearance, sometimes even becoming a complete black Ibis.</p> <p>He sometimes takes on the identity of a normal (20th level) scribe.</p>	
Allies:	Hermes, the messenger of the Immortals. He also allies himself to Horus-Re, Isis, and Orisis. He also gets along with Rathanos, Pflarr and Ka (of which he helped to stock the libraries in his "Lighthouse" valley in the Hollow World).	
Enemies:	He works to oppose Set, Ranivorus and Thanatos.	
Holy Days:	During the winter and summer solstices, clerics of Toth are required to fast for an entire day and then immerse in icy bath. The ceremony of introspection, as this is known, symbolizes their desire for true understanding and their reemergence into the world with a clear head and an invigorated heart.	
Days of Prayer;	Every day. Clerics of Toth pray for their spells at dawn, prior to the new day of invention and discovery.	
Piety awards:	None additional	
Piety Penalties:	None additional	
Habits:	<p>The clergy of Toth inscribe their Holy Symbol at the top of each page of Papyrus before writing anything else on that page.</p> <p>Prior to undertaking any major task requiring engineering, writing, or magical skill, Toth's faithful draw the Symbol of Toth on the backs of their hands and over their hearts. In general, the clergy of Toth put less emphasis on excessive pageantry and ceremony than most other Clergy. They regard most of it as a waste of valuable time.</p>	
Dead:	Entombed (maybe with proper magic their knowledge can still be assessed).	
Birth:	Baptized lying on the book of Holy Knowledge by laying on hands and applying a few drops of Holy Water.	
Colors:	Light Brown	
Incense / Oil:	Sandalwood, Mahogany, Heavy scented floral scents.	
Symbols:	Ibis, Tomes, Scrolls, Writings.	
Stone / Metal:	Polished gravel to a shine (even the common things become beautiful with the right knowledge used), brass	
Plants:	Papyrus (rumored that Toth created this plant), Oak, Papal.	
Animal:	Ibis (especially the Black Ibis), Baboon (symbol of the most illiterate being)	
Chant:	variable depending on knowledge sought.	

Artifact

Tome of Ssu-Ma

The Immortal Hero Ssu-Ma is said to be the father of written knowledge, bringing mankind from barbaric chaos to civilization. His Great Tome is said to gather knowledge of all sorts from the very air itself, and is thus able to provide information on anything in existence.

Description:

This large, bulky book is 5 feet square and nearly a foot thick. Its covers are each half an inch thick, fastened securely by a built-in lock. The covers are not marked in any way.

Magnitude:

Lesser artifact of Thought.

Power (PP 250):

Attack Powers (3)

Disarm	25 TP
Feeblemind	40 TP
Open Mind	80 TP

Information Powers (3)

Read Languages	10 TP
Mapmaking	55 TP
Lore	70 TP

Transformation Powers (2)

Repair Normal Objects	10 TP
Open Locks	25 TP

Defense Powers (3)

Obscure	20 TP
Memorize + 5 spell levels	50 TP
Survival	65 TP

Activation:

The lock on the book cannot be opened magically, and open locks attempts ' suffer a + 50% penalty to the roll. Anyone who fails to pick the lock can never succeed in opening it. The contents of the book cannot be examined until the lock and book are opened. The first page of the book explains all of its powers, their PP costs, and the page references where the command words and instructions for each power can be found. The Tome can be read easily by anyone, as any attempt to read it triggers the Read Languages ability.



Use of Powers:

The Tome's contents explain how the user, drawing on the power of the Tome, can produce the effects of the given powers. The pages of the book cannot be used as materials for the effects (such as mapping).

Suggested Handicaps (2):

1. When first used the user suffers a -6 penalty to Strength score.
2. Body part change: The user becomes hunchbacked, and suffers a + 4 penalty to Armor Class and a -4 penalty to all Hit rolls because of this deformity.

Suggested Penalties (3, standard chances):

1. User involuntarily assumes gaseous form.
2. Memory lapse: The user immediately forgets any 1st level spells memorized.
3. Service: The user is suddenly compelled to map an entire level of a nearby dungeon, using the tome, and will assemble an expedition to do so, leaving within 3 days. This effect ends when the map is completed.

Extra Spells

Speak with Birds

Range:	caster only
Duration:	2 rounds per level
Effect :	1 abian within 30'
Save;	None
Casting Time:	4

Cleric 1 spell

This spell empowers the priest to comprehend and communicate with any normal or giant abian that is not mindless (thus it can speak with most birds, but not insects). The priest is able to ask questions and receive answers from the creature, although friendliness, cooperation, truthfulness are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning birds; the more stupid ones will instead make inane comments. If the bird is friendly, and of a non-opposing alignment as the priest, it may do some favor or service for the priest. Remember, many normal words and sentences can be completely misunderstood by animals. Example; a glass window will be seen as solid air, frozen water, or something unseen hitting them).

Sources:

Ssu-ma Ch'ien, an historical figure (Further Research: Shih chi (Records of the Historian) by Ssu-ma Ch'ien (145-90 B.C.) is called the first major Chinese historical work. For more information on this scholar, see Ssu-ma Ch'ien: Grand Historian of China, by Burton Watson (1958). For details of Chinese mythology, see Asiatic Mythology by James Hackin et alia, and Chinese Mythology by Anthony Christie.

Mythological Encyclopedia,
Dragon Magazines: 157, 164,
TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes,
TSR9339—D&D—HWR2—Kingdom of Nithia,
TSR1017—D&D—Set 5—Immortal Rules,
TSR1021—D&D—Set 4—Master Rules,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
A good Thoth adventure can be found in Dragon Magazine 81 (pages 47-56) January 1984
Site of Pandius.



Stodos

Cryonax, Croaking Demon, Swamp Demon, Gobbler

Master of the Icy Wastes

Region: High in the Cruth Mountains (Blizzard Pass), other cold "frostfell" regions.

Sphere: Temporal (IM 9) of Entropy
Homeplane: Unknown
Date Ascension: about 3050 BC
Sponsor: Hel

Statistics: AC-1, HD 21, Hp 130, MV 150' / 50, AM 50%, Sv IM 9
#AT 2= Punch 2d6+4, or Claws(2)1d3+4 each + Bite-2d8+6, AL NE
ST 21, IN 18, WI 12, DX 15, CO 16, CH 8.

Powers: Call Other, Snap, Control Undead, Enhanced Reflexes.

Followers Alignment: Any non good (if good transformed over a period of a year into evil)
Taxes: Followers are taxed 10% of their annual income by the Church.

Clerics: Clerics, Humanoid Shaman, Avengers
Alignment: Chaotic non-good (preferably Evil).

Powers: Permanent Resist Cold effect.
Skill Effects: Survival Cold skill +2 if chosen.
Accepted Weapons: Natural, Club, Dagger.
Accepted Armor: Any.

Holy Symbol: Crystalline toad (ideally carved from magical unmelting ice).
Vestments: A cloak covered with wet slime, preferably green, brown or any variation thereof.
Adventuring Gear: Any.

Temples: The best know temple of Stodos is recorded in the Ancient tomes of Blackmoor. As depicted here it was a great construction in the shape of a large stone frog, with several other constructions next to it.



After the destruction of Blackmoor, the cult of Stodos never grew to such greatness anymore, and its "temples" became secretive and hidden caves in mountain passes, or glacier regions (like the recently discovered "temple" in the Blizzard Pass of the Crutch Mountains).

Dogma: Ice, cold, arctic wastes, multiversal heat death

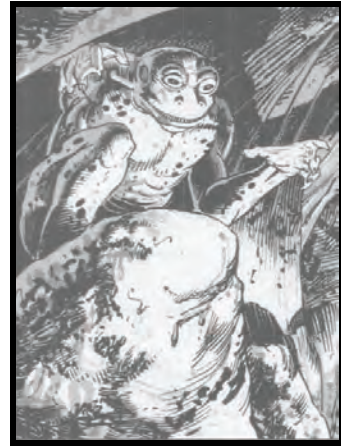
Daily Activities: Promote the Dogma, guidance, indoctrinations in neighboring nations.

Known History: Stodos was a descendent of those frogfolk created by Saint Stephen in the early Blackmoor era. He was an accomplished techno mage, but extremely introverted, even antisocial. Feeling out of place in the human-dominated academic world, he eagerly joined one of Blackmoor's moon missions in 3205 BC. Stodos grew to love the pristine chill of the moon and hate the Blackmoorian bureaucrats who attempted to bring him back once his shift was through. Working in secret, he created a bacterium that would kill humans but leave frogfolk unharmed, thus causing the failure of Blackmoor's first colonization attempt. The other frogman in the crew he killed more crudely with a large, club like wrench. As far as the mission commanders at home knew, the deaths were completely unexplained, and they assumed no one survived. Unbeknownst to Stodos, this fulfilled the "create a unique magic item" requirement of the Path of the Paragon.



A Statue of Stodos discovered in a Hidden Temple in the Blizzard Pass in the Crutch Mountains. 1008 AC.

Stodos cannibalized as much of the technology in the moon base as he felt he needed and constructed a secret base some distance away, using mechs to help him transport the materials. Then he destroyed the remains of the base utterly enough to cover his tracks, thereby fulfilling the Sphere of Entropy's requirement that its questors destroy a lesser artifact of the Sphere of Energy - the base and its power, which he and other Blackmoor techno mages had labored on for decades. While he created heat and atmosphere in his new base for a time, he worked primarily on altering himself so that he could survive on the barren surface of the Moon without any artificial aid.



Over the next few years, Stodos destroyed several more colonization attempts, working in secret to sabotage key components or creating new tailored bacteria that the colonists would not detect in time. Thus it was that he easily proved himself the greatest techno-wizard in far more than a thousand miles. He also expanded his base, creating a labyrinth of tunnels and experimental laboratories beneath each subsequent lunar base, transforming the terrain beneath the lunar surface to a surprising extent.

In the planes of Entropy, Hel noticed Stodos' feats and saw in him a kindred spirit who had nearly completed the requirements for Immortality entirely on his own. She granted him a vision of her home plane, Niflheim, and hinted at the power buried there. That was all that Stodos needed - he used his expanded labs to research the means to create an Interplanar gate, and used it to visit Niflheim under his own power.

Stepping into the freezing fog and snow of Niflheim, he came face to face with Hel herself. She explained to him about Immortality and his real chances of achieving it: he needed only to train a group of apprentices, which he was welcome to do in her service rather than bothering himself with the wretched inferiors of his own world. Impressed with this offer, Stodos accepted.

As a mark of his new status, Hel transformed Stodos into a Hezrou, a Croaking Demon, a creature of great power. In this new form Stodos taught magic and technology to six of Hel's fiendish servants, teaching them many of his secrets - though not all of them. When Hel deemed the last apprentice sufficiently accomplished, she rewarded with their teacher with true Immortality.

In the millennia since, Stodos has been up and down the Immortal hierarchy. His greatest success was helping to destroy Blackmoor civilization and its interplanetary colonies once and for all: after this was complete he became lost for a time, unsure what his next goal should be, and he was defeated a number of times in the Immortal Olympic games.

Ultimately, Stodos decided that only when all the worlds were rendered as barren as Niflheim or the Moon would he be content. In this he was opposed most strongly by the Immortals of the Sphere of Energy, and due to the efforts of Rathanos, Ixion, and others he hasn't yet made much headway since the last Ice Age. Still he builds his mortal following in the coldest places of the world, he recruits armies of icy beings on the elemental planes, and he creates endless new varieties of icy monsters in his home plane, called the Chiselled Estate. He is patient and knows one day victory will be his.

Unconfirmed History; The next is told among the clerics of Stodos, and therefore is probably a lie, but it also could be the truth. Nobody knows for sure. Stodos is a far more ancient deity, a being of cold and chill during the Age of Serpents who brought many troglodytes and lizard folk to serve it in the arctic wastes later known as Nithia.

Its people unsuccessful in the cold even with Stodos' magical aid, it had long dwindled and eventually sunk, with its mortal followers, into a sleep of many centuries. It awoke, finally, to the sound of strange engines.

Seeing potential, it persuaded a scientist of Blackmoor to create for it a race of froglike servitors. When this race was largely wiped out by followers of the demon-god Zugzul, Stodos began concentrating all of its efforts into destroying Zugzul and all it stood for along with all fire, heat, and energy.

Personality: Cunning, creative, patient, hateful, sociopathic. Sages vigorously debate whether three cults discovered on Mystara revered Demogorgon, or something else. The first cult dates back to the Blackmoor era and concerns the Temple of the Frog. The second cult also involved a group of evil Traladaran monks revering a frog-like Immortal in a monastery on the west bank of the Castellan (formerly Shrill) River. Humanoids overran the monks circa 960 AC.

Another cult was recently discovered in the Black Spires of Darokin in the Blizzard Pass. A group of goblins was found to be praying to an ice toad Immortal and keeping various toads as pets. Unaware to these sages is that these belong to Stodos, another—yet unknown in Karameikos—Immortal. Demogorgon is more secretive in his works, but works together with Stodos.

Appearance:

This foul, slimy monster looks like a giant humanoid toad, a Demonic toad-like biped, standing about 7 feet tall. With surprise, it can lash out with its 10' long tongue and, if it scores a hit, it pulls the victim into its jaws, biting for double damage (automatic hit). It does not use its tongue in normal melee, as that part is easily damaged (AC 5). In melee, the swamp demon uses two claws and a bite to attack.

**Allies:**

Stodos allies himself with the gods of Ragnarok: Hel, Orcus, Demogorgon, Loki, Alphaks, and Thanatos. However, he has his own agenda and works to ensure that the worlds end not with fire, but with ice. For this reason, Zugzul has taken violent exception to his means (if not his end), and has become one of his greatest foes.

Enemies:

Rathanos, Ixion, Zugzul, Odin, Frey, Freya, Djaea, Ka the Preserver

Holy Days:

none

Days of Prayer:

Nytdain. Priests pray at Dusk after awakening.

Piety awards:

None additional

Piety Penalties:

None additional

Habits:

Honest -3, Loyal -2, Peaceful -3.

Dead:

Eaten

Birth:

Nothing special

Colors:

Brown, Green.

Incense / Oil:

None

Symbols:

Frogs, Toads, Snow, Ice.

Stone / Metal:

Sandstone (easily carved), alloys

Plants:

Ferns, Daffodil, Reet, Papyrus.

Animal:

Frogs, Toads, Salamanders, and other amphibians.

Chant:

None

Sources:

TSR9175—D&D—DA2—The Temple of the Frog,
TSR9067—D&D—M1—Blizzard Pass,
TSR1017—D&D—Set 5—Immortal Rules,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Tahkati

Stormtamer, Takhata

Patron of Horse Clan (Atruaghin) and Horse Riders

Region:	Atruaghin, Sind.
Sphere:	Celestial (IM 18) of Energy.
Homeplane;	Unknown
Date Ascension;	Unknown but long before 1000 BC.
Sponsor;	unknown, Ixion is rumored but refuses to acknowledge this.
Statistics;	AC-16, HD 37, Hp 420, MV 450' / 150, AM 70%, Sv IM18 #AT 3= Punch 3d6+10, or Spear-3d8+14, Long Bow-3d8+13, AL N ST 49, IN 43, WI 41, DX 30, CO 28, CH 25.
Powers:	Increased Movement rate x2, Detection Suite, Enhanced reflexes. Spear +4, Long Bow +3.
Followers Alignment:	Any non evil
Skill Effects;	The Children of the Horse are noted for their skill in battle and their equestrian accomplishments. Because of this, all Horse Clan members are required to have the Riding (horse) skill. It is also recommended that each character take one ore more military skill, like Bravery or Leadership.
	Fighters may never take the Blind Shooting skill (or any other Missile Skill). This is due wholly to the fact that all followers consider these weapons to be dishonorable for use in warfare and only marginally acceptable in hunting. Since Horse Clan fighters lead the seasonal buffalo hunts, they must all take the Hunting and Survival (Plains) skill.
	Horse Clan Magic-users have major restrictions placed upon them because their choice of character class. They need double normal experience to advance in levels. In addition , however, they must take the Mysticism skill to ensure that their researches do not offend Tahkati or Atruaghin.
	Thieves are often called upon to play an important role as scouts and spies in their villages' skirmishes with other tribes. Because of this, they are required to take at least two of the following skills (or take the scout class) Firebuilding, Military Tactics, Bravery, Danger Sense, Alertness, Stealth (Forest), or Endurance.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Any non evil
Powers:	Natural Horse Empathy (as per skill).
Skill Effects;	They must take the Horse Training Skill.
Accepted Weapons;	Standard
Accepted Armor;	Any.
Holy Symbol:	A Horse silhouette
Vestments;	non specific
Adventuring Gear;	Any.
Temples:	Tahkati does not use real temples but special huts (teepees) with sweathuts, burial grounds are well known. A constant burning fire mostly nearby.
Dogma:	Bred and train horses, they will bring you everywhere.
Daily Activities:	Guidance, Marriage, Study, Horse training.
Known History:	She first domesticated horses among her clan of the Horse. She has lost her memory after a confrontation with a Blackball. All she knows about her history is the she was an Ancient Ruler of the Atruaghin Clans long before they'd ever heard of Atruaghin. Other Immortal either don't know or for some reason refuse to tell her history.
Personality:	She is fierce, Stubborn and Warlike. Although she became Immortal before Atruaghin came into the picture, she learned to accept him, as both shared a common goal, the protection of the clans. But it took several decennia before she truly revealed herself, and became allied with him.

Appearance: Takhati looks like a typical Horse Clan member. A beautiful stunning yet strong and imposing female adorned with a multitude of feathers on her warbonnet, carrying a bone leather shield and small tomahawk.

Her clothing style, jewelry all belong to her tribe, yet her immaculate facial appearance reveals some cosmetic or magical augmentation.

Allies: Atruaghin, Ahmanni Turtlerider, Hattani Stoneclaw, Mahmatti Running Elk.

Enemies: Danel Tigerstripes and Atzanteotl. Recently also Loki a.k.a Bozdogan, due the invasions of the Master of the Desert Nomads in Sind.

Holy Days: none.

Days of Prayer: None. Shamani and priests pray at Dawn.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Courageous +2, Honest +1, Forgiving +1.

Dead: Funeral Rites

When one of the Children of the Horse dies, it is a time of sadness for the entire tribe. Being a warrior people, they look upon all of their men and women as an important resource. Thus, for three days following the death of a tribe member (or more), the village is in mourning. The body is placed atop a ceremonial platform in the center of town where all of the Horse Clan are expected to call upon it and pay their last respects.

At the end of the period of mourning, the body is carried by a funeral party of Shamani to either the Matai or Freetakkan river. Her, following a brief ceremony, the body is placed in a bullboat and set adrift. Some time later, now entrusted to the Care of Atruaghin and Takhati themselves, the boat and its occupant plunge over one of the mighty cascades to their final resting place far below the waters of the Roaring Lake.

The Shamani return to the village and bring word that their charge has faced his or her end bravely, with dignity, and now resides in the realms of the Immortals with Atruaghin, Takhati and the great totems.

Birth: Baptized by the Shamani

Colors: variable

Incense / Oil: none

Symbols: horse tracks

Stone / Metal: Flint, none

Plants: grass, onions, garlic.

Animal: Buffalo, Horse.

Chant: none

Children of the Horse

The Children of the Horse are a fierce and warlike people who make their homes among the lush valleys of the north of the Atruaghin Plateau. An important part of their lives is the ritual of mock battles with other tribes in their clan and seasonal buffalo hunts on the plains south of their villages. Members of the Horse Clan speak no vocal language (though they can make sound), but communicate via hand signals and other gestures.

Appearance and Dress

Members of this clan wear buffalo and deerskin clothing, though not often very much of it. they are most noted for their use of buffalo tooth jewelry (worn by all followers) and their ceremonial makiki or medicine bundles. Horse Clan warriors are distinguished by the feathered warbonnets that they wear to mark their past skills.



Names

Horse Clan Members often mark past combat experience of their owners. For example, there was once a mighty Horse Clan warrior named Tarri Longspear because of his ability to kill almost any foe with a single thrust of his enchanted spear.

Weapons and armor

The traditional weapon of the horse Clan is a long, slender lance (often adorned with eagle feathers) that functions as a normal spear in game terms. Stone or bone axes and daggers are common also. Any form of missile weapon, especially the bow, is considered a coward's weapon. Thus, ranged attacks of any type are seldom made by Horse Clan Warriors.

The leather clothing worn by the Horse Clan followers is sturdy enough to merit an AV of 1. they also employ wood and buffalo hide shields that give them an additional AC bonus of +1.

Environment

The center of the northern half of the Atruaghin Plateau is a region of vast, rugged plains. Somewhat more fertile than the lands to the east inhabited by the Children of the Bear, it is also blessed with a trio of mighty rivers and two great lakes. Tall, swaying grasses cover the plains, fed by occasional rains and natural springs.

This is the realm of the buffalo. Vast herds of them sweep along the plains, raising a cloud of dust miles into the sky with their thunderous passing. Few sights in the Known World are as wondrous as the daily movements of these mighty creatures.

In addition to the plains that dominate this area, however, is a series of rough valleys carved from the surface of the plateau by the action of three mighty rivers; the Matai, Baldika, and Freetakkan. These waterways flow northward from Horn and Thunder Lakes, led away from their sources in a seemingly unnatural direction by the general downward grade of this half of the Atruaghin Plateau. Two of them, the Matai and Freetakkan rivers, plunge of the edge of the Atruaghin Plateau in a pair of cascades that hammer into the waters of the Roaring Lake far below.

These valleys are caches of life in this vast savannah. Within the shelter of their rugged stone walls are thick forests that provide a home for a number of wild animals. Everything from game animals, like Elk, and small herds of deer, to dangerous hunters, like the cougar and the wolf, can be found in these regions.

Language

The Children of the Horse are almost unique among the intelligent races of Mystara, for they have no spoken language. Rather, they communicate wholly through hand signs and gestures. While it is believed that these warriors once had a system of speech, they appear to have abandoned it. It seems most likely, at least in the opinion of sages who have studied the tribe and learned its ways, that the hand signs they now use developed out of a need to communicate silently while hunting or across great distances on the plains. If this is the case, then they eventually gave up spoken words altogether in favor of their new silent tongue. As a side-effect no magic-users came to existence within this tribe, but are almost always imported from outside, as they mostly need a vocal component in the casting of their spells.

It is generally possible to find an individual among any given tribe that speaks a little bit of the languages spoken by one of the other clans. Certainly, all of the Shamani among them speak one or more of the other clan languages, but it is considered impolite to communicate verbally while in the villages of the Children of the Horse. Visitors who wish to stay with the Horse Clan for a long period of time or to do business with them on a regular basis, are expected to learn their symbolic language. If they do not, they will be told to leave these lands sooner or later—and as with all orders from these warriors, such instructions should not be taken lightly.

Villages

The Children of the Horse make their homes in the fertile valleys that cut across the northern part of their territory. Here, they live in well constructed pit houses and gather the few fruits, nuts, and berries that compliment their largely carnivorous diets.

Only married couples, Shamani, and the war chiefs have private homes. In such cases, however, the average Horse Clan house is built half-sunken into the ground. By setting all of their homes partially beneath the surface of the earth, the Children of the Horse take advantage of the soil's natural insulation. Thus, their homes tend to stay warm in winter and cool in summer with only a minimal effort to the residents' part. A typical pit home is some eight feet in diameter. At the center of the House is a fire pit that allow for some cooking and heating.

All of the other Children of the Horse, that is all single men and women over the (presumed adult) age of 16, live in long dormitory-style bunk houses. Similar in construction to the family houses, these are much longer. In fact, some of them measure as much as fifty feet in diameter. The fire pits at the center of these large buildings are, obviously, bigger than those found in individual homes.

Being natural warriors, the Children of the Horse surround their villages with earthen mounds, deep trenches, and fences manufactured from sharpened logs. Each village has a large wooden stockade in which the tribe's horses are kept. Lesser yards are maintained for the various domesticated animals, mostly chickens and small pigs, that the villagers keep to feed themselves.

Although the Children of the Horse practice no form of farming for the purpose of feeding themselves, they do maintain patches of flowers and similar decorative plants around their homes. In addition, the village is likely to be ringed (outside the wooden palisade) with briars and other thorny scrubs carefully tended by the women of the tribe.

Bullboats

Curiously, although the Children of the Horse live among the shores of two great lakes and three major rivers, they never developed an interest in water travel or swimming. Although they do manufacture small craft known as bullboats, these are used only for the shortest of aquatic ventures, for they are clumsy and unsafe.

Bullboats are constructed by stretching a tanned hide, usually that of a buffalo or Elk, over a framework of branches lashed together with leather strips. In practice, these bowl-shaped craft are unsafe for more than one or two passengers or similar load. The Children of the Horse use Bullboats for the little fishing they do and in their funeral ceremonies.

Buffalo hunts

With each coming of the first full moon in summer, spring and Fall, the Children of the Horse organize a buffalo hunt. The warriors of the tribe mount their horses and ride of to the path—toward the plains where the buffalo herds thrive. While on a hunt, the warriors lead a very different life than they do at home. In addition to the warriors, two or three Shamani join the hunt to focus the Attention of Atruaghin and Takhati on their people's needs.

Tipis

While on the southern plains in pursuit of buffalo, the Children of the horse live in temporary, conical homes that they call Tipis. Each of these consists of a wooden framework with a base ten to twenty feet in diameter. Over this frame is stretched a series of tanned buffalo hides. A single flap is left open on one side of the Tipi serving as a door. Near the top, a pair of other flaps (called ears) acts as a chimney, allowing the owner of the Tipi to build a fire for warmth. In bad weather, the ears are more or less closed and the tipi is rain tight.

While Tipis might sound very complex for a temporary shelter, the average warrior can erect one in less than half an hour. In ideal conditions, the process can take less time and in bad weather it may take slightly longer.

The outside of the Tipi is covered with crude paintings made by the occupants to tell others of his skill in combat and on the hunt. As a rule, the more experienced the warrior, the better decorated the Tipi. The Tipis of the hunt's Shamani are by far the most lavishly decorated, since every hunter is required to add his own painting to each of the Shamani Tipis.



Travois

In order to transport all of the materials that they will need over the course of the next few weeks, each of the hunters secures a travois to his horse. These wooden structures serve the same purpose a wagon does in many cultures, but the Children of the Horse make no use of the wheel and such conveyances are not found among them.

A travois consists of two long wooden poles that are secured to a harness about the horse's waist. The poles fan out behind the horse, touching the ground only at their sharpened points. Between the poles is a platform that allows the animals to carry heavy weights.

As a rule, a horse pulling a travois cannot walk faster than a walking pace, but has a carrying capacity increased by 50%. A horse with a travois is fully capable of bearing a rider as well. In the event that speed is required, the harness holding the travois can be quickly untied or cut with a single stroke from the rider's knife.

With that, the horse is freed of its burden and can instantly break into a gallop. Because travois are designed to be abandoned in a crisis, all riders carry their weapons with them in the saddle.

Hunting Techniques

Un order to bring down the mighty buffalo, the Children of the Horse employ many techniques. The most straightforward of these, however, is the most popular with the hunters, for it involves great personal risk, and thus allows them the greatest chance to prove their valor and skills.

When a herd of buffalo is located, the hunters drop their travois and move closer. The Shamani look over the herd and pick out a few of the animals as targets for the hunters, who take up their bows and ready to fire. A volley of arrows is released, marking the animals that will be hunted and, generally causing the unwounded animals to scatter. After this first salvo, the hunters abandon their missile weapons and ride down into the midst's of the buffalo. Those who have been hit with the arrows are engaged with spears and knives. In short order, and hopefully with a minimum of casualties among the hunters, the wounded buffalo are killed.

Other methods are used when the hunt has gone poorly and it is necessary to insure that enough animals will be killed to keep the tribe supplied for the coming months. This is especially important during the autumn hunt, for the tribe must survive the coming winter without another hunt until spring. These practices involves forced stampedes, in which the buffalo are forced stampedes, in which the buffalo are forced into ambushes, or over a precipice, manmade traps using pits, snares, or even the magic of the Shamani, and various mass slaughter techniques. Again, it is important to stress that the Children of the Horse use these only rarely.

Returning Home

Once the hunt has been completed (usually within a month after it began), the warriors turn their sights toward home. Gathering the bodies of the fallen, both buffalos and their companions, they return to the fertile valleys of the north. Once again, their travois are vital for the transportation of slain buffalo, many of which weigh several hundred pounds.

When the hunters return, a great celebration is held in their honor. During this time, they sing songs of their bravery and tell tales of the fallen. It is a period of mourning for the dead and jubilation over the success of the hunt.

Spoils of the Hunt

An important part of the post-hunt celebration is the butchering and processing of the slain buffalo. With an amazing amount of ingenuity, the Children of the Horse set about their task, ensuring that little, if any, of the hard-won buffalo are wasted.

The meat is dried, smoked, or otherwise preserved and stored in bell-shaped, underground chambers for use later. Fresh buffalo meat is considered a delicacy, and is eaten only at the feast following the hunts.

The hide of these noble animals is stripped from the carcass and tanned. After that, the Children of the Horse use it for a variety of things. Among the most obvious of its purposes, however, is as tipi walls and bullboats.

The bones are stripped of their marrow, which is either eaten or set aside for use by the Shamani in their mystical practices. Following that, the bones are made into tools and weapons from knives and axes to sewing needles and ornamental decorations. The skull is fashioned into a chalice used by the Shamani in mystical rites, and the teeth are pierced and made into jewelry.

The various internal organs of the creature are not wasted, either, with many of them serving very specific and important services. The stomachs, for example are cleaned out and are fashioned into watertight pouches that can be used to carry drinking water or to cook stone-boiled soups. The bladder and intestines are sealed with tallow and made into pouches that will hold preserved meat for months or even years (dried of course) to come. The liver, fat, and brains of the creature are used to soften and tan hides. Even the creatures gall stones find their place, being used to make brilliant yellow paint that the Shamani use to prepare warriors for a great battle.

Warfare

The Children of the Horse are warriors, plain and simple. They value combat and valor above all else. However, they seldom come into contact with outsiders and, thus, have little call to practice their killing arts. Because of this, they engage in an on-going series of countless coups or practice wars with the other tribes that make up the Children of the Horse.

Counting Coups

Many outsiders loop upon the counting coups as a sort of game, and perhaps it is. Certainly the combatants must follow a strict set of guidelines and rules of conduct. While the most important of these, of course, is Atruaghin's own code that forbids any child of Atruaghin from killing any other, lesser regulations govern conduct in battle and the treatment of prisoners, and have some similarities to the traditional codes of chivalry imposed in some fighting orders found in the outside world. Further, the analogy to a game is strengthened because the accumulation of glory and honor seems to fill much the same place as score keeping in other cultures' sports.

One of the most common ways in which a counting coup attack might be made on another tribe involves the theft of horses. A group of warriors will sneak into the camp of another tribe, and steal as many of their horses as possible. Once this is done they return to their own village and await either a "counterattack" or an offer to buy the animals back. Another similar practice would be for a single warrior to sneak into the camp and steal the horse of a particular warrior. In the latter case, the accumulated glory is of course far greater.

When a direct confrontation takes place, both sides attack with the fury that rivals any army in true conflict. Blows from real, but blunted weapons are exchanged, and injuries are often inflicted. While these attacks can be quite severe, warriors are expected to do everything in their power to avoid killing others. If a warrior's attack turns out to be fatal the attacker is expected to join the body of the victim in the Bullboat that carries him over the great cascades. Failure to do so voluntarily and with dignity simple means that the killer will be captured and rendered helpless before being to send to his final resting place.



Weapons and armor

As with nearly all of the Children of Atruaghin, the Horse Clan makes no use of conventional armors. The tanned leather hides that they wear do provide them with a fair degree of protection from attacks, giving them an AV of 1. They do make use of wood and buffalo-hide shields that reduces their AC as normal (AC-2).

While the Children of the Horse make use of the bows when hunting, they seldom employ them in combat. Striking an enemy down from a distance provides no glory for the warrior making the kill. Thus, when a character from this clan uses a bow, or another ranged weapon in combat, he or she forfeits all experience for that engagement. Even if other enemies are then killed in melee combat, the dishonor of the ranged attacks taints the entire battle.

For close order combat, the Children of the Horse employ long, slender lances (treat as spears) with buffalo-bone tips on them. They also employ a small variety of hand axe that is treated as its normal counterpart.

Warbonnets

Every Horse Clan warrior wears a warbonnet when he goes into combat. Fashioned from a stiff leather headband, the warbonnet is set with the feathers of eagles. For every enemy killed in combat, the warrior adds another feather to his bonnet. Unintelligent foes do not count toward this total, only sentient creatures face in a single combat. The warrior with the greatest accumulation of feathers in his or her bonnet is the ruler of the tribe when it enters into battle and is known as the war chief.

Medicine bundles

The Children of the Horse believe that all creatures, good and evil, great and small, are imbued by the Immortals with magical power. In some the power is weak, leaving the individual unable to harness the supernatural powers of the universe. In others it is great, and the spiritual forces of the world obeys their commands. The former type of person follows a career that requires little or no contact with the supernatural, becoming fighters or thieves. The latter class of person seeks out the unknown and embraces it becoming a magic-user, cleric, druid, or even Shamani.

Those without great access to supernatural power do not forsake that which they cannot wield, however. To do so would be folly. Rather, they seek the guidance of the tribe's Shamani and ask his help in the crafting of a makiki or medicine bundle.

The making of a makiki begins with the hunt in which the character must seek out his or her own totem animal without the aid of a Shamani's magical power. Once the animal is found, it is killed and the heart cut from the body. This heart is cured in such a way that it can be fashioned into a tough leathery pouch. The rest of the carcass is burned in a special fire built by the Shamani, and a handful of the ashes are placed in the makiki. They lay the spiritual foundation for the coming enchantments.

Once the makiki is fashioned and the ashes have been gathered in it, the character begins to gather items associated with his totem spirit. For example, if the character's totem animal is an elk, the character might gather a number of wild flowers that are known to be a popular food for the animal, or some of its dung from a game trail that it frequents. As soon as six of these items have been gathered, the character takes them and the bundle back to the Shamani.

In a ritual that must be held under the light of the full moon, the Shamani calls upon the Immortals to bless the makiki. Each ceremony will allow the Shamani to enchant one bundle per level of experience on each of the three nights of the full moon. Thus a 5th level Shamani could enchant as many as 15 makiki per month, although he would seldom be called upon to undertake such a massive ceremony.

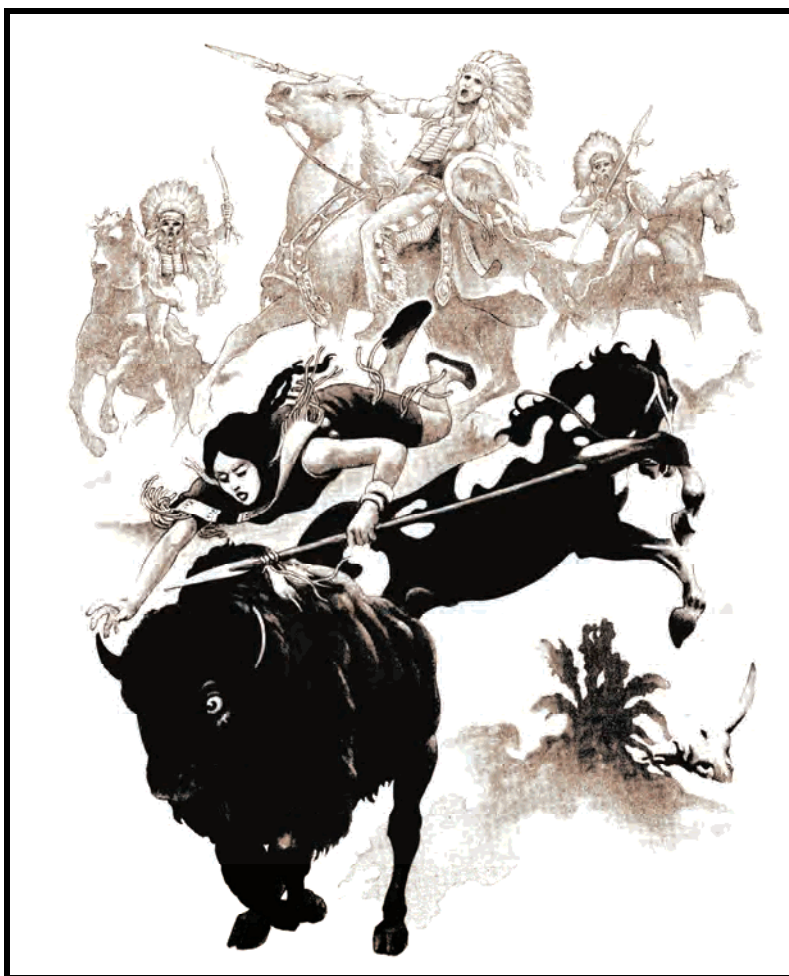
The ritual ends with the coming of the dawn as the character holds out his left arm to the Shamani. With a slender bone knife, the Shamani cuts the supplicant's flesh and allows the blood to drip onto the ingredients assembled in the bundle. Enough blood is drained to deprive the character of 1d4 hp before the enchantment is complete.

With the makiki now fully empowered, the character lashes it to the waist in the same way that citizens of other lands might carry a coin purse. Whenever a character with a makiki is called upon to make a saving throw or ability check while wearing his makiki, he gains a +1 bonus to the roll.

Further the character can call upon his totem spirit for protection in the event that the save or check fails. If he chooses to do this, the die roll for the saving throw or ability check is ignored and the character is assumed to have successfully overcome the hazard. Whatever caused the character to attempt the saving throw or ability check will destroy the makiki, however, forcing the character to fashion a new one if he wishes to regain his bonus to these rolls.

For example; Tewn Fire Eyes is on a buffalo hunt with several members of her tribe. She leaps of her horse and onto the buffalo with a bone-tipped lance in her hand and a howl of rage on her lips. The DM announces that the vault will require an dexterity check. Because she has her makiki on her belt, Tewn receives a +1 bonus to her check. She rolls the die, and is shocked to find that she has missed. Aware that this may well mean her death under the hooves of the thundering herd, she calls upon her totem spirit (the owl) to help her. The DM announces that, at the last possible second, she managed to grab hold of the animal's horn and pull herself onto its back. She has dropped her lance and the force of the impact has caused her makiki to split open and spill its contents and magic. With a words of thanks to her totem, Tewn reaches for the knife on her belt and finishes the hunt...

Sources: TSR9306—D&D—Gaz14—The Atruaghin Clans,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Talitha Starbrow

Ait-tha, Talithi, Yazabali

Patron of Self Gratification at Expense of Others, Egotism, Treachery and Vice, Murderers

Region: Alphatia, Norwold, Isle of Dawn, Ochalea, Bellisaria, Esterhold, Savage Coast (Dark Jungle), Dimension of Old Alphatia.

Sphere: Eternal (IM 25) of Entropy
Homeplane: Sybaria (free Outer Plane)
Date Ascension: 15th century BC
Sponsor: Thanatos

Statistics; AC-17, HD 39, Hp 500, MV 150' / 50, AM 80%, Sv IM 25
#AT 4= Punch 5d6+10, Battle Axe-4d8+12, AL C
ST 48, IN 80, WI 39, DX 28, CO 30, CH 76.

Powers: Control Undead, Enhanced Reflexes, Increased Damage, Summon Weapons.
Battle Axe +2

Followers Alignment: Any non lawful.
Taxes; Followers are taxed 15% of their annual income by the Church.

Clerics; Clerics, Avengers. (90% females)

Alignment: Chaotic
Powers: Can Pick Pocket (or Open Locks) as a Thief of equal level.

Avengers Powers; Immune to Mortal Quest and Geas spells
+1 bonus to saves vs. mind affecting spells.

Skill Effects; Extra Persuasion, Seduce, and Lie skill.

Accepted Weapons; Standard, Dagger.
Accepted Armor; Any.

Holy Symbol: A Crying baby—by ancient tradition, the child who has lost its candy to a thief. (which does not mean that Talitha has children or intends them any more harm than a little theft).

Vestments; Clearly feminim robes (often of Alphatian silk and leather) and dresses. Often boots with the sharpest and highest heels possible. Delicately designed bracers, or at least long gloves. Always long hair, (which may be braided). Heavy make-up but simple golden jewelry.

Adventuring Gear; As Vestment.

Temples: Stone buildings of chaotic design and shape.

Dogma: Self-gratification (at the expense of others), egotism, envy, avidity, strife, immorality, treachery, theft and murder.

Daily Activities: Education in Theft and Magic, Guidance, and Marriage.



Known History:

In life, Talitha was a famous Alphatian master-Thief in Alphatia, before the migration to Mystara. Even though a second class citizen by Alphatian Law (because she had no spell-casting ability), she lived like a princess, wealthy and opulent, owing to her great thieving ability.

She especially enjoyed observing high-ranking Alphatian magic-users go about their plans and plots and then steal the physical objects which were most crucial to those plots, causing disaster and ruin to those unfortunates.

Thanatos saw and appreciated this trait, and guided her onto the Entropic Path to Immortality, she did so while identifying candidates to Immortality in other Spheres and spoiling their efforts by stealing the artifacts they'd won (this is one of the reasons the number of Alphatian Immortals is so low).

Talitha became Immortal around 15th century BC, after having traced other candidates for Immortality in the other spheres, and ruined their efforts by stealing the artifacts that they had obtained.

Later on, she helped to trigger the diatribe that resulted in the madness of Alphaks and the destruction of her world, but her cult survived among the exiled Alphatians and she ended with being involved in Mystara's history after the arrival of the surviving Alphatians. From the date of the Alphatian landfall, the cult of Talitha extended in all the lands of the Empire and beyond, becoming the patroness of greed, malice, treachery, and theft.

Personality:

In her long history as an Immortal, Talitha has been a powerful symbol of self-gratification at the expense of others. Talitha lives only for herself, and enjoys humiliating others and in causing distress and pain. For her it is not important to simply steal something from others, but the theft must always hurt, or cause the ruin or the suffering of the victim to be meaningful.

Talitha is very proud of her "accomplishments" and easily angered by failure on the part of others to praise them. Talitha is an hedonist without hope, she loves to be worshipped for her enterprises and is extremely vindictive. In the course of the centuries she has woven intrigues and conspiracies against both Immortals and mortals, and even now she is one of the most active Entropics in the Multiverse, a fact testified also by her fast rise in her sphere's hierarchies.

She loves to play the ally of some Entropic only to turn the tables against him at the end, benefiting from his rival's fall. She is currently doing it with the boisterous Alphaks, hoping to steal away all his worshippers in the Alphatian Empire, whose patron deities she hates with passion.

Appearance:

Talitha appears as a tall well-build brunette woman, with a curvaceous body of the copper-skinned Alphatian race. Her features are beautiful, but her expression is often petulant and spiteful.

She wears revealing skimpy gowns, which enhances her charm and sensuality despite the fact she mostly carries a double-headed axe hidden on her back.



Allies: Talitha often cooperates with Masauwu and Orcus on projects of mutual interests, but they are no formal allies.

Brissard and Talitha worked together in the Wrath of Olympus affair, to no positive results for her.

Enemies: Talitha is widely disliked by many less-powerful Immortals for the part she has played in humiliating them in the (mortal) past and by more powerful Immortals from other spheres for spoiling the chances of some of their most promising candidates.

Her most present opponents are the Alphatian Immortals Alphatia, Razud, and Koryis.

Since the Wrath of Olympus incident, she also takes great dislike in the Olympian Immortals Zeus, Apollo, Athena, Hermes, Hera, Aphrodite, and Ares, but especially Finidel, Tourlain, Arnelee, Iliric, Lornasen, and Paarkum, the Immortals who did foil her plans.



Holy Days: 15th of Eirmont. A sober holiday, shops are closed, lights are dimmed, laughter is stilled. Colorful clothing or items are exchanged by dreary ones, or covered by grey cloth. This day commemorates the imprisonment Talitha had endured in her existence.

Days of Prayer: Nytdain, priests pray at dusk prior to sleeping, but must have slept at least 8 hours the last 24 hours to receive spells, and may not be fatigued or exhausted or over 50% wounded.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Trusting -2, Loyal -3, Energetic +1, Modest -4. Beauty is the best aphrodisiac and disturber of others plans. It is also the best way to seduce one to gain what you want. So enhance it in any way you can, but don't fall in the same trap yourself.

Dead: Buried

Birth: Baptized in Holy Wine and Water.

Colors: Black, Grey, White.

Incense / Oil: Pine, Rose, Cedar, Seductive Floral scents.

Symbols: Boots, Bracers, Long Hair, Thief Tools.

Stone / Metal: any gem, Gold and Platinum.

Plants: Rose, scented flowers.

Animal: Black Cat, Black Panther, Displacer Beast.

Chant: none

Sources: TSR1037—D&D—Gaz0—Dawn of the Emperors, TSR1094—D&D—Champions of Mystara, TSR9189—D&D—IM2—The Wrath of Olympus, TSR2522—AD&D2—Orc Head Peninsula, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Tarastia

Pax Bellanica, The Judge, Mayet, Trisathi, Thei, Tao Ru-Jia, Vary

Patron of Justice and Revenge, Truth and Order

Region:	Thyatis, Karamaikos, Darokin, Norwold, Savage Coast (Bellayne, Torreón, Gargaña, Narvaez, Almarrón, Saragón, Guadalante, Cimarron), Davania, Hollow World (Jennites, Milenia).
Sphere:	Eternal (IM 30) of Energy.
Homeplane;	Iustare (free Outer Plane). As Vary she has a place among the Asinye.
Date Ascension;	2300 BC
Sponsor;	Ixion
Statistics:	AC-21 / -28, HD 44, Hp 750, MV 450' / 150, AM 80%, Sv IM30 #AT 4= Punch 4d6+16, Battle Axe-3d8+19, AL LN ST 90, IN 49, WI 50, DX 28, CO 33, CH 48.
Powers:	Fighter Options, Increased Movement (x2), Thief Special abilities. Black Plate Mail Armor +7
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Paladins.
Alignment:	Lawful.
Powers:	Cast once a day Know Alignment in addition to chosen spells.
At 3 rd level;	Cast Detect Lies extra once a day.
At 8 th level;	Cast Detect Lies an extra once a day
At 12 th level;	Cast Detect Lies an extra once a day
Paladin Powers;	Know Alignment of a single creature within 10' at will (simply concentrating for 1 round—works as the basic Paladin Power of Detect Evil)
Skill Effects;	Extra Detect Deception Skill, +2 bonus to Knowledge of Codes and Laws skill. Required: Tracking, Honor Talitha. Recommended: Reading/Writing.
Accepted Weapons;	Standard, Axes (Battle Axe Preferred).
Accepted Armor;	All armor and shields..
Other Limitations:	Priests of Talitha may not refuse to investigate when the story of an injustice is brought to them (unless they've already investigated this same complaint). To do so is to constitute a "betrayal of goals" a Pip penalty of 1 to 3 (depending on the severity of the case DM). To investigate, find that there has been an injustice, and then to refuse to act on it is a similar betrayal. However, it is not a betrayal to discover an injustice and then take the time to make sure the priest has enough influence and force to effect revenge: he does not have to effect revenge immediately.
Holy Symbol:	Black Headsman's Axe. And only a real Headsman's Axe is use not a picture or piece of Jewelry.
Vestments;	Simple robes. Often with a Dark hood covering the complete head
Adventuring Gear;	Any.
Temples:	These semi-permanent temples are simple wooden pole structures placed a few hundred yards outside the village belong to it (the noise of sentenced criminals can keep innocent people awake). These round wooden pyramids have only one room and one entry, it is itself enclosed by a square enwallment, with openings barely wide enough for a single person, around which the Thornbushes provide another barrier. Within here is the place where justice is sentenced and punishments are executed. Most disputes are resolved here. A single wooden or stone plaque engraved with pictures of Holy Reference is the speaker-stone where each may speak only twice, and others must remain silent. You may, however, let others speak for you, but no in-between communication is allowed (thus must be determined beforehand). A lie will be revealed by a Red Glow of the stone, and thus proofs guilt.



Dogma: Law, Order, Truth, Justice, Just Vengeance. This Immortal brings revenge on those who deserve it, rights wrongs, punishes the wicked, and avenges those who cannot avenge themselves.

Daily Activities: Normally, the Immortal acts through his priests. Priests of this Immortal are approached by those who have been wronged, and must learn what they can of the situation, decide who's right and who's wrong, and take steps to punish the guilty party. They must make the punishment fit the crime (a theft does not warrant the killing of the thief in most cases, for instance).

Since these priests are often approached to punish those whom ordinary laws can't touch (for instance, to punish a rich man who can bribe his way out of any charge or punishment), they frequently have to perform their missions secretly, so that the local authorities cannot learn of them. These vigilante priests are not appreciated by local governments.

Duties of the Priest: Guidance, Marriage. Missions to achieve justice when justice has been thwarted. Vigilance: The priests must keep their ears open and keep track of those who try to avoid the consequences of their actions.

Known History: Tarastia was a cleric of an ancient Jennite tribe that lived in Skothar around 2500 BC. Offended and abused by the unjust chieftain of her tribe, she effected her own revenge and ran away in exile, in accordance to Jennite laws.

Tarastia wandered the Jennite steppes for a long time and gathered around her various disciples, especially women warriors, the Amazons, whom she taught to live according to honorable and just rules, carrying her word of justice in various other regions. After creating her own horde of followers who recognized her superiority, she vanquished crazy wizards and drove away dangerous predators from her territory.

Afterwards she built various sites she used as safe refuges and holy meeting places for her people, and asked Ixion's help to guide her steps towards Immortality. Ixion (who admired her tempestuous nature.) listened her devout follower and showed her the path of the Paragon, which she completed successfully in 2300 BC.

From that moment, also by virtue of the deeds completed while still alive, her name became legend and whole tribes started worshipping her and following her teachings. Unfortunately in the following centuries Rathanos grew interested in the Jennites (the descendants of the Oltecs) and tried to reform the Jennites according to his wishes, urging his followers to change the laws of Tarastia and to promote male supremacy and sacrifice rituals based on the divinisation of fire.

The war that occurred in 17th century BC between the two factions was devastating for the Jennites, who died in the thousands and whose culture reverted to barbarism and stone age. Luckily, Tarastia spirited away some of her most loyal tribes before they were exterminated and placed them in the Hollow World, saving the Jennite culture before it became corrupted by Rathanos's machinations. From that fateful moment she has always opposed Rathanos, and she has spread her teachings of Justice and Order to the four corners of the world.

At one time, for reasons only known to herself, she set in place the. Since then, she has devoted herself to the achievement of justice and just revenge. She had took the mortal identity of Valentia the Justiciar, brilliant tactician and the widow of the first Thyatian Emperor Patriokanitas. She managed to keep hold of the empire and lay the stabilizing legal groundwork—The Codex Justitiae, a system of laws and rules which formed the basis of the modern Thyatian bureaucratic and juridical corpus (Thyatian Codes of Law and Justice still used in that land today). With this act she intended to shape Thyatis following the way of Order and Law, in opposition to the Chaotic ways of Alphatia, and in this way she took a place of great importance in the future Thyatian pantheon.

Personality: Tarastia often helps those who have been wronged. She is the Patron of Justice: she does not help those who want the revenge to be nastier than the original offense, and she does not help those who want revenge for slights or inconsequential matters. But she provides information and guidance to those who take on honorable quests for vengeance.

Retribution is the key word for understanding Tarastia. The old adage, "an eye for an eye, a tooth for a tooth," is the sort of thing she would advise: Exactly where to draw the line between just and excessive vengeance is a delicate judgment, however.

Tarastia is obsessed by the idea of Justice. She helps those who pursue a just vendetta, but only when it refers to important and serious deeds. She does not pushes her faithfuls to give away punishments which are more severe than the guilt, but she shows no mercy when dealing with people who have deliberately ignored the laws, which are the only pillars that keep any society from falling into anarchy.

In the Hollow World, Tarastia is the Patron of the Jennite People, and works against any plots to harm them.

Appearance:	Tarastia appears as a dusky-skinned, strong-jawed, unsmiling woman in black plate mail armor, carrying a Headsman's axe.		
Allies:	Tarastia has few long-term allies, but often helps other Immortals, of any Sphere except Entropy, when they are dealing with wrongs and abuses on the mortal world. Her sole friend is Diulanna, the strong-willed Celestial of Thought.		
Enemies:	<p>Tarastia does not approve of the methods of Koryis and Alphatia, too peaceful and permissive in her view, and does not get along well with pacifists, even if she does not consider them enemies.</p> <p>Her real nemesis are the chauvinist Rathanos and the brute Jammudaru. Her only ally is Diulanna, who possesses Tarastia's same determination and appetite for justice.</p> <p>She is the sworn enemy of any Immortal who seeks senseless revenge, especially Jammudaru, the Patron of Senseless revenge. She opposes him at every turn.</p>		
Holy Days:	<p>1st day of each month. Day of Justice. This is a court day. All other days the temple is used for study, contemplation, rituals, marriage etc. This day the sentences are resolved, suspected law-breakers are enclosed in a 30' deep in the ground dug hole (the hole will be specially blessed to prevent any mortal magic from functioning—this goes thus far that even natural magical powers are nullified. And will be imprisoned again until their case is completely resolved, and innocence or a punishment is handed out. Punishment are resolved directly after the court session on the temple grounds.</p> <p>When there is no decision made in an already started Trial the victim is free at the end of the day. Trials not started are shifted a month. Those resolved as innocent are paid the amount of 1sp for each day in the pits.</p> <p>There are several punishments; Death by decapitation, Branding, Decapitation of fingers, arms or other appendages, Blinding, Breaking legs or arms, Tongue pulling, if living afterwards banishment. Less damaging punishments are Imprisonment, Deprivation, Drowning, Fines, or simple Banishment. No person imprisoned is allowed to be tortured before a Trial is</p>		
Days of Prayer:	Soladain. Priests pray at Dawn and Dusk, and receive their spells after the first prayer following an eight hour rest.		
Piety awards:	None additional		
Piety Penalties:	Lying	-2/ lie	
	Stealing	-3/100 gp or less	
	Damaging goods	-4/100 gp value or less	
	Damaging persons	-5/person	
	Killing a person	-6/person	
Habits: ▶	Forgiving	-3 (if punishment resolved -1),	Honest +2, Trusting -1.
Dead:	Burned in a communal pyre from all deaths that month. The pyre is lit after Trial resolutions, so the spirits see that justice is done.		
Birth:	Baptized in the temple with holy water		
Colors:	none specific, but orange is used as clothing to convicted criminals.		
Incense / Oil:	Sandalwood, Frankincense, Cinnamon.		
Symbols:	Manacles, headsman's axe.		
Stone / Metal:	Lapis lazuli, Amethyst, Aquamarine, Tin.		
Animal:	Owl		
Chant:	<p><i>Tarastia,</i> <i>We call upon Thee,</i> <i>To summon force,</i> <i>And force a summons,</i> <i>Of truce.</i> <i>That no crime, No Lie,</i> <i>Can flee fro its punishment.</i> <i>Give righteousness to those deserving it,</i> <i>In the way you know what is right.</i></p>		

Fortunate Fate

Range: Touch
Duration: Until Target is reduced to 0 Hp or less
Effect : one follower of (allied) Immortal
Save: None
Casting Time: 2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Sources: Mythological Encyclopedia,
Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178,
TSR1037—D&D—Gaz0—Dawn of the Emperors,
TSR9384—D&D—HWR3—Milenian Empire,
TSR1094—D&D—Champions of Mystara,
TSR9296—D&D—DDA2—Legions of Thyatis,
TSR2521—AD&D2—Savage Coast Campaign Book,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.


Taroyas
Zeus, Jupiter
Patron of Kingship



Region:	locally, tries to set up a base of Milenian followers on the Eastern continent Skothar).
Sphere:	Empyrean (IM23) of Time
Homeplane;	Arvandor (Mount Olympus)—top layer of Olympus
Date Ascension;	Unknown but must have been somewhere early in Milenian (Outer World) history.
Sponsor;	Probably Khoronus as he had interest in Milenia those days.
Statistics;	AC-20, HD 37, Hp 420, MV 150' / 50, AM 70%, Sv IM23 #AT 4= Punch 5d6+12, or Spear-5d8+17, AL N ST 65, IN 50, WI 70, DX 55, CO 50, CH 66.
Powers:	Extra Damage x2, Extra attacks per round, Fighter Options. Spear of Thunder and Lightning +5.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics (often Males, but females tend to cluster together, instead of acting individually, therefore they are more easily granted to cast those spells which need more clerics to cast.
Alignment:	Any Good or Neutral
Powers:	Extra Berserk Spell.
At 8 th level;	extra Cause Fear Spell.
Skill Effects;	Clerics of Zeus learn no skills relating to water or the underground, since this might imply that Zeus didn't get the best of the deal. Mastering the skill of airborne riding is considered a mark of great status, Zeus's clerics study the sky constantly and so acquire both weather sense Skill and direction sense Skill at 1 st level (the latter for open-air use only). Required: Etiquette, Honor Zeus Recommended: Heraldry, Ancient History, Ancient Languages, Local History, Reading/Writing.

Accepted Weapons; Standard
Accepted Armor; All metal armor, all shields.
Holy Symbol: A Crown crossed with a Sceptre.
Vestments; Short skirts with one soldier covered in cloth.
Adventuring Gear; Any.

Temples: This faith used a conglomeration of several large structure build together on an easily defendable hill. The best know example is the Acropolis, now a ruined site in Ancient Milenia.

Dogma: Zeus is a Immortal of authentication: He bestows his blessings on the kings of various cities or countries so that all will know the Immortal supports that king and his family. Usually, the Immortal provides the king with some artifact indicating his approval... and magically takes back the artifact when he withdraws his approval. (The artifact is usually a crown or a sceptre: these are two near-universal symbols of kingship.)



Daily Activities: Zeus is the king of the gods. His clerics are proud and expect deference from everyone. Clerics of other gods must acknowledge the ultimate supremacy of Zeus and his church; this doesn't mean that other clerics won't compete with Zeus's, but they should never be openly disrespectful. No other clerics are allowed to cast control weather spells. Zeus is a notorious womanizer and his clerics follow suit, treating women outside their own clergy quite cavalierly. Female clerics of Zeus (a minority) look down on other men and usually take husbands from within their priesthood. At the beginning of Zeus's reign, he, Poseidon, and Hades drew lots to determine who would rule the sky, the sea, and the underworld.

Duties of the Priest: Guidance, Marriage. Missions: When a ruler sees opportunities to strengthen his throne or eliminate problems that might endanger his throne, he often asks for priests of this sect to accompany the adventurers he dispatches: the local temples usually cooperate and provide adventurer priests to accompany those parties.

Vigilance: These priests are required to stay alert against forces which threaten the local thrones. This includes foreign intrigue and even internal problems: if a local king has become corrupt and tyrannical, and the local population is edging toward rebellion, these priests may put pressure on the king to shape up... or may even oppose or depose him, so that the throne will remain strong under a new, better ruler.

Zeus's priests are advisors to kings. They analyze politics and make recommendations. They intensively research the genealogy and history of the king's families, the better to authenticate his hold on the throne. At Zeus's behest, they may participate in the overthrow of a king. Many of these priests do travel, in order to acquire more information about the king or to head off plots against him.

Known History: In Life a Cleric of Khoronus in the Milenian Culture of Mystara. How he became an immortal and by what deeds is only known by him and his sponsor. No registered information exists anymore. All that remained intact after the downfall of Milenia were the ruins of the Acropolis, already dedicated to his Immortal persona.

According to legends he was only subservient to fate. What is told is not certainly the truth. Zeus was raised by Fairies after his father Khronos tried to eat him in an insane fright that one of his five sons (including Zeus) would kill him. His mother Rhea saved him by using the changeling habits of some fairies and fed her husband a stone instead. He was fed by a goat named Amalthea. The prophecy of his father apparently came out, because it was Zeus killing him. He further battled the Titans and Giants, and Typhoon a Huge Red Dragon living within a Volcano.

There are some Immortals who choose not to heed the dictates of preservation of the Prime Plane, regardless of the logic involved. Seven such Immortals (Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares) descended to the Prime at the end of the War of the Immortals (1004-1009 AC) and declared themselves the Olympians. This band of Immortals went to the Prime on a lark, ignoring all the admonitions they had received as novices. Such a hand-off attitude made no sense to them: would it not be more expeditious for Immortals to take the course of the Prime into their own hands to insure that foolish mortals could not damage it? they chose to emulate, gods, so they would be admired, respected... and feared. The scope of the project? To eventually rule all of the Prime Plane.

Immortals personating gods and negating the Prime rule: No Direct Interference against Mortals? Unheard of and, as will be seen, the dangerous consequences of their deed caused turmoil throughout the multiverse. The day that the imposters arrived on the prime, they appeared before the bewildered populace of Corunglain, in the Republic of Darokin. They demanded worship and tribute, claiming it as their due right. And who could deny them, these god-like beings encased in dazzling white light and speaking with ringing voices.

So worship was made and tribute offered. In keeping with the roles they were assuming, these Immortals ascended a mountain in the Broken Lands, dubbed it "Mount Olympus", and set about making it a permanent home. The summit was sheathed in rolling thunder and billowing clouds, through which Zeus would occasionally hurl a thunderbolt at some hapless mortal. An enterprising cleric was always handy to rationalize this divine retribution against the sins of the victim, no matter how trivial or insignificant those sins were.

The council of Darokin made obeisance to the gods and consulted the oracles, seeking a reason for this calamity and guidance for the best course of action. The gods remained silent. Sure in their hearts they were being tested by their Immortal deities, they dispatched an army to drive off the intruders. Fully 3000 armored elite marched off to do battle with the Gods of Mount Olympus".

Incensed by the effrontery of these mortal, the fraudulent gods blasted the host with all their Immortal might. The flanks of the mountain were covered with slain warriors, like dead leaves drifted by wintry winds. Few lived to spread the news of the crushing defeat.

But the use of so much power on the Prime Plane attracted the attention of their Immortals. Night, Hierarch of Entropy, and three other Immortals of Entropy (Masauwu, Orcus, and Talitha) had long desired to hasten the advancement of their sponsored mortals to Immortality, they sought the removal of at least seven Immortals. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) would be brought along, eventually to replace the Immortals so removed. Since this would be a simple replacement, Night sees the project as furthering the goals of her sphere.

The dangerous tampering by the band of renegades calling themselves gods proved a stroke of good fortune for Entropy. They moved speedily to incarcerate the Immortals, but instead of bringing them to the hierarchy for discipline, they made a few modifications to Olympus. It is now apparent that Night is intent on eliminating the Olympians directly on the Prime Plane.

Demons descended on the mountain and, with the help of a gluttonous Jumper, erected an encircling barrier of Time and Air around part of the palace. Inside, the imposters found that their magic would not work, and all, save Athena, were quickly overwhelmed. She was not within the area enclosed by the barrier and fled, followed by Orcus and Talitha in hot pursuit. The foolish Immortals were bound with chains to the mountain. The metal of the chains was unknown to them and they could not break it. a feeling of weakness and lethargy came over them, as if the rock to which they were chained was sucking the power from their bodies.

Before leaving, Talitha released a tormentor upon them, a winged fury bearing the grinning visage of the Titan Prometheus (who Zeus had chained to the Mountain earlier). The demon repeatedly attacked the Immortals, ironically visiting on the Olympians the eternal punishment Zeus prescribed for the Titan.

The Immortals made a serious error in judgment in their haste to elevate their mortal candidates to Immortality. The hierarchs ruled that open slaying of Immortals on the Prime, to be witnessed by mortal eyes, would eventually jeopardize the replenishment of the Ranks of the Immortals. What mortal would aspire Immortality after observing such a thing, or even just hearing the tale? Clearly, this course of action was dangerous and had to be halted.

The Immortal Terra called for some other Immortals, as she captured the plea for help from a drained Athena, still followed by at that moment unknown enemies. She revealed repentance for her actions by making her whereabouts known to Terra with a last burst of power. She had sought sanctuary on the planet Coriot in the Outer Plane of Kryla. The other Immortals were charged by Terra to capture her and bring her back. After passing through displaced gates by Orcus, they found her and found out what happened. After a course of several actions they assumed the mortal identities of mortal heroes of Darokin (Balthac, Sinan, Aurum, Ascalon), battled the Entropic Immortals in their assumed identities of Calor Kazad, the Lich Mormon, and a Whispering Demon), and defeated the jumper on the displaced top of Mount Olympus.

Night was censured by the Council of Mystara for her dangerous exploit, and diminished in rank several levels, Calor, Kazad, Mormon, and Lecarkus were slain in the battle and finally never became true Immortals of Entropy, only Brissard survived as he had fled prior to the battle. The mortals' memory of the account was erased, but although a golden age, away from war to arts and culture started, their greater level of learning questioned the existence of the 'gods' they followed and replaced them with other deities. Only the blasted rock that was Mount Olympus remains as a reminder to all Immortals of the consequences of breaking the Prime Rule of no direct interference against Mortals.

Personality;

Zeus is the leader of the Olympian Phanteon, and the other aligned Immortal must obey him. He is the Patron of the Family, guests and strangers. Kings and Rulers derive their strength from him it is said, and thus must answer to him.

Zeus has had many (Including Mortal Identities) relations all resulting in offspring (literally or only followers), yet strangely remains loyal to Hera. He has liaisons with different mortals, appearing in different shapes (Golden Rain with Danae—A Bull with Europa—A Swan with Leda, are a few examples). Many rulers say they are offspring of him, true or not.

Appearance:

This well-build red headed red-bearded (yet often depicted as grey or even white haired/bearded) man of above average age, wears a skirt with golden decorated belt. He likes to torment mortals with his weather alterations or warnings. He often controls all weather, Lightning and Thunder come from him directly, and when he Shakes Aegis (his shield) heaven and Earth shake. He makes his will known by the rustling of the Holy oaks of Dodona in Epiros (Ancient Milenia Outer World). He wears an oak leaf and Laurber laurel.

Allies:	Patura (Hera) his partner, Palson (Apollo), Kythria (Aphrodite), Turmis (Hermes) and Bemarris (Ares) were part of the group of Immortals together starting the Wrath of Olympus, and still work together since then.	
Enemies:	For this reason he's a fierce enemy of Night, Hierarch of Entropy, and three other Immortals of Entropy (Masauwu, Orcus, and Talitha) belong to her enemies also. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) are all opponents in the Wrath of Olympus event, and since then disliked, to say the least.	
Holy Days:	none, mostly the local day of mourning will be taken as the day of respect to Zeus. He has created the Olympian Games. A way of testing the merit of the soldiers, and proving who was best in what act. (spear throwing, carriage riding, Fighting, wrestling, swimming, running, etc.).	
Day of Prayer:	Soladain. Priests pray at high noon only to receive spells they must have rested 8 hours minimum, and not be wounded, exhausted, magical affected or controlled to receive spells.	
Piety awards:	None additional	
Piety Penalties:	None additional	
Habits:	Courageous	+1,
	Cautious	-1,
	Forgiving	-3,
	Dogmatic	+1.
Dead:	Entomb under the temple.	
Birth:	Baptized in the temple with holy water	
Colors:	none specific	
Incense / Oil:	Myrrh, Honey.	
Symbols:	Scepter, World globe, Lightning Bolt.	
Stone / Metal:	Metal ores, Silver, Gold.	
Plants:	Oak, Laurber.	
Animal:	Eagle	
Chant:	none	



Extra Spells Fortunate Fate

Range:	Touch
Duration:	Until Target is reduced to 0 Hp or less
Effect :	one follower of (allied) Immortal
Save:	None
Casting Time:	2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands *Dispel Magic* and other magic-destructive spells and lasts until expended, and is only suppressed only by *Anti-Magic* for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the *fortunate Fate* acts; instantly healing *all* (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, *Seas*, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the *Fortunate Fate* acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of *Evil* alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a *Beholder* the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them *Fortunate Fate* protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In *Alphatia's Floating Kingdom of Ar*, a *Fortunate Fate* was a coveted protection against death by falling.

Sources: Mythological Encyclopedia,
Dragon Magazines:
TSR2022—AD&D2—Manual of the Planes,
TSR9189—D&D—IM2—The Wrath of Olympus,
TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Terra

Yamuga, Mother Earth, Yamag, Cay, Yurt Dweller,
Marau-Ixui, Geb, Privithi, Mut, Tou Mu, Frigg

Patron of Life and Fertility, (Earth Based) Creatures and Races



Mark Zug,

Region:	Ethengar, Yazak Steppes, Savage Coast (Cay, Jibaru), Alpathia, Bellisaria, Davania, Skothar, Hollow World (Neathars, Nithians, Jennites), Elemental Plane of Earth and some outer planes.
Sphere:	Hierarch (IM 36) of Matter.
Homeplane;	Tellus (free Outer Plane). As Frigg she is the Head of the Asinye.
Date Ascension;	unknown
Sponsor;	Unknown (likely Ouranos).
Statistics;	AC-29, HD 50, Hp 2000, MV 150' / 50, #AT 5= Punch 4d6+20, AM 90%, Sv IM 36, AL L ST 100, IN 76, WI 85, DX 44, CO 100, CH 78.
Powers:	Call Other, Extra attacks per round, Height Increase, Improved saves vs. Physical Attacks. Call Other; 1d2=1-10=> 1d10 8HD Earth-elementals, or 11-20=> 1d10 4HD Earth Planar creatures< use a 1d20 to determine>).
	<u>Staff (Stonemantle) +4</u> 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 (Earthquake, Earthgrasp, Earthbind spells, Regenerate 5hp/r to holder, drain 1 level per hit.), Artifact created from World Shield Ore, and Immune to its effects.
Followers Alignment:	Neutral or Lawful. As Geb mostly Miners, Smiths
Extra Skill;	Spell Mixing
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Paladins, Exorcists, Human Shaman.
Alignment:	Lawful.
Powers:	Speak with Animals at will. Terra's clerics can choose 4 druidic spells (one for each spell level from 1 st to 4 th) and add them to their spell-list. <u>They can also choose one of the following options:</u>
<u>Choose 1.</u>	+1 to Constitution:
At 10 th level;	They can also permanently speak with plants.
<u>Or 2.</u>	+2 bonus to Save vs. Poisons:
At 10 th level;	They gain 2 hp per level instead of only 1 as per normal clerics. Terra Clerics of her Yamuga Identity have access to the Renew spell as level 1 and the Produce Fire spell as level 1 as part of their 1 st level spells. They may also cast the 6 th level spell Feast.
<u>Or 3.</u>	May cast all Halfling Master Earthbound Spells (those with in their name earth or ground). Recommended; any other Underground skill.
Skills Effects;	Survival Underground Extra. Requested; Honor Geb, Mineralogy, Mining or Geology.
Accepted Weapons;	Standard, Warhammer preferred.
Accepted Armor;	Any.
<u>Yamuga Cleric Powers:</u>	Clerics of Yamuga have access to the Renew spell and to the Produce Fire spell as part of their 1 st -level spells. They may also cast the Feast Spell.
Yamuga Skill Effects;	Gain Trust and Spirit Lore in addition to chosen skills. Advised: Ancient History, Detect Deception, Gain Trust, Natural Healing, Nature lore, persuade.
Accepted Weapons;	Standard, Warhammer preferred.
Accepted Armor;	Leather, Chain, Lamellar.
<u>Human Shaman Powers:</u>	See Human Shaman Class description in Pages of Virtue.
<u>Human Shaman Skills:</u>	Mandatory skills: Spirit Lore and Storyteller Specialty skills: Ancient History, Natural Healing, Nature Lore, Persuade, Spirit Plane Geography.
Accepted Weapons;	By class.
Accepted Armor;	None
<u>Paladins Powers:</u>	Speak with Animals at will, Lay on Hands.
Accepted Weapons;	Standard, Warhammer preferred.
Accepted Armor;	Any.
Holy Symbol:	A circle of stones with a plant (often a flower) or a living creature (usually an animal) inside it. As Geb a mountain.
Vestment;	Nithian style, of any earth color, richly adorned with ores, minerals or gems.
Adventuring Gear;	Nithian style, of any earth color, richly adorned with ores, minerals or gems
Dogma:	Creation and protection of all life-forms, balancing the life-death cycle, birth, fertility and prosperity, nature, earth, shepherds and farmers.

Yamuga:

Her philosophy encompasses many different aspects of life and earthly matters. In the Ethengar Khanates, for instance, her followers know her as Yamuga, and concentrate on her aspects as a Patroness of Life, Death, and the Cycle of the year. All



Ethengars honor and worship Yamuga, for without her patronage the World Yurt would wear out. They have a felt and cloth model of Yamuga in their yurts. To give thanks to the Great Provider and Lifegiver, they grease the mouth of the model with a piece of fatty meat before they begin to eat. They also sprinkle some food outside for the spirits.

Cay:

Cay-men's patroness: Cay represents earth, but also life, fertility, and good luck. Cay is one of the Immortals whom the Herathian experiments on humans and other beings angered. She felt that creating a new race was truly admirable, but debilitating already existing ones in the process was odious. She caused the cay-men to become useless to the Herathians by making them too proud and limiting their building skills.

Mother-Earth (Marau-Ixui): Patroness of birth, life, and death: the cycle of years and seasons: earth and fertility. She is the one who created the primitive Phanatons as natural predators to balance the Aranean threat on the Savage Coast. Mother Earth is a friend of the Star Dragon and sympathizes with neighboring chameleon men. Shamans of Ui or Mother Earth usually support good relations with the Wallara tribes. This way, millennia later, she became the Supreme Hierarch of Matter when Ouranos left her that seat vacant and disappeared.

The Earth, Miners, Mines, Mineral Resources. Know the earth. Explore its beauties and reveal its hidden secrets, but do so in such a way as to highlight their fundamental mysteries, not merely to exploit their monetary value. Protect those who work in the earth with respect and punish those who ravish it of its treasures without regard. Become one with the earth, and you will know Geb, who abides in it. Geb will lead you to inner peace through steadfast knowledge and lend you the strength of the living rock to defend and protect in your time of need.

Daily Activities:

At least once a year, clerics must search out a new vein of ore or precious stones. Senior clerics often go to the cities and seek funding from the clergy of Nephthys to excavate new mines and quarries. Work with those who work with the ground and protect and help them.

Temples:

Variable, depending upon culture, but heavy stone is used always. The Church of Geb is loosely organized and politically weak. The clergy of Geb spend their Days side by side with miners digging tunnels, with prospectors searching for gold, and with blacksmiths forging weapons and armor.

While Temples do not exist in the Sea of Grass of Ethengar, Clerics honor the Immortals using small portable shrines that they carry with them on their travels (800 cn+). These shrines are set up in the clerics' Yurts, transforming them thus into temples. Each yurt contains an image of Yamuga (or other Immortal Honored) and is magnificently decorated with gold-covered poles and other precious adornments.

Known History:

Terra began her existence as an Earth Elemental and she soon distinguished herself as a powerful defender of her plane from elemental invasions attempted by rival creatures. She was a great warrior against intruders from other Elemental Planes.

During her youth she was contacted by an disembodied voice who spoke to her, helped her guide her actions so that she would learn more about the ways of the Multiverse. This voice entreated her to go on long, dangerous quests for her own benefit and that of her Plane. It led her on the path of enlightenment, unveiling before her eyes the mysteries of the universe.

That same voice pushed her along a difficult and dangerous path for the welfare of her kin and her world, and she followed her patrons' orders understanding only at the end that this voice belonged to a mysterious Immortal being.

However, Terra did not follow the Path of the Polymath as later candidates in the sphere of Matter: it is likely she became Immortal way before that same path was established, or her race could not undertake that Path.

Whatever the truth, in one of the last adventures she was exposed to a huge amount of magical energy released by the destruction of an evil creature of Fire, and just when she believed she was about to fade into nothingness and being killed by that energy, she realized she had transformed into an Immortal. She never learned her Sponsor.

From that moment she enlarged her knowledge of the Multiverse and she became fascinated with the things of Matter, such as planets, could spawn whole cultures of small creatures. The Creation of creatures and life became her passion, and sponsoring new candidates for her sphere was her chief duty.

Personality:

Terra's main interest is in creating and protecting new creatures, helping them to thrive in worlds where Matter is an important or dominant Sphere. Terra oversees many aspects regarding the life cycle of a planet or a civilization and she's worshipped in the whole Multiverse as Patroness of Life, Birth and Fertility.

And though she dislikes all the silly plotting and conspiring which go hand-in-hand with being an Immortal, she does everything she can to promote the advancement of her own Sphere above the others, and make her triumph over death and chaos.

She is extremely stubborn, hard-headed (literally and figurely) and literal, distrusting new ideas—nor does she get involved in plots very often. She prefers ancient traditions and laws, and she insists that justice be served. She does not follow new theories, nor she promotes changes from the primeval order of the Multiverse. Order and life must be protected at all costs.

He speaks with a deep bass voice and emphasizes his words by striking the ground with the base of his staff, creating minor tremors with each stroke. He is jovial and appreciates humor both subtle and broad.

He rarely engages in emotional displays, although his eyes burn hotter when he discovers a precious gem or rich vein of ore or when he is angry.

Appearance:

Terra changes her appearance from era to era. For the last few thousand years, because so many Immortals are human of aspect, she has taken on the appearance of a human woman: dark-skinned and strongly built without any particular somatic traits and a squat shape, showing an expression which is at the same time stern and compassionate, whose hair color varies through the day (rosy red at dawn, rich earth-brown in the morning, Blonde at noon, Black at Dusk, and throughout the night. She wears gowns of green or brown.

As Geb:

She looks like a male dark-skinned heavily muscled human, made of the darkest granite known, with veins of metallic ores running through his upper skin, his eyes are pure World-Shield Ore, glowing with intense power (actually they negate his and others their magical power.

He wears a stone staff, that can generate earthquakes and similar such effects, and an ancient magical Blackmoor Crown (it is rumored to be the crown of the legendary Uther Pendragon, the last King of Blackmoor) he had discovered in the earth.

Allies:

Terra has few friends, not many Immortals share her interests. Oddly, it is because of her hobby of creating new species that she has become a friend of Nyx, with whom she often compares notes.

She is friendly to Diamond, the ruler of Lawful Dragons.

And sometimes allies her self with Djaea, Utnapishtim, Urtson, Ground, or Earth Elemaster.

Geb is rumored to be the father of Isis (Valerias), Set, Orisis, and Nephthys, by the Nithians. He is long overshadowed by this so-called progeny, but they actually are no more than friends or temporally allies. Outside Nithia he has Mother Earth, Kagyar, Ka, and Garal Glitterlode as friends.

The conflict between Horus-Re and Anhur has saddened him, and many feel that Geb may transfer his power to another Immortal and return to his beloved wife Nut (Nyx-Night), whom he left thousands of years ago in order to return to Nithia and save its people.

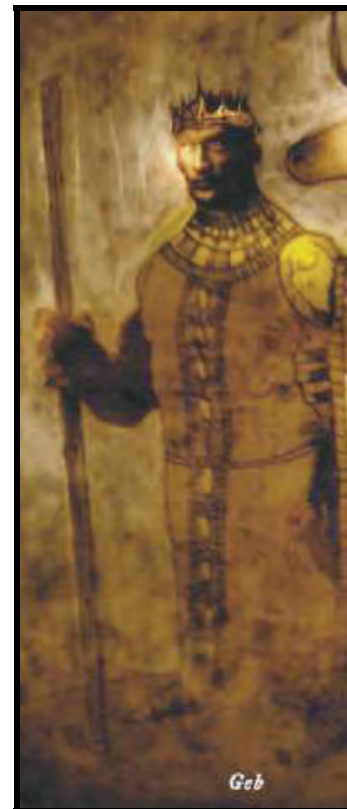
Nyx however, only has a business agreement with Geb, to find special caves in which she may create her creatures of Night, and Geb, learned that Nut is not evil in essence, only opposing to most of those other Immortals.

Enemies:

Terra has no specific enemies, but most Entropic Immortals, especially Thanatos and Ranivorus and Set are his enemies, and Bachraeus becomes more and more hated.

Holy Days:

The First day of Spring is celebrated in a festival known as the unwrapping. Mountains streams fill with the runoff of alpine snow around this time, often exposing new caves and veins to mine.



The last day of Autumn, known as the day of Drawing Down, is a solemn ceremony marking the deaths of those who died in the depths of the earth and mountains this year. The entrance of at least one abandoned mine shaft is collapsed during each year to commemorate the occasion.

Ethengar-Yamuga Fyrmont 22nd to 28th The great horse Fair
Clans from all over the Khanates send warriors and horses to this event for horse trading. Marriages are proposed, new tribal members introduced, stories told, news exchanged, and rumors started. Great quantities of food and drink are consumed, steam huts are filled with chattering, sweaty Ethengars. Clerics and shamans convene to discuss spiritual matters.

Yarthmont 15 Day of Birth blessings
Shamans call on the spirit of the sacrificial White Horse to watch over the impending births of foals.

Thaumont 15th The White Horse Ceremony.
This day is of the utmost importance to the Ethengars, for its success is vital to tribal fortunes for the coming year. It is a day when the presence of the whole tribe is required and the skills of their Shamans are tested to the limit.

Days of Prayer: Any day, Outer World Clerics of Geb pray for their spells at midnight, barefooted, when the sky is like the roof of a great cavern dotted with Gems, Hollow World Clerics, at any time a Shadow of a Floating Continent passes over (at least once a 24 hours at least 1 hour long—but up to 3 times a day is possible, with variable durations (DM-Timekeeping)). Each evening/Sleep, a Cleric of Geb must locate a precious stone or any mineral and bury it in the earth while speaking evening prayers. The following morning, the cleric must excavate the sacrifice and offer it up to Geb while repeating morning prayers. These twin ceremonies, known as the Hidden Gift and the Bountiful Joy, celebrate Geb's bequest at the world and the discovery of the world's precious secrets, and gives the Cleric his chosen spells during this meditative moment (1 Hour).

Habits: ▶ Trusting -1, Dogmatic +2, Generous -1.
Dead: Bury the dead, return them to the earth.
Birth: Baptize with crushed ore dust.
Colors: Earth tones.
Incense / Oil: none
Stone / Metal: Any
Symbols: High Towers (symbolizes the Tower of Egg).
Plants: Any deep rooting plant or tree (Welwitschia, Carrot, Ahorn, Oak, Elm, etc.)
Animal: Mole, common Worm.
Chant: None important

Extra Spells

Earthshake

Range: 30 yards
Duration: 1 round per level
Effect: 3' diameter per level
Save: Special
Casting Time: 1 round

Cleric 5, Exorcist 5, Healer 5, Druid 5 spell.

This spell is a weaker and more targetable form of the higher level Earthquake spell. The area of effect is circular, and the priest can specifically target an area as small as a 3' diameter circle up to the entire area of effect (a circle 3' in diameter per caster level) to suffer the effects of an Earthshake. When this spell is cast, a very localized tremor of high strength shakes the ground. Beings standing within the area of effect must make a successful saving throw vs. spells or be thrown to the ground and stunned (unable to act) for 1d4 rounds and take 2d8-AP damage. If they succeed at their saves, they are thrown to the ground and take only 1d8-AP damage. Buildings, mine walls, and other structures take 2 points of structural damage from an Earthshake spell. If a building or a targeted part of a building suffers full structural damage, it is thrown down in rubble. The average structural point values for several different buildings are given in the hp of the structures. Earthshake can be cast as a cooperative spell. If multiple priests cast this spell simultaneously on the same area, the structural damage is multiplied by the number of casters participating. For example; three priests of Terra casting this spell could inflict each 2 points of structural damage (2 damage x 3 priests = 6 damage / priest) for a total of 18 damage, while 4 priests could thus each inflict (2 damage x 4 priests = 8 damage / priest) for a total of 32 damage. A maximum of 5 priest can cooperate in casting this spell (for a total of 50- structural damage in one area at once). The damage caused to beings in the area of effect is not multiplied, however, and this spell has no additional effect if cast simultaneously with an Earthquake spell or similar effect. The spell creates half as many SFP's as structural damage is created x the level of the caster. Thus if 3 casters of 3, 4 and 7 level would cast this spell, it would cause $32 \times (3 + 4 + 7) = 448 / 2 = 224$ SFP during the whole duration.

Preferably only to Ethengar followers:

Feast

Range: 10'
Duration: 12 Hours
Casting Time: 2 to 60 rounds (2d30)
Effect: One creature per level
Saving Throw: None

Cleric 6 spell, Human Shaman 6.

By using this spell the Cleric is able to magically create a feast that will feed as many people as the Cleric has levels of experience. An extensive menu is available including (but not limited to) stuffed Serbils, Roast Dogs, Pheasants, Goat Roast, Fox and Wolf Fricassee, Camel Pie, Roast Mutton, Beef, and Goat, a wide variety of Cheeses, and Mare's Milk, Camel's Milk, Dog's Milk, Serbil's Milk, Cow's Milk and Sheep's Milk in bowls of wood. The feast has magical properties that occur once it has been consumed. All participants are healed of 1d6+1 damage and are cured of all nonmagical diseases (and 2% per level of the caster of magical diseases also). For the following 12 hours they receive the benefits of a double Strength Bless spell: a + 2 bonus to all hit and damage rolls. The feast takes at least one hour to consume, but can take up to 6 hours. This spell if used regularly will cause Scurvy/beriberi/et. Due vitamin deficiencies)

Renew

Range: touch
Duration: Permanent
Casting Time: 10 round or later 10 days for magical items
Effect: One item
Saving Throw: None

Cleric 1, Human Shaman 1.

This spell enables a Cleric to repair one damaged item. Rips in fabrics, smashed pots, broken arrows, blades, poles, etc., are made whole. At 10th level the Cleric is capable of repairing broken magical items, but this spell can't be used to restore charges.

Produce Fire

Range: Caster Only
Duration: 2 Turns per level of the caster
Casting Time: 3
Effect: Creates fire in Hand
Saving Throw: None

Cleric 1, Human Shaman 1.

This spell causes a small flame to appear in the caster's hand. It doesn't harm the caster in any way, and shed's light as if a normal torch. The flame can be used to ignite combustible materials touched it (a Lantern, Torch, Oil, etc.) without harming the Magical flame. While holding the flame the spell-caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to a 30' range, but leaves 1 round after leaving the caster's hand. Any fire it ignites during that round or before remains burning, and will give damage as per normal fire(1d4 / round for small fires, 1d6 / round for average fires, etc.). This spell has no effect when cast under water.

Death Candle

Range: Special
Duration: Special
Effect : 1 creature
Save; None
Casting Time: 1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

Important Persons

Kokachin

Cleric of Yamuga the Yurt Dweller.

Kokachin is the high priestess of Yamuga the Yurt Dweller. She lives at the Court where she oversees the temple of Yamuga. Kokachin takes little interest in the politics of the court and is content to let life happen around her. She has served the Golden Kahn loyally since he came to power, it being her way to bow to the choice of Yamuga. Before then she saw Moglai as just another renegade Ethengar bandit out to line his own pockets and indulge his lust for killing. Kokachin has since realized that Moglai is an ideal choice for Great Kahn. Under his leadership even the heathens of Glantri will come to see the error of their ways.

Kokachin often accompanies Kaunchi on his excursions into the Land of the Black Sands, keeping the Undead at bay, while he battles the Evil Spirits. She rarely enters the Spirit World, preferring to spend her time within the World Yurt. Kokachin is of average height and build. Her long brown hair is streaked with bronze and hangs down t her waist. As most Ethengar women have black hair, Kokachin is an easy character to recognize. Around the Court she wears green silken robes, but away from the Court she adopts standard Ethengar dress, wearing either lamellar or leather armor.

Kokachin; Cleric of Yamuga; C27, AC9, AV (o or Lamellar 4, or Leather 2), HD 9, Hp 69, ST 10, IN 12, WI 17, DX 9, CO 13, CH 14, AL N, Age 56,

Sources:

Mythological Encyclopedia,
Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178,
TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes,
TSR9339—D&D—HWR2—Kingdom of Nithia,
TSR9246—D&D—Gaz12—The Golden Kahn of Ethengar,
TSR1094—D&D—Champions of Mystara,
TSR1017—D&D—Set 5—Immortal Rules,
TSR2022—AD&D2—Manual of the Planes,
TSR2521—AD&D2—Savage Coast Campaign Book,
TSR9321—AD&D2—HR1—Vikings Campaign Sourcebook,
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TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Thalia

Seker, Nanna, Nana, Anna, Inanna

Disappeared with Pax inside the Dimensional Vortex),
The Moon, Great Mother, Earth Goddess

Region:

Northern Reaches, Hollow World Antalia, further unknown, as the Immortal is no longer active or actively followed.

Sphere:

Eternal (IM 25 to 30) of Energy, further unknown, as the Immortal is no longer active, or actively followed.

Home Plane;

Earth Elemental Plane. As Nanna she was one of the Asinye.

Date Ascension;

Unknown

Date of Destruction;

1009 AC.

Sponsor;

Earth Elemaster.

Statistics;

Unknown, as the Immortal is no longer active, or actively followed., but must be as about the following, without ability adjustments.

AC-10 to -14, HD 39 to 44, Hp 500 to 750, MV 150'/50',

#AT 4 = Punch-4d6, AM 80%, Sv IM 25 to 30, AL LN

Abilities are completely unknown, as the Immortal is no longer active, or actively followed.

Powers;

Unknown, as the Immortal is no longer active, or actively followed.

Followers Alignment: any

Taxes;

Followers were taxed 5% of their annual income by the Church.

Clerics;

Unknown, as the Immortal is no longer active, or actively followed.

Alignment:

any

Powers:

Unknown, as the Immortal is no longer active, or actively followed.

Accepted Weapons;

Unknown, as the Immortal is no longer active, or actively followed.

Accepted Armor;

Unknown, as the Immortal is no longer active, or actively followed.

Holy Symbol:

A golden ring, or a crescent moon.

Vestments;

Unknown, as the Immortal is no longer active, or actively followed.

Adventuring Gear;

Unknown, as the Immortal is no longer active, or actively followed.

Dogma:

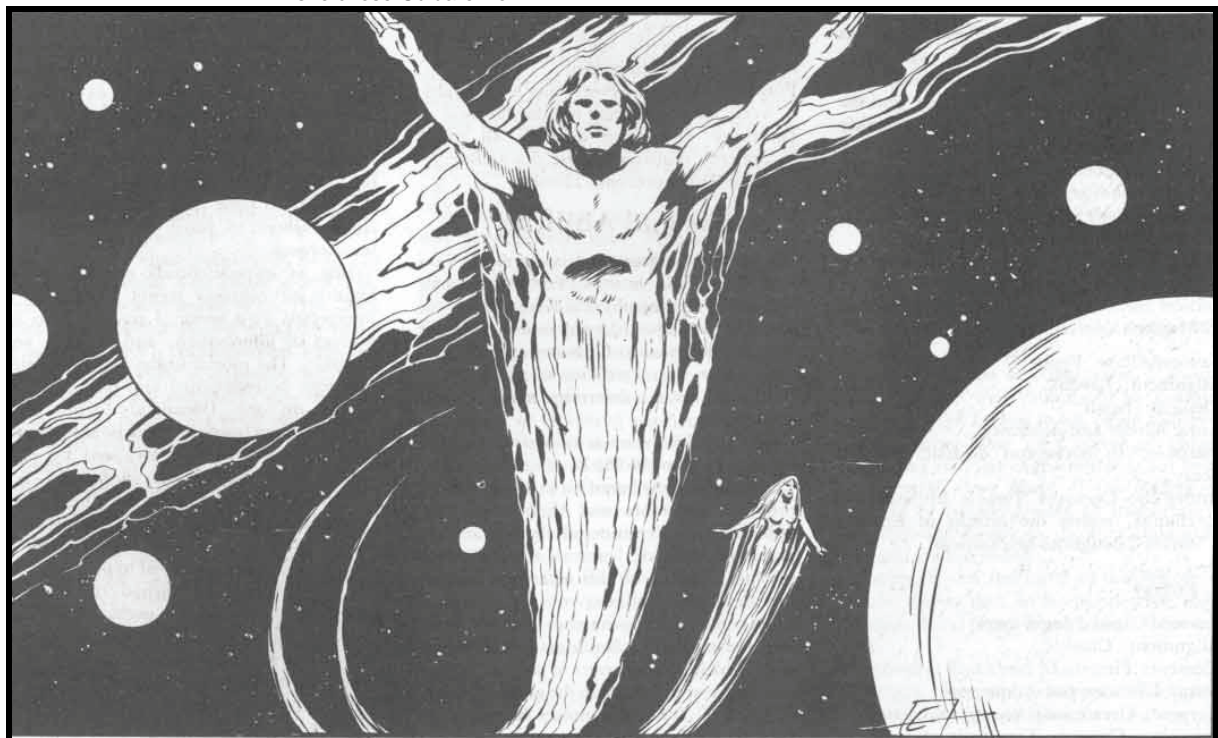
Her interests lay in harmony, arts and beauty, love, and youth.

Daily Activities:

Unknown, as the Immortal is no longer active, or actively followed.

Known History:

Thalia was one of the most ancient Immortals together with Ixion, Thanatos and Valerias, and was the more lawful of the Energy Immortals. She associated with Pax (another hierarch of Thought) and the two were often revered as a couple in many mortal pantheons. One day she decided to sponsor a mortal that would have replaced her to maintain order inside Energy, and she chose Guidarezzo.



The last sighting of Pax and Thalia , mere moments before their disappearance in the Dimensional Vortex.

In the 11th century BC, she voluntarily decided to cross the Dimensional Barrier together with her lover Pax, and the two were never seen again. Her portfolio was taken up by Guidarezzo. Some elder Immortals think she has returned from the Vortex and taken up the identity of Alpathia, because they use similar rituals and items.

Personality:	Balder's Wife, motherhood, family, love, harmony were important to her, further unknown.
Appearance:	Unknown, as the Immortal is no longer active, or actively followed.
Allies:	Lastly Pax, Baldur, Odin and other Aesir and Vanir.
Enemies:	Lastly Hel, Loki and Thanatos.
The Holy Days:	Lunadain
Piety awards:	Unknown, as the Immortal is no longer active, or actively followed.
Piety Penalties:	Unknown, as the Immortal is no longer active, or actively followed.
Habits: ▶	Unknown, as the Immortal is no longer active, or actively followed.
Dead:	Buried in Cairns
Birth:	Unknown, as the Immortal is no longer active, or actively followed.
Colors:	Silver, Pale-green.
Incense / Oil:	Juniper, Jasmine, Lotus, Floral Scents
Stone / Metal:	Moonstone, Quartz, Silver.
Symbols:	Crescent Moon.
Plants:	Hawthorn, Mugwort, Rose, Willow, Birch, Fir, Loosestrife..
Animal:	none
Chant:	<i>Gentle Nanna, Great Goddess mild, Great Mather, harken to me, your child Grant me, Lady of the Moon, Enduring Love, and that right soon.</i>
Sources:	Mythological Encyclopedia, TSR9189—D&D—IM2—The Wrath of Olympus, TSR1017—D&D—Set 5—Immortal Rules, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

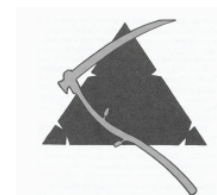
Thanatos

The Grim Reaper, Tha-to, Thaton, Thanos, Tanathasa, Thanath, Donn, Saraluthu, Mictantecuhtli, Karr, Old Nick, Darga, Tang Da-Si, Buyulome, The Eternal One, Father of Demons.

Patron of Death and destruction, End of all Life



Region:	Thyatis, Karameikos, Darokin, Northern Reaches), Hule, Isle of Dawn, Alphatia, Sind, Davania, Hollow World (Nithia, Brute-men) and various outer planes, but almost always illegal.
Sphere:	Hierarch (IM 35) of Entropy
Homeplane;	Cthonia (free Outer Plane)
Date Ascension;	Beginning of Age of Creation.
Sponsor;	unknown (probably none), primal force.
Statistics;	AC-31, HD 49, Hp 1500, MV 150'/50' #AT 4= Punch 5d6+4, Scythe=4d8+9, AM 90%, Sv IM 31, AL CE ST 20, IN 98, WI 33, DX 67, CO 99, CH 77
Powers;	Groan, Control Undead, Increased Damage, Leech Scythe +5 of Draining
Followers Alignment:	Chaotic, preferably evil
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Avengers, Humanoid Shaman, Specialty Clerics (Thanatons).
Clerics Alignment:	Chaotic, preferably evil
Powers:	Death touch once a week (the victim touched must make a save vs. Death Ray or suffer the consequences based on the priest's level: 1 st to 11 th : victim faints for 1d6 rounds: 12 th + victim dies for heartache); Cast reverse Spells from level 1.
At 9 th Level:	These Clerics can freely Animate Dead once a week.
Once Dead:	Thanatos's clerics cannot be raised, and if they are at least 6 th level they always come back from life 1d20 days after, as intelligent corporeal undead with same HD as levels they had in life (unless their corpses have been dismembered, or destroyed, or blessed, or a burial ceremony is cast over it).
Avengers Powers;	Immune to energy drain: after death they come back as corporeal undead (see "Once Dead" above) to bring more suffering in the world.
Thanatons;	Thanatos' specialty clerics, hereafter known as Thanatons, understand the existence of the underworld better than any. They have additional abilities. These advantages are on top of their original abilities as clerics.
Thanoton Powers:	Control Undead instead of Turning, Thanatons may use the sickle at lower levels.
<u>At 3rd level</u>	May use Pyramid Energy Collectors to Re-animate dead Creatures This abuse of power re-animates 1HD per 5 point of Pyramid energy expended. The undead creature will be a skeleton or normal zombie of humanoid or creature type for 1 day.
<u>At 5th level</u>	May wrap themselves in mummies' cloth to gain protection from Infravision, Detect Life and Life-level drain.
<u>At 8th level</u>	Thanatons may use the scythe or sword-staff (if shaped like a scythe) or the sickle.
<u>At 10th level</u>	They learn the fell procedures to make the dreaded Ba-warriors.
<u>At 20th level</u>	They are able to sprout gargoyle-like wings and fly at their running speed (in emulation of Thanatos).
Skill Effects;	+2 bonus to general skills Thanatology, Necromancy and Toxicology. Required: Honor Thanatos. Recommended: Reading/Writing.
Accepted Weapons;	Standard, able and required to use the Sickle or Scythe as their main weapon, Battle axe (usually styled as a headman's axe), Lasso (often tied in the fashion of a noose), Thanatons wield a special form of sword-staff, a scythe, which is Thanatos' symbol.
Accepted Armor;	None: no shields. Avenger may wear any armor, but further must follow the rules of Thanatons.
Other Limitations:	Priests of the Immortal of Death must remain celibate. They need not remain chaste.
Holy Symbol:	A Black Scythe (Sometimes accompanied by a set of wings).
Vestments;	Dark robes (often brown, purple or even Blood-red or Black). Thanatons must always wear a visible black article upon their body (often a black cloak—and if hidden black from the inside). If this is not done, they lose all abilities, Undead control, Spell casting powers, and special powers until a black article is donned.





Adventuring Gear: Any.

Temples: Large round high pillared white building with a large central praying area. Always surrounded by the personal cubicles, kitchen, library, surgery, in small, also pillared, separate buildings. In a compound with lots of open place filled with high conifer trees and bushes.

The burial grounds are often inside the compound, but can't be located as such as no markers are placed, most dead are buried on personal family burial grounds with a small pillared temple over or in the middle of it. The building is always one level but as high as five. The secondary buildings may never be higher than three levels or two-third of the temples height. These buildings always must be separate from each other, and as thus the whole compound takes enormous size rapidly.

Dogma: End of all life forms, death, entropy, destruction, decadence, corruption.

Daily Activities: Thanatos' clerics share a common twisted goal: the complete destruction of all life. However, they hope to bring this about subtly by implementing an ingenious "master Plan"—a plan that mocks those it destroys, and brings about their destruction with the people's own sweat and blood. Of course, this refers to the Master Plan secreted in the Tower of Soth. If it is followed to completion, it will result in the utter destruction of Nithia.

Duties of the Priest: Guidance. Vigilance against any being which is unnaturally keeping Death at bay. The key word here is unnaturally, meaning in defiance of the gods. Wizards using potions of longevity are okay, until they reach an age of three hundred or so, at which time these priests become their enemies. Healers who cure injury and disease are accepted, unless they stumble onto some technique or magic that allows them to imbue Immortality. Even priests who can resurrect or reincarnate are acceptable, because if the gods didn't want them to be able to, they wouldn't have given them the ability to do this.

Priests of Thanatos are often agents who must "help" people on to the afterlife, especially if such people have successfully thwarted Death in the past. This duty may take the form of assassination, or of mercy-killing. In some campaigns, spirits sometimes escape the afterlife and return to the land of the living: the death-Immortal's priests must hunt them down and capture them for return to their proper place.

Known History:

Thanatos is a primal force of nature. He is the greatest and oldest known Immortal of Entropy. Like many of the oldest Immortals (Odin, Valerias or Ixion), he does not remember his mortal existence (if he ever had one), but he isn't curious, he doesn't care how he came to be, and doesn't show the slightest interest in his past.

As old as the oldest Immortals, throughout his existence he has simply sought to spread death and pain since the earliest memory of the most sentient being. He has continuously sowed the seeds of grief and death in the whole multiverse, using every means at his disposal. Thanatos embodies Death, the essence of the sphere he belongs to.

He has been involved in almost all of the major disasters that befell Mystara, notably the creation of the Burrowers (great annelids that possess awesome telepathic powers) to corrupt the people of the Hollow World, the first attempt at destroying Blackmoor (stopped at the very end by Asterius's intervention when he was still a mortal), the internal strife that brought first Taymor and then Nithia to their fall (and total annihilation in the latter case), the hatred philosophy he instilled inside the Hattian people by impersonating their leader (Count Heinrich Oesterhaus) to cause a schism inside Thyatis, and finally the Blood Brothers' plot that threatened to destroy the Hollow World and to kill many Immortals. A plot that was foiled and which ultimately caused his demotion from the position of High Hierarch, a seat which now Hel holds. An act in which he again saw that Asterius was being responsible (see HWR 1-3).

**Personality:**

Thanatos hates all life, and seeks the death of all living things everywhere—but only on his specific timeline and pattern. He considers death as the only possible remedy to the pestilence that the living spread in the universe. He is very subtle and patient, and believes he will eventually succeed in this goal. It has to be done solely with his brand of subtlety. Unlike other Immortals, he hates all peoples and all living things equally, and has the conceit to believe that he can destroy them all eventually. For this reason he tries to bring death and destruction everywhere: this way Chaos will rule and death will be the perfect state of the universe. He uses every possible way to attain his goals (both raw force and complex schemes), and this makes him the most active Entropic in the universe.

He juggles more evil plans and plots than all the other Entropic Immortals combined and is rumored to have an uncomfortably high success rate. He sometimes kills and takes the identities of important Immortals, then having them lead their loved ones and followers into acts and lives of ruin and destruction, sometimes collapsing whole nations and empires. He will lavish as much care to destroy a single person, as the destruction of whole nations.

It was he who was principally responsible for the destruction of the Nithian empire in 500 BC. Thanatos is always spreading evil in the Hollow World and the Outer world. Almost any great evil movement will have Thanatos at one end, whispering into the ears of dupes and minions. Most of the time he has to rely on the thousands of worshippers he has in the Multiverse to spin his web of wickedness.

Thanatos has always survived thanks to his incredible cunning and merciless soul, and just because he knows he can go on eternally, he is not hurried when he plans something.

Appearance:

Thanatos has no other name among Nithians. He usually appears as a mummy or a withered, blackened corpse, swathed in dark, stained bandages and covered in cumbersome black robes, and the diseased and rotten black wings that are his trademark can sprout from his back at will. He typically carries a black, rusty, corroded, pitted sword-staff or scythe that is stained with blood and dark filth, in his skeletal hands. He, along with Ranivorus, seeks the destruction of Nithia.



Allies:

Thanatos has no true allies. He manipulates his fellow Entropic Immortals just as he manipulates everyone and everything else. Nevertheless, he can call upon any off those he sponsored to Immortality (their

numbers include Talitha, Loki, Orcus, Alphaks, Atzanteotl) for aid, and none dare to refuse. These associations rarely last more than a few hundred years. He often uses other Immortals in his plots without their ever becoming aware of the fact until long afterwards.

Enemies:

All living things are enemies of Thanatos, including his fellow Immortals. He especially hates Immortals of the Sphere of Thought, each of whom must destroy an artifact of Entropy in order to achieve Immortality. Asterius, in particular, destroyed a destructive spear-artifact of which Thanatos was particular fond, which would have brought the destruction of Blackmoor earlier, and Thanatos has neither forgiven nor forgotten and hates him especially. Ka the Preserver is the chief watchdog against Thanatos in the Hollow World.

Holy Days:

Piety awards:

For every murder	+3
For every torture	+1
Committing mass murder	+15
Animating a Ba-warrior, Mummy or creating a greater Undead (i.e. higher than Wraith).	+3

Piety Penalties:

Mercy -5

Habits: ▶

Modest +1, Reverent +1, Honest -2, Trusting -3, Loyal -3.

Dead:

Entomb under the temple, or animate.

Birth:

Baptized in the temple with Holy Blood.

Colors:

Any Dark, and Black.

Incense / Oil:

Frankincense, Myrrh, Arsenic, Bile, Rotting Corpse juices.

Symbols: Gates, Gravestone, Scissors, Scythe, Shroud, Skull, Poisonous snakes, lizards or else.
Stone / Metal: Obsidian, Onyx, Jet, Black Agate, Lead, Steel
Plants: Frankincense, Myrrh, Any poisonous plant.
Day: Loshdain
Animal: Any Zombie beast
Chant; None

Extra Spells

The Grasping Dark

Range: touch
Duration; Permanent
Casting Time; 9
Effect: Draws victim into unknown Pocket Dimension or Plane
Saving Throw: Special

Doesn't exist on scroll, is only granted through meditation and dedication to Thanatos.

Cleric 5 Exorcist 5, Humanoid Shaman 5 spell.

This evil attack, is only available to minions of Thanatos (the Grim-Reaper) and draws the victim into unknown Pocket Dimension or Plane. This realm, dark, malodorous, and crowded with the Spirits of past victims, manifests itself within the outline of the victim's own form. No matter what angle one views the victim's form, he appears to be a flat two-dimensional silhouette. Within the silhouette, the viewer sees the victim receding into the distance, pulled by countless green-gray hands. Typically, the victim shrieks horribly and sometimes bleeds. The silhouette vanishes and the victim is lost forever. Records have shown that the most recent uses of this spell are from Koresh Teyd and Simm in Glantri/Broken Lands 1003AC, and by Face of Denagoth in the Year 1007AC against Elves of Wendar. So far as is known, no one else has ever located the Pocket Dimension or Plane or retrieved a victim from it. The caster of this spell must touch the flesh of the intended victim with an open exposed hand, thus requiring a successful attack roll: touches upon armor or clothing will have no effect and do not release the spell. The victim receives a saving throw vs. Death Magic to resist the Grasping Dark. Success means the spell has no effect. If the saving throw fails, the margin of failure determines how long until the effect will take hold (as it were)—the wider the margin, the sooner the spell takes effect. Missing the roll by 1 or 2 means the victim has an hour or two of painful life left: missing by say 7 or 8 means the victim departs almost instantly. A Clerical Cure-all, cast before the victim disappears, dispels the Grasping Dark effect. After the disappearance, nothing can bring the victim back except Immortal Magic or (slim chance) a correctly worded Wish.

To Create an Undead Ba-Warrior:

The Thanatons learn at 10th level the fell procedures for making the dreaded Ba-warriors.

This magic is used by followers of the Immortals of Entropy to create guardians for crypts, strongholds, and other places of power. The following Recipy is taken from "The Ultimate Spellbook" from the spell Mummy Production and is used as a base for the creation of creating Ba-warriors. It involves using special enchanted lacquers, and a complex curing process. During this time, the mummy is bathed in Pyramid Energy (100 points/week) for 9 weeks.

At the end of this time, the final 100 points (a total of 1000 Pyramid energy cost) are shunted into an amulet that places the undead warrior under the creator's control. Undead warriors fight and cast spells at the same levels of ability as when they were alive. Movement rates are also the same. They react to clerical "turning undead" at the level of a vampire. It is also immune to spells such as charm. Due to the enchanted lacquers and special drying processes used in their creation, all undead warriors have a base AC of 2. They can wear armor and use the same weapons they used in life. In combat, the undead warrior is a tireless fighting machine. It does not check morale, nor does it give quarter. If the party chooses to retreat or run away, the undead warrior pursues, not stopping until it either destroys the party to the last character or is itself destroyed.

Destroying an undead warrior can be a difficult proposition. Simply beating on the construct may damage it, but the pieces remain animate, imbued with a sense of deadly purpose. Burning the thing is an option, since the lacquers used in the undead warrior's construction are quite flammable. The final option is to destroy the thing's control amulet, which causes the warrior to crumble to dust.

At the end there is the Ba-Warrior AC2, AV0, HD as Mortal Form, Hp as mortal Form, MV as mortal Form, Att as Mortal Form (including spellcasting—except beneficial spells like healing which can only be used on self, DM as mortal Form + 50% infection chance each wound, SV as Mortal Form (vs. Flame -2), XP as mortal Form, Turn as Vampire-1 HD/level mortal form above 9, MR 12, Cause Fear as Mummy, Abilities as mortal Form, AL NE, TT as Mortal Form + Control Amulet; AC-3 if visible/AC0 if Hidden, 50 hp. Loyalty = 1, Peaceful = 1, Trusting = 6, further as mortal form.

Control undead Warrior (100 Pyramid Energy cost)

This magic is the "spark" needed to set An Undead Ba-Warrior into deadly action. As can be told by the point cost, this is an investment of power. Such a thing is not without drawbacks, however, there is a 25% chance that the Undead Ba-Warrior is "flawed", and attacks its owner upon activation.



THE SKULL: the brain is removed through the nasal passage and the skull rinsed with palm wine.

AFTER DEHYDRATION OF THE BODY: the skin is rubbed with frankincense and myrrh. Spells (in the form of scrolls) are often inscribed on the mummy's wrappings.

ABDOMINAL CAVITY: All internal organs are removed except the heart. The chest and abdominal cavity are then stuffed with bags of herbs and incense.

ORGAN JARS: Canopic jars are used to store the preserved organs. Unlike a lich's phylactery, these jars give the possessor no ability to harm the mummy.



To Create a Mummy or Ba-Warrior:

*First lay the Body on a Stone Slab.
By Inserting a Long Hot Metal Instrument, Hooked at one end,
Into the Nostrils, The Brain may be Removed.
Afterward, the Brain Cavity should be Washed out with Palm Wine.
The Stomach, Intestines, Kidneys and Liver, Lungs should be removed
And placed into Blessed Canopic jars after conservative treatment.
The heart and Brain pulp are replaced in the chest cavity,
To Purify the Flesh
The Corpse should be Soaked in a Preserving Solution,
(Typically Carbonate of Soda) for several Weeks (no fewer than 40 days),
And Covered with Spices, Oils and Resins.
This Embalming Fluid will cost approximately 1400 Pieces of Gold.
Treat the Organs with Spices and Oils.
Next, Place the treated Lungs,
Liver, Stomach And Intestines
In Individual Sealed Canopic Jars of Stone and Alabaster.
Return the Heart to the Chest.
Return the Kidneys to the Abdominal Cavity, if desired.
Soak Herbal Straw (Frankincense, Myrrh) and Cloth in Oils and Resins
Fill the Remaining Open Places
With the Herbal Straw and Cloth.
Wrap the Body in Fine Linen Cloth.
Some Gems may be Placed in the Cloth or Body if desired.
Place the Body inside 7 Series of Coffins,
Including an Outer Sarcophagus made of Decorated Stone.
The Final Preparation will take about Six Full Hours.
Store upright in a Cool, Dark place, For at least one full Month.
One Mummy is thus Produced.
To animate the Mummy,
Kiss it on the Mouth to give it Life.
Use the Ancient Spell of Summoning a Soul-Eater
Or use the Pyramid Energy to make it into a Ba-Warrior.
Summon it to retrieve the Ka of the Mummy*

Examples of Thanatos Evil Locations

The Towers of Evil

The "two Towers" of Hollow World Nithia are seldom discussed by the natives. Few people know if they really exist or not, and those who do know rarely speak of them as doing so is rumored to bring a curse down upon the speaker and his family. Most Nithians say that the Towers are merely tales to frighten naughty children. In truth, their existence is all too real. The Tower of Sekhaba is the primary temple of Thanatos in Nithia. Here, protected by the Broken Lands of Nithia, these fell Clerics secretly concentrate their evil powers in a never-ending attempt to bring about the ruin of Nithia. The Tower of Soth is home to the secretive order of Death-wizards who follow the way of Ranivorus, Thanatos' ally in evil. Both "Towers" are actually paralyzed Burrowers, positioned by the Entropic Immortals as the Spell of Preservation took effect. They were also polymorphed by the same Immortals to more closely resemble towers, but their twisted, organic forms betray their fell natures. Travellers who stumble across the Towers are immediately subject to the awful telepathic whispers that entreat them to enter the structures, and succumb to evil. Tales are told about mad travelers that come from the wilderness, ranting about the "Silent Screaming Towers".



The Tower of Sekhaba

According to those few rumors that seem to match up, Sekhaba was a follower of Thanatos. He was one of the ancient Nithians transported from the Outer World into the Hollow World in 500 BC. Thanatos had to use all of his Immortal powers to mask Sekhaba's true nature as the other Immortals were purging the evil from Ranak during the transition. Upon arriving in the Hollow World, Sekhaba fled Ranak and entered the nearby broken lands. Here he eventually discovered a great black tower seeping with evil and hatefulness. Here Sekhaba established the seed of evil within the infant nation of Nithia. He called those of evil intent, eventually establishing a cabal of dark clerics to further Thanatos' will. Those of the inner circle (High clerics of Thanatos) claim that they are responsible for causing the submerge of Nithia, the Tarthis-Ranak War, and all unrest in Nithia from the ancient times to the present day.



The Master Plan

The Master Plan is an ancient set of magical maps written on papyrus scrolls. Strangely, they do not age, and the papyrus remains pliable and resilient, not drying into brittle sheets or yellowing as they normally should. Each map can be unrolled so that it is 18' high and 15' long. There are reported to be six in all and when unrolled together they cover the entire Hollow World. On certain sleeps/days of the circle/year when the floating continents align properly, the maps can be assembled to form an indestructible, glyph-covered cube. If the glyphs are read properly (2% chance per level), the cube turns inside out and expands to form a four-dimensional map of the Hollow World showing everything as it is at that moment. A number of small points of light shine on various areas of the map, showing points of power. The master Plan is actually an Artifact of Chaos built by Thanatos and Ranivorus to bring about the ultimate destruction of the Hollow World. Those who activate the Master Plan are immediately subject to the complete mental control of both the Twin Towers Soth and Sekhaba. The victim becomes a hollow shell, a conduit for contact between the evil agents of Entropy and the sleeping Burrowers. Those who puzzle out this artifact must make a saving throw vs. spells at -4 or succumb, each round. If the save is failed, the victim is "burnt out" and becomes a tool of evil (no more PC). The Master Plan shows the positions of all Burrowers paralyzed by the Spell of Preservation. Touching the points of light brings each individual Burrower into Mental contact with Sekhaba and Soth and synchronizes their dreams with those of the Twin Towers. The theory behind the Master Plan goes like this: if all Burrowers dream of escape in synchronization, the resulting magical energy may be enough to break the Spell of Preservation, allowing the forces of Entropy to once again run rampant throughout Mystara, bringing an age of fear and suffering unlike any experience by the Known World.

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Thor

Donar, The Thunderer, Tuatis, Toutatis, Thauran
The General, Dugong, Thunar, Thorr, Lei King, Min,
Patron of Warriors, Battle and Honor, Wars and Bravery.



Region:

Northern Reaches, Heldann, Thyatis, Darokin, Norwold, Qeodhar, Isle of Dawn, Savage Coast (Vilaverde, Torreón, Guadalante, Cimarron, Narvaez, Saragón, Texeiras, Gargoña), Hollow World (Antalia, Neathar lands, Icevale, Merry Pirate Seas), sea tribes of dugongs in the Savage Coast. It is also being said that he is responsible for the warrior code of the Minotaur race, and willing (or already being) to become of their Immortals.

Sphere:	Eternal (IM 28) of Energy.
Homeplane:	Thor's realm is Thrudheim (free outer plane connected with Astral and Asgard) subject to violent storms, floods and mudslides—where he dwells in his palace Bilskinir.
Date Ascension:	1750 BC.
Sponsor:	Ixion (Odur).
Statistics:	AC-24 / -29, HD 42, Hp 650, MV 150' / 50, AM 70%, Sv IM28 #AT 6= Punch 4d6+20, Throwing Hammer-3d6+31, War Hammer-3d8+30, AL NG ST 100, IN 20, WI 18, DX 63, CO 90, CH 46.
Powers:	Weapon Mastery (Throwing Hammer, War Hammer, Battle Axe), Fighter options, Extra attacks per round. Mjolnir Throwing Hammer of Flying +5, War Hammer +3, Scale Mail Armor +5.
Followers Alignment:	Any. The servants of Thor within the same 4 yard range of him gain +2 on all attack dice and they will never tire due to the strains of combat. Those using any type of lightning or weather spell on the same battlefield or area in which the Thunder Immortal 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 Saves.
Powers:	5% bonus to learn Weapon Mastery in the Warhammer.
Taxes:	Followers are taxed 10% of their annual income by the Church.
Clerics:	Clerics, Exorcists. Generally these are warrior chaplains, sharing the living quarters and lifestyle of warriors.
Alignment:	Lawful or Neutral
Powers:	Receive 1d8 hp/HD instead 1d6. Permanent +1 to Strength (natural limits do apply).
Skill Effects:	Extra Courage Skill. Requested skills; Read Runes, Honor Thor, and two from the next; Fighting Instinct, Intimidate, Skald, Weather Sense. Recommended: Reading/Writing.
Accepted Weapons:	Club, mace, maul, morning star, Warhammer. Warhammer preferred.
Accepted Armor:	All armor and shields.
Holy Symbol:	A Warhammer (Mjolnir).
Vestments:	
Adventuring Gear:	Any.
Temples:	<u>A Thrud</u> : A giant square building, with eternal flames placed inside. Often highly decorated with tortured heroes (sometimes still alive).
Dogma:	War, battle, honour, bravery, battle rage. Thor represents the fearsomeness of nature, natural forces at their most frightening, and so is a Immortal of terror and fear as well. He not very concerned with the affairs of mortals: he lets them worship him and grants power to his priests, but otherwise doesn't interfere much in mortal affairs. His priests promote worship of his power and fearsomeness, especially as traits which the followers wish to use against their enemies.
Daily Activities:	Thor's clerics must respect the Warrior's Code of Honour, which basically says that surrender to the enemy or retreating are vile options, as well as betraying your liege or clan. Duties of the Priest: Guidance, Marriage.
Known History:	Donar was born among the Antalian who lived in Norwold way long before the Glantrian Cataclysm. Under the name Donar, Thor was a mighty warrior chieftain of the Antalian tribes, leading a populous tribe who dwelt in lower Norwold, that eventually became the Northern Reaches. After spending his whole life following the precepts of Wotan (Odin) and Odur (Ixion) and putting loyalty to his tribe and deities, honour and bravery above all else, Donar was finally able to step on the path to Immortality under Ixion's sponsorship. Inspired by Wotan (Odin), but following the Path of the Paragon for his sponsor Odur, allowing his people to migrate from Nordurland (lower Norwold) to the regions of Vestland, Ostland and the northern Isle of Dawn. Thor achieved Immortality after a series of epic battles against evil wizards and giants, battles which have become legends of the men of the Northern Reaches. Thor went then to an outer plane and built the mighty fortress known as Bilskinir in his future home region of Thrudheim (these epic deeds later became the core of his myths). This way he completed his quest and became Immortal in 1750 BC. Odin immediately recruited him in the Antalian Pantheon, as one of the 12 Aesirs (Odin's Group of Immortals), and with Tyr's approval he became Odin's right hand. Since achieving Immortality, Thor has become the right-hand Immortal to Odin, serving him as a chief warrior in spite of their different spheres. He is worshipped as The General among many people of the Savage Coast and as Dugong by the Omm-wa (intelligent aquatic creatures similar to sea-lions). He got nicknamed the Thunderer by the Norse people, because they believe that when thunder's strikes, that's the sound of Thor's hammer Mjolnir crashing on some giant's skull up in Asgard.

Personality: The Thunder Immortal is second in importance only to his father Odin. He often changes shape into a Falcon or Dragon. Thor is the embodiment of the perfect and ultimate warrior, and demands that his fighter followers pursue every strict warrior's code of honor and courage, and respect for traditions. Thor has an easygoing character most of the time Cheerful and reckless, even if he is capable of sudden rages when he gets offended or teased, something Loki loves to do all the time they meet, but a loyal friend to his allies.

In the Outer World, most of Thor's worshippers are found among the men and Dwarves of the Northern Reaches: in fact, like Odin's, Thor's worship is compulsory in Ostland. In the Hollow World he is worshipped under the name Donar by many of the Antalian and Neathar tribes and the Icevale Elves. He takes on a slightly different appearance for them, shucking his Northern Reaches armor and wearing the skins of a Neathar warrior. He is also prayed to by the Northern Reaches-descended pirates of the Merry Pirates Seas.

Appearance: Thor appears as a huge, red-headed, red-bearded warrior, mighty muscled, wearing armor like that worn in the Northern Reaches, carrying a huge battle hammer (Mjolnir), wearing a stout belt (Meginjarder) and metal gloves.



Allies: He occupies a seat amongst the "twelve Aesir" in Asgard. Thor considers all Aesirs as his allies except for Loki (who doesn't lose a chance to ridicule or trick him), and he's pretty much in league with Hymir, the only giant Immortal he gets along with (thanks to Hymir's ability with liquors and common adventures they had when still mortals). He also considers Bartziluth, Bemarris and Madarua (the only mortals he sponsored to Immortality) as his three children (Modi, Magni and Thrud according to Antalian legends), precious allies always ready to obey his commands.

Enemies: The greatest enemy is Loki, who has on many occasions professed overtures of friendship to Thor, but ended up tricking him, stealing from him, and embarrassing him. Thor has, on occasion, replied by beating Loki to an Immortal pulp.

He hates Zugzul with fiery passion because he's patron of all those evil giants who've always tormented his people, and he constantly watches Hel's moves because of her league with Loki. He also opposes Kiranjo, who tries to influence the Norse berserker with his cult of Gylgarid and for this reason he beat him soundly in an open Immortal contest.

Holy Days: Moldain. Priests pray at Dawn.

Piety awards: Defeat a Giant +2

Piety Penalties: None additional

Habits: ▶ Peaceful -6, Courageous +3, Cautious -3.

Dead: Buried under a cairn, burned in a pyre, or wrapped and dumped at sea.

Birth: Baptized in Holy Water.

Colors: Red

Incense / Oil: Pine, Juniper, Dragon's Blood.

Symbols: Double-headed axe, goats, lightning.

Stone / Metal: Carnelian, Red Agate, Lodestone, Steel, Iron.

Plants: Thistle, Avens, Oak, Oak Moss, Acorns.

Day: Moldain

Animal: Goat.

Runes: Thurisaz, Ehwaz, Ingwaz, Raidho, Ansuz.

Extra spells:

Berserk

Range: Touch
 Duration: 10 rounds
 Effect : one follower of (allied) Immortal
 Save; None
 Casting Time: 2

Cleric 2 spell by special Immortals only. (Odin, Thor, Loki, Heimdal, Karaash, etc.)

Affects character touched or self, but only when the subject is a loyal (Dip 10+) of the Immortal or an allied Immortal. The subject gains one extra attack per round for the duration of 10 rounds. When the spell ends, the subject is exhausted for three full Turns, with the following penalties: all attackers gain +2 bonus to hit: the subjects AC is calculated as without a Shields (subject is too weary to use it): and the subjects movement rate is reduced by 50%. Two or more spells can affect the character in sequence. Penalties for a Berserk-exhausted subject are temporarily deferred by use of another Berserk spell, but each use means 3 full Turns of penalties as noted.

Fist of Thor

Range: Touch
 Duration: 10 rounds
 Effect : one weapon
 Saving Throw; None
 Casting Time: 1 round

Cleric 2, Exorcist 2, Humanoid Shaman 2 spell, all of the Immortal Thor, (or under special circumstances by Odin).

This spell gives a magical bonus to weapons damage: +3 for war hammer (the weapon sacred for Thor) and a +1 for all other weapons and even to unarmed combat. Weapon, fist (if unarmed combat) touched by the Cleric glows magically, and permits damage to magical beings as with enchanted weapons.

Interpret Runes

Range: touch
 Duration; Instantaneous
 Casting Time: 2
 Effect: one Cleric
 Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Idun
Mahogany wood	Heimdal
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Fjalar
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Bless Runes

Range:	Touch
Duration;	10 rounds unless otherwise specified
Casting Time:	2
Effect:	One Power Rune inscription.
Saving Throw:	None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range:	Touch
Duration;	Permanent
Casting Time:	3
Effect:	One Power Rune on one single object.
Saving Throw:	None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range:	Caster
Duration;	Nine Nights
Casting Time:	3
Effect:	Cleric
Saving Throw:	None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Odin cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in a sacred bog for nine nights, Or he is hung upside down, on one leg, with bound arms at one' for nine nights.

In the Thor cult, the ceremony is similar, except that the Cleric is buried in the earth for nine nights.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a *Neutralize poison* spell and a *Cure Critical Wounds* must be available, at least. The character can sometimes perform this himself if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune. Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Chant: As Defender

*High Thunderer, Champion,
Wielder of mighty Mjalmir,
Ride your chariot to my defense,
Preserve me against my enemies.
Let my life be filled with rightness.
Let there be order and strength.
Great Charr of the Red Hair,
Come to my aid.*

As Weather God

*Mjalmir flies from your mighty hand.
Storm clouds gather o'er the land.
Release the warm and nourishing rain.
Let the Earth be green again.*

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Site of Pandius.

Magical Items:

The Modrigswerg made Thor's famous hammer **Mjalmir**, that always strikes, destroys, and returns to his hand, is of Modrigswerg craftsmanship. War hammer +5, 1d10 damage, thrown 200 yards never misses when thrown, returning automatically., cast Lightning Bolt at any target within sight, and up to a total of 100 HD of lightning bolts a day, (these 100 HD can be broken up into any size desired), only a Strength of 25+ can lift it and wield it (and then only at half speed (except if Thor), when Thrown by Thor it trails a lightning Bolt behind it, and when it hits, there is a loud clap of thunder that affects all beings within 30' as a Power Word Stun. (see spells). It shines with a pale blue light, warning of danger within 10d6 yards distance of the owner.

And they made **Megingjarder**: 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 Immortal's strength to that of a Fire Giant.

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

Tanngjost & Tanngrisner (Tooth gnasher and Tooth grinder): The two magical goats (actually organic constructs) of Thor. These beasts obediently serve the Thunder Immortal 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, AC: 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—'cause a story speaks of one eating the goat, and breaking a bone for the marrow, resulting in a partially crippled Tanngrisner), these goats are as good as new and ready once more to serve their master.

Thor's wife Sif is said to wear golden hair crafted by the Modrigswerg, a gift given in recompense for a prank by Loki the Trickster.

Tiresias

Dalbert Mc Crubach, Bragi, Tirasa, Brigit, Tairasa, Tyras, Ting Lei-Xian

Patron of Dreams, Visions, Poetry, Music, Seers, Bards, Skalds.



Region:	Thyatis, Hinterlands, Karameikos, Isle of Dawn, Davania, Hollow World (Milenia, Traldr Kingdoms).
Sphere:	Temporal (IM 9) of Thought (although the Statistics in IM3 dictate Temporal 1=IM 7).
Homeplane;	Unknown, probably Asgard.
Date Ascension;	780 BC.
Sponsor;	Tyche. As part of the Sphere of Thought's conception and categorization of all experience, Tyche gives considerable credence to the claim that music, poetry, story, and song give purpose and meaning to mortal and Immortal existence. Despite his impatience with Tiresias lies, his patron awards him power bonuses for collecting gems of music and literature and for protecting the Sources of their inspiration.
Statistics;	AC-2, HD 23, Hp 130, MV 150' / 50, AM 50%, Sv IM 9 #AT 2= Punch 2d6+8, Club-1d6+8, Dagger-3d4+2, AL N ST 17, IN 16, WI 17, DX 18, CO 6, CH 16.
Powers:	Weapon mastery (Club, Dagger), Groan (song), Enhanced Reflexes, Thief abilities.
Followers Alignment:	Any.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Powers;	Tiresias is the one responsible for the Charm Ability Bards are able to use, as long as they honor him, if they severely offend him, he withdraws this ability, until atoned.
Clerics;	Clerics, Healers, Druids.
Alignment:	Neutral.
Powers:	+1 bonus to Wisdom.
Skill Effects;	+2 bonus to: astrology, Musical Instrument, Fortune Telling, Singing, Writing, Dreamwalking. Required: , Honor Tiresias, Any one from the following list; Dancing, Singing, Musical Instrument. Recommended: Any of the others from the list above, plus Artistic Ability/Composition, Ancient History, Local History, Reading/Writing, Juggling, Jumping, Tumbling.
Accepted Weapons;	The weapons permitted to this priesthood are the weapons best suited to inclusion in dances. Dagger/dirk, javelin, knife, lasso, quarterstaff, spear, stiletto, sword/long, sword/rapier, sword/Sabre.
Accepted Armor;	None: no shields.
Limitations;	Priests of this sect receive 4-sided dice for Hp, not 6-sided.
Holy Symbol:	A Golden Harp.
Vestments;	A grey robe, serious clerics blind themselves with a cloth or leather.
Adventuring Gear;	Any.
Temples:	His priests are devoted to the advancement of music and dance in the population. They organize events where music is played, dances are performed, and plays are enacted. Sometimes they tour as part of theatrical companies, among bards and other performers. Their quest is to bring light to others through the performing arts.
Dogma:	His interests lie in music, good stories and ballads, poetry, dreams and the wonders of language, but also in Prophetic revelations, astrology, and legends. Tiresias represents the performing arts -- vocal and instrumental music, traditional and interpretive dance, even stage tragedy and comedy. He is closely related to the gods of arts and of literature/poetry, and is the favorite Immortal of bards.
Daily Activities:	Being the Immortal 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 Immortal's Cleric's song or verse if they approach within hearing distance. Persons so affected will lose all of their former intentions and join this cleric for song and revelry until Bragi is satisfied that they have learned their lesson, whereupon he will let them be 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. Duties of the Priest: Guidance, Marriage. Education: These priests must encourage and support members of their flock (or the general population) who show signs of talent with dance or music.
Known History:	Little is known of Tiresias's youth. He insists the legends are truer than the actual facts. These legends are various: Tiresias viewed an Immortal (Petra is rumored to do this in her Milenian Holy Place) as she bathed in a stream. For this the Immortal struck him blind, but in compensation she gave him a staff that guided his way, and the gift of poetry that reflects deeper truths than generally vouch safe to mortals. As Immortal he can see again.

Second version;	<p>Tiresias was a mortal companion of Immortals who walked the earth. Once he was too bold in his assertions of the perfidious nature of womanhood, and an Immortal turned him into a woman. Tiresias wandered the earth as a woman for seven years, when he met again his Immortal companions. When asked which it was better to be, Tiresias answered "A man, because of all I suffered these seven years."</p> <p>As a reward for his honesty, one Immortal blinded him, though the second Immortal changed him back to a man. Tiresias served as Harper to the king. He impudently courted the king's daughter, and was blinded and exiled.</p>
Aftermath;	<p>According to Tiresias, legend is more interesting than truth. For this reason, Tiresias makes a habit of not telling the truth—"It's so boring." Tiresias recounts many stories about his ascent on the Path of the Epic Hero—of the quest for Turlock's Harp, of the Harrowing of the Afterworld on the Plane of Undeath, of his collecting the magical chants of the Fire Giants at the Hinges of Hell... and who knows, perhaps some of these tales are true.</p>
The Truth;	<p>Tiresias was a very talented bard who became famous for his divination skills during the Traldar era. After being falsely accused and condemned for treachery by the jealous wife of a Traldar King he was serving as counselor, he was blinded and then exiled. Thanks to his skills, however, he was able to survive and music, dreams and words became his only companions. He was a curious mix of musician, entertainer, and prophet, one who uses poetry and music to reveal hidden truths.</p> <p>Tiresias foresaw the coming of the Gnolls and he tried to rally the Hutaakans (who had formerly schooled him in the magical arts) to defend the Traldars. However, he faced the stern and uncompromising decision of the Hutaakans to stay out of the war, and he was escorted out of their secluded valley.</p> <p>Tiresias dreamt of a fertile and rich land beyond the southern sea, and he judged this an omen sent by the Immortals to guide his people to a better place. With this knowledge he came to Halav's court, and he tried to convince him of the great threat which was about to wreak havoc on the Traldar Kingdoms, suggesting that the only way to survive was to migrate southwards beyond the Sea of Dread.</p> <p>Halav did not take him for a fool, but he clearly stated he would have never abandoned his homeland. So Tiresias traveled long to warn all of the Traldar Kings about their fate, until finally one heard his pleas and followed his advice: King Milen. Thanks to Tiresias's foretelling powers, Milen's expedition reached Davania, and Milen's descendants founded the Milenian Kingdom.</p> <p>Later Tiresias undertook the Path of the Epic Hero, and in his travels he went as far as the Isle of Dawn, where he recovered the Harp of Turlock and became famous among the duns as Dallbard MacCrubach, and later went to Hel's reign to destroy an artifact of Entropy. It was after this epic deed that he achieved Immortality in the Sphere of Thought in 780 BC.</p> <p>From that moment he became patron of poetry, dreams and prophecy among Traldars, Milenians and their descendants (the Thyatians and Traladarans), as well as among the people of the Isle of Dawn and the Hinterlands (as Dallbard).</p>
Personality:	<p>Tiresias loves to be surrounded by a sense of mystery and wonder about his past, so he always comes up with a different story every time he is asked. He loves to create legends, which are much more stimulating and interesting than simple truth.</p> <p>This is part of his personality, a love for mind games and tricks that leads him to come up with interesting lies, riddles and metaphors instead of giving simple replies to answers: this way, he says, he helps people to think more.</p> <p>Tiresias never responds with a straight answer. He tells many lies—fortunately most are so entertaining he is forgiven for it. He is emphatically Neutral concerning most controversies. The only things for which he truly cares are music, poetry, beautiful language, and story-telling. He sympathizes with other mortals and Immortals who are moved by such things. If given a choice between preserving the Prime or a haunting melody, he is hard pressed to decide.</p>
Appearance:	<p>Tiresias in Immortal form makes use of several forms. He was always a venerable human clad with a simple linen robe, with long white hair and flowing beard. His eyes are bound by a piece of white cloth or grey leather tied behind his head. In one hand he bears a small golden harp: in the other he grasps a twisted and gnarled walking staff of ironwood.</p> <p>Recently he acquired another form, a youthful looking bard appearing often with great magical effects (like the initial picture), more or less equal to his original mortal form, yet younger and more handsome.</p>

In his (original) mortal form, Tiresias is a man of vigorous middle-age, normally sighted (though often feigning blindness), dressed as an itinerant balladeer and adventurer.

And goes by the name of Dallbard Mac Crubach, Human Thief 36. Str 17, Int 14, Wis 14, Dex 18, Con 6, Cha 16. AC 9(6 Dex) Hit Points 74



Allies: He often associates with frivolous Palson and stern Guidarezzo alike, and competes with young and daring Harrow to become the true master of Dreams.

Tiresias is a good friend of Halav and Petra, after succeeding in persuading them to protect and respect the Milenians, and a staunch ally of Taroyas, with whom he shared the first years of the Kingdom of Milenia in the outer world.

He is also in good terms with Odin, and a member of the Norse pantheon as Bragi.

Enemies: Despite being calm and thoughtful most of the time, Tiresias burns with rage just when someone mentions Thanatos and Ranivorus, who are responsible for the invasion of the Beastmen who caused him to abandon his homeland and suffer so much.

Holy Days: every day is a Holy Day.

Days of Prayer: Priests pray at Dawn, when ingenuity of Humans comes to expression at best.

Piety awards: Creating a new song, ballad, instrument, Opera, etc. +1

Piety Penalties: None additional, although he thinks about penalizing those who sing false or make a musical piece wrecked by false play. (-1)

Habits: ▶ Resolve problems around a song, a poem, or a saga, it eases down those angered and brings wisdom to its listeners.

Dead: Burn and bury the ashes of the person dies, in an Urn with his (sometimes contorted to fit in) possessions.

Birth: Baptized in the temple with holy water

Colors: Orange, Multi-colored

Incense / Oil: Sandalwood, Storax.

Symbols: Harp, Book.

Stone / Metal: Agate, Carnelian, Alloys.

Plants: Fern, Lily of the Valley, Maidenhair, Mandrake, Marjoram, Valerian, Beech.

Day: Tserdain

Animal: Any songbird, especially Nightingale.

Song of Healing

Range: Caster Only

Duration: Permanent

Effect : up to 12 creatures in a 30' radius

Save; None

Casting Time: 1 round +1 round / creature to be affected

Cleric 5 spell, this spell is also extra granted to Bard followers who reached the third Piety level as a 3rd level spell.

The casting of this spell affects only beings with range that the caster chooses as spell recipients (unnoticed, or not intended creatures by the caster are automatically ignored by the caster). The caster must be able to see the creatures or hear them while in range. There is a maximum limit of 12 living creatures. A Song of Healing restores (1d8+1/1d12 caster) hp, but the caster himself does not benefit from this spell-song. The vocalization of the spell unleashes and directs the magic, rather than creating the spell effect, so magical silence (or deafness on the part of the target) has no effect on the power or the operation of a Song of Healing, as long as the caster himself is not affected by this silence.

Chant:

*See the Master Poet.
 Hear his glorious song.
 Wise is he and eloquent,
 Writes sagas long.
 Grant me the creativity,
 The arts as my destiny.
 Bless me, Master Poet.
 Sing me a magic song.*

Extra Spells

Fortunate Fate

Range: Touch
Duration: Until Target is reduced to 0 Hp or less
Effect : one follower of (allied) Immortal
Save; None
Casting Time: 2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands **Dispel Magic** and other magic-destructive spells and lasts until expended, and is only suppressed only by **Anti-Magic** for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Geas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Sources: Mythological Encyclopedia,
 TSR9207—D&D—IM3—The Best of Intentions,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.



Tourlain

Patron of Rain, Weather, Precipitation.

Region:	Skothar regionally
Sphere:	Temporal (IM 7) of Thought.
Homeplane;	Unknown
Date Ascension;	Around 650 AC
Sponsor;	unknown, an Eternal of thought at least
Statistics;	AC-1, HD 21, Hp 110, MV 150' / 50, AM 50%, Sv IM 7 #AT 2= Punch 2d6+1, Short sword-3d6 + 5, Dagger-4d4+3, AL N ST 13, IN 16, WI 15, DX 20, CO 16, CH 11.
Powers:	Weapon mastery (Short Sword, Dagger at expert), Enhanced Reflexes, Thief abilities, Turn Undead.
Followers Alignment:	Any.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Neutral.
Powers:	All weather related spells (Precipitation, Control, Summoning, but also Call lightning and other spells needing specific weather patterns are able to be cast again on an successful Wisdom check).
Skill Effects;	Required: Weather Sense. Recommended: Religion, Reading/Writing.
Accepted Weapons;	Battle axe, bows (all), club, hand/throwing axe, javelin, spear, Warhammer.
Accepted Armor;	None: no shields.
Holy Symbol:	Rain cloud
Vestments;	Oil-soaked weather protective clothing (oil cloaks mostly).
Adventuring Gear;	Any, but often as Vestment.
Temples:	Open Hillocks without any high vegetation or structures near, with an open view several miles far.
Dogma:	This is a Immortal of the atmosphere in all its manifestations, from the most clear and still to the most stormy and tumultuous. It is this Immortal that determines how much rain will reach the soil: it is this Immortal that occasionally goes a little crazy and storms until all the living things in the area are terrified. He is a wild and powerful Immortal, and a very necessary one.
Daily Activities:	His priests primarily work to ensure that he receives the worship that he is due. Beyond that, they may do much as they please, serving individual communities or adventuring as they choose. Duties of the Priest: Guidance, Marriage.
Known History:	<p>Tourlain was head of the Thieves' Guild in a major city when he felt the call of Immortality. While climbing the craggy slopes of Death's Tor he failed every test and felt sure he was unworthy of his ultimate desire. But an Emypreal of the Sphere of Thought felt otherwise and accepted his petition with pleasure.</p> <p>Tourlain was quested to find the Plume of Fidias, a pen that enables its owner to write in any language, plus summon the thoughts of any person to be written down on paper. The quest was successful after many years of searching.</p> <p>He then set off in search of a sword rumored to possess many destructive and torturous powers. Tourlain found it in the hands of a high-level fighter and was nearly slain. Only by guile and wit was he able to trick the warrior into destroying the sword.</p> <p>Returning to the city of his birth, he took an orphan girl into his care and trained her in his profession. She rose to fame within the guild and was unanimously named Tourlain's successor when he resigned the position.</p> <p>The Eternal appeared again and suggested that for Tourlain to complete the road to Immortality, he must move a mountain. Almost demoralized by the task, he applied himself with renewed vigor and sought the aid of magicians and sages.</p> <p>Using their advice and a few magical items, Tourlain completed the task alone in seven years. As the last rock was moved, he heard the Eternal's voice a third time saying, "You have succeeded!"</p>

Personality: Tourlain is crafty and clever, but is loyal to his friends and is a person one can count on. He attacks a problem directly, constantly searching for a solution and ignoring temporary setbacks. He chooses to live away from others, disliking any regimentation in his lifestyle.

Appearance: Tourlain's mortal form is that of a short (5' 2" tall), wiry (100 pounds) man aged 55. The shortness is partly due to a genetic deformity of the spine. The skin is dark and swarthy, the eyes a secretive black.

His Immortal form is quite similar except that its spine is straight and perfect, adding three inches to the height.

Mortal statistics; T33, HD 9, Hp 82, AC 6, AV2, Move 120' (40'), Attack 1 weapon (normal sword, Blackjack, Dagger) at Expert mastery, AL CG), ST 12, IN 14, WI 12, DX 18, CO 15, CH 10).

Allies: Aegir is actually the sole friend he has. All other are (or were) only temporary companions to him.

Enemies: Entropic Immortals are his Enemies, especially Talitha, Thanatos and Orcus, who continuously use his created weather to spread a new disease or pestilence.

Holy Days:

1st Day of the Seasons - Festival of Joy, Love, and Friendship
1st Thaumont-Spring 1st Klarmont-Summer 1st Ambyrmon-Fall
1st Kaldmont-Winter.

People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again.

Days of Prayer: ▶ Full Moon: Positive based- review of deeds
▶ New Moon: Negative based- review of sins. Priests pray after awakening, mostly Dawn.

Piety awards: None additional

Piety Penalties: None additional

Habits: Energetic +2, Forgiving -1, Reverent +1, Peaceful +1.

Dead: bury the dead

Birth: Baptized in the temple with holy water

Colors: Grey and Blue, with lightning of every color.

Incense / Oil: Storax, Birch, Maple, Ahorn

Symbols: Any weather or precipitation symbol, especially the rainbow.

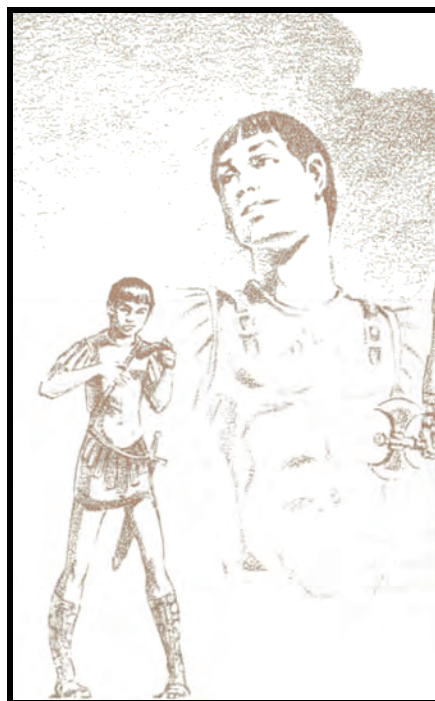
Stone / Metal: Aquamarine, Amethyst, Gold, Copper, Brass.

Plants: Avens, Rose, Polypody, Oak, Verbena,

Animal: Seasonal birds like geese, swallow, sprackles.

Chant: none

Sources: Mythological Encyclopedia,
TSR9207—D&D—IM3—The Best of Intentions,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.





Turmis

Hermes, Tuamatef

Patron of Defiance, Boldness, Cleverness, Show-off Thieves, Adventurers, Guile, Bravery.

Region:	Thyatis, Darokin, Ierendi, Pearl Islands.
Sphere:	Temporal (IM 8) of Thought.
Homeplane;	unknown
Date Ascension;	380 AC
Sponsor;	Korotiku
Statistics;	AC-1, HD 22, Hp 120, MV 150' / 50, AM 50%, Sv IM 8 #AT 2= Punch 2d6+1, Rapier-3d8+4, AL N ST 14, IN 23, WI 24, DX 22, CO 17, CH 17.
Powers:	Thief Abilities, Enhanced Reflexes, Improved Saves vs., Mental and Physical Attacks. Rapier +3.
Followers Alignment:	Neutral or Chaotic. This Immortal is also a favorite Immortal of heralds, spies, and bards, all of whom have to perform messenger-duties at one time or another.
Taxes;	Followers are taxed 15% of their annual income by the Church.
Clerics;	Clerics. (75% men). They must have minimum intelligence scores of 12 and are expected to use their wits; far better to talk or think your way out of problem than depend on mere force. They adventure for fun almost as much as for wealth.
Alignment:	Neutral or Chaotic.
Powers:	All of Hermes' clerics will be Skilled runners at 1 st level. And thus have a 30'/10' increased movement as a Runner (thus not walking) +1 THAC0 Bonus to Dagger and other one handed weapon attacks. Speed or Hast magical effects last 1 Turn longer.
Skill Effects;	Required: Reading/Writing, Honor Turmis Recommended: Etiquette, Heraldry, Modern Languages, Navigation. The other favored skills are appraising or haggling; nothing is more humiliating for them than being bested at bargaining. They are also allowed to learn certain thieving skills as well, such as stealth.
Accepted Weapons;	One-handed Standard, and any type of dagger, Rapier (favored). When on duty, priests of this order must always carry scepters, staves, poles, or banners/flags on poles indicating their status. When carrying messages in their official capacity, these priests carry no obvious weapons at all. However, they can use a sceptre as a club and a staff or pole as a quarterstaff if they are attacked.
Accepted Armor;	All non-metal armor and all shields.
Holy Symbol:	A pair of winged sandals.
Vestments;	short pants, sandals (often winged—to resemble speed), further variable.
Adventuring Gear;	Any.
Temples:	none, not even conglomeration or contemplation sites. He has only small portable shrines (less than a fee inches in size and no more than 50 cn in weight (50-250gp), for his followers.
Dogma:	Bravery, boldness, guile, epic deeds, intrepid adventurers and swaggering thieves. Turmis is the messenger of the gods. When the rulers of the gods want an order conveyed to lesser gods, it is given to him. Con man, trickster, master thief, mischief-maker, messenger, and agent of the other gods' in all his aspects, Hermes is renowned for his quick wits and keen mind.
Daily Activities:	And so this Immortal's priests are also messengers. They are trained in diplomacy and are often charged with the duty of conveying important messages (whether letters, verbal messages, codes, or threats) from one person to another... usually from one ruler or nobleman to another. The priests take great pride in their role as Neutral conveyers of information, and for the reputation for accuracy and honesty they enjoy.

His church is one of the most active in the affairs of the world. His clerics negotiate trade agreements, organize fairs and markets, carry messages, and serve as fences for thieves. guilds. (If you pray to the god for the return of what is lost, it will be returned, when suitable appreciation is shown) His clerics are tricky, conniving, and self-interested, but they are also indispensable and are certainly better to have on your side than to have working against you.

Duties of the Priest: Guidance, Marriage. Missions: These priests are often asked by rulers and required by their temples to go on missions of communication, where they are supposed to convey important letters or verbal messages to others. Often, they are asked to act as negotiators between two warring groups or nations.

Known History:

Turmis lived between the 2nd and 3rd century AC, an orphan who grew on the streets of Thyatis City surviving thanks to his cunning and the teachings of a shrewd con man that took him under his wing after his best friend's (Turmis's father) death.

Once in his twenties, Turmis had already an enviable reputation as master thief in the slums of Thyatis. However, he was not interested in the gains but in glory, since he wanted popularity and to be renown for his cleverness and his boldness.

For this reason he left the city and became member of an adventuring party, and in the years that followed he visited all the countries of the Known World, undertaking a series of incredibly bold and picaresque adventures against corrupt nobles, powerful monsters and merciless sorcerers.

His reputation grew in time, and quickly Turmis found himself more often embroidered in situations where somebody wanted to kill him in order to obtain popularity. He was thus forced to seek a haven where he could rest and enjoy a brief holiday for some time and he sailed for the Pearl Islands.

However, there he got some rumors about the fabled Winged Sandals, a legendary Nuari artifact hidden in a volcano that nobody had yet managed to recover. Loving this kind of challenges, he immediately forgot his holiday and began to quest for the sandals, and eventually was able to recover them.

This was just the first step on the long path of the Epic Hero that Korotiku had set him onto. Turmis became Immortal in 380 AC, and from that moment he started to prowl the Multiverse looking for new challenging adventures.

The Wrath of Olympus Affair:

There are some Immortals who choose not to heed the dictates of preservation of the Prime Plane, regardless of the logic involved. Seven such Immortals (Hermes, Athena, Zeus, Hera, Apollo, Aphrodite, Ares) descended to the Prime at the end of the War of the Immortals (1004-1009 AC) and declared themselves the Olympians.

This band of Immortals went to the Prime on a lark, ignoring all the admonitions they had received as novices. Such a hand-off attitude made no sense to them: would it not be more expeditious for Immortals to take the course of the Prime into their own hands to insure that foolish mortals could not damage it? they chose to emulate, gods, so they would be admired, respected... and feared. The scope of the project? To eventually rule all of the Prime Plane. Immortals personating gods and negating the Prime rule: No Direct Interference against Mortals? Unheard of and, as will be seen, the dangerous consequences of their deed caused turmoil throughout the multiverse.

The day that the imposters arrived on the prime, they appeared before the bewildered populace of Corunlain, in the Republic of Darokin. They demanded worship and tribute, claiming it as their due right. And who could deny them, these god-like beings encased in dazzling white light and speaking with ringing voices.

So worship was made and tribute offered. In keeping with the roles they were assuming, these Immortals ascended a mountain in the Broken Lands, dubbed it "Mount Olympus", and set about making it a permanent home. The summit was sheathed in rolling thunder and billowing clouds, through which Zeus would occasionally hurl a thunderbolt at some hapless mortal. An enterprising cleric was always handy to rationalize this divine retribution against the sins of the victim, no matter how trivial or insignificant those sins were.

The council of Darokin made obeisance to the gods and consulted the oracles, seeking a reason for this calamity and guidance for the best course of action. The gods remained silent. Sure in their hearts they were being tested by their Immortal deities, they dispatched an army to drive off the intruders. Fully 3000 armored elite marched off to do battle with the Gods of Mount Olympus".

Incensed by the effrontery of these mortal, the fraudulent gods blasted the host with all their Immortal might. The flanks of the mountain were covered with slain warriors, like dead leaves drifted by wintry winds. Few lived to spread the news of the crushing defeat.

But the use of so much power on the Prime Plane attracted the attention of their Immortals. Night, Hierarch of Entropy, and three other Immortals of Entropy (Masauwu, Orcus, and Talitha) had long desired to hasten the advancement of their sponsored mortals to Immortality, they sought the removal of at least seven Immortals. Their new initiates (Brissard, Calor, Kazad, Mormon, and Lecarkus) would be brought along, eventually to replace the Immortals so removed. Since this would be a simple replacement, Night sees the project as furthering the goals of her sphere.

The dangerous tampering by the band of renegades calling themselves gods proved a stroke of good fortune for Entropy. They moved speedily to incarcerate the Immortals, but instead of bringing them to the hierarch for discipline, they made a few modifications to Olympus. It is now apparent that Night is intent on eliminating the Olympians directly on the Prime Plane.

Demons descended on the mountain and, with the help of a gluttonous Jumper, erected an encircling barrier of Time and Air around part of the palace. Inside, the imposters found that their magic would not work, and all, save Athena, were quickly overwhelmed. She was not within the area enclosed by the barrier and fled, followed by Orcus and Talitha in hot pursuit. The foolish Immortals were bound with chains to the mountain. The metal of the chains was unknown to them and they could not break it. A feeling of weakness and lethargy came over them, as if the rock to which they were chained was sucking the power from their bodies.

Before leaving, Talitha released a tormentor upon them, a winged fury bearing the grinning visage of the Titan Prometheus (who Zeus had chained to the Mountain earlier). The demon repeatedly attacked the Immortals, ironically visiting on the Olympians the eternal punishment Zeus prescribed for the Titan.

The Immortals made a serious error in judgment in their haste to elevate their mortal candidates to Immortality. The hierarchs ruled that open slaying of Immortals on the Prime, to be witnessed by mortal eyes, would eventually jeopardize the replenishment of the Ranks of the Immortals. What mortal would aspire Immortality after observing such a thing, or even just hearing the tale? Clearly, this course of action was dangerous and had to be halted.

The Immortal Terra called for some other Immortals, as she captured the plea for help from a drained Athena, still followed by at that moment unknown enemies. She revealed repentance for her actions by making her whereabouts known to Terra with a last burst of power. She had sought sanctuary on the planet Coriot in the Outer Plane of Kryla.

The other Immortals were charged by Terra to capture her and bring her back. After passing through displaced gates by Orcus, they found her and found out what happened. After a course of several actions they assumed the mortal identities of mortal heroes of Darokin (Balthac, Sinan, Aurum, Ascalon), battled the Entropic Immortals in their assumed identities of Calor Kazad, the Lich Mormon, and a Whispering Demon), and defeated the jumper on the displaced top of Mount Olympus.

Night was censured by the Council of Mystara for her dangerous exploit, and diminished in rank several levels, Calor, Kazad, Mormon, and Lecarkus were slain in the battle and finally never became true Immortals of Entropy, only Brissard survived as he had fled prior to the battle. The mortals' memory of the account was erased, but although a golden age, away from war to arts and culture started, their greater level of learning questioned the existence of the 'gods' they followed and replaced them with other deities. Only the blasted rock that was Mount Olympus remains as a reminder to all Immortals of the consequences of breaking the Prime Rule of no direct interference against Mortals.

Personality:

As patron of cunning and boldness, Turmis sees with favour all the bold thieves and reckless adventurers, who love to be admired for their epic deeds and seek glory rather than wealth. Turmis is a loquacious, swaggering type, the typical "irresistible scoundrel", and acts as patron of all those who loves to risk and to test their wits and skills.

Appearance:

A young olive skinned lithe man with black eyes and short brown hair, a common face with a cunning and self-confident look, clad in a comfortable brown leather cuirass and white robe, with a pair of winged sandals at his feet. A rapier hangs from his belt on one side and on the other one he carries a small purse filled with thieves' gear and dozens of other trinkets



Allies:

He truly worships Korotiku, he admires Sinbad's bravery and style (and the two often band together to explore the Multiverse), and is constantly trying to attract Kythria's attention, since he fell for her after meeting when they both were still mortals..

Enemies:

Because of his interest in thieves he has a rivalry with Asterius and he constantly tries to win Asterius's faithfuls over his cause, but they are more rivals than enemies.

Turmis is a fierce enemy of Talitha, having faced many of her followers during his path towards Immortality.

Holy Days:	3 rd of Kaldmont and 15 th of Yarthmont; days of memory. These days the fallen ones are memorized. Promises made by followers on this day become Quest (like the spell) and last depending upon the promise.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Loyalty
Dead:	Entomb under the temple.
Birth:	Baptized in the temple with holy water
Colors:	Red, Brown, Black.
Incense / Oil:	Sandalwood, Pine, Palm.
Symbols:	Thief tools, Winged sandals, Speed.
Stone / Metal:	Onyx, Gold Ore, Obsidian, Ruby, Gold
Plants:	Daisy, Gold heart, Cat's tail, Lion's beak.
Day:	Soladain
Animal:	Magpie, Pocket rat.
Chant:	None

Extra Spells

Fortunate Fate

Range:	Touch
Duration:	Until Target is reduced to 0 Hp or less
Effect :	one follower of (allied) Immortal
Save:	None
Casting Time:	2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Sources: Mythological Encyclopedia,
 Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178,
 TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes,
 TSR9189—D&D—IM2—The Wrath of Olympus,
 TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
 Site of Pandius.

Note from the Collector: in IM2 Hermes is a Temporal 2, which reverts to a IM 8 on the scale. In Wrath of the Immortals and on the Pandius site he is revered to as an Initiate. As canon information takes preference, I had to alter the dates of the history to make all plausible, but this did not further alter the character(istics) of the Immortal.



Twelve Watchers

Dhauragara (12 incarnations), Shi'Er Zhi-Gong, Daghdha

Patron of Crafts and Craftsmen

Region:	Bellisaria, Isle of Dawn: East and West Portage, Darokin, Ierendi, Minrothad. Faith is called Augrism (Named after visionary dwarf, Wildeye Auger).
Sphere:	Initiate (IM4) of Matter.
Homeplane;	unknown forest plane (possibly Alfheim)
Date Ascension;	around 200 AC
Sponsor;	Kagyar the Artisan.
Statistics:	AC -5, HD 18, Hp 90, MV 150' / 50, AM 50%, Sv IM 4 #AT 2= Punch 2d6+2, AL N ST 17, IN 12 to 24, WI 13 to 25, DX 24, CO 25, CH 21. Each personality has another different Wisdom and Intelligence.
Powers:	Enhanced Reflexes, Improved saves vs. Power, Spell, Physical attacks.
Followers Alignment:	Any, Dwarves and Humans predominantly.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Exorcists, Paladins, Dwarves and Humans predominantly.
Alignment:	Lawful(predominantly) or Neutral.
Powers:	Clerics are called Augrists, named after a visionary Dwarf follower of the Twelve Watchers: Wildeye Auger, just as the religion is called Augrism. Analysis of workmanship quality in crafted goods. The priest will be able to tell whether a crafted good is of poor, average or superior quality. This gives him a +2 to his Appraising skill if he has that skill, but does not give him the ability to rate crafted goods as to their gold piece value of he does not have that non-weapon proficiency.
Skill Effects:	Extra Appraisal Skill. +2 bonus to any Craft skill. Required: the corresponding craft skill, Honor Twelve Watchers in craft. Recommended: Reading/Writing
Accepted Weapons:	Standard, their favorite weapon is the stone hammer, which can shatter a metal weapon on a natural roll of 20 (if struck between solid matter and the hammer: magical weapons may save vs. fall to resist breakage).
Accepted Armor:	All metal armor, all shields..
Holy Symbol:	A medallion depicting two staring eyes without the suggestion of a face.
Vestments;	Clerics of this religion wear simple garments in drab colors. Their heads are shaved in a stripe down the middle of the skull.
Adventuring Gear:	Any.
Temples:	For each identity and culture a different temple is erected. Mostly these resemble the craft the sponsor.
Dogma:	This Immortal represents the crafting and creation of all sorts of non-metal goods: Wooden art objects, furniture, textiles, clothing, leather goods, glassware, porcelain ware, and so forth. He may also be the Immortal of engineering and stonemasonry.
Daily Activities:	This Immortal's priests try to support and aid young craftsmen, to encourage the exchange of ideas and techniques between different cities and different guilds, and to improve the state of sophistication of all crafts and related arts. Duties of the Priest: Guidance, Marriage. Education: Teaching of craftsmanship to the flock: promotion of all sorts of craftsmanship in the community and society. Must participate in semiannual events where crafts are displayed and promoted (before the throne or in market). Investigation: These priests are keen on history and seek to re-discover lost craftsman techniques and arts: this often leads them into old ruins and lost cities on expeditions of discovery. Vigilance against any enemy, ruler or private enterprise who seeks to suppress learning, especially of craftsman learning. (However, these priests encourage competitive thinking between guilds, or between the craftsmen of different cities: though this results in hard feelings sometimes, it does advance the state of craftsmanship.)
Known History:	The real history of the Twelve Watchers is not known. It is known that they are twelve minor Immortals who were craftsmen in life. As Immortals, they have become the Patron of Craftsmen.

They are not worshipped under their individual names, which they have abandoned, but are called by their professions (or by one of their earliest loyal followers Wild Eye Auger—Augrism). All cultures agree that three of them are Miner, Smith, and Stone carver, but there is a wide variance in the beliefs of who the other nine are. Each culture believes that the other nine represent its own nine most important crafts.

Wildeye Auger was a cleric and a follower of the Immortal Kagyar, creator of the Dwarvish race. Through visions, Auger learned of Immortals who watched over Dwarvish craftsmen and took special interest in their labor. Auger never glimpsed those Immortals nor learned their names, and never became Immortal himself, but in his honor the religion of the Twelve Watchers is called Augrism in Minrothad, Ierendi, Darokin and on the Isle of Dawn.

There are 12 watchers in all, the foremost of which are the smith, the miner, and the stonecarver. They rarely interfere with mortals, but keep a close eye on craftsmen. Augrism exhorts its followers to perform their best at all times. Members of this church can be excommunicated for failing to live up to craft or guild standards.

Unknown History: Before becoming Immortal, Doregar was a talented Darokinian wizard and craftsman. During a particularly unlucky adventure, his companions were brutally slain in front of him, and he was able to escape and avoid their fate just for a lucky circumstance.

However, because of the terrible distress endured he developed twelve different split personalities, one for every member of his slaughtered party.

Probably because of his talent in the various crafts (which increased thanks to the fact that every personality specialized in a different craft) he attracted the attention of Kagyar, and after passing the tests he set on his path, Doregar began to undertake the path of the Polymath.

He eventually became Immortal in the second century AC, but even if his ascension did not cure him from his mental disturbance. He became famous among Immortals for being the first mortal candidate to experience the three different incarnations of the Polymath all at once, thanks to his multiple personalities.

Personality: Doregar is now patron of craftsmen all over the world. He created twelve avatars of himself, thus giving a body to each one of his twelve personalities, and even the mortals worship him under twelve different names, each one the patron of a specific craft (Smith, Carpenter, Stonecutter, Miner, Carver, Potter, Glass-blower, Jeweller, Taylor, Wheelwright, Tanner, Dyer and Miller).

To his followers his personality is unknown, or too variant. Heroes are not likely to run into the Twelve Watchers unless they participate in the building of some great monument or construction, such as a dam or a city. If foreign forces threaten that construction, the Twelve may warn the heroes and prompt them to eliminate the danger.

Holy Days: First day of every week. Worshippers take the afternoon off.

Days of Prayer: Holy day. Priests pray at Dawn to receive spells, but must also pray at Noon, Dusk, before every meal, before a task is started, a door is opened to enter, viewing a corpse (not Undead), and many more reasons. The duration of these prayers is never less than 4 rounds, but may last up to 1 Turn. (DM).

Appearance: Unknown, to the mortals, but each Avatar is a human with no particular distinctive features aside from the fact that he is bald and has a magnetic gaze, wearing clothes and tools useful for the craft he embodies.

Allies: Clerics of the Twelve Watchers say that Kagyar the Artisan is said to be a friend of the Twelve Watchers, while clerics of Kagyar claim that Kagyar doesn't care about the Twelve Watchers. Actually he sometimes collaborates with Kagyar.

Enemies: No specific ones.

Piety awards: None additional

Piety Penalties: Perform shoddy workmanship -1/ task ended shoddy

Habits: Energetic +3, Modest -1, Reverent +1, Honest +1, Trusting -2, Dogmatic +1.

Dead: Entomb under the temple, or bury in a graveyard separate from town.

Birth: Baptized in the temple with holy water (actually used Blacksmith cooling Water).

Colors: Drab colors

Incense / Oil: Palm Oil, Fish oil, Floral scents

Symbols: Hammer, Tools of craft.

Stone / Metal: Granite, Basalt, Lead

Plants: Palm Tree, Coconut, Dade.
Animal: Parrot, Paradise bird, Peacock, Piranha Bird.
Chant: Many, variable.

Extra Spells

Fortunate Fate

Range: Touch
Duration: Until Target is reduced to 0 Hp or less
Effect : one follower of (allied) Immortal
Save; None
Casting Time: 2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

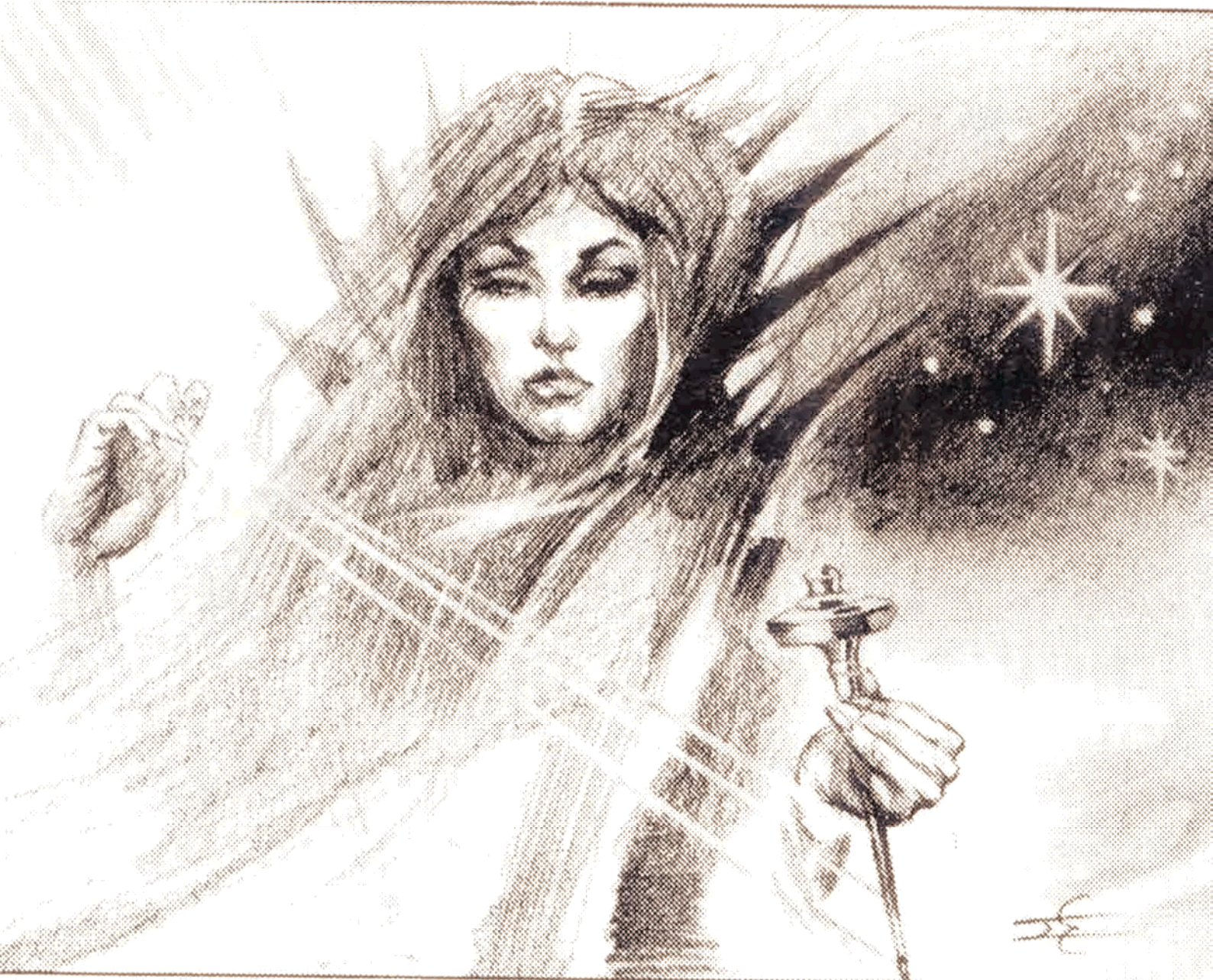
This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Sources: Mythological Encyclopedia,
Dragon Magazines;
TSR9236—D&D—Gaz9—The Minrothad Guilds,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Tyche

Fortuna, Felix, Bona, Mulieris, Virilis, Primigenia, Istus,
Nephris, Bolshanslari, Tai Qi, Bes.

Patron of Luck-both Good and Bad, and Fate.



Region:	Thyatis, Darokin, Sind, Bellisaria, Isle of Dawn, Ochalea, Alatian Islands, Hule, Savage Coast, Davania, Hollow World (Milenia, Traldar Kingdoms).
Sphere:	Eternal (IM 27) of Thought.
Homeplane;	Unknown.
Date Ascension;	Beginning Age of Creation.
Sponsor;	Unknown, probably none, primal force.
Statistics;	AC-11, HD 41, Hp 600, MV 150' / 50, AM 80%, Sv IM27 #AT 4= Punch 4d6+8, Mace-6d6+8, AL CN ST 32, IN 64, WI 39, DX 42, CO 25, CH 56.
Powers:	Improved saves vs. Spell, Physical, Mental and Power attacks. Mace +3
Followers Alignment:	She has a large following among adventurers and other who lives are at risk daily. In Ancient Milenia she was followed mostly by women and the common folk under the name Felix (luck bringer), Bona (the Good), Mulieris (of the Female), Virilis (of the Man). As state goddess she had several temples
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Chaotic or Neutral.
Powers:	Special power; Call Luck once a day (player can roll any dice twice and decide which to keep). The priest can cast the commune spell once per month, even at first level, in addition to all other spells (obviously, at 1 st level, he can only ask one question per application of the spell). +1 to all saves.
Skill Effects;	Her clerics learn gaming at 1 st level, but they have no particular skill preferences beyond that. Required: Astrology, Honor Tyche. Recommended: Gaming, Reading/Writing, Ancient History.
Weapons Permitted:	This order's weapon choices reflect "weapons of opportunity," the sort of weapons characters can make from things found on the road. A priest of this order doesn't have to find his weapons on the road, but the weapons permitted him are the sort of things he could make from found items. Club, lasso, net, (these two because those weapons represent the inevitability of fate and destiny) quarterstaff, sling, staff sling, But they may use also the Dagger/dirk, knife, Mancatcher.
Accepted Armor;	None: no shields.
Holy Symbol:	A medal (with a smiling face on one side and a crying face on the other) or a wheel (symbol of changeability of luck).
Vestments;	Large Yellow robes, with shave heads, and multiple tattoos. The central facial tattoo depicts the clerical rank.
Adventuring Gear;	Any.
Temples:	Praeneste in Latium, (ancient Milenia) was the largest temple constructed in her name, here she was revered as Primigenia (first born) and introduced the ceremony of child blessing by baptizing it. Denied respect by most of the Immortals, Tyche nonetheless maintains a whimsical, light-hearted attitude toward life: It's the way the game is played, not how much you're worshiped at the end of it. Her clerics are expected to live life to the fullest, extracting the maximum adventure and fun from everything. Common worshipers tend to come and go from the church quite frequently, depending on how much luck they need at a particular time.
Dogma:	Luck (good or bad), destiny, chance. This is a Immortal of the good fortune and good luck that all sentient beings hope will come their way. This is not a Immortal of bad luck or ill fortune. This Immortal cautions the mortal races to accept whatever fate that the gods or even a higher Destiny have in store for them. This is the Immortal of acceptance, of resignation, of coping without struggling.
Daily Activities:	The priests of this Immortal are practical, common-sense people. They'll help the flock pray for luck. But they also recognize that a lot of luck is self-made. They try to analyze the situations of supplicants who seem to have bad luck all the time, and suggest ways for them to change their lives so that good luck is more likely to shine on them. They even meddle to give luck a little push: they'll contrive so that two people who can help each other accomplish a mutual goal will meet, for example. Priests of this faith believe that everything that happens is predestined. They preach a doctrine of acceptance of the will of the gods, including gods other than their own. When two gods are in opposition, these priests do not interfere in the mortal doings resulting from that struggle (unless one of the gods is the Immortal of fate/destiny, in which case they support him): but when a single Immortal is pursuing a goal and mortal beings are trying to oppose him, these priests work on behalf of the Immortal and against the mortals. Duties of the Priest: Guidance (doctrine of acceptance of the will of the gods). Missions against those who defy the gods. Vigilance against those who defy the gods, Marriage.

Missions to bring luck to the unlucky: Priests are often required to go to communities and places which seem to be suffering a series of bad-luck events and improve matters there. (Some priests of this sect adopt a "fairy godmother" attitude and try to improve peoples' lot through mischievous meddling.) Vigilance against the deeds of priests of disease or the philosophy of evil, who are always bringing bad fortune to the people.

Known History:	Tyche is an ancient Immortal much like Ixion and Thanatos, patroness of luck (both bad and good), chance and fate. She does not remember of ever being mortal, and she speculates to have been born when universe was created, since she embodies destiny and chance. Whatever the truth be, this remains a mystery she guards jealously.
Personality:	Tyche has got a very distant and lunatic character, and she never struck alliances with anybody, but likewise she never ousted anyone. Her cult has a large following among commoners and adventurers alike, who often pray her to get some good luck before difficult enterprises. She became the Immortal of the good and bad sides of fate and luck. She was a very popular Immortal in Ancient Milenia and several cities chose her as its protector.
Appearance:	A woman with mostly a kerchief on her eyes, clad in a white robe, with alabaster skin, raven hair and a never smiling visage. She is often depicted as a female figure with on her head the wall crown and in her hand the Horn of Abundance or a ships steering wheel.
Allies:	Raven and Turlain, the only two Immortals she sponsored (representing good and bad luck).
Enemies:	None.
Holy Days:	none
Days of Prayer:	actually none, but each morning is seen as a new chance to feel fate. Priests pray after awakening.
Piety awards:	None additional
Piety Penalties:	None additional
Habits: ▶	Dogmatic +2, Peaceful +1, Reverent +3.
Dead:	Entomb under the temple.
Birth:	Baptized in the temple with holy (collected Rain-)water
Colors:	White, Grey, Silver and Golden
Incense / Oil:	Myrrh, Rose, Violet,
Symbols:	Wheels, Threads, Spindles
Stone / Metal:	Ivory, Hardwood, Brass, Copper.
Plants:	Forget-me-not, Tiny field flowers
Animal:	Spider
Chant:	Variable, but revealing fear or awaiting fate.

Extra Spells

Seal of Destiny

Range:	Touch
Duration:	10 rounds
Effect :	one follower of (allied) Immortal
Save;	None
Casting Time:	2

Cleric 6, Exorcist 6, Druid 6 spell

This spell seals a creature or object against divinations that would reveal its destiny, fortune, fate, or role in epic events. This includes all castings of Augury spells with respect to the subject, and the general failure of any other divinations that would reveal such information. It prevents any forecastings of the subject's influence on greater events (even those by Seers—like those of Dab of the Daddlom Divinarchy), making general divinations more difficult. Any caster (or Seer) whose divination is blocked by this spell will realize that blocking magic is involved, and any priest specialized in divinations (or a Seer) has a 5% chance per level of knowing the exact cause. The Seal can be removed by a Dispel Magic spell cast expressly for that purpose by a caster of equal or higher level than the one who placed the Seal. The caster of Seal of Destiny ages 1 year with each casting of the spell.

Artifact

Diamond Orb of Tyche

This item appears to be a crystal ball, but is somewhat larger (about 18 inches across) and glows softly with a white light filled with sparkling colors. It was crafted by the powerful Immortal, Tyche, said to control chance and the fortunes of mankind. It is a powerful artifact of Chaos, but is not necessarily evil, and is said to bring good fortune to the user, for a time.

Magnitude: Greater artifact of Thought.

Powers (PP 405):

Attack Powers (4)

Calm Others to 40 HD	30 TP
Extinguishing	30 TP
Pick pockets 100%	80 TP
Dance	75 TP

Information Powers (3)

X-ray vision	80 TP
Gaseous form	30 TP
Container, 40,000 cn	80 TP

Transformation Powers (3)

Remove traps 75%	60 TP
Create Normal Objects	75 TP
Victory +25 WM roll	75 TP

Defense Powers (4)

Confuse alignment	15 TP
Hide in shadow 70%	60 TP
Cure Critical wounds	35 TP
Anti-Magic 30% 6T	55 TP

Activation:

The artifact is active when found. The user gets a feeling of inspiration when gazing into the orb. The artifact grants the knowledge of one power when one consecutive hours are spent gazing (1 power per day maximum), given in order of PP cost.

Use of Powers:

By gazing into the orb and concentrating on a power, the user acquires that power after 1d3 rounds.

Handicaps (3):

1 When first used: Magic error the user has a 10% chance of failure whenever attempting to cast a spell or use any magic item requiring a command word.

2 When pickpockets is first used: Alignment change to Chaotic, or to Neutral.

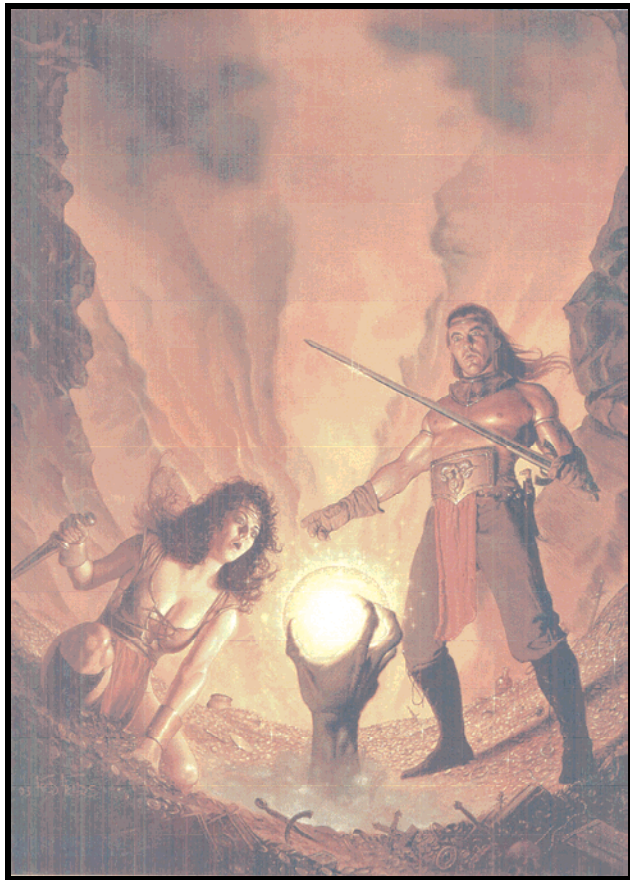
3 If, as a container, the artifact is ever completely filled: Recharging begins to cost. The orb stops recharging by itself, and must be given treasure equal to 100 gp Value per TP recharged.

Penalties:

Standard chances, totally random adverse effect of 50 TP or less affecting the caster, from the penalty table.

Sources:

Mythological Encyclopedia, See general works on Greek Mythology, with reference to the Greek myths and gods, especially the goddess of Chance or Good Fortune
Dragon Magazines;
TSR1021—D&D—Set 4—Master Rules,
TSR1017—D&D—Set 5—Immortal Rules,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



Tyr

The Even-Handed, The Maimed God, The Just God, Tiuz, Tiwaz,
Tiw, Ziu, Chung Kuel, Varanu, Thrasda.

Patron of Justice, of the "Thing".



Region:	Northern Reaches, locally elsewhere.
Sphere:	Celestial (IM 18) of Matter.
Homeplane;	House of the Tryad
Date Ascension;	around 1000 BC
Sponsor;	Djaea
Statistics;	AC-21, HD 37, Hp 420, MV 150' / 50, AM 70%, Sv IM21 #AT 3= Punch 3d6+8, or Spear-3d8+13, AL CE ST 34, IN 35, WI 40, DX 24, CO 25, CH 30.
Powers:	Vorpal Sword +5 (Justiciar)
Followers Alignment:	Called Tyrrans are of any alignment, except Chaotic.
Powers;	He inspires a Berserker type fighting (similar to Odin, but with only 50% effectiveness) in his followers rage.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Paladins, Exorcists.
Alignment:	Lawful
Powers:	
Skill Effects;	
Accepted Weapons;	Standard, Longsword (Justiciar).
Accepted Armor;	Any.
Holy Symbol:	Balanced scales resting on a Warhammer.
Vestments;	
Adventuring Gear;	Any.
Temples:	Clerics of Tyr pray for spells at dawn.
Dogma:	Reveal the truth, punish the guilty, right the wrong, and always be true and just in your actions. Uphold the law wherever you go and punish those who do wrong under the law.



Keep a record of your own rulings, deeds, and decisions, for through this your errors can be corrected, your grasp on the law of all lands will flourish, and your ability to identify lawbreakers will expand.

Be vigilant in your observations and anticipations so you may detect those who plan injustices before their actions threaten law and order. Deliver vengeance to the guilty for those who cannot do it themselves.

Daily Activities: The Tyrran faith appeals to those who seek to bring order to the disorderly, to punish the wicked, and to ensure that civilization prosper through a careful, fair system of justice. There is a doctrine of justice through benevolent force and armed vigilance, a philosophy that makes the faith attractive to paladins and lawful fighters.

Most followers do not fight in the field, however, instead seeing important battles in the courts as bureaucrats, judges, bailiffs, and merchants. They tend to view all affairs in clear-cut terms, preferring to see the world ordered by just laws that provide the greatest benefit to all. They tend toward intolerance, sometimes violently so, and seldom tolerate mockery, parody, or the questioning of their faith.

They bring law to lawless lands, often serving as judge, jury, and executioner. Without a civilized legal code with which to guide their judgments, they often default to a doctrine roughly equivalent to "an eye for an eye, a tooth for a tooth". However, Tyrrans prefer to err on the side of mercy, and frequently commute otherwise harsh sentences for cases in which the offender was ignorant of any wrong-doing.

Such criminals usually find their names recorded in the cleric's Book of Lawgiving, which is then shared with the nearest Tyrran temples to prevent that the perpetrator repeating the offense and getting off lightly. Powerful clerics frequently employ Detect Lie spells to add magical coercion to their stern lectures to convicted criminals.

In civilized lands, Tyrrans (inevitably called tyrants by their legion detractors) tend to become legal experts, advising rulers, judges, or powerful merchants on the intricacies of the law and arguing cases before magistrates. They view the latter as charity, donating their (sometimes lavish) speaking fees to the church.

Tyrrans never enforce a law that can be shown to be unjust—defined by the church as out of compliance with the principles and definitions adhered to by other laws in the body of legal doctrine of which it is part. This sometimes forces them to support very unfair laws that are, nonetheless, just.

In many such cases, Tyrans attempt to change the laws by working within the system. Those who break even unfair laws as a form of defiance or political dissent are nonetheless guilty, in their view, and deserve to be punished to the fullest extent the law allows.

In some cases, they act as agents of vengeance for those who have been wronged and who cannot afford or are no longer around to defend themselves. In such cases, when the law is so broken down as to become meaningless, clerics of Tyr act openly to defy evil or corrupt forces, often martyring themselves if such becomes necessary.

Individual temples of Tyr offer lodging, fresh mounts, healing, spell aid, weapons gear, and holy advice, as well as confession of sins, which plays an important absolving role in the faith.

Known History:

Tyr was Born as a member of the Antalian tribes on the Outer World. He was such a good warrior mercenary, that he seemed to give victory in battles against odds. He was never deceitful, but open and imposing in these battles.

He also brought justice where he came, as he installed the so-called "Thing" or assembly, where justice was sought, spoken and granted, or punishments were spoken. He presided over law, legal contracts, and assemblies of the people over judicial matters, was awarded victory in many a combat.

In his life he learned to be ordered, brave, honorable, integer, lawful, and courageous. All these acts brought him on the Path of the Paragon, and when he finally found his (unknown) Immortal, he was reincarnated in several lives (as a Merchant, as a Judge, and as a Thief), in which he learned all sides of the law.

The monument he created was the Thing in Asgardhr, and it is still used today. When he finally became Immortal around 1000 BC he was granted a seat among the Aesir, which he did accept.

Loki was always creating trouble for the Immortals. Against several dire warnings he became involved with the Giantess Angrboda (rumored to be an alternate identity of Hel). From this second union (in legends called marriage) came two Immortal monsters: Jormungandr, the World Serpent, and Fenris, a huge Wolf. It was rumored that Hel was somehow involved in these evil creations also, even —falsely—being the creation of Loki, as first from this date she called herself Hel, and revealed her—till that time—kept secret identity.

The only Immortal that Fenris ever trusted and allowed to feed him was Tyr. Fenrir became savage and unpredictable, even by Immortal standards. They decided the Immortal animal had to be chained, but were unable to do it. They needed a special magical chain and some way to make Fenrir agree to the chaining. Freyr's servant, Skirnir, went to the Modrigswerg Dwarves, who forged a magical ribbon chain.

But Fenrir was afraid of the innocent looking goods, so the Immortal Tyr volunteered to put his hand in the wolf's jaws while the chain was fastened. Fenrir struggled but was caught fast. But before Tyr could remove his hand, the Immortal wolf severed it off by a bite, and devoured this part of Tyr's Immortal essence.

When ever loose (this monster will break its bond at Ragnarok) it will 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 10d8 damage. Its resistance to magic is 100%.

Personality:

Before every criminal trial, in civilized lands, good-hearted magistrates whisper prayers to Tyr, the Even-Handed, asking that he guide their judgments with temperance and resolve. Tyr sees himself as a father figure working to craft a perfect society for mortals whom he sees as wayward children. The pain of knowing that his mortal charges cannot hope to initiate and protect a flawless, completely just orderly existence rings Tyr's philosophy with an undercurrent of resigned sadness.

Appearance:

Religious iconography depicts Tyr as an aging one-handed warrior, often with a bloody bandage covering his wound. The so-called maimed god lost his right hand in a trick to bind the legendary Fenris Wolf, when it bit his Immortal hand right off.

He is a fearless, bearded human male in Chainmail armor. He is missing his right hand. He wields a longsword (Justiciar) or Warhammer, and a bright radiant halo marks his forehead, suggesting to all that they stand before a being of Immortal magnificence. His eyes are bright upon his first appearance, but eventually fade away into black voids before he departs.

Tyr long ago tired of constant visits to the Prime Plane. When he attends to his followers these days, it is to preside at a trial that seems insignificant, but that he knows will have important repercussions should justice not be served. His mortal identity is that of a 19th level mage, with the same appearance (except the changing eyes and aura).

Allies:

He does occupy a seat amongst the twelve Aesir of Asgard and it is assumed that he dwells there most of the time, and thus is befriended with all Immortals there.

Enemies: None, except the Fenris Wolf (of which he is truly afraid), Loki and Hel, who did create it (according to him).
Tyr though is the only Immortal capable of approaching the Immortal Fenris wolf with any success.

Holy Days: In addition to numerous minor holidays, Tyr's priesthood follows a strict regime of monthly high rituals.

On the 1st of each month, they celebrate Seeing Justice, at which special prayers elicit the appearance of a white-hot war hammer that glows with heat and light.

The 13th day brings celebration of the maiming, at which the congregation sings loudly, the booming hymns as an illusionary gauntleted hand surrounded by a nimbus of burning blood appears above them.

Piety awards: None additional

Piety Penalties: Doing a crime -1d8 (depending on mood Tyr and the crime).

Habits: ▶ Worshippers have allegorized Tyr's wound as the price the truly just must endure on the path to righteousness and stern defense of law. Particular radical followers advocate self-mutilation among their adherents, a practice condemned by the large majority of the faithful, who nonetheless don an off-colored glove on their right hand to honor their overlord.

Commoners view Tyr and his clerics as stern arbiters of justice, often more obvious black-and-white teachings on the nature of morality. They tend to view Tyr as something of an Immortal constant—they know that Tyr expects fairness, good judgment, and kindness toward the innocent from his followers, and hence afford Tyr's clerics a great deal of trust.

Dead: Entomb under the temple.

Birth: Baptized in the temple with holy water

Colors: Yellow, Orange

Incense / Oil: Pine, Juniper

Symbols: Helmet.

Stone / Metal: Smoky Topaz, Grey Agate, Steel, Bronze.

Plants: Thistle, Oak, Juniper, Blackthorn, Vervain

Day: Gromdain

Animal: none

Runes; Tiwaz, Jera, Kaunaz, Thurisaz, Ingwaz, Ehwaz.

Chant:
*Asa-God of the one hand,
Bravest of all the gods,
Hear my plea for justice,
Stand beside me in the courts,
Or anytime I am accused.
Speak into the ears of those in authority.
Grant me the freedom from all persecutions.*



Extra Spells

Interpret Runes

Range: touch
Duration: Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
Duration: 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration: Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Idun
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Fjalar
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
 Duration: Nine Nights
 Casting Time: 3
 Effect: Cleric
 Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Tyr cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in the earth for nine nights.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Fortunate Fate

Range: Touch
Duration: Until Target is reduced to 0 Hp or less
Effect : one follower of (allied) Immortal
Save: None
Casting Time: 2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

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Site of Pandius.



Utnapishtim

Atrachasis, Utanapisti, Ziusudra, Noach

Patron of Survival, Patron of Hope and Justice, Protector of the Living Species

A Word by Marco Dalmonte: Utnapishtim's the Babylonian version of Noah, so I tied his history in Mystara with the legends about Utnapishtim in the real world. Hope you'll like that I came up with. Remember he is featured in IM3 as the judge who dispatches the Immortal PCs to investigate on the killing of mortal candidates, and later heads the trial against Pharamond and his cronies.

Region: Bellisaria, Skothar (Esterhold, Jen, Minaea).

Sphere: Empyreal (IM 20) of Matter
Homeplane; unknown
Date Ascension; 2800 BC
Sponsor; Ka

Statistics; AC-14, HD 34, Hp 330, MV 150' / 50, AM 70%, Sv IM21
#AT 3= Punch 3d6+3, AL LN
ST 18, IN 66, WI 63, DX 30, CO 25, CH 52.

Powers: Improved saves vs. Power, Spell, Mental and Power attacks.

Followers Alignment: Lawful or Neutral
Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Exorcists.
Alignment: Lawful or Neutral
Powers: Detect Danger automatically once a day (further as spell).
Skill Effects; Extra Direction Sense and Navigation Skills.
+2 bonus to Codes of Law and Justice if chosen.

Accepted Weapons; Standard
Accepted Armor; Any.

Holy Symbol: A blue kingfisher
Vestments; Simple carpenter's clothing or grey robes
Adventuring Gear; Any.

Temples: Large Wooden Ships placed on land. The access is by ladders leading to the top deck.

Dogma: Survival, travel, justice, protection of the living species.

Daily Activities: Further and protect the Dogma, Duties of the Pries; Education, Marriage, Guidance.

Known History: Utnapishtim (meaning Life finder) was an Oltec that lived during the civil war between Oltecs and Azcans in central Brun. Devout cleric of Kalaktatla, he was pushed by his patron to gather a numerous group of followers in order to sail westward, looking for a new land to settle where war could not reach them.

Utnapishtim was thus responsible for organizing the Oltec expedition that reached and colonized the Savage Coast in 3400 BC. Utnapishtim worked hard to keep peace between the Oltec princes that had followed him, and he became a central figure in the Oltec confederation of the Savage Coast, the only High Priest that managed to earn the confidence and the obedience of all the nobles without proclaiming his superiority or demanding to be hailed King.

In 3150 BC, near the end of his long mortal life (largely extended beyond human time span thanks to his powers and the Immortals' blessing), Kalaktatla appeared in his dreams and gave him a new choice: to die and come to live eternally in his paradise, or to be reincarnated in order to save other people from death and destruction, serving justice until his second death. Utnapishtim chose to serve his patron once again, and so he started his path of the Polymath.

In his first reincarnation he became a Beastman explorer in the north of Brun. After witnessing the persecution brought to his brethren by the cruel and powerful Blackmoorians, he devised a plan to escape the Blackmoorians crusade and save his tribe using the sea as the only escape route.

He built a great Ark with his companions' help, and he led his tribe southeast (since the Blackmoorians came from the west), making landfall in the proto-Alphatian peninsula inhabited by the Neathar Yanifey. Here the Beastmen settled in the colder regions, living separated from the more numerous (albeit primitive) humans of the south, and the descendants of these Beastmen are the humanoids that currently live in Alphatia, who follow the more peaceful teachings of Ka and Terra.

Then he was reincarnated in an Oltec wizard on the eastern coast of Skothar some decades before the Great Rain of Fire. After receiving an omen regarding a disaster of huge proportions, he started to warn his fellow citizens of an imminent catastrophe, but very few heeded his words.

He then went looking for a great Ark where he could have stored a sample of all the animal species, the only creatures without malice, and survived the great flood that he was expecting. All of this had been planned by Ka as a test to retrieve the Ark and accomplish part of his path of the Polymath, but even Ka did not know that his fake omens (probably a fore sighting not even he did understand) would have proved terribly true.

After retrieving the Ark on the proto-Alphatian continent, Utnapishtim gathered many animals and few selected Oltecs who proved honest and true to his teachings, and he left the Skotharian coasts shortly before the Great Rain of Fire hit Mystara.

When the cataclysm struck, mountains of water rocked the sea, the sky started to cry tears of fire and the land cracked billowing black smoke from its bowels. Utnapishtim's Ark sailed on the perilous seas for weeks, waiting for a sign from the Immortals to understand where to go or stop.

Finally a great kingfisher swam ahead of the vessel and guided the survivors to a great continent, where Utnapishtim and his followers landed. This land was still mostly uninhabited, save for some tribes of rakasta, and so they founded here their colonies, becoming the first human inhabitants of Bellisaria and bringing with them many animal species so common in Skothar, which they thought had been swallowed by the sea.

Later on Utnapishtim became an elf in the devastated land of Evergrun, and had to find the Ark quickly in order to transport his clan and numerous inhabitants of the forests of Evergrun in their new homeland of Grunland, before the earthquakes and the waters swallowed Evergrun.

Only in 2800 BC he managed to become Immortal in sphere of the Matter, after accomplishing the last epic quest in the Savage Coast, where in the jungles of the Immortal's Arm he built the Temple of the Ark, a monumental ziggurat that hides the powerful artifact.

Personality: Utnapishtim is the patron of order and life that wins over Chaos and destruction. He gives hope to his followers and teaches them to respect the laws to live peacefully. His clerics preach the respect for Immortal Justice, Traditions and Order, and are famous as wise judges in the communities they protect.

Appearance: A middle aged Oltec with dark complexion, Grey-black moustaches and goatee, curly Dark-grey hair that falls down on his shoulders, hazel eyes with a keen gaze. He wears a short blue cotton robe embroidered with golden motives, a pair of simple sandals and a tall conical hat.

Allies: Utnapishtim is also associated with travel and protection of the living species, and this makes him a good ally of Ka and Terra,.

Enemies: Utnapishtim is also associated with travel and protection of the living species, and this makes him a long time enemy of Thanatos.

Holy Days: 2nd Flaurmont. The day his first ship berthed. Followers have a day off to contemplate and review their lives.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Forgiving +1, Peaceful +4, Reverent +2, Dogmatic +2.

Dead: bury in graveyard, or dump at sea.

Birth: Baptized in the temple with holy (lake or sea) water

Colors: none specific

Incense / Oil: Myrrh, Sandalwood



Symbols:	none additional
Stone / Metal:	no stone, and only brass (the nails he used to construct his first vessel).
Plants:	Dade, Palm, Olive.
Day:	Tserdain
Animal:	Dove.
Chant:	none

Extra Spells

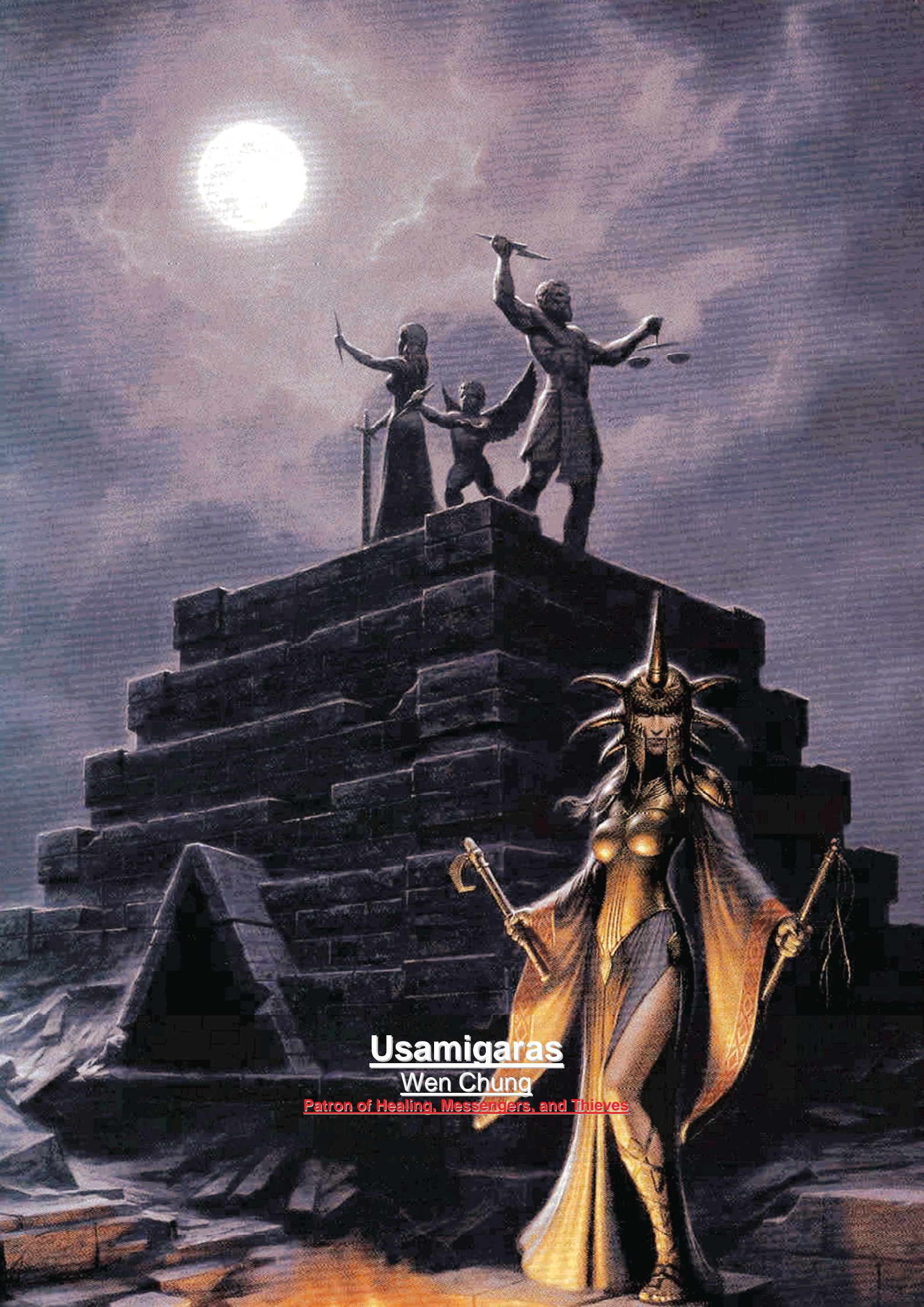
Fortunate Fate

Range:	Touch
Duration:	Until Target is reduced to 0 Hp or less
Effect :	one follower of (allied) Immortal
Save;	None
Casting Time:	2 rounds

Cleric 7, Exorcist 7, Healer 7, Druid 7 spell.

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands Dispel Magic and other magic-destructive spells and lasts until expended, and is only suppressed only by Anti-Magic for 1 Turn thereafter. If the recipient ever reaches 0 Hp or lower, the fortunate Fate acts; instantly healing all (pre-existing and instantaneous) damage (including diseases, curses, open wounds, breaks, molds, parasites, charms, Seas, or other mental controls). Death is instantly prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the Fortunate Fate acts, there will be no loss of consciousness. This spell confers one such protection and is discharged in doing so. This spell will not work in conjunction with any spell alternating magic, any permanency, any contingency or similar effects. This spell does not work on a creature of Evil alignment or when applied to the caster, nor when during the moment the spell is suppressed (i.e. when attacked by a Beholder the character still would die if the spell has been hit by its antimagic ray). There are instances of rulers and rich people persuading priests known able to cast this spell to give them Fortunate Fate protections, but most clergy have undertaken this as a sin, only in return for a service or donation of great value (100,000 gp or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and the Immortal usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In Alphatia's Floating Kingdom of Ar, a Fortunate Fate was a coveted protection against death by falling.

Sources: Mythological Encyclopedia,
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 TSR9207—D&D—IM3—The Best of Intentions,
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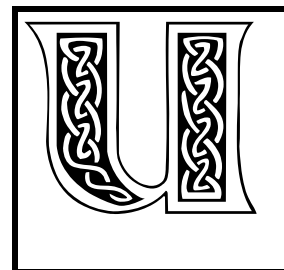


Usamigaras
Wen Chung

Patron of Healing, Messengers, and Thieves

On the Picture the Entrance to Cynidicea with a Priestess of Zargon (Arik) en front.

Region:	Cynidicea, Ochalea
Sphere:	Empyrean (IM) of Energy.
Homeplane;	Unknown
Date Ascension;	290 BC
Sponsor;	Thor
Statistics;	AC-21, HD 37, Hp 420, MV 150' / 50, AM 70%, Sv IM21 #AT 3= Punch 3d6+8, or Spear-3d8+13, AL CE ST 37, IN 70, WI 33, DX 70, CO 50, CH 65.
Powers:	Turn Undead, Call Other, Improved saves vs. Mental and Physical attacks
Followers Alignment:	Any, mostly mages. The Magi are usually friendly toward clerics, thieves, elves, and magic-users, but look down upon fighters, dwarves, and Halflings. Usamigaras is worshipped on certain days when the heavenly stars and planets are in the right patterns. The Magi record the positions of the stars and planets so that they will know when their holy days are.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Any
Powers:	Move Silent and Hear Noise as Thieves ½ their level. The priest, when outside, can cast a call lightning spell once per day, in addition to all other spells, even at 1 st level (of course, at 1 st level, the spell lasts only 1 turn and does 2d8 damage).
Skill Effects;	Required: Weather Sense, Honor Usamigaras. Recommended: Reading/Writing.
Accepted Weapons;	Standard, Battle axe, dagger/dirk, dart, hand/throwing axe, javelin, knife, spear, Warhammer.
Accepted Armor;	All armor and shields.
.	.
Holy Symbol:	The Letter " U "
Vestments;	The right palm of each is marked with small silver lines in the shape of a five-pointed star.
Adventuring Gear;	Any.
Temples:	Since Cynidicea is underground the temples are nothing more than great halls with adjoining rooms. The dead are often animated to stay under the living, but later due the danger they present "send" away.
Dogma:	This is a bold, powerful, primitive Immortal whose aspect is the thunderbolt. He represents the destructive power of the sky and is a favorite Immortal of warriors. Because lightning sometimes hits trees and sets them ablaze, he has some minor associations with fire and trees (especially oaks). He is also a Immortal of storms. However, the Immortal himself is little concerned with the doings of mortals: he has no objection to them worshipping him, and does grant some of his power to his priests, but otherwise does not meddle much in mortal affairs.
Daily Activities:	His priests promote worship of the lightning-Immortal for his power and his indomitability. They encourage worshippers to emulate the Immortal and his strength. Duties of the Priest: Guidance, Marriage.
Known History:	In mortal life, Usamigaras was a Halfling who, thanks to the effects of a Wish, gained the ability to cast Magical spells. He used his new-found power to eventually become the ruler of Cynidicea, plundering the city to enrich himself. Although in life he discouraged the worship of Gorm and Madarua, his predecessors, after he became an Immortal he became their ally and part of their clique.
BC 385:	A Halfling by the name of Usamigaras arrives in Cynidicea. He displays his magical powers (gained through a wish) and guile, and manages, against all odds, to convince the ruling council that he should be crowned their king.
BC 380:	Zargon manifests himself to a madman in his dreams. Instructing him to build a faith based upon worship of the tentacled being. The madman, named Damodes, founds the Church of Zargon.
BC 320:	By this time enough land has been reclaimed that several villages are established outside the city. Cynidicea is no longer a city-state, but a true kingdom. The Church of Zargon has become a large underground movement, with close to a thousand adherents, from all social strata in Cynidicea.



- BC 308: King Usamigaras leaves Cynidicea, saying that he must embark on a final quest. He has secretly embarked on a quest for Immortality, and he has decided to finish it before his mortal life ends. His rule was peaceful, but large sums of money have mysteriously vanished from Cynidicea's coffers, which once brimmed with gold. Later this year, a robed figure comes out of the desert, saying that he is a long-lost descendant of King Xenopheus. Named Gaius, he proves to the advisors that he has royal blood, and he is crowned king.
- BC 290: Usamigaras becomes an Immortal. He begins building up a following in Cynidicea.
- BC 159: Alexander begins his illustrious reign as King of Cynidicea, following the death of his father, Adonius. The irrigation networks are expanded even more, and aqueducts bring more water from the mountains, and he arranges to have a great underground lake created beneath the city, which is to serve as a reservoir. As the tomb of Alexander and Zenobia is being dug, workers uncover a previously unknown cave underground. They also find a corroded disk, apparently made of electrum, as well as an archway embedded into the cavern wall, filled with solid rock. One of the workers breaks the disk in picking it up, and Zargon is released, needing only two to be broken to do this. Although in a weakened state, he manages to kill most of the workers. Word spreads of the monster, plunging the city into chaos.
- BC 127: King Alexander and Queen Zenobia both die of a strange wasting disease, which the clerics of Gorm, Madarua, and Usamigaras were unable to cure. The public outpouring of grief is marred by accusations that the clerics deliberately let the king and queen die. These rumors are spread by worshippers of Zargon.
- BC 126: The clerics of Zargon gain control over the kingdom, convincing the people that only they know how to guide Cynidicea through these tough times. Zargon has been stalking the city at night, killing people at random. No one is able to kill him. Under their rulership, the Zargonites are able to "control" Zargon (by feeding him convicts from the jails). The unfinished tomb of Alexander and Zenobia becomes the Temple of Zargon, and he lives in the catacombs, content to be fed by his worshippers.
- BC 121: The Church of Zargon declares their faith to be the only legal one in Cynidicea. Worshippers of Gorm, Madarua, and Usamigaras are captured and fed to Zargon, and many more flee the city, spreading their tale. Some worshippers manage to hide their allegiances, and covertly work to overthrow the Church.
- BC 109: Instructed by Zargon, the clerics of Zargon cultivate and distribute a fungal narcotic to the people, saying that it will calm their fears and allow them to transcend their bodies so they may enter a better world. Many citizens take these drugs, and begin losing their drive, they sought oblivion in rare fungal wines and these bizarre drugs. Work becomes shoddy, the irrigation ditches are no longer maintained, rich land turned into desert, and the army loses its discipline. People outside the city rebelled, or moved away as chaos spread outward from Cynidicea. This is part of a plan to bring the people fully under the control of the Church. What the Zargonites do not realize is that, because of the drug's effects, Cynidicea's days are numbered.
- BC 102: By this time most of the other settlements in Cynidicea have been abandoned, or have revolted. Thousands leave the region in search of better lands, as well as regions devoid of Zargon's taint. Word of this chaos reaches the Antalian peoples living in what are now the Soderfjord Jarldoms. Many tribal leaders receive strange dreams, in which they are told to destroy the plague of Cynidicea.
- AC 170: Noticing that the population of Cynidicea is in decline, both due to the oppressive environment and the drugs, which suppress reproductive drives in many people, the Magi of Usamigaras commune with their Immortal to find a solution to the problem.
- AC 172: One of the Magi, while in a trance, receives a dream message from Usamigaras, saying that "only the blood of those who are truly of the depths will revitalize the people of Cynidicea." Perplexed, she relates this message to her fellow members.
- AC 175: The Magi decide to conduct an experiment, based on what Usamigaras has said. Using their magic, they locate a sizeable, embattled group of healthy goblins, who are not worshippers of Zargon. Secretly, they cast polymorph spells on the goblins, giving them human forms, and they drive off the Zargon-worshipping Goblinoids who were harassing them. They then come upon the surprised goblins in peace, offering to help them deal with this "curse" that has struck them. In exchange for being hidden in the stronghold of the Magi, the goblins agree to be educated in the ways of humans, so that they can fit into society.
- AC 200: Having educated the polymorphed goblins, who have now been converted to the worship of Usamigaras, the Magi quietly lead them into Cynidicea, where they seamlessly merge into the society there. Over the next few generations, not only will fresh blood be added to the local gene pool: infravision will also develop among the new generations of Cynidiceans, who will still retain the human appearance of their ancestors. This new trait will allow the Cynidiceans to adapt more easily to their new home. (infravision, daylight susceptibility, pale skin and hair).

AC 300:	Gorm, Madarua, and Usamigaras, dismayed at the fate of their people, meet with Ka, Ordana, and Korotiku. They know of the efforts being made by these Immortals to preserve various cultures in the Hollow World, and ask them to save a portion of their followers, who are much reduced in power since the original flight underground. They realize that, due to continuing difficulties adapting to their new environment, and to increasing dependency on the drugs cultivated by the Zargonites, the Cynidiceans will eventually die out unless some outside power rescues them. The Immortals say they will consider the request.
AC 1000:	Some Adventurers from outside, penetrate the pyramid, explore and defeat, many of the evils Zargon has supported, and finally defeat himself. Unbeknownst to them, he starts regenerating right away.
AC 1014;	Some adventurers finally defeat Zargon by plunging his horn in "the Eye of Zargon" fire pool. This will be a promising start for a new—though underground—rise of Cynidicea.
Personality:	Usamigaras is a weird personality. From one side he wants to be a determined leader, the other is a playful curious uninterested brat. He is proud of the magic he can use, but doesn't always use it wisely.
Appearance:	Usamigaras looks like a typical Halfling, but with a foreign touch. He almost wears no clothing, is adorned with lightning bolts, and is entwined by two long slender snakes around his body, while a pair of angelic wings sprout from his back.
Allies:	Gorm Madarua
Enemies:	Arik the Banisher and the Zargon, but further none as yet (1025AC) none are interested in a dying race on the brink of extinction held by three hapless Immortals.
Holy Days:	none
Days of Prayer;	Soladain. Priests pray after awakening.
Piety awards:	None additional
Piety Penalties:	Call a lightning from the Sky (learn 1 st use of Call Lightning spell) +5
Habits: ▶	Peaceful +1, Cautious -1, Energetic +1.
Dead:	Entomb under the temple.
Birth:	none
Colors:	Light-bleu, Lightning colors, White, Pale-skin colors
Incense / Oil:	Fungal resin oils
Symbols:	Snakes encircling another, Wings, Lightning
Stone / Metal:	Metallurgite (the molten stone structure created by molten sand on impact with a lightning strike), Iron and Steel (channelers of Lightning).
Plants:	Fungal vegetables
Animal:	none
Chant:	None
Sources;	Mythological Encyclopedia, TSR2007—D&D—Whitebox4—Gods, Demigods, and Heroes, TSR9049—D&D—B4—The Lost City, TSR9194—D&D—Gaz2—The Emirates of Ylaruam, TSR9190—D&D—B1-9—In search of Adventure, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Valerias

Frigga, Frija, Queen of the Gods, Faumea, Valahahe, Shaya, Erzuli, Mother Goddess, Isis, Isiris, Sune Firehair, Valiryasi,

Hua Mei-Liang, Sevignesh

Patron of Love, Girder on of Weapons



Region:	Thyatis, Karameikos, Northern Reaches, Sind, Ochalea, Nithia, Milenia, Herath, Savage Coast, etc. (actually Almost everywhere).
Sphere:	Hierarch (IM 31) of Matter
Homeplane;	Her Homeplane is Canathia, but as Frigga she dwells equally in Asgard or Vingolf where the Immortal' palaces are located. Frigga's palace there is Fensal.
Date Ascension;	Beginning Age of Creation
Sponsor;	None
Statistics;	AC-28 / -37, HD 45, Hp 800, MV 150' / 50, AM 90%, Sv IM 31 #AT 4= Punch 5d6+4, or Short Sword-3d6+9, AL CG ST 20, IN 28, WI 10, DX 76, CO 33, CH 80.
Powers:	Improved save vs. Mental attacks, increased damage, thief abilities, Turn Undead. Short Sword +5, Suit Mail -9 (seldom worn).
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics, Specialty Clerics (Thorns).
Alignment:	Any, but most are neutral or chaotic.
Powers:	At 1 st level can cast Locate, Remove Fear, and Ventriloquism once a day. These spells are supposed to aid them in the promotion of romance but are also useful elsewhere: these are special powers rather than spells, but have similar effects, ranges, and durations. Clerics and druids of Valerias pray for their spells at just before the first morning meal.
Thorns:	Although not persecuted like the clerics of Ranivorus and Thanatos, the Thorns are not popular among the ruling class or military in Nithia. This stems from their belief that the kingdom of Nithia should be content with its current borders, and cease all attacks on its neighbours. Instead, the population should be sending envoys of peace and love to enemy states. (It is rumored that the Tanagoro enclave of Hapta is part of a move by Isiris to unite Nithia and the Tanagoro lands). Apparently in reaction to this dislike Isiris' specialists are known as Thorns. However, these priests have the grudging respect of the powers that be, for they have negotiated the Kingdom of Nithia out of some very dangerous confrontations. The maxim of the Thorns is: "Conquer with Peace".
Thorn Powers;	Thorns of Isiris have a certain Charm and inner beauty unlike any other people (minimum Charisma score of 16). Their passion for love and romance is so great that anyone they make advances toward may fall madly in love with them. They may attempt such advances once per sleep and the effects are identical to a charm spell. If this attempt is made while handing the person a rose, the subject saves at a -2 penalty. Isiris Clerics are almost irresistible to normal folk, and are usually in the company of one to four followers. The aura of appeal that radiates from the specialty cleric assures them the company of handsome people. If the person is of the opposite gender to the cleric treat the situation as if the cleric just cast a charm spell on the person.
At 5 th level;	The Thorns of Isiris can cast a spell known as love song. When the love song is cast, all combatants within a 1' radius per level of the cleric must save at -4, or lay down their weapons and join together in peace and brotherhood, talking out their differences and generally becoming fast friends. This, of course, does nothing to endear the Thorns of Isiris to warrior-parties!
At 10 th level;	Thorns of Isiris gain the ability of Girding, they may call upon Isiris to give them a weapon and armor if the lady or a lover is in a life-threatening situation that might be avoided with these items. A 1d20 is rolled, and if the result is equal to or less than the cleric's level (20 always fails), armor and weapons (of a random culture) appear.
At 15 th level ;	This request is usually answered with magical or extra-planar weapons and armor, as required by the situation (+1 if foe can only be hit by + 1 of better weapons, etc.). At times, one or more warriors of first to-sixth level may appear to fight for the cleric. However, as soon as the items or warriors are no longer needed, they return to their home culture or plane in a shower of rose petals.
Skill Effects;	Allure extra Required: Herbalism. Honor Valerias. Recommended: Reading/Writing, Dancing.
Accepted Weapons;	The weapons chosen for this order were chosen because of their usefulness in capturing mates. Bow (short), club, lasso, Mancatcher, net.
Accepted Armor;	None: no shields.
Other Limitations:	Priests of this sect receive 4-sided dice for Hp, not 6-sided.

Also, a priest of this sect may be unmarried when he enters the priesthood (1st level) but must have been wed by the time he reaches 8th experience level to do otherwise is to deny the Immortal his due, and constitutes a betrayal of goals and a -15 on Piety until married, then a +10 bonus is given. Or the priest must share love with at least 10 men a year, to prevent the penalty from being applied.

Holy Symbol:

A delicate rose with especially-sharp thorns. Isiris' symbol is the rose, and she has been known to appear to her followers by stepping from the petals of a giant rose. She is also known for her most powerful weapon, the Heart-thorn, which causes victims to fall madly in love with the first living thing they encounter.

Vestments;
Adventuring Gear;

Variable upon culture, but always provocative.
Any.

**Temples and Such:**

Temples of Valerias (Palaces of Passion) are outfitted with sumptuous gardens, and apiaries are usually kept to not only provide bees to pollinate the roses and other flowers, but to provide a continual supply of honey. Honey, of course, is a rare commodity in Nithia. In this way is Valerias honored. Valerias is also honored by offerings of food, and to take in strangers or homeless children and feed them is to honor this loving Immortal.

The church of Valerias is hierarchly organized so as to ensure orderly planting and reaping of the harvest. Clerics of Valerias spend their days overseeing the agricultural production of the church's farms, particularly during planting time.

Valerias' high clerics use weather control spells to ensure a bountiful harvest. Members of the clergy also administer most marriage ceremonies in Thyatis and Nithia, work as match makers for those in search of a mate, serve as go-betweens for lovers, and counsel young mothers on raising their children. They often fashion small charms for those whose deeds have won the Immortal's favor and magic items to serve good causes or lighten the burden of the common people.

Dogma:

Valerias is the patron of love in all its aspects: Romantic love, desire, affection, lust, infatuation, the love between husband and wife, the love shared between close friends, and so on.

Encourage love, affection, and marriage in the people around you. Sow the seeds of happiness, family, and food wherever you go and provide wise counsel for those in need. Use your magic to benefit of the people and never to harm them, particularly by shaping the weather to serve the populace and creating magic items for the benefit of all (Holy Water, Potions, Wands, Rods, Staves, etc.). protect the heroes and those who are in love.

Daily Activities:

Clerics of Isiris are particularly fond of those who follow Horon and often fall in love with them. However, Isiris' clerics always spread their charm around among all whom they meet. They are also particularly attracted to the ebony skinned Tanagoro and these people fascinating.

Priests of the Immortal of love are charged with promoting love whenever possible—especially by removing obstacles to it. When star-crossed youths wish to marry, priests of this sect interfere to convince their families of the rightness of it.

When a marriage collapses under the weight of distrust or disinterest, the priests try to counsel the spouses into a reconciliation. When one of the faithful falls in love with someone who doesn't reciprocate that love, the priests use every means at their disposal (from trickery to charm spells) to make the disinterested party fall in love with the more devout character.

Duties of the Priest: Guidance, Marriage. Vigilance: Priests of this sect believe in marriages of love, not of convenience or politics, and so conspire to keep young lovers together when those lovers might be parted by their families' wishes or by the prejudices and responsibilities of their social classes.

The Thorns of Isiris must always be concerned with their appearance, and must look their best at all times. They are particularly fond of costly clothing and jewelry, with which their wealthier followers continually supply them. Horticulture, especially the growing of roses, is also important to the Thorns.

If Isiris is not properly honored (Pip falls below 0 for a follower, or below 10 for a cleric), she has been known to blast 2d6 points of Charisma from a character, reasoning that ugliness within should be reflected on the outside. If the victim's Charisma is reduced to two or less, he becomes an ugly, mindless brute, completely beneath the Immortal's contempt.

Duties of the Priest: Guidance, Marriage. Vigilance: Priests of this sect believe in marriages of love, not of convenience or politics, and so conspire to keep young lovers together when those lovers might be parted by their families' wishes or by the prejudices and responsibilities of their social classes.

In addition, Thorns must spend at least 1,000 gold pieces per level before being able to reach the next level of experience. This money must be spent improving either oneself, or others, not on frivolous things. If this is not done, not only will the next level will not be reached, but there is a 55% chance the awful charisma loss will appear as well.



Known History:

Valerias is as old as the oldest Immortals (Odin, Thanatos), and like many of them does not remember a mortal life.

Once disinterested in the known world, she found her true calling when humans appeared. She became fascinated by them and their love customs and affairs. She became the Patroness of Romance, especially of Passionate, ill-considered affairs. She also has been known to bring weapons and armor to lovers facing death together, and so is called the Girder-On of Weapons.

Personality:

As her special abilities would indicate, Valerias is passionate and quick-tempered. She is easily swayed to help some handsome hero or a lonely heroine. But her attentions are fickle and she quickly loses interest in individuals, after all, each love story only lasts so long, and it's time to watch another one.

As Valerias:

Valerias is a Patron of the Tanagoro people in the Hollow World. However, she does not confer her attention to them. She pays as much attention to romances and lovers in the Outer World.

Her mark will be felt by the heroes when they are in trouble with some new tribe or city, and Valerias makes the king's daughter or son fall madly in love with the most handsome of characters (male or female-Valerias takes no precedence in this).

Though she thinks this will help the heroes, and she is usually right, it will also cause all sorts of complications to the heroes (which the DM will merciless exploit, of course).

As Shaya :

One might be shocked to find such a symbol of beauty and love here among the horrifying Araneas: however, the unusual story of two Herathite lovers touched her so much she wished to know more about Araneas.

A human paladin once met an Aranea's beautiful human alter-ego. They fell in love—he being unaware of his lover's true self, and she being so immersed in her masquerade she could neither discern nor control her emotions.

Alas, the nature of the Aranea's shape-changing ability allowed the lady to bear a child, no doubt some poor creature neither fully human nor arachnid. This tragic birth would foil her secret and forever destroy her love. In desperation, she kissed her knight and bit him to death, then ended her own life and that of her progeny.

Shaya witnessed the sad tale and saw that even within a truly loathsome creature true love could still be found—and it is this quality that she sponsors.

As Frigga / Frija:

She is seen as the Wife of Odin or as that of Odur (some legends seem to hold mistakes). Queen of the Gods, are Frigga's major titles. She is also the Immortal 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 trying (or almost always) to outwit him. Frigga's necklace will charm anyone she wishes within sight of her. Frigga often flies and teleports at will. Frigga also delivers people from peril.

She has many (high level Clerics) servants, in fact, too many to discuss at length here but some of their names are : Fulla (28), Gna (31), Lofu (24), Gefjon (27), Eira (28), Holda (24). Gna has a horse that traverses air and water at 24" a turn.

As Isis / Isiris:

She 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 Immortal 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.

She is a woman of even temper and great dedication. She is a regal and noble Immortal who is eager to share the knowledge of the Immortals with humanity and often goes to great lengths to introduce her worshippers to new concepts and ideas. In many cases, these new ideas take the form of magical spells. She often finds the antics of mortals amusing, but she is a kind, understanding Immortal who cares greatly for her worshippers and the peoples of Thyatis and Nithia.

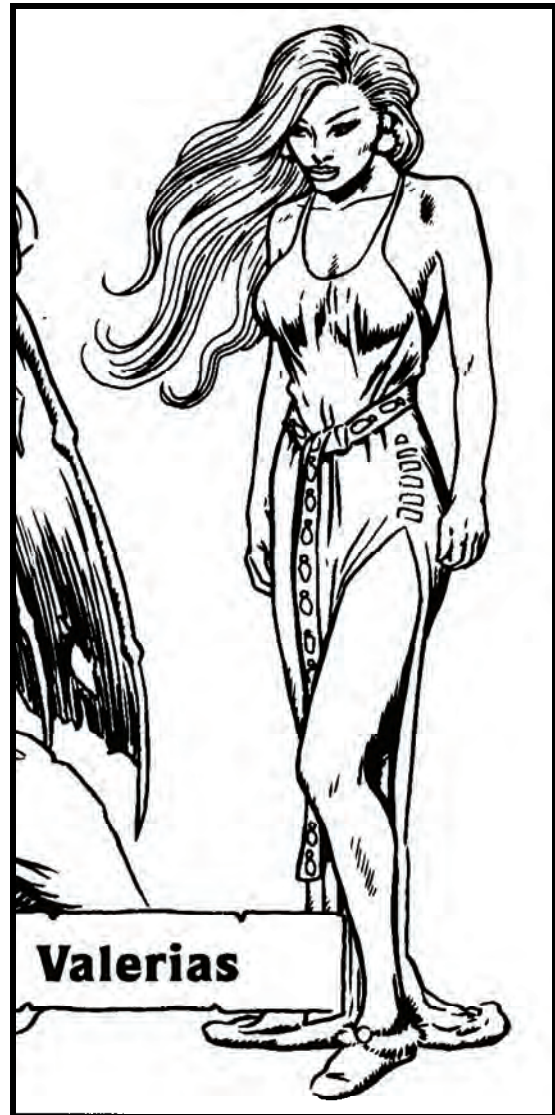
Frigga may actually have been an earlier more primitive Immortal of fertility and nature of the ancient Neathar, whose worship was later subsumed by the more civilized cult of Freyja. But in recent years, Frigga has regained her popularity, in no small part due to the identification with the highly popular Thyatian Immortal Valerias. Nowadays, she is also worshipped as the Patroness of Romance, Marriage, and Womanhood, particularly by women who do not fight with the sword-but use other means to express their passions and fury. Some cultists of Frigga have scandalously suggested that she is the mate of Odin, a grave heresy in the nation of Ostland where the worship of Frigga has been outlawed! As with Ixion, Valerias must have her finger in every pie, especially with her recent rise in popularity in Thyatis and Glantri. A patroness of love and war (like the Babylonian Ishtar or Sumerian Inanna) and a patroness of fertility and womanhood. Chaotic and ambitious, Valerias easily took on the role as Odin's peer and equal (especially with that little Freyja in the way)!

Other names:

Known as Faumea by the Makai, Valalaha by the ancient Minrothad and other island tribes, Erzuli by the Pearl Islanders, and as Sune or Isis on other Worlds. There she always appears as a radiantly beautiful red-haired woman of Incredible Charms. Here she is more a Patron of love and its beauty, and masking love , than protecting love, although her Girder-on of weapons part remains existent.

Appearance:

Valerias always appears to mortals as a beautiful woman of the race to which most of them belong. If she is appearing to men of Tangor, she will be lithe and black-skinned, while if she appeared to Ostlanders (as Frigg) she will be buxom and blonde.



She will be dressed in the most costly and exquisite clothes, shoes and jewels of that culture. Whatever her form, she always wears the golden earrings bearing imprints of the rising sun, a personal present of Ixion.

Isiris appears as the most beautiful Nithian woman imaginable. Her white linen gown is as clear and supple as flowing water, further accenting her flawless beauty. She adorns herself with the most exquisite jewels and golden accessories. Most noticeable of these are the pair of golden earrings given to her by Horon, her main lover.

Allies: Valerias' chief ally is her lover Ixion, the Sun-Prince. With her nature, it is impossible for her to remain always true to him, but it is to him she always returns (and he accepts her flaunts).

Enemies: if Valerias has a special enemy, it is Eiryndul, whose advances she spurns. She detests all Immortal of Entropy, who are constantly interfering with the romances and happy endings she arranges on the mortal world, but they count her as an opponent of little worth.

She also often finds herself at odds with Khoronus whom she considers a stodgy old bore for urging people to think before they act: a philosophy directly opposed to her belief that people should always follow their emotions. Her impulsiveness and (as he sees it) lack of good sense in turn irritates the more cerebral Immortal Khoronus.

Holy Days: The two most sacred days for the clergy of Valerias (in any name) are Greengrass (a spring festival when the first Spring Daisies open up). During the festival, the clergy give thanks to the Immortal for her aid in the planting. It is a large outdoor frolic that blends in to the city-wide festivals.

During the Highharvestide they give both thanks to Valerias and Ixion for their help with the harvest. Both Greengrass and Highharvestide are occasions for joyous celebration and wild revels, and all who participate in farming join in them along with the clergy.

Midsummer Night—Klarmont 1—is a festival where flirtatious chases for young and young-at heart couples, with kisses as prizes.

Grand Revel is a monthly dusk-to-dawn formal party with dancing, minstrels singing ballads of romance, drama and adventure, ending with a formal dinner. This is held on the Luna or Soladain most near to the full moon.

Feast of Love are weekly (Lunadain) intimate soirées, where partners nibble on "bitelets" and sweet pastries, sip wine, and grow closer in love with their (intended) partner or life mate.

Clerics and druids of Valerias have numerous daily rituals as well. They celebrate the shift in the winds each time the weather changes for the better and utter quick thanks to the Immortal.

Everytime they cross a river, they must drink deeply and give thanks to the Immortal's bounty.

Finally, they must bless each meal given by the Immortal's bounty before partaking of a single bite.

Then there is also Felmont 15, the day of Valerias in Karamaikos, Thyatis and occupied lands. The day is dedicated to Valerias. It is a day of love and romance. Celebrations include betrothals, marriages, trysts, and duels between competing suitors. The festival is very popular, and is spreading to other nations.

Piety awards: None additional

Piety Penalties: None additional

Habits: ▶ Peaceful +2, Modest -4, Generous +1, Honest +1, Dogmatic -3.

Dead: Entomb in a family-, city- or personal tomb. As Frigg burn and bury ashes and possessions in Urns, in great hills (Hun beds).

Birth: Baptized in the temple with holy (collected Rain-)water

Colors: Silver-Bleu



Incense / Oil:	Lily of the Valley
Symbols:	Crown
Stone / Metal:	Moonstone, Quartz, Crystal, Silver, Copper.
Plants:	Birch, Fir, Hawthorn.
Day:	Lunadain
Animal:	Dove, Peacock, Humming Bird, Paradise Bird.
Runes:	Berkano, Uruz, Dagaz, Mannaz
Chant:	<p><i>Asa-Mather, Queen of Asgard, Loving wife and mother, yet holder of infinite wisdom. Show me the way to reconcile opposites in my life; Independence and commitment, Giving and Receiving, Destiny and Changing-magic. Teach me the cleverness to be all needed things, Yet to remain myself, apart and free. Aesir Mather, bless me.</i></p>

From the Holy Book ; Love's Lessons.

"Don't have evil thought; they make you squint and that causes crow's feet at the corner of your eyes."

"Surround yourself with beauty—learn to appreciate fine art, music, and a romantic tale. The beauty in sight will naturally uplift your thoughts and goals to greater deeds, a passion toward life, and love for all that is great and good".

"Perform random acts of love and encourage emotional deeds of beauty".

"Love no one more than yourself save Valerias, and lose yourself in the love of Lady Firehair."

"Children should be raised in the love of Valerias with her regime of proper meals, regular exercise, fresh air, regular sleep, and good skin conditioning. Valerias' blessing of beauty will be bestowed upon them, yielding little need for cosmetics and illusionary magics as adults."

"While one should always strive to emulate the beauty of Valerias—both physically and spiritually—you cannot truly love nor accept love from another if you do not feel worthy of love yourself."

The Body Beautiful program tutors citizens in the correct and fashionable use of cosmetics, as well as sponsors instructing in subjects as hair styling, diet and toning exercises, all of which support the firm belief that a healthy body will be a beautiful body. Aided by the local clergy, this will eventually succeed.

Extra Spells

Divine Sexual Experience

Range:	10 yards
Duration:	Special
Area of Effect:	One person
Save:	None
Casting Time:	4
Healer 4 spell.	

Casting of this spell involves taking a clear vessel of water and releasing a drop of ink into it. The percentage of the water undarkened by the diffused ink indicates that person's purity score. Although not absolutely certain, any score under 50% probably indicates loss of virginity, and with the exception of the rarest of heroes and deities, the score will be between 25% (casual interaction with others) and 90% (extreme debauchery). More specific information may be revealed at the Immortals' discretion.

Repair Virginty

Range: touch
Duration: permanent (until the obvious happens)
Casting Time: 2 turns
Area of Effect: one person
Save: special

Healer 3 spell.

This spell returns the subject to a state of physical virginty. if the subject makes the save, then all sexual skills, knowledge, and techniques are retained; if the save is failed, all knowledge and skills are lost except those known before having lost virginty. A female will grow an intact hymen, and any physical or medical damage caused by sex or childbirth will be eradicated. the subject will legitimately be considered a virgin for all religious purposes.

Interpret Runes

Range: touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phateon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigga
Clay	Hel
Sandstone	Baldur
Rosewood	Idun
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Fjalar
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Ullar
Shell	Vidar
Scales (Dragon)	Jormungandr

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" S small circle, surrounded with a 6"-10" S larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2" S diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
Duration; 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Inscribe Runes

Range: Touch
Duration: Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell.

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range: Caster
Duration: Nine Nights
Casting Time: 3
Effect: Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Frigg cult one is forced to bind oneself completely and remain so for nine days. The females who endure this (males are extremely rare) all are dressed most beautiful, and wear the most severe corsets, cosmetics, shoes/boots, and are heavily bound during the ritual. They often use this ritual in a lessened way as way of living, to symbolize the power of love and to surrender to it.

Other Immortals who use this spell will have their own rituals, basically similar, but still personalized.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is still now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Sources: Mythological Encyclopedia,
Dragon Magazines;
TSR2022—AD&D2—Manual of the Planes,
TSR9321—AD&D2—HR1—Vikings Campaign Sourcebook,
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Vanya

The Grey Lady,

The Inquisitor,

Huitzilopochtli

Hua Niang,

Karteza,

Medhbh,

Varelyya,

Fahnha,

Belbion,

Matera,

Faña,

Patroness of War

and Conquerors,

Heldannic Knights,

Kubitts.

Region: Cestia, Davania (Arypt, Brasol, Hinterlands, Meghala Kimata, Pelatan), Isle of Dawn (Ekto, Furmenglaive, Kendach, Redstone, Shadow Coast, West Portage, Westrouрке), Hollow World (Kubitts, Merry Pirate Seas, Milenia, Oostdok, Stonehaven), Karameikos, Heldannic Territories, Thyatis, Norwold, Landfall, Oceansend, Savage Coast (Bellayne, Narvaez, Texeiras, Torreón, Vilaverde).

Sphere: Empyrean (IM 23) of Matter
Homeplane; Plains of Steel (free Outer Plane)
Date Ascension; 380 BC
Sponsor; Khoronus

Statistics; AC-20 / -25, HD 37, Hp 420, MV 150' / 50, AM 70%, Sv IM23
#AT 4= Punch 3d6+12, Normal Sword-3d6+24, Short Sword-2d6+24, AL N
ST 70, IN 32, WI 28, DX 56, CO 50, CH 33

Powers: Extra attacks per round, Fighter Options, Thief Abilities, Weapon Mastery (Normal Sword, Short Sword, Two Handed Sword).
Normal Sword+4, Short Sword +3, Leather Armor +5.

Followers Alignment: Any
Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Exorcists (specialty Clerics-Knights; Inquisitors, Specialty Clerics; Midwives).
Alignment: Any
Powers: None
Skill Effects; Extra Fighting Instinct Skill
+2 bonus to Alertness, Riding, Authority, Military Tactics, Courage, Danger Sense, Terrorize if chosen.

Inquisitors; Lawful or Chaotic
Powers; Lay on Hands.
Skill effects; Extra Authority Skill.
Midwives; Any. Her specialty Clerics of Milenia are known as "Midwives". They aid in childbirth and care for women's needs in general. Their order is called the Cult of Matera.

Midwives are respected members of the Milenian society. As such, they can ask and expect (by law) to receive hospitality at the home of any citizen of the Milenian Empire.

Powers; Once per sleep/day, Midwives can employ a special hypnosis power that affects men only. It is in all game mechanics equal to a Charm Person spell except that the effect cannot be dispelled by Dispel Magic. It can be detected by a Detect Charm spell and can be removed by any oracle or a Remove Charm or displace charm effect.

Skill Effects; Required; Honor Matera, and Healing before learning other skills.

Penalties; To be a Midwife, a character must have a minimum charisma of 14. a Midwife must come to the aid of any women who is being abused or threatened, even at the risk of personal injury. Failure to do so results in the Midwife being stripped of all Clerical spells until she repents by praying at the Shrine of Fertility for one full sleep/day.

Accepted Weapons; Longsword, Bastard Sword, Gladius, or Short Sword and Spear, Lances, Daggers, one type to choose among: longsword, short sword and two-handed sword. Midwives can only wield a special weapon called a stiletto, which is usually concealed as an ornament in their headdress.

Accepted Armor; Any. Midwives do not use any armor, nor shields.

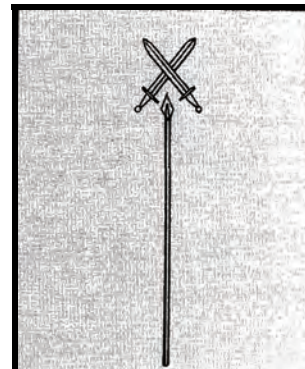
Holy Symbol; A vertical lance with two horizontally (or crossed) short swords, one above the other crossed over it.
In the Heldann Freeholds, her symbol is of a black lion on a white background.

Vestments; Or a Pair of crossed Short Swords.
Full-length, flowing gowns of white linen, elaborate headdresses, and white veil.

Adventuring Gear; Any.

Temples: The Shrine of Fertility (Milenia-Matera). This shrine is a clearing at the center of a grove of towering trees. Beautiful flowers and other plants grow in abundance. Standing in this natural garden is the Icon of Matera, a simple stone statue of a pregnant woman. Matera is the secret identity of Vanya, a fact of which not even her own followers are aware of.

The oracle of Matera is a very old Woman. She is said to have borne over 20 offspring, all of whom have grown to old age and died during the oracle's extended lifespan.



The shrine is a common gathering place of the cult of Matera, whom come here to hold fertility ceremonies and seek the guidance of the Oracle. No men (except newborn boys) are allowed to enter the shrine. Major ceremonies occur at the quarter cycle/year. Prophecies made by the oracle are considered to be particularly potent.

Dogma: War, conquest, victory, pride, honour, strength, feminine power, birth (only in Milenia). Matera; "the pain of childbirth is a bitter fruit, but one whose seeds reaps the very future of the Milenian Empire.

Daily Activities: Matera is an enigmatic figure whose history is unknown. She is thought to be a primordial spirit, and has appeared to her followers as a ghostly woman concealed by the aura of bleu life.



Midwives make often pilgrimages to the Shrine of Fertility for ceremonies involving the birth of "chosen" children. Midwives are very secretive about their ritual practices, much of which remains a mystery to the men of the Milenian Empire.

Known History: Vanya was a brave warrior princess of the Kerendan tribe, who lived in Davania around the 7th century BC. Fleeing before the marching forces of the Milenian Empire (on the southern continent), Vanya led her own people northwards, together with the ancestors of the Thyatians and the Hattians, looking for a refuge where the Milenians would not pursue them.

When it was clear that the only hope lay beyond the ocean and that they needed to abandon their homeland, Vanya formed a battalion of brave soldiers, and with hit-and-run raids she delayed the Milenian troops enough to allow the three tribes to build the ships and to sail northward. Her desperate campaign allowed her kinsmen to escape across the Sea of Dread, though her entire force was killed by the Milenians.

This sacrifice cost her freedom, since the survivors of her warband were captured and enslaved by the merciless Milenians, and forced into servitude by them. After years of serving her hated enemies as a slave, Vanya was sent near the southern border of the Empire, in the Lower Arypt. Here she found an unlikely ally in a Milenian cleric of Khoronus, who admired her indomitable will and eventually fell in love with her.

When her master threatened to kill her when she refused to submit to his sexual desires, the Milenian cleric organized her escape and followed her heading southwest in the uncharted wilderness. After days spent marching, they arrived near the coast where Vanya helped many Neathar tribes living here to withstand the might of the Rakasta raiders.

Thanks to her wits and military prowess, as well as to the superior knowledge she learnt from her Milenian captors, she taught her Neathar allies to build better weapons and amours and trained them in more efficient military tactics. In a decade she became the war leader of a large clan, and later the overlord of a whole coalition of tribes, building a fortress as her seat of power that would have later be renamed Vanya's Rest by the Heldannic Knights that discovered the keep in Lower Arypt.

Once the Rakasta-Simbasta threat was dealt with, Vanya convinced her allies to plan a massive raid against the northern Milenian outpost she fled many years before. This way she would have halted the Milenian expansion in the south and avenged all the years of slavery she had to endure. Vanya's troops obtained a crushing victory and the city was completely annihilated.

Following this success, Vanya returned among his allies and in 586 BC she was proclaimed Queen Varelyya (using the name the Neathar gave her, which meant "Victory"). In the following years she faced two major threats to her kingdom but she was ever victorious, until one night Khoronus appeared in her dreams and asked her to abandon her people and to follow him: only in this way she could have earned true Immortality.

Vanya abdicated in favour of her son and went on a quest, looking for an artifact to travel through time. Thanks to this artifact, she assured her dynasty a firm grip on the Kingdom of Varelyya for the centuries to come, and after building the new capital of the kingdom turned Empire in the middle of the Vulture Peninsula (using a fake identity), she finally managed to become Immortal in the Sphere of Time around 380 BC, leaving her mortal body in the ancient fortress of Vanya's Rest.

From that moment Vanya became patroness of war and victory, and she extended her protection first over the Varelyyan Empire, and then over the Thyatian Empire (founded by the descendants of her people, and therefore considered with a special attention).

The last consequence of her machinations was the war that led the Order of Vanya to migrate from Thyatis and conquer the Heldann's Freeholds, thus establishing the new theocracy called the Heldannic Territories in 956 AC. The Heldannic Knights were then guided by Vanya to find Vanya's Rest and take possession of the Star of Vanya, a priceless artifact the Knights used to improve their military might and impose Vanya's will all around the world.

Since then, she has been a patron of warfare and conquest, seeing it as the foremost influence on the development of human history and culture...and a lot of fun for an Immortal to watch.

Matera:

Women in Milenia cannot own land, and therefore cannot be Citizens of the Empire. In general, women come second in all things to men. While most are content with their role in society, a growing number of women don't like it and are doing something about it. Centuries ago the Immortal Vanya sensed this discontent, and seized it as a means of destroying the Milenian Empire from within.

Her own history was one of female discontent against the male oppression of Milenia. Not long after the Milenians were transported to the Hollow World, Vanya took the form of a woman of blue light, and appeared in the dreams of the most influential and rebellious women of the Milenian Empire.

Calling herself simply "Matera", Vanya told the women that she would help them to achieve dominion over the Empire, if they in turn would honor her. The clerics of Matera, who are called Midwives, do not know that they are honoring and receiving spells from Vanya.

The existence of the cult is not a secret, but its true motives are. Throughout the Empire, members of the cult are regarded as good women who aid in the birthing of babies as Midwives. What is not commonly known is that many women besides Midwives are members, and their goal is to wrest control of the empire from men.

The membership of the cult numbers approximately 5000 and is scattered to the farthest corners of the empire. Only Midwives openly reveal their membership; they number about 1000. the remaining 4000 members are the wives and mistresses of powerful men. There are no temples to Matera; the women meet in small groups wherever it is most convenient to gather in secret it is a Milenian custom that a woman who is about to give birth must leave her husband's home and go to a Midwife. This gives the cultists the perfect opportunity to gather without suspicion.

The birth of a girl is a special event for these women. Immediately after birth, the baby is bathed in a magical concoction known as the "tears of Matera". The magical bath affects approximately 10% of the babies, granting them the innate power to hypnotize them (as the Midwife power) women with this power are regarded as being "chosen" by Matera, and usually go on to become Midwives (clerics).

The followers of Matera are subtle and cunning. Through their power and guile, they now control nearly one-third of the senators. The emperor's wife, Myrina, is secretly the highest ranking Midwife in the cult. Due to the magical protections of her husband's imperial mages, Myrina does not try to use her hypnotize ability on the emperor, as it would be likely be detected and give her away.

When the women finally have control of the Senate, the emperor will be "removed", and Myrina will unanimously be voted the first Empress of the Milenian Empire!

Of course, the women's plan has not gone totally unnoticed. Hearing strange rumors through a network of spies, a few senators have become suspicious. A secret imperial investigation has begun. It is now a race; Will the Emperor and Senators uncover the conspirators and their plot, or is it already too late? Remember that female character are always unaware that Vanya is Matera. They might only be aware of the cult's general goals; to gain independence for women and control over men. How much these character know about the cult's influence over the Senate is up to the DM.

Personality:

Vanya is the perfect example of the person who lived on great leaps and bites. In life, she threw herself unquestioningly into wars, quests, challenges, and personal relationships, and as an Immortal she is fondest of heroes who live as she lived. Vanya appreciates above all those followers who do not hesitate in front of the danger, but are prepared to test their faith and their force of will against impossible challenges.

Though she is not treacherous as the Thyatian People who are her most numerous followers, she is very fond of the Thyatians. Because in life she suffered at the hands of the Milenians, she does not like that culture. She is also the sole Patron of the Heldannic Knights.

On the other hand, she despises cowardice and does not hesitate to punish the cowards and the traitors. For Vanya war is an art that must be appreciated, practiced and undertaken seriously. She believes in fact that war and conquest are the major forces that influence the history and culture of any society. War tests people's willpower and resourcefulness, where only the best survive to improve the world.

At the same time, conquest stimulates progress, since it brings together different civilizations (the victorious and the defeated ones) and forces them to confront each other, mixing elements of both to generate new ideas, new possibilities and new paradigms. Vanya knows that war brings also destruction and desperation, and that if the conqueror is not wise the risk of canceling all the benefits of the conquest with its dysfunctions (tyranny, abuse and indolence were the mark of the Milenian conquerors to her) are high. War is a trial, a test of peoples' strength and resolve, and the instigator of progress: and conquest brings about the mingling of people and ideas, the fusion that generates new combinations of old elements.

There is of course less positive sides of Vanya's attributes. War can strengthen, but it carries much destruction, and if it goes too long the scars will far outweigh the growth. Conquest may lead to vital synthesis, but it can also lead to oppression, slavery, and chauvinism. Finally, by living too intensely, by not stepping back to reflect on occasion, one is dangerously susceptible to deception.

All of these are the dangers that Thyatis faces: Will the Legion become not the defender, but the destroyer of Thyatian society? Will the Thyatian conquests of lesser states lead to exciting synthesis, or bring ethnic division and oppression of minorities? And finally, will unquestioning reaction play exactly into the deceiving plots of Loki and his major follower in Thyatis Wastoure?

Therefore only those who master the art of war will be capable of choosing the future of the world, and for this reason she trains her followers to cover this role. Vanya does not like to maintain the status quo, since her vision of the world reflects her personality ever changing and full of possibilities, much like any battle. She blesses the winners: she does not care the purpose of the battle, she just cares for victory and the glory that comes with it.

Vanya shows no mercy towards the losers or the weak ones, and she does not care to promote kingdoms or laws that will eventually led to stagnation and therefore to indulgence and sloth. She encourages battle and war to strengthen her followers and shape healthier future generations, so that the more skilled (not just the stronger) will be victorious.

In the Hollow World, Vanya is a Patron of the Thyatian, Kerendan, and Hattian pirates in the Merry Pirate Seas. She is an enemy and a plotter against the Milenians. It was she who discovered the Kubitt race on the Outer World and transplanted them to the Hollow World. She has become their chief Immortal Patron.

Appearance:

Vanya appears as a women of medium height, with long brown hair in a single braid. She wears leather armor made from the skin of a Red Dragon, riding clothes, spurs, and she carries weapons—usually a normal sword and a short sword.

Allies:

Vanya has no special allies before the formation of the Fellowship of the Stars.

Enemies:

Remembering her distress under the Milenians' yoke, Vanya has never forgiven this lot and fights with passion against those Immortals who protect the Milenians (Halav and Petra above all). Vanya often finds herself in conflict with Halav and Petra, the special Patrons of the Milenians.

She is also an enemy of Rathanos, the Immortal Patron of Male Dominance, because of his male chauvinist pomposity.

And she has a rivalry with the Eternal General.

Holy Days:	Vanya's Dance; Felmont 6, warriors of the Hattian people in Thyatis and knights and squires of the Heldannic Knights don full armor to perform an ancient dance around a bonfire in Vanya's Honor. After resting from the ordeal, they feast and drink into the night.
Piety awards:	Win a War +1
Piety Penalties:	Lose a War -1
Habits: ▶	Reverent +5, Forgiving -3, Peaceful -3, Cautious -3, Courageous +2.
Dead:	Entomb under the temple.
Birth:	Baptized in the temple or shrine with holy (spring) water
Colors:	Light –Dark striped
Incense / Oil:	Pine, Maple (syrup), Birch, Juniper, Cedar.
Stone / Metal:	Cat's Eye, Tiger Eye, Cold, Silver (tarnished).
Plants:	Lion feet, Cat's tongue, Cat's Tail,
Day:	Nytdain,
Animal:	Lion, Cougar, Panther, Wildcat, Griffon, Hippogriff,
Chant:	None
Sources:	Mythological Encyclopedia, Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178, TSR9296—D&D—DDA2—Legions of Thyatis, TSR9159—D&D—M1—Into the Maelstrom, TSR1037—D&D—Gaz0—Dawn of the Emperors, TSR9384—D&D—HWR3—The Milenian Empire, TSR1094—D&D—Champions of Mystara, TSR2521—AD&D2—Savage Coast Campaign Book, TSR1054/1401—D&D—HW0—Hollow World, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Verthandi

Vrithanda, Past Norn-Chasandra, Renenet, Crone of Crystykk

Patron of the Past, Ancestors, Creator of Invincible Hourglass.



- Region:** Rarely anywhere on the world, mostly on the continent of Skothar, Clerics receive no answers but still acquire their spells after praying.
- Sphere:** Empyreal 5 (IM 23) of Time
Homeplane; Unknown
Date Ascension; Unknown but after 3000 BC
Sponsor; Unknown, Khoronus is suspected.
- Statistics;** AC-24 / AV6, HD 37, Hp 420, MV 150' / 50, AM 70%, Sv IM23
#AT 3= Punch 3d6+9, Mace 4d6+13(x2 if lawful), AL CG
ST 44, IN 39, WI 55, DX 54, CO 54, CH 36.
- Powers:** Call Other (Urd, Skuld), Detection Suite, Enhanced Reflexes, Groan.
Plate mail +2, a displacer cloak, a ring of spell turning (7 charges), and a ring of memory. She carries a mace +4 (double damage to Lawful victims), and a shield +2.
- Followers Alignment:** Any
Taxes; Followers are taxed 10% of their annual income by the Church.
- Clerics;** Clerics.
Clerics Alignment: Lawful/Neutral
Clerical Powers: None (maybe unknown)

Powers: Detection of graves and undead. The priest can detect graves where remains lie, and the presence of undead, within 60': he can tell the difference between the truly dead and the undead, but has no other analytical ability (i.e., he can't tell that the undead detected is a vampire): through wooden or thin stone walls, he can only detect them at a distance of 30', and through thick stone or the earth can only detect them at 10' distance. (Therefore, when he walks over a grave, he will only detect its presence if it is 10' or less down.)
Immunity to the charm abilities of undead creatures such as the vampire.

At 8th level: Prophecy: the priest cannot actively try to prophesy: when receiving prophecies, he is hearing the voices of the dead advising him.

Skill Effects; Required: Local History, Honor Verthandi.
Recommended: Reading/Writing, Heraldry.

Accepted Weapons; Club, dagger/dirk, dart, knife, quarterstaff, Also the stick.
Accepted Armor; None: no shields.

Holy Symbol: A drop of Water
Vestments; A Dark-Red robe or white skirt with leather burlap apron.
Adventuring Gear; Any.

Temples: None existing any more, rumors and ruins reveal a large central octagonal structure with several cubicles at different levels all around it.

Dogma: This is a Immortal devoted to man's communion with and honoring of his dead ancestors. As such, this is a Immortal of civilization and learning, even of courtesy.

Daily Activities: The priests of this Immortal keep the deeds of ancestors and heroes in the minds of the population. They commune with and honor the dead, and are also devoted to learning from them not just reading their writings, but communicating with them magically, even exploring alternate planes to understand the meaning of life and death.

They are also devoted to the protection of new generations, whom they teach to appreciate the previous generations of this race. This priesthood places a high value on truth. Priests of the Immortal of ancestors hate the undead, regarding them as a mockery of true and noble death. These priests seek to eradicate the undead whenever encountered.

Duties of the Priest: Guidance, Marriage. Education: These priests must teach new generations the value of veneration of ancestors, and are therefore also repositories of a lot of historical knowledge. Missions: To investigate old mysteries, find out what really did happen to famous ancestors who disappeared or perished mysteriously, sort out the truth from old legends of the city's heroes, etc. Prophecy: Listening to the omens whispered by the dead.

Known History: An Powerful Immortal who seemed disappeared after creating a number of artifacts which allow mortals to travel through time. Many mortals on the path of the Dynast Quest for his artifacts, even if he is not his sponsor.

Verthandi is one of the Norns of Norse legend, the Immortal beings who rule the fates of men and gods alike. Verthandi rules the Present, Urdur (or Urdhr, or Urth) the Past, and Skuld (who wears a veil), the Future.

Personality: Mostly unknown, except that he was intrigued in the workings of time and all magics related with it. Verthandi has always been a mysterious Immortal from the Sphere of Time, and his name clearly comes from one of the Norns of the Norse Pantheon. Modern legends say that in a dark cave atop a high and rocky peak in Norwold sit the Norns (or at least their mortal avatars), where the locals known them as the Cronos of Crystykk.

The Immortals of fate. The Norns (of which there were principally three being Urd, Verdandi, and Skuld) represent the past, present and future, respectively. These Immortals are ever diligently questioned by the Immortals (particularly Odin) about the future as it pertains to themselves. The Norns will not let it be known what fate awaits the Immortals, 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.

Appearance: Verthandi or Chasandri, the Chaotic:
AC-6, AV6; C23; hp 57; MV 90' (30'); #AT 1 mace +4; D 6-11; Save C23; ML 12; AL CN; XP 3,750; ST 14; IN 9; WI 15; DX 14; CO 14; CH 6 Spells.
1st level: cure light wounds*, detect evil, detect magic, light*, purify food and water, remove fear*, resist cold.
2nd level: bless", find traps, hold person", know alignment, resist fire, silence (15' radius), speak with animal.
3rd level: continual light*, cure disease*, growth of animal, locate object, remove curse*, striking.
4th level: cure serious wounds, dispel magic (x2), neutralize poison*, protection from evil 10', sticks to snakes
5th level: commune, cure critical wounds, raise dead, truesight.
6th level: aerial servant, animate objects, barrier, cure-all.
7th level: earthquake, holy word, raise dead fully* (x2)
Chasandri wears plate mail +2, a displacer cloak, a ring of spell turning (7 charges), and a ring of memory. She carries a mace +4 (double damage to Lawful victims), and a shield +2.

Allies: Khoronus as Skuld, and Ordana as Urd are together the Norns. Even their mortal identities as the Cronos of Crystak are allies, even if not true friends.

Enemies: None anymore, Probably Thanatos originally.

Holy Days:

1 st Thaumont-Spring	(Birth)
1 st Klarmont-Summer	(Growth)
1 st Ambyrmont-Fall	(Age)
1 st Kaldmont-Winter.	(Death)

People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again The basic thought about that season is celebrated. This is probably one of the rare religions where all aspects of time and its influences are celebrated.

Days of Prayer:

- ▶ Full Moon: Positive based- review of deeds, and the passage of time.
- ▶ New Moon: Negative based- review of sins, and the passage of time.

Piety awards: Destroy own body while being Undead Restore all lost Piety

Piety Penalties:

Desecrate a grave	-2
Animate Dead	-5
Creating other Undead	-8
Becoming Undead	-all (instant abandonment by Verthandi, yet not cursed—it could be not the character's fault)

Habits:

- ▶ None Known of, and still in use.

Dead: Entomb under the temple, Bury in the ground or under a cairn.

Birth: Baptized in the temple with holy water

Colors: White, Light-grey, Dark-grey, light-blue, Dark-bleu.

Incense / Oil: Sandalwood, Storax, Myrrh, Jasmine, Lotus

Symbols: Any timekeeping device, Graves, Memorial Shrines, Mementoes.

Stone / Metal: Diamond as it resist time at best, but is also shaped by it. Pearls, and Crystals as it grows in time.

Plants: Mimosa, sundew (i.e. living non-magical mobile plants resisting the immobility of time).

Animal: Bear, Guinea-pig, Squirrel, Frog (i.e. winter hibernating creatures as they are able to resist Time).

Chant: none

Artifact

Verthandi's Invincible Hourglass

Verthandi, a very powerful Immortal of Time, gave mortals the ability to control Time itself, through this marvelous creation. Its powers are said to be unlimited—both in scope and danger.

Description:

This item is a 3' tall construction of glass and wood, identical to a normal hourglass (wooden frame around a wasp-waist glass containing sand) except for its size.

Lesser artifact of Time

Suggested Powers (PP 250):

<u>Attack Powers</u>		(3):
A1	Life Trapping	100
A2	Sleep	15
A3	Slow	25
<u>Information Powers</u>		(2)
B1	Timekeeping	10
B2	Teleport	50
<u>Transformation Powers</u>		(2)
C1	Hold Portal (22T)	20
C2	Timestop	100
C3	Wish	100
<u>Defense Powers</u>		(5)
D1	Regeneration (3/r)	95
D2	Dodge Directional (1T=sv W avoid)	65
D3	Statue (80T-+2 ini)	70
D4	Dodge Normal Missiles (1T=sv W avoid)	35
D5	Forcefield (120',6T 5000sq ft area)	80



Activation:

The hourglass is active when found. The powers are automatically and magically revealed to the user, in time, and never otherwise. Powers are revealed in order of their PP costs, Timestop coming before wish. One power is revealed during sleep at each full moon (every 28 days). One additional power may (25% chance) be revealed if the user is affected by haste or a potion of speed.

Use of Powers:

Any power is activated by inverting the hourglass and concentrating on the power desired while watching the flowing sand. The power is granted to the user after watching for a number of seconds equal to the PP cost. If concentration is broken before the power is acquired, the PP cost is still deducted, although no power is gained.

Handicaps (2):

1. When first used: A 10' cubic white mist issues from the hourglass, collecting around the user only. The user is immune to the mist's effects. Any victim within the gas must make a Saving Throw vs. Spells, with a -4 penalty, or age 10-40 years.

2. When either 100 point power is used, forgetfulness occurs. After memorizing spells, the user forgets 1-4 randomly selected spells. These are immediately revealed. If the user memorizes them again, to fill the loss, another 1-4 randomly selected spells vanish in the same way.

Penalties (3)

10% chance of occurrence whenever either 100 point power is used; equal chances for each):

1. Aging: The user ages 1-6 years; no save applies.

2. Disintegrate: The user must make a Save vs. Spells or suffer a variation of the normal spell effect, appearing to wither, age extremely rapidly, and crumble to dust. The body may be recovered by a wish, and the user then restored to normal form by applying a raise dead fully

3. Ability score penalty: The user loses 6- 11 (id6 + 5) points of Strength, to a minimum Strength of 3.

Extra Spells

Skip Day

Range:	Caster
Duration:	Instantaneous
Casting Time:	1 round
Area of Effect:	10' radius
Save:	Negates

Cleric 6, Exorcist 6 spell.

When this spell is cast, all persons and intelligent creatures within 10' of the caster are instantly transported 24 hours into the future. Creatures outside the area of effect will believe that the affected characters have disappeared. Unwilling creatures can attempt a save vs. spell to resist the effect of Skip Day. No Time passes for creatures affected by Skip Day; they are in the exact condition that they were in before the spell was cast. They are fatigued, have recovered no hp, and carry the same spells. Wizards must wait for actual Time to pass before they can memorize spells. The affected creatures remain in the same location as they were before Skip Day was cast. Their immediate environment is likely to have changed; for instance, fires have burned out, enemies who were attacking have departed, and weather has changed for better or worse. Although Skip Day is a possible substitute for teleporting out of a dangerous situation, it is not without risk; characters could reappear in a situation more threatening than the one they left behind (for instance, a forest fire may have started or a pack of hungry wolves may have arrived).

Sources:

Mythological Encyclopedia,
Norse mythology, referring to the following names. Verthandi is one of the Norns of Norse legend, the Immortal beings who rule the fates of men and gods alike. Verthandi rules the Past, Urdur (or Urdhr, or Urth) the Present, and Skuld (who wears a veil), the Future.
Dragon Magazines: 69, 85, 90, 110, 115, 140, 153, 178,
TSR2022—AD&D2—Manual of the Planes,
TSR9321—AD&D2—HR1—Vikings Campaign Sourcebook,
TSR1017—D&D—Set5—Immortal Rules,
TSR1021—D&D—Set4—Master Rules,
TSR9117—D&D—CM1—Test of the Warlords,
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Site of Pandius.



Water Elemaster

Patron of all Elemental creatures of Water

Region:	Elemental Plane of Water and some outer planes.
Sphere:	Hierarch (IM 32) of Time
Homeplane:	Plane of Water
Date Ascension:	2555 BC
Sponsor:	unknown [likely: none].
Statistics:	AC-21, HD 46, Hp 900, MV 450' / 100, AM 90%, Sv IM32 #AT 4= Punch 4d6+8, AL N ST 55, IN 72, WI 53, DX 66, CO 59, CH 69.
Powers:	Increased Movement, Mystic Special Abilities.
Followers Alignment:	Any
Taxes:	Followers are taxed 10% of their annual income by the Church.
Clerics:	Clerics.
Alignment:	Any, but Neutral is preferred.
Powers:	+1 bonus to Wisdom
Skill Effects:	+2 bonus to three general skills related to healing and water. Required, Swimming, Honor Water Elemaster. Recommended: Fire-building, Astrology, Reading/Writing.
Accepted Weapons:	natural weapons (allowed all piercing weapons)
Accepted Armor:	Any.
Holy Symbol:	A blue circle
Vestments:	Light blue swimming clothing, and a dark blue (discardable) cloak.
Adventuring Gear:	Any.
Temples:	none, they pray mostly standing or swimming in a round pool.
Dogma:	Protecting the Elemental Plane of Water and water creatures. This force is a representation of all pure, natural water power, including forces of nature (such as waterfalls) and magical energies.
Daily Activities:	Because they are devoted to powerful natural forces, priests of this force tend to be magically powerful. Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning. Missions: These priests often go on voyages to observe phenomena and learn more about the forces that bring them about. Vigilance against any beings that might interrupt, divert, or channel great natural forces for those beings' own gain. The priests of this force learn as much as they can of magic and try to pass that learning along. They also don't like to see natural forces extensively channeled by man: they often destroy dams, for instance. They also hunt for magical items draining water into the Prime Plane, and try to destroy these or nullify them. They also try to close unnatural magical gates to the Plane of Water. A Decanter of Endless Water is thus utter sacrilege to them.
Known History:	the current Water Elemaster is an elemental that found the way to become Immortal in the dawn of times, asserting his rule over the Elemental Plane of Water to grant balance and stability inside that plane. Nobody knows whether he was sponsored by another Immortal or not (and he is not telling anybody), not even the ancient Immortals can testify it, although they assert he's been holding this position as far as they remember. Aside from his home plane and a few outer planes aligned with Time and filled with water creatures, he does not care about the existence of other creatures or other planes of existence, and for this reason his cult is not present on Mystara.
Appearance:	A colossal androgynous humanoid (around 20' tall) made of water and ice .
Personality:	Like all Elemasters, he is a Neutral being that rules his subjects leaving them a great degree of freedom. He leaves the day-to-day administration of the various regions of the Elemental worlds to the many nobles in his court, which has a pyramid-like organization, and he prefers to concentrate on the extraplanar relationships with other Immortals and Elemasters. He tolerates the infighting and the occasional intraplanar wars among its nobles, as long as this does not threaten the overall stability of the plane. For this reason he alternates long periods of silence to periods of constant edicts and iron fist policy.

As much as all other Elemasters, he does not like to share his position with power-hungry nobles and for this reason he hinders any possible attempt at challenging his rule over the Plane of Water. This paranoia goes up to the point of preventing any of his subjects to discover the path to Immortality and become Immortal, for fear of being replaced (since he knows there can be only one Elemaster for each element to maintain balance in the Multiverse).

Allies/ Enemies;	The Water Elemaster is biased by his own nature to be friendly with the Immortals of the sphere of Time, and he is a loyal ally of sea-loving Protius, while he opposes the Elemaster of Earth because of the laws of nature that make Water and Earth opposing elements.
Holy Days:	Vatermont, the hole month is holy as this is the month with most rainfall (hence Vatermont).
Days of Prayer;	Actually only a thank prayer after rainfall. Priests pray at any time, even if exhausted or wounded, but then must pray 4 hours in a row while sitting in water (relatively clean), or he prays for spells after awakening an 8 hour rest and 1 hour prayer as normal. This variety is done at dawn.
Piety awards:	None additional
Piety Penalties:	Pollute water -1 cumulative per 100 sq feet surface (including ground water).
Habits: ▶	Forgiving -3 (+1/ season passed), Energetic +1, Honest +3.
Dead:	Burned, and strewn over the ground evenly.
Birth:	Baptized by a plunge in the "Temple-Pool"
Colors:	Any natural water color
Incense / Oil:	none, purity is standard. However, they use bath oils to enhance the skin, remove stress, heal, etc. most spells are slightly adapted to reflect this. (example; a Cure Light Wounds spell needs a Quart of water flushed over the wounds to function. Any healing or resistance against fire is set at maximum this way however, as if a continuous Fortitude is cast.
Symbols:	Waves, Drops, Pools, Creaks, Rivers, Fish.
Stone / Metal:	Any stone polished by water, Gold & Silver, (Steel and Iron are thus opposed as seen the weakest as they rust to debris in a few month or years.
Plants:	Any water plant,(Reet, Papyrus, Daffodil, etc.)
Animal:	Duck, Storch, Geese, Swan.
Chant:	strange rhythmic gurgling.
Sources:	TSR1017—D&D—Set5—Immortal Rules, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Wayland

Architect of Pandius, Weland, Volund, Prince of the Fairies

The Gods' Smith, Wielandt, Volundr, Wonder Smith,
Hephaestus, Visvakarma, Goibhnie, Sethlanis, Vailanda,

Tvashri

Patron of Metallurgy, Constructions, Smiths and Armorers



Region:	Northern Reaches, Heldann, Darokin, Norwold, Isle of Dawn, Alpatia, Hollow World (Taldars and Antalians).
Sphere:	Empyreal (IM 21) of Matter
Homeplane;	Gladsheim.
Date Ascension;	Unknown around 2200 BC
Sponsor;	Unknown, possibly Terra.
Statistics;	AC-18, HD 35, Hp 360, MV 150' / 50, AM 70%, Sv IM21 #AT 3= Punch 4d6+12, Hammer-4d10+15, AL N ST 70, IN 55, WI 53, DX 47, CO 58, CH 47.
Powers:	Dragon Breath, Height Increase, Height Decrease, Improved Damage. He carries a huge and unbalanced hammer at all times; this crude looking iron weapon is actually a +3 weapon, and has enchantments upon it to make supple and bend all metal it strikes (have the metal save vs. fire to avoid this affect; artifacts are immune to this).
Followers Alignment:	Any Smiths of both the Dwarven and human race worship Volundr. Those who do exemplary work at all times can expect to be rewarded (DMs discretion) some day with a bar (100 gp weight) of solid Adamantite with which to forge a weapon.
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics.
Alignment:	Any
Powers:	They must have a minimum dexterity of 14. +1 bonus to Strength Analysis of workmanship quality in metal goods. The priest will be able to tell whether a metal craft-good is of poor, average or superior quality. This gives him a +2 to his Appraising Skill if he has that skill, but does not give him the ability to rate crafted goods as to their gold piece value of he does not have that skill. The priest can pass unharmed through the wall of fire spell. Permanent +2 to hit and damage with Warhammer, above and beyond all other bonuses. These clerics take skills in the same fields as their god, like blacksmithing, Armorer, Weaponsmithing, stonemasonry, or goldsmith*. +2 bonus to any skill related to metalworking or construction Required: Honor Wayland, any one from the following list; Artistic Ability (Jewel Wright, Goldsmith, Silversmith), Blacksmithing, Armorer, Weaponsmithing). Recommended: Any of the others from the above list, plus Fire-building, Reading/Writing.
At 8 th level;	The priest can pass unharmed through the wall of fire spell.
At 12 th level;	Permanent +2 to hit and damage with Warhammer, above and beyond all other bonuses.
Skill Effects;	These clerics take skills in the same fields as their god, like blacksmithing, Armorer, Weaponsmithing, stonemasonry, or goldsmith*. +2 bonus to any skill related to metalworking or construction Required: Honor Wayland, any one from the following list; Artistic Ability (Jewel Wright, Goldsmith, Silversmith), Blacksmithing, Armorer, Weaponsmithing). Recommended: Any of the others from the above list, plus Fire-building, Reading/Writing.
Accepted Weapons;	Standard, Club, mace, maul, morning star, Warhammer, whip, throwing weapons.
Accepted Armor;	All metal armor: all shields.
Holy Symbol:	a hammer floating over an anvil
Vestments;	Smithing clothing and heavy leather Apron.
Adventuring Gear;	Any.
Temples:	Wayland is the forger of weapons and armor, and also the craftsman of gold and silver treasures. He is worshipped by metal-craftsmen across the world, and sometimes visits inspirations for beautiful metal goods upon lucky craftsmen. Because their church is small, his clerics rarely stand on ceremony. In their temples, which resemble gigantic smithies, these clerics work side-by-side with their worshipers (blacksmiths, goldsmiths, armorers, etc.), offering or receiving training, developing new forging techniques, encouraging finer production, and so forth.
Dogma:	Metallurgy, smiths & armorers, engineers & builders, magical creations, strength, cunning, healing, horses, magic,
Daily Activities:	Duties of the Priest: Guidance, Marriage. Education: Teaching of metalworking to the flock: promotion of Weaponmaking, armor-making, goldsmith, jewelry-making, and all other sorts of metalwork in the community and society. Must participate in semiannual events where metal goods of all sorts are displayed and promoted (before the throne or in market). Investigation: These priests seek to re-discover lost metalwork techniques: this often leads them into ancient sites on expeditions of discovery. These priests also encourage competitive thinking between guilds, or between the metalworkers of different cities. The priests of the Immortal try to advance the art of metalwork at the mortal level. They do this by acquiring as much information as they can about smith crafting and other metalwork, collecting it in libraries, and distributing it to students and metalworking apprentices. Those clerics who go adventuring seek to raise public awareness of their church and attract more respect for their lord. All of Hephaestus' clerics must help the disabled or crippled, and they are not offended by low physical attractiveness.
Known History:	Wayland was a skilled Antalian smith that lived in the 22 nd century BC. Thanks to the friendship he struck with some Modrigswerg craftsmen (who were sent through time to secretly influence the world with their magical crafts) he managed to discover the secret of iron forging way ahead of time (his kinsmen were still in the bronze age) and this allowed him to manufacture titanic weapons for the most known heroes of his time (Thor, Heimdall, Frey and Freyja). He was however slowly cursed by the Modrigswerg's magic, and became uglier with each item thus created together.

He thus send the Modrigswerg away, but did not forget their knowledge. He created and created, and stayed the same. But he had to “fight” against his ugliness, thus he spread his tools among the people he knew. This way they could dig easier, harvest sooner, yield more, defend themselves better, etc.

This helped him acquire a divine aura in the eyes of his fellow men and it also attracted Kagyar's attention, who sponsored him on the path of the Polymath. He was then reincarnated as a dwarf (Weland), a gnome (Wielandt) and an elf (Volund), and thanks to his talented skills for metalworking every time he managed to fulfill his quest: finding and forging anew Odin's sword, Balmung. This way he earned his place in the sphere of Matter in the 20th century BC.

At Hephaestus' Immortal birth, Zeus hurled him from Olympus in disgust at his ugliness; the fall to Earth made this god a cripple. Although a minor Immortal, he is a master beyond compare in every skill related to working metal or stone. His workshops are filled with tables and chairs that move by themselves, and with metal humanoids built to assist him.

Then as an Immortal craftsman and artisan he created several artifacts from the Power Points grated to him by other Immortals. He was the chief architect of Pandius.

Legends;	This god appears as a man so stocky and massive of build that many believe him to be a large dwarf. He is the patron of all smiths, and as such spends most of his time forging weapons or blessing the works of his followers.
Personality:	Wayland is also called the Gods' Smith and is famous for creating many of the Immortal artifacts found all around the world, as well as for being chief architect of Pandius, the city of Immortals located on the moon Matera. He is always busy with creating some new kind of magic item and he has a distinctive gruff and aloof character that he developed during his Dwarven incarnation. He protects all artisans, in particular smiths and armorers which he's fond of, and gives his blessings to all those who like to create magic weapons, amours and golems.
Appearance:	A wiry and bearded smith wearing a large leather apron and linen trousers, showing his broad chest while wielding a heavy hammer in his right hand. The race he belongs vary according to the followers he appears, but he always sports a short black or long white beard, grey eyes and a slightly hunched back.
Allies;	He's a trusted ally of Kagyar and Odin and has worked in team with Polonius many times, sharing a common passion for building and magic.
Enemies;	He's got a friendly rivalry with Ilmarinen, another talented Immortal craftsman. He despises Zeus, for his bigotry, and behavior.
Holy Days:	None
Days of Prayer;	Nytdain (Wednesday), Priests pray at awakening, (approximately 2-3 hours before sunrise—they sleep mostly an hour or so after sunset).
Piety awards:	Create a new tool +2
Piety Penalties:	Slay a fairy -5
Habits: ▶	Modest +2, Peaceful +4, Energetic +4, Trusting +1.
Dead:	Buried (no special rituals or spells known to burials).
Birth:	Baptized in Holy Smithy water.
Colors:	yellow
Incense / Oil:	juniper, Vervain, thyme
Symbols:	anvil, hammer, horseshoes
Stone / Metal:	agate, carnelian, jasper, steel, iron, bronze.
Plants:	all ferns, marjoram, valerian, thyme, beech, juniper.
Animal:	Horses
Runes;	Elhaz, Perthro, Tiwaz, Ehwaz, Ingwaz



Chant: *See the Wander Smith at his forge.
Hear his hammer ring.
Metal is changed by his strong hands
Into a beauteous thing.
Magic healer of cunning and skill,
Friend of warf and Elf,
Good luck and strength, power of your hands,
These things I ask for myself.*

Armet by Wayland

This is a tight-fitting helmet with before (chin piece) and movable visor, crafted by the legendary Immortal Armorer Wayland Smith. Some claim that it makes the wearer invulnerable to all attacks.

Lesser artifact of Matter

Powers	PP 225
<u>Attack Powers</u>	(3)
Flaming (6T, +2 vs. Hippogriffs, Pegasi, Rocs, Troll, +3 vs. Treants)	TP 20
Extinguishing	TP 30
Fireball	TP 55
<u>Information Powers</u>	(3)
Fly	25 TP
Detect New Construction	10 TP
Move Silent 50%	35 TP
<u>Transformation Powers</u>	(2)
Produce Fire	15 TP
Repair Normal Objects 1000cn	15 TP
<u>Defensive Powers</u>	(3)
Invisibility	20 TP
Immunity	100 TP
-8 AC bonus	80 TP

Activation:

The Armet is not active when acquired. It is activated if the user wears it while slaying any large or huge dragon. The user may be aided in the battle, but must either inflict at least 1/2 the damage needed to kill the monster or personally deliver the blow that slays.

Use of Powers: The user may acquire the knowledge of powers from a previous user or by experimenting. Powers are activated by moving visor, before, and other pieces, while saying "Wayland aid me."

Handicaps (2):

1. When first used: Take double damage from all fire attacks (fire having elemental dominance over earth) as long as artifact is owned.
2. Third time Immunity power is used: Alignment change to Lawful, or Neutral.

Suggested Penalties

(3, standard chances of appearance, equal chances for each):

- A. Cast a Type A1 spell (50 PP or less) at wearer.
- B. Gain a -4 penalty to Intelligence.
- C. All missiles used fall to half normal range.

Sources:

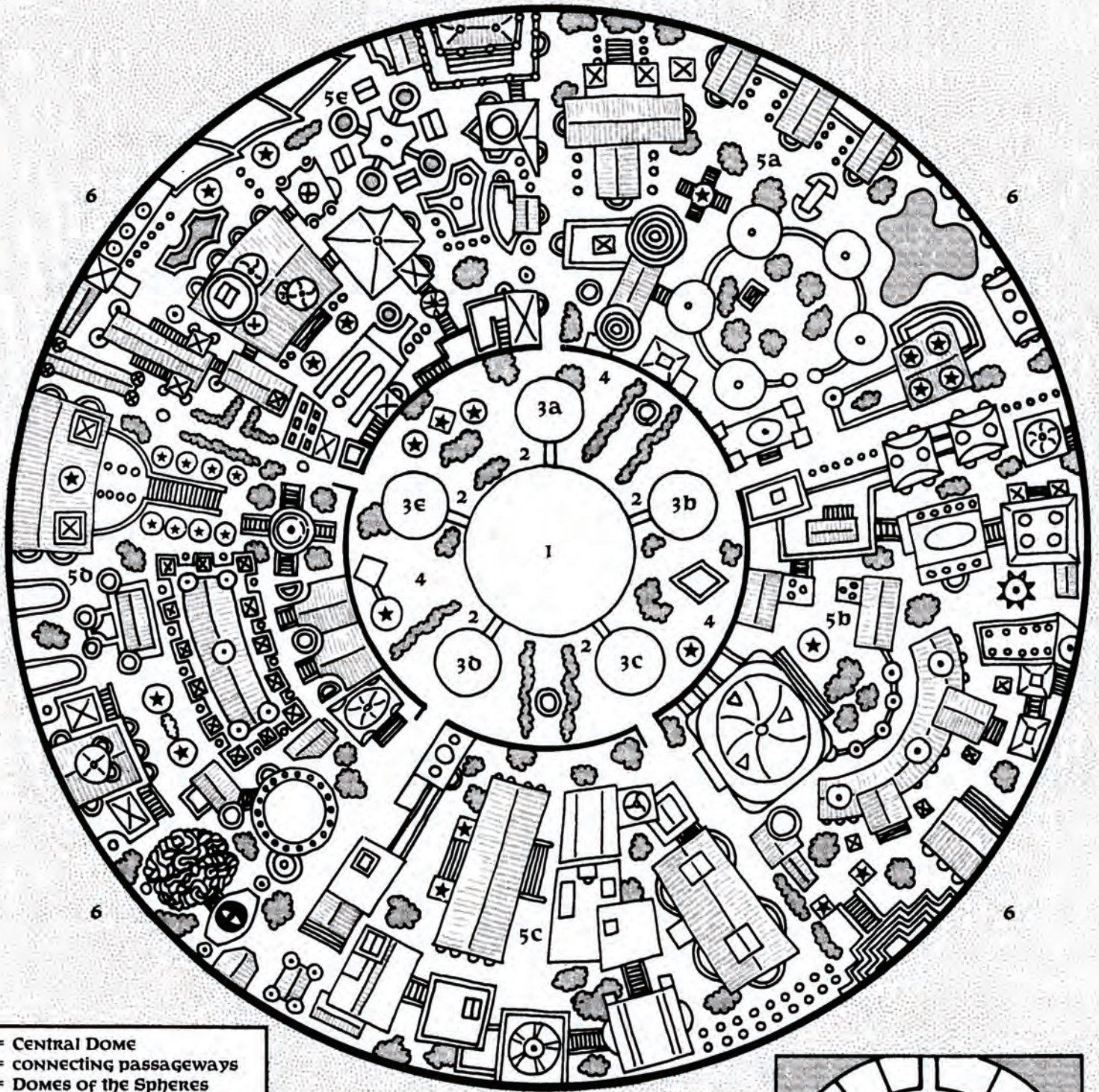
Mythological Encyclopedia, England, 12th century and earlier. Further Research: See Weland's Sword in Puck of Pook's Hill, by Rudyard Kipling (1906); Kenilworth by Sir Walter Scott (1821), scattered references to Wayland Smith's Cave (in England, near Lambourn, Berkshire); also refer to Volund or Volunder (king of the elves and supernatural blacksmith) in Frithiofs Saga (Scandinavian, 13th century).

Dragon Magazines:

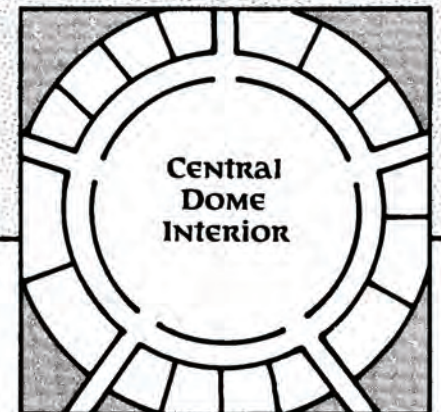
TSR9321—AD&D2—HR1—Vikings Campaign Sourcebook,
TSR2007—D&D—White Box 4—Gods, Demi-Gods & Heroes,
TRS1021—D&D—Set4—Master Rules,
TSR1017—D&D—Set5—Immortal Rules,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

PANDIUS

Scale: one inch equals 500'



- 1 = Central Dome
- 2 = Connecting passageways
- 3 = Domes of the Spheres
 - 3a = Dome of Matter
 - 3b = Dome of Energy
 - 3c = Dome of Time
 - 3d = Dome of Thought
 - 3e = Dome of Entropy
- 4 = Gardens
- 5 = Estates of the Immortals
 - 5a = Estates of Matter
 - 5b = Estates of Energy
 - 5c = Estates of Time
 - 5d = Estates of Thought
 - 5e = Estates of Entropy
- 6 = The Hemisphere





Wogar

The Wolf Lord, Maglubiyet, Wong-Ah, Vaughara, Bargrivyek

Patron of Predators and Monsters, Goblins and Wolf-Riders



Region: Savage Coast (El Grande Carrascal, Eusdria, Hule, Robrenn), Davania (Izonda), Darokin, Rockhome, Midlands (Borea, Yazak Steppes), by Goblins Worldwide, especially High Gobliny in the Broken Lands. High Goblinians view themselves as descendants of the Great Wogar; he who led them to the Broken lands. Wogar is the Patron of Predators and Monsters in the Humanoid Phanteon. Other faiths are tolerated in High Gobliny, except the open worship of the Shining One.

Sphere: Initiate (IM6) of Matter
Homeplane; Happy Hunting Grounds. The Hillocks.
Date Ascension; 1190 BC
Sponsor; Probably Ninfangle

Statistics; AC-4, HD 20, Hp 100, MV 300' / 100, AM 50%, Sv IM6
#AT 3= Punch 2d6+2, or Short Sword-2d8+6, AL N
ST 17, IN 20, WI 13, DX 20, CO 20, CH 15.

Powers: Call Other (Dire Wolves, Goblin Warriors), Enhanced Reflexes, Extra attacks per round, Increased Movement Rate.
Short Sword +4 (quadruple damage 4r / day on command), "The Dire Cleaver".

Followers Alignment: Any
Followers Powers; During his younger years, a follower must raise a Dire Wolf born during the same moon. He is responsible for his wolf companion. If it dies due to his neglect, the follower immediately becomes a pariah. If the wolf dies during combat, it is customary for the follower to eat his wolf's heart to gain its Strength. The ceremony of the Heart takes place at the temple.

Wogar changed the basic Goblin species (Thus not Chokers, Hobgoblins, Thouls, Bugbears, etc.) in such a way that they can contract Lycanthropy of the Wolf (Werewolf-Lycanthropy), an originally deadly disease to Humanoids, but it is now seen as a blessing from Wogar.

Followers automatically gain Dire wolf empathy and training skills or a +2 bonus if they already have these skills, in addition to their current skills after eating their wolf companions heart.

Taxes; Followers are taxed 20% of their annual income by the Church.

Clerics; Humanoid Shaman, rarely Clerics or Avengers
Clerics Alignment: Any (most are Chaotic or Neutral, but rarely good).
Power; Wogar Shamans (Goblin or other species) can turn into a wolf-like creature once per month (4 weeks not possible after transforming to normal self), not affected by the full moon in any way. This creature is no Werewolf and does not transmit Lycanthropy, it is just an Immortal granted ability with a resemblance to wolves.



The Kloss-lunk (Wolfskull) tribe of the Dymrak Forest in Karamaikos, Attacking the homestead-village Sukiskyn.

The shaman retains his Intelligence, Wisdom and memories in this wolf-like creature-form, but can't cast spells nor handle items (see Lycanthrope Dexterity), or speak (not even wolf—unless a Speak with animals is cast upon the shaman prior his changing to wolf, but this lasts as the spell normally would last).

When the shaman returns (which can be done anytime after transforming) to his original-natural form and hit point total prior to the change (even when further wounded in wolf form) all further damage will be gone, and in wolf form he cures naturally by daily healing at 1d4+con adjustment (instead 1+con adjustment/day).

A shaman may decide to live as a wolf for long periods or even permanently, but how he will explain this to his tribe and to Wogar, and yet still give his loyalty, is his own problem. He further has no Lycanthropic abilities or handicaps.

This ability is immediately and permanently lost when the shaman is truly infected with real Werewolf Lycanthropy, as Wogar finds that a better reward to its follower.

Skill Effects;

Wolf Empathy , Wolf Riding extra.
 +2 bonus to Train Wolves,
 +1 to any local survival skill (thus not Desert if it is not locally present, or lived in it for over a year).

Accepted Weapons;

Standard, Whip, Sabre.

Accepted Armor;

Any.

Holy Symbol:

Wogar's symbol is the wolf head viewed frontally

Vestments;

Wolf furs, and wolf head fur (incl. Ears, Nose, etc.).

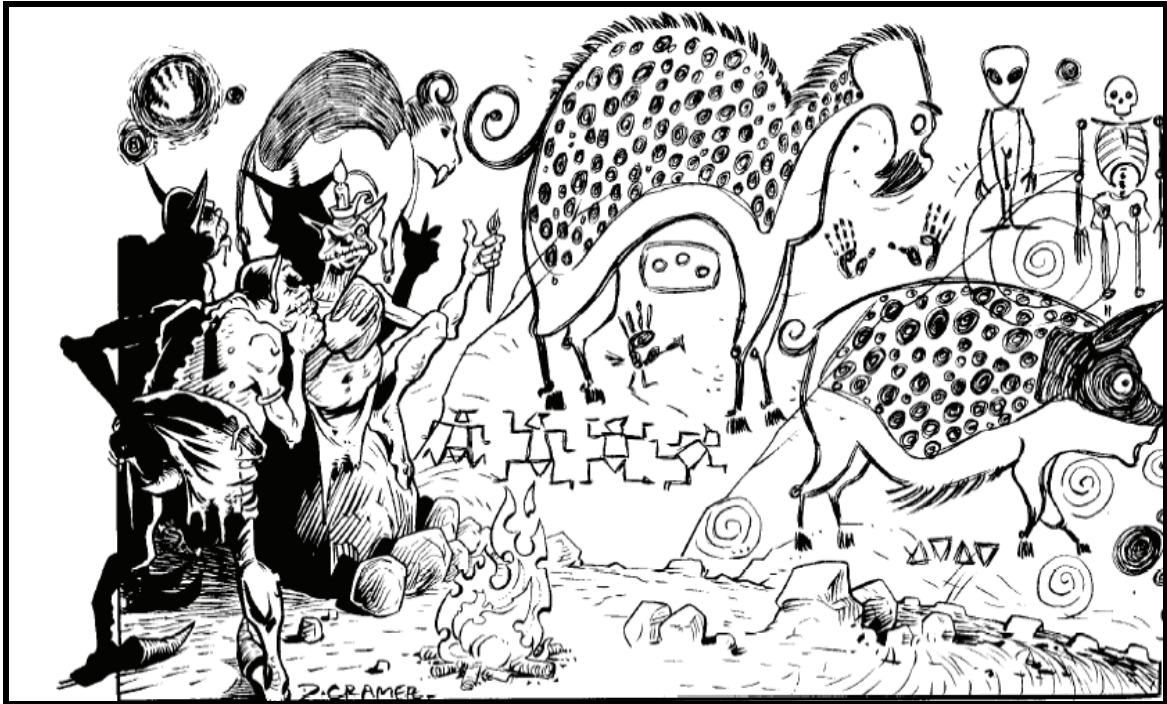
Adventuring Gear;

Any.

Temples:

Wogar makes use of a variety of Holy centers. As most Goblins live underground in caves, they also have so called Holy caves. The walls are covered with bizarre charcoal drawings (made by past shamans when in dream states inspired by either Bargrivyek or fishhead beer). A straw pallet and stone bowl complete the furnishings. Since shamans are respected and feared, other goblins—even an elite warrior or the Mogur approach this place with caution





Dogma: Goblins, war and military tactics, conquest, predators, survival, wolves and werewolves

Daily Activities: Shamans and witch doctors are charged by their god with the well-being of the tribe as a whole rather than that of any single individual, they often become the power behind the throne" who guide the destiny of the tribe through generations of Goblin rulers. A Mogur may hold his position for a year or three or five; a clever witch doctor might establish a dominance that lasts ten, twenty, or even thirty.

Known History: Wogar was a goblin war-chief in ancient times. He led his horde of Goblins from distant wilderness to the more fertile lands of Mystara before reaching Immortality. Wogar, also called Maglubiyet, was a great war leader and the best wolf-handler ever seen.

High Goblinians view themselves as descendants of the Great Wogar: he who led them to the Broken lands. Wogar is the Patron of Predators and Monsters in the Humanoid Phanteon. Wogar led his goblins to the Known World before reaching Immortality. Wogar, also called Maglubiyet, was a great war leader and the best wolf handler, wolf-rider and trainer ever seen. He led his hordes pillaging and conquering across Mystara thousands of years ago. Bold and cunning, he seeks to inspire latter-day Goblins to follow his example.

Forgotten History; During his mortal existence them, Wogar was a great humanoid war leader that chose to follow his shaman's prophecies to achieve power and greatness above all other humanoids. So he gathered a great horde and left the Cradle (the place of origin of the modern humanoid races) heading south-eastwards in search of the Blue Knife, a legendary artifact that could have made its owner invincible.

Wogar's Horde left the Cradle (in the center of Brun) in 1310 BC and traversed the Savage Coast, leaving mayhem and destruction in its path. Once it reached Hule however, the ogres chose to split from the main horde, since they did not recognize his authority anymore.

After killing his shaman and stealing his treasure at the battle of Khuzud, the ogres fled to nearby Sind and in the following decades continued to move until they arrived in the Broken Lands, where they founded Ogremoor in 1269 BC.

Meanwhile, Wogar's Great Goblin horde overran Central Hule, (circa 1271 BC) where it pillaged the scattered villages and towns killing many people and enslaving the survivors. Wogar's horde captured Hosadus and others as slaves after slaughtering a great many people. Late one evening, Hosadus accidentally overheard an old goblin shaman mention the Blue Knife, an ancient relic the goblins had been after for centuries. The quest for this object had brought them to Hule.

Hosadus walked up to Wogar himself and declared (using his magic and deceiving skills) the Immortals had sent them to him, for he, he said, knew of the Blue Knife's location. He animated a simple sword enchanted with continual light, then had it hover in the dark over his own hand as a "omen" of the Immortals. That feat impressed the goblins beyond all hope of their realizing his trickery.

Hosadus said the Blue Knife lay beyond the Black Mountains to the east, then beyond the Great Waste. There, they should seek the holy relic. Two thirds of the horde moved on, spurred by the unexpected revelation, while the remainder stayed in Hule as followers of Hosadus.

Since then, descendants of Wogar became the mainstay of Hosadus' Honor Guard. Their symbol is a blue dagger pointing down over a sable background.

Wogar and the majority of his followers departed Hule believing Hosadus's lies, while those who remained in Hule quickly became devout followers of the sly Hosadus, who soon gained power over the humans too.

During the crossing of Sind, Wogar was finally able to attain Immortality as his shaman had predicted thanks to his war leader skills, and his teachings allowed his descendants to conquer first the lands of the Atruaghin Clans (red orcs in 1257 BC) and then Faerdinel (current Five Shires) in 1255 BC while a third group found the Rock of Oenkmar and the Blue Knife in the Broken Lands in 1190 BC, thus ending the quest.

Currently all the humanoid tribes of the Broken Lands recognize Wogar's importance in history, but only the goblins and a few tribes of orcs worship him as patron of their race.

Personality:

Wogar is sly and clever, bold and cunning, gifted with a instinct and an aura of authority still unmatched among the humanoids. He has always had a special bond with wolves and for this reason he created the wolf rider as elite troops among his soldiers and currently takes interest in the actions of Werewolves too (who share an even stronger bond with wolves). He remains a patron of all Goblin wolf-riders on the Outer and Hollow World.

Appearance:

A well-muscled goblin often wearing a wolf's pelt and a hood made from a wolf's head.

His white Dire Wolf he later ascended to be with him as his personal riding animal. The creature is enhanced so that it can walk over water, and make 100' leaps.

Allies:

Respect for Karaash, but further he has no Immortal allies.

Enemies:

Other faiths are tolerated in High Gobliny, except the open worship of the Shining One. Kurtulmak. He considers his most fearsome enemies Halav (bane of all humanoids) and Atzanteotl (who is trying to subvert his faith and steal away his followers using treachery and false promises). He also greatly distrusts Bozdogan, for his follower Hosadus's blasphemous lies, although they finally did lead to Oenkmar, where the legendary Dagger did lie, he still feels to be tricked, deceived and robbed of his victories, however



Holy Days: Every Seasons change and the Winter and Spring solstices. These depict the seasonal behavior patterns, what to do (harvest, plunder, hunt, etc.) and what to eat averagely(vegetables, Fungi, Meat, etc.). Most meat and plunder is eaten and done in the Autumn and Winter months (darker and less food available), while foraging and eating vegetables is done more in the other seasons. Each season has a name, depicting the main food or action.

Winter Solstice to Spring Season start; others	New Season	Plunder/Pillage Meat + vegetables from
Spring Season start to Summer Season Start	Green Season	Foraging/Hunting outside.
Summer Season to Start Solstice;	Egg Season	Foraging eggs, vegetables.
Summer Solstice to Autumn Season Start;	Warm Season	Foraging Fungi—to light and warm outside.
Autumn Season Start to Winter Season Start;	Fruit/Meat season	Foraging/Hunting outside.
Winter Season Start to Winter Solstice;	Scavenging season	Pillage fields/vegetables from others.

Days of Prayer: Every Full and New Moon, and the days Meteors and comets are seen. Priests pray after awakening an 10 hour rest period to receive spells.

Piety awards: Survive a depriving period +1
 Train a Wolf, Dire Wolf to Companionship +5
 Becoming Werewolf +10

Piety Penalties: None additional

Habits: Cautious -2,
 Courageous -2,
 Generous -6,
 Honest -1,
 Loyal +3.

Dead: Buried rarely, eaten mostly by wolves or by tribe.

Birth: Baptized with Holy Soup. (Strange mixture varying on common local available food, ranging from fish head beer to root gunk, or gullet porridge).

Colors: Green in all its variations, also all colors of the wolf; Grey, Brown, White, Black tones.

Incense / Oil: Bees Wax, Honey, Flowers, Petroleum.

Symbols: Varying, mostly animal or hunting scenes. Often used as pictures of history as tattoos or wall paintings.

Stone / Metal: Any shining gem, or metal. However metals strangely tend to lose the shine (a symbol that Wogar is losing interest in that weapon's history and it's owners. To protect against this (corrosion) they often paint the blade—what can't be seen can't lose it's shine—under thick layers of lead containing paints (thus shielding magical weapons from Detect Magic spells).

Plants: Any edible plant or fungi is in one or more way used as a 'holy plant' in varying rituals depending on tribal culture, season and environmental varieties.

Animal: Wolf, Dire Wolf, Dog, most canines actually, but the Wolf is preferred.

Chant: None



Extra Spells

Wolf Spirits

Range: 30 yards
Duration: Special
Casting Time: 2 turns
Area of Effect: Special
Saving Throw: None

Humanoid Shaman 7 Quest spell, granted by Wogar sofar only..

The Cleric casting this spell calls upon the "spirits" of wolves (or another animal, if appropriate). The notion of wolf spirits is akin to the Wild Hunt of Celtic mythology: a pack of enormous magical wolves led by a human master who range Celtic lands seeking to destroy evil. The wolf spirits spell summons 2d4+2 such entities to serve the Cleric as master. Wolf spirits' statistics are as follows: AC -4: MV 360/120 FI 360/120: HD 5+5: hp 5d10+5 AC bite: Dmg 3d6: AI N: SZ M: MI 12: THACO 14. They are immune to all forms of mind control, illusions, gases, Paralization, and spells which affect only corporeal creatures. They can't be harmed by weapons of less than +2 enchantment. Wolf spirits can be instructed to perform a service in the manner of the animal summoning spells. In this variation, the spell doesn't expire until the spirits have performed their commanded service, to a maximum duration of 14 days. The spirits can only be commanded to keep watch over an area or creature. The spell lasts 100 days for this type of service. This spell is granted only by Wogar the Goblin Immortal, to followers of at least 15th level and at least 100Pip.

Death Candle

Range: Special
Duration: Special
Effect : 1 creature
Save; None
Casting Time: 1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle (often placed on the persons head). As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. If plunged underwater, or succumbed by heavy (nonmagical) wind, or extinguished between two fingers or alike, it will rekindle directly after that situation has expired. The candle is then taken to the temple area and stored. It is mostly regularly viewed to reveal the state of the subject. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

Sources: Dragon Magazines: 173,
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TSR9149—D&D—B10—Night's Dark Terror,
TSR11392—AD&D2—Reverse Dungeon,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

White Heart

White Heart Immortal Avatar

Celestial of the Sphere of Matter.

Appearance,; 12' diameter White glowing (10' radius) Heart –shaped source of sentient energy.

1300 PP, AM 50%, AC –2, HD 20, Hp 60, MV 240' /80', Att 1=Punch 3d10, MI 12, ST 17, IN 28, WI 16, DX 35, AL L.

The First event in the Temporal Novice Class Competition is the Wild hunt. Two teams of Temporal Immortals are sent to a forest on the Prime Plane (in a populous region of Karameikos), where they will find horses, a team of Spectral Hounds, and enchanted spears.

On this night, Immortal Avatars (often of Terra or other Hierarchs of Matter) assume the shape of great white hearts twice as large as normal stags. The first team to find and slay a white heart with their enchanted spears returns automatically to the Grand Arena of the Plane of Matter, and automatically wins the competition. This is an Outer Microplane evacuated of all elemental matter, filled with millions of continual lights as illumination, and permanent alterations to give this plane a hostile bias to all Immortals of all five spheres.

The Spectral Hounds are wild and do not recognize any attending Immortal as their masters. They will attack immediately, and must be controlled with the use of Magic or Immortal Aura effects. Thereafter they must pick up the scent of the White Hearts, tearing off in pursuit, yowling loudly enough to wake up the dead (sometimes really). The immortals follow on the horses, having difficulty staying in the saddle with all hindrances and high speed.

When the White Heart comes into view, bounding majestically through the forest, it increases speed. Obviously, the Heart cannot be caught without magically waving it or increase the speed of the horses. The White Heart can be slain only by the enchanted spears, any other damage-causing attack disqualifies that team wholly. The Immortals can encounter local people and scare them. They may avoid them, or may even run right over them. This is how the fearsome legends of the Wild Hunt originated.



Yagrai

He-Who-Always-Rises, Yagharya, Yamag

Patron of Vengeance and all that is Dead or close to Death.

Region: Widely venerated by Humanoids seeking vengeance, Hobgobland, Broken Lands, Hollow World.

Sphere: Temporal (IM 8) of Entropy
Homeplane: Unknown, presumed a Plane of Hades.
Date Ascension: 540 AC
Sponsor: Talitha

Statistics: AC-9, HD 22, Hp 120, MV 150' / 50, AM 50%, Sv IM 8
#AT 3= Punch 3d6+6, or Spear-3d8+11, AL NE
ST 25, IN 10, WI 13, DX 20, CO 25, CH 16.

Powers: Call Other, Control Undead, Enhanced Reflexes, Extra damage.
Black Two-handed sword +5, slay humans, Ring Protection and Regeneration+5.

Followers Alignment: Any
Followers Powers: The common Hobgoblander worships Yagrai, He-Who-Always-Rises. Shamans must first bear twelve Death Scars. Each time a follower of Yagrai has been knocked unconscious during combat and revived afterward, he must mark his chest with the sign of his favor.

It consists in a scar left by a blade of red-hot metal. Ritual chanting and dancing is required. The more scars, the higher status among followers. The marking always causes 1 point of damage. Cheaters are executed by throwing them in the Lava Flow.

Any follower gains a permanent +1 (to +5 maximum) to all saving throws vs. energy draining creatures/devices for each ten death scars. Followers bear religious tattoos all over their bodies, except their faces and hands.

Taxes: Followers are taxed 10% of their annual income by the Church.

Clerics: Humanoid Shaman, Clerics.

Clerics: Clerics, Humanoid Shaman

Alignment: Lawful/Neutral

Powers: Shamans must first bear twelve Death Scars. Each time a follower of Yagrai has been knocked unconscious during combat and revived afterward, he must mark his chest with the sign of his favor. It consists in a scar left by a blade of red-hot metal. Ritual chanting and dancing is required. The more scars, the higher status among followers. The marking always causes 1 point of damage. Cheaters are executed by throwing them in the Lava Flow. When shamans have twelve scars, they not only become a true shaman, but also gain the ability to revive on a successful Wisdom check (if lower than 0 hp, not lower than -10 hp), but whatever wound it will close on a successful check, and the shaman will revive unconsciously 1 hp/round until he is on 1 hp, then he will awake and natural healing will commence.

Skill Effects: Knowledge of Necromancy (especially concerning Raise Dead, Raise Dead Fully and Reincarnation).

Accepted Weapons: Standard

Accepted Armor: Any.

Holy Symbol: His symbol is a black skull, against a white background.
Vestments: none vestments are used, instead normal clothing is worn.
Adventuring Gear: Any.

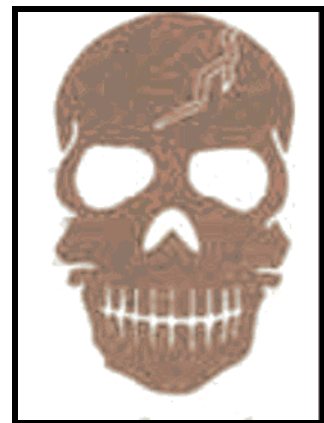
Temples: Yagrai uses no temples or holy places, the priests are the holy central point of his faith.

Dogma: Death is no barrier that can't be conquered. Wounds and their scars are a blessing as proof to your failure of power and a guide how to improve yourselves.

Daily Activities: Training, Guidance of battle tactics, binding wounds and raising dead.

Known History: Yagrai was a great warrior who could come back from the dead after being killed. He was notorious for surprising foes who thought him destroyed. No one could ever tell whether he was a Hobgoblin or Yellow Orc. Foe after foe thought him killed, only to be toppled when he returned from the dead to confront them again. Yagrai was in the possession of powerful magical items (such as a ring of regeneration) which allowed him to accomplish such feats, but the fact isn't reflected in the legend. Yagrai, the Great perseverer, was able to find Immortality in the Sphere of Entropy, and since then has been an Immortal widely worshipped by all sorts of humanoid races.

Personality: Yagrai is the patron of all that is dead, or is close to death. Possibly the most stubborn Immortal of them all. Yagrai's greatest trait is his stubbornness. Neither very clever nor, as the legend demonstrates, a great fighter. He has an indomitable will; once set on a path he cannot be turned from it.



He has no personal goals for the Outer or the Hollow World (other than the eventual destruction desired by all Immortals of Entropy),but he still aides those who worship him because his vanity is tickled by their worship.

In the Hollow World, Yagrai is often the second most venerated Immortal of any Humanoid culture, each Humanoid race has at least a small following of the stubborn Immortal.

Appearance:	Yagrai appears as a large Humanoid of indeterminate species (Hobgoblin or Orc), yellow-skinned, wearing a black hide armor, and a black skull-faced helmet, carrying a black two-handed sword.		
Allies:	Yagrai has no individual allies, mortal or Immortal.		
Enemies:	Yagrai's chief enemy is Halav, the enemy of all Humanoids.		
Holy Days:	Yagrai has no Holy days, Priests pray before sleeping and receive their spells after 6 hours sleep (but as most sleep 8 hours, they find them then first). This way the better see the power of their god.		
Piety awards:	Raising from the dead without others help	+10	
	Raising from the dead with help others	+2	on 1 st , 3 rd , 7 th , 12 th and 15 th time.
Piety Penalties:	None additional		
Habits:	Reverent +3,	Honest -3,	Cautious -2, Dogmatic +3(stubborn).
Dead:	Forgotten		
Birth:	No special rituals		
Colors:	No special colors		
Incense / Oil:	No incense or oils		
Symbols:	A Skull		
Stone / Metal:	No Minerals, Steel		
Plants:	None		
Animal:	Dogs, Boars, Pigeons (as they—seem to—die when predators fly over), lizards who loose their tails to continue their goals.		
Chant:	none		

Special Spells

Yagrai does not use any Ceremony spell, but any spell related with death is possible one level lower than normal. However, they can't cast Wish spells.

Rigid Thinking

Range:	60 yards
Duration:	1 round/level
Casting Time:	1 turn
Area of Effect:	One creature
Save:	Negates

Cleric 3, Exorcist 3 spell.

Rigid Thinking can be cast only upon a creature with Intelligence of 3 or greater. The creature is allowed a Save to avoid the effects. The creature affected by rigid thinking is incapable of performing any action other than the activity he is involved in when the spell takes effect. The creature's mind simply can't decide on another course of action—it becomes frozen into a single Thought and can't change even if new circumstances would suggest otherwise. Thus, a Warrior fighting a Kobold will ignore the arrival of a Beholder, and a Thief picking a lock will pay no heed to the arrival of three guards. The affected creature doesn't mechanically repeat the action; he is not an automaton. He will not continue to fire his bow at a dragon if he runs out of arrows, but will choose another means of attacking the dragon to the exclusion of all other activities. A Caster in the process of casting a spell when rigid thinking takes effect will not attempt to repeat the spell (unless the spell has been memorized more than once). The Caster will, however, devote his attention to the target of that spell until his goal is met (e.g., if the caster were attacking a creature, he would continue to direct attacks at that creature; if the caster were trying to open a door, he would continue to work on the door until it opens). The spell expires when the creature accomplishes his goal (i.e., the Kobold is killed or the lock is opened) or when the duration of the spell has ended.

Death Candle

Range: Special
Duration: Special
Effect : 1 creature
Save; None
Casting Time: 1 round

Cleric 2 Humanoid Shaman 2, Druid 2, Shaman 2 spell.

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unlit unused candle. As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as a Gust of Wind, or Create Water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or even leaves the Prime Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.

Sources: TSR9246—D&D—Gaz12—The Golden Kahn of Ethengar,
TSR9241—D&D—Gaz10—The Orcs of Thar,
TSR1054/1401—D&D—HW0—Hollow World,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Yav

Soothsayer, Yavadha

Patron of Prophecy and Divining, Yavdlom Divinarchy



Fredfields 008

Region:	Yavdlom Divinarchy, Hule, Serpent Peninsula of the Thanagioth Archipelago and Arm of the Immortals.
Sphere:	Celestial (IM 13) of Time.
Homeplane;	Unknown
Date Ascension;	750 AC or just after.
Sponsor;	Calitha Starbrow
Statistics;	AC-6, HD 27, Hp 180, MV 150' / 50, AM 60%, Sv IM13 #AT 3= Punch 3d6+2, Spear 3d8+5, AL N ST 17, IN 27, WI 33, DX 20, CO 21, CH 15.
Powers:	Detection Suite, Enhanced Reflexes, Improved Saves vs. Physical and Mental attacks. Spear +3.
Followers Alignment:	any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Clerics (called Seers).
Alignment:	Any non evil
Powers:	All Clerics are Seers and have prophesying capabilities which improve upon Piety and levels. Yav's clerics can foretell future with good accuracy once a month (in game terms, the DM can send them an omen through dreams which shows an event that will happen within the next year if nothing interferes with the planned course of facts).
At 5 th level;	There are Yavdlom seers who do not belong to the clergy. If they're unaware of their talents when discovered by the clergy, they must join the ranks of the "true seers." Otherwise, they are hunted down as heretical pariahs. Their powers make them dangerous, since they would be capable of interfering with the divine course of history without limitation. There are very few of these people. Most leave the Yavdlom Divinarchy: others remain in the undercity. Any member of the clergy would instantly sense unholy powers upon meeting a pariah.
Skill Effects;	+2 bonus on saves vs. mind influencing magic spells. Extra Astrology Skill Required; Honor Yav.
Accepted Weapons;	Recommended: Ancient History, Ancient Languages, Local History, Reading/Writing.
Accepted Armor;	Standard, favored quarterstaff. None: no shields.
Holy Symbol:	A Conch Shell
Vestments;	
Adventuring Gear;	Any.
Temples:	Actually none, Seer have a direct personal contact towards the followers.
	The clergy's lower levels perceive only minor events within a relatively close future. These are soothsayers dealing with the common population. They can generally tell if someone "matters" or not, however. The present Great Prophet of Yavdlom, the head of the clergy, can discern major future events with more accuracy and farther into the future.
	As an effect, the common population tends to consult soothsayers for just about any major decision in their lives: however, few are those who correctly interpret the diviners' clues. The commoners do spend much money this way, and status can be gained according to the quality of the seer's services secured. For the rich, this is a constant pursuit.
	At the upper levels, holy wards prevent the clergy from revealing their visions. This explains why the clergy can never gain nobility and thus remains extremely passive: they are the watchers of Demi-humanity. However, upon an omen from Immortals, they may help someone's cause, but then only with sibyl-like riddles. Yavdlom seers never openly reveal to foreigners (including PCs) whether they matter or not: consider the DM's problems if this was done!
	Seers must remain free from passion, since emotions cloud (and sometimes distort) their visions. Most use profound meditation to overcome their personal feelings. As a result, the more powerful seers are excessively dispassionate and passive people. There are, however, some things the Yavdlom seers can't see: the Immortals, their heralds, or those mortals who are destined to attain Immortality in their lives. These appear as "people who matter;" but how much they matter remains murky. This has led to some of the biggest misreadings on the part of Yavdlom seers.
Dogma:	Yavdlom, seers, prophecies and divinations

Daily Activities:

Priests of this Immortal act as intermediaries between the oracular Immortal and visitors who come to receive his prophecies.

Duties of the Priest: Guidance, Marriage, Omen-Reading. Missions: Having passed on a prophecy, the priest may choose to accompany those who received the prophecy. The priest may just want to see how reality matches the vision he received: however, if the prophecy included options, visions of different ways the situation could resolve itself, the priest may be tagging along to help the preferred outcome take place.

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There are very few of these people. Most leave the Yavdlom Divinarchy; others remain in the undercity. Any member of the clergy would instantly sense unholy powers upon meeting a pariah. Seers must remain free from passion, since emotions cloud (and sometimes distort) their visions. Most use profound meditation to overcome their personal feelings.

As a result, the more powerful seers are excessively dispassionate and passive people. There are, however, sometimes the Yavdlom seers cannot see: the Immortals, their heralds, or those mortals who are destined to attain Immortality in their lives. These appear as "people who matter;" but how much they matter remains murky. This has led to some of the biggest misreadings on the part of Yavdlom seers.

As a cultural and philosophical trait, the clergy never willingly reveals what it foresees. According to the Precepts of Yav, the greatest prophet in their history, holy ones must not interfere with the course of history set by the Immortals.

The clergy chooses the nobles and provides them with a ruling charge commensurate with their rank, such as the rulership of an army, a dominion, a town, a city, or a whole state. The Yavdlom Divinarchy otherwise is a federation of medieval states under the administration of an overlord.

Known History:

Yavdlom was founded by stray Tanagoro colonizers in 2200 BC. They settled at the time of a major Elven migration from Davania to Brun. Many wars occurred between the two races, and the elves eventually moved on.

Some of the population mixed under influence of (failed) Immortal experiments of creating Half-Elves, and a very light, permanent strain of Elven blood now remains among the present Yavdlom people.

Yav died at the hands of an elf, which explains a certain antipathy toward the fairy races. To avoid the wrath of their Immortal patrons, the Yavdlom people made a mass pilgrimage to the Arm of the Immortals, where they remained for a century. Yav is now the Immortal heading the Yavdlom pantheon. His remains are thought to be buried at the ruins of Ofo, which are taboo.

Following omens from Yav, the people finally returned to their ancestral lands. The uncanny prediction ability of some Yavdlom people comes from their culture and their particular racial makeup.

The Yavdlom population has spread to all of the Serpent Peninsula, up to the border of the City State of Slagovich and the outskirts of the Great Waste. The Divinarchy has had a number of clashes with Jaibul along the coast or caravan trails. It is now a strong but peaceful empire that trades mainly with Slagovich, Sind, and Minrothad (the latter keeps its knowledge of the Yavdlom very quiet).

Forgotten History; Yav was born in 556 BC from an Elven mother and a human father in the Serpent Peninsula. Early in his childhood he began to manifest exceptional foreseeing skills and soon he became the most powerful seer that had ever walked in that region, saving hundreds of people by foretelling hurricanes and other natural disasters. When Yav reached adulthood he joined the clergy and started to preach against seers who used their powers for personal gains, but his proselytising didn't have much success.

In 529 BC after major abuses on the part of the ruling seer's class, various factions of Elven purists massacred all half-bloods they could find, whether they had divination skills or not. During this riot the Tanagoro inhabitants of the Serpent Peninsula grouped together to stop the elves and the resulting civil war made ten thousands dead.

During this period of turmoil Yav disappeared and his followers spread the rumor that he had been killed by the elves. In fact he had chosen to leave the region to discover the true cause of the outbreak of violence and chaos, since through the use of his powers he had sensed that something was influencing the thoughts of both the seers and the commoners (making all of them greedier and more evil).

After traveling a lot, he became aware of the fact that the farther he got from Thanegia and the more difficult it became for him to use his divination skills. So he came back home convinced that the solution to this mystery lay buried in the Serpent Peninsula. After his return he discovered that the most powerful seers now ruled the cities and those who hadn't got the Sight were forced to pay the seers to benefit from their gifts. He also discovered that his followers had turned him into a god by proclaiming him infallible and omnipotent.

The cult of Yav was attracting especially people from the humbler classes, who all waited for Yav's return to bring justice and harmony in Thanegia once again. So Yav chose to remain hidden and he introduced himself as Mulogo, reaching a powerful position in short time thanks to his powers. In 500 BC he proclaimed himself the Herald of Yav and by predicting a terrible earthquake all other seers had failed to anticipate, he finally managed to convince the Tanagoro to leave Thanegia en mass, foretelling that Yav's wrath for their sins would have caused great catastrophes and that moving to a faraway place was the only solution. So the Tanagoro built a great fleet and sailed westwards, settling in the Arm of Immortals were all seers lost their powers.

In 480 BC Mulogo sailed back to Thanegia and eventually found the cause of all the problems. Buried deep in an underwater cave between Thanegia island and the Serpent Peninsula he located an artifact of the sphere of Time with two important side-effects. It gifted those people with mixed human and elves blood with precognitive skills and at the same time it corrupted people's thoughts, increasing the feelings of greed, egoism and thirst for power. Trying to repair the artifact Yav triggered it and found himself cast forward to 400 AC. When he sailed westwards to his kin, he discovered the seers were long gone and that the Tanagoro were now threatened by humanoid warbands. Assuming the identity of Mulogo, he led his descendants back to their ancestral home in Thanegia and again he saved them.

Then he personally taught the Precepts of Yav to the new ruling class of seers, to promote a peaceful coexistence with those not gifted and avoid all previous abuses. After giving the reins of power to his nephews, he returned to the cave of the artifact and mastered its use. Afterwards he traveled 300 years in the future, but there he discovered that not even his teachings had protected the seers from the corrupting influence of the artifact.

He went back to study the time machine and discovered it had been damaged by an earthquake in the past, and this was the cause of its devious side-effect. After another long trek he managed to recover the missing parts and put them in place, but this caused a new unforeseen side-effect. His kin grew lazy and decadent, and his kingdom broke up in many small autonomous villages, many of them threatened by the neighboring civilizations.

In a final attempt at fixing the artifact once and for all, he eventually repaired it and was cast ahead in time up to 750 AC. He successfully located his descendants and helped them unifying the tribes, thus creating the Most Serene Divinarchy of Yavdlom. At that point he was contacted by an Immortal who explained him all his efforts had granted him a place in the sphere of Time.

Personality: This is a Immortal who delivers broad statements about the future to his followers. He's distinct from the Immortal of Fate and Destiny in that he doesn't preach a doctrine of acceptance: he just passes on the visions he has of the future, and lets his followers and those who beg his visions act on them accordingly.

Yav is an exceptional righteous and pious person, who preaches that power must always be used for the common welfare and not to achieve personal goals. His incredible peacefulness and wisdom make him the perfect adviser even among Immortals and have allowed him to avoid making enemies.

Appearance: An elderly black-skinned man with a mix of Elvish and Tanagoro features, sporting a short grey beard and a few lumps of curly white hair on his temples, wearing a simple sleeveless cotton tunic and with a peaceful and meditative look on his face. He may also appear as a younger version of himself (vanity is not only for the mortals); Muscular, Adult, Longer dark Brown hair with grey and reddish streaks, wearing animal furs and further simple skimpy ;leather clothing and boots.

In whatever form he can be recognized by the large Aquamarine set gold necklace. As can be seen in the initial picture, he is befriended with a Huge Green Dragon named Urthaardicolin. This male Dragon greatly approved the seers powers, and sponsored his friendship to him and the local population, thus easily raising its hoard. Urthaardicolin is now preparing his ascension through the Draconic circles to reach Immortal status.

Allies;	Tiresias, Urthaardicolin, Calitha Starbrow.
Enemies:	None as yet
Holy Days:	None specific.
Days of Prayer:	None, Priests pray at awakening 10 hour rest to receive spells
Piety awards:	None additional
Piety Penalties:	Misusing Visions of the Future -5
Habits:	Modest -2, Reverent +2, Trusting +2, Loyal -2.

The Yavdlom people The Yavdlom Divinarchy is a society ruled by soothsayers and prophets. The talent for prediction separates the laymen from the clergy and provides the basis for an entire clerical hierarchy. The different ranks among the seers range from those who have latent abilities to those who are nearly all-seeing diviners.

The caste of laymen is also divided among “those who matter” and those who don’t. The former are people who will affect their environment in some noticeable fashion during their lives. There are different degrees of effectiveness: someone who will lead an army into a historically meaningful battle “matters less” than a future emperor who will conquer and rule nations for decades.

This serves as the basis for the Yavdlom nobility. Nobility is a relatively temporal thing. One loses nobility once his destiny no longer affects the world around him (hence he “no longer matters”). These destitute nobles, the swetangas, retain a status equivalent to knights in a common medieval society. The clergy chooses the nobles and provides them with a ruling charge commensurate with their rank, such as the rulership of an army, a dominion, a town, a city, or a whole state. As with all noble offices, the charge of overlord is mandated by the clergy (obviously “one-who-matters-most” in the eyes of the clergy).

Although tribal homelands correspond more or less to the states’ geographic areas, partition of the land by tribes has not been in effect for two centuries. Tribal environment affects only cultural background and regional accents. As with all noble offices, the charge of overlord is mandated by the clergy (obviously “one-who-matters-most” in the eyes of the clergy).

Nobility is accountable for the enforcement of the laws created by the clergy, the economy, and the defense of the land. The clergy unequivocally controls the legislative and judicial branches of Yavdlom government. To be a noble, one must be able to affect at least 1,000 people sometime in his life, bringing about drastic and lasting changes in their lives.

This makes a man a yobar (baron). At 5,000 people, it makes him a kwa’a (count); at 25,000, an uvundi (viscount); at 100,000, a m’doli (marquis); at 600,000, a djangasa (duke); at 3,000,000, a mokubu (monarch); and, beyond 15,000,000 people, a somba (the supreme incarnation of one of the many Immortal spirits in the Yavdlom pantheon—a king of kings among mortals). Those titles are usually added before the recipient’s name.

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Dead:	Afloat a raft on the waters alit with fire.
Birth:	Baptized in the temple with holy water
Colors:	Brown, Green, Shimmering Pearly colors
Incense / Oil:	Floral Scents, Coconut Oil, Saffron.
Symbols:	None
Stone / Metal:	Crystal, Brass.
Plants:	Coconut, Saffron tree, Orchids
Animal:	Deathhead-Monkey, Bird, Snake.
Chant:	none
Sources:	Dragon Magazines: 170, 189, 192, TSR1094—D&D—Champions of Mystara, TSR2521—AD&D2—Savage Coast Campaign Book, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Ymir

Himir, Hymir, Holda, Holde, Holle

Patron of Frost Giants, Cold, Seasons



Region:	Northern Reaches, Norwold, Hollow World: Cloud and Frost Giants Worldwide
Sphere:	Celestial (IM 18) of Time
Homeplane;	Jotunheim (Part of Gladsheim).
Date Ascension;	515 AC
Sponsor;	Odin
Statistics;	AC-6, HD 32, Hp 280, MV 300/100', #AT 3 = Punch-6d6+10, AM 60%, Sv IM 18, AL N ST 48, IN 21, WI 19, DX 9, CO 25, CH 22
Powers;	Extra Damage 3x, Fighter Options.
Followers Alignment:	Any
Taxes;	Followers are taxed 10% of their annual income by the Church.
Clerics;	Cleric, Humanoid Shaman, only males.
Alignment:	Neutral
Powers:	Immunity to all spells with coldness and heat (not fire!) as one of their components or effects
Skill effects;	Drinking Skill+5, Predict Weather skill extra. Required: Weather Sense, Honor Hymir Recommended: Astrology, Agriculture, Navigation, Reading/Writing.
Accepted Weapons;	Standard, Club, quarterstaff, maul, polearms, scythe, sickle.
Accepted Armor;	All non-metal armor: no shields.
Holy Symbol:	Varying per season available. The more towards the poles the shorter summer will be, and the more equal Spring and Autumn will be, until—near the pole—only two seasons (Spring and Winter) remain. Spring=Sapling, Summer=Sheaf of Wheat, Autumn=colored Leaf, Winter=Leafless Tree, Entire Year=Snow-covered Maul
Vestment;	White to light blue clothing, with fur rugs and chain mail armor. They are disallowed to shave any facial hair.
Adventuring Gear;	Any
Dogma:	Himir celebrates the changing seasons, and so is related to the gods of agriculture and time.
Daily Activities:	Her priests maintain the calendar and are often find astronomers. Duties of the Priest: Guidance, Marriage.
Temples:	This Immortal has no temples but celebrates his honoring in the open, in Henge-like structures made of wooden poles and sticks. These are thus called Wood Henges.
Known History:	She was the first Frost Giant Queen. Her name was Holde, but was also named Holda, Holle, Hulda, Bertha, or Berchta. Her nicknames were the White Lady, The Crone, Dark Moon Goddess, and Black Earth Mother. In life she was an ugly Frost Giant Crone and a Frost Mage, in her own right in her own dimension, long before frost magic was (re)discovered on Mystara in the Prime Plane. She was brutal, evil and violent, but through life she slowly changed her behavior. Rumored to be Tyr's Giant Mother, but more reasonably they lived in the same era, and were friends. Holde did not like the Immortals, so the reason why she herself became one is unknown. She was with the Immortal Thor when he caught Jormungandr while fishing. While Thor has had his troubles with Giants, he also had some as friends. Holda was not from the Prime Plane, but found her origin in the Plane of Jotunheim. Here Giants are true giants and tower to triple or even quadruple their sizes as on the Prime Plane. She fought through the giant-wars on the multiple planes, as a Giantess-Mage, through which she acquired her Immortality in the Sphere of Time. When she became an Immortal she took a name in respect and honor to the former Immortal Ymir who was slain by Odhinn, Vili and Ve from the first creations of Audhumla. Her name became Himir / Hymir sometimes called honorably Ymir, but these entities are not the same, in whatever form, time or place. Even though she battled many races and individuals, and was bested by some rarer individuals, or beaten by armies of multitudes, she managed to survive, unbeaten in her mind, and untarnished by a feeling for vengeance.
Holda / Hymir	Ymir Witchcraft, Winter, Wyrd, Fate, Karma, The Arts, Revenge, Giants.
Personality:	Though her eyes everybody should be seen through his or her actions on the long term, not immediately or shortly thereafter. Only time itself, will reveal the urgency of revenge or punishment. The seasons flux and weave with every action done in it.

A warm summer rarely will result in dry autumn, a cool spring rarely in a wet summer, an foggy autumn rarely in a snowy winter, and a cold winter rarely in a windy spring. Mostly the opposite will happen instead.



Appearance;

Himir has two manifestation forms, one that resembles her own original female frost giantess Crone Mage. With sloppy grey hair, hunchbacked, gruff teeth sticking out of her lower pronouncing jaw, leather and fur together with cloth rags, accomplish her gypsy-like appearance. She likes golden jewelry, especially earrings.

Her large hooked and bent nose gives her the typical witch-like crone appearance, but this is finished by her small chin sporting several grey beard hairs. Under her single-heavy brow she has two red bulging eyes, with no visible pupil or sclera.

Her dirty and unkempt hair is covered by a gypsy-like shawl of red color. She is always carrying her maul, but this is in this identity hidden under the rags.

Her second form is that of a young, strong male Frostgiant, which she also uses as her mortal identity. Hymir is the King of the Frost giants. Hymir will have from 2d12 White Dragons at his side. Hyrm is also served by his 10 Frost Giants brothers (150 hp, use 1st - 3rd level spells and attack as 15 HD/ level monsters).

Allies:

She is befriended with Aegir. Her Sponsor Odin is no longer in control of her, and although they have had their arguments, they truly respect each other.

Enemies:

She does not get along with either Surtr, Loki nor Hel. But she does not see them as true enemies. She sees Heimdal as an Enemy, as he sees all Giants as Enemies.

Holy Days:

1st Day of the Seasons - Festival of Joy, Love, and Friendship
 1st Thaumont-Spring 1st Klarmont-Summer 1st Ambyrmon-Fall 1st Kaldmont-Winter.
 People make fun, invite neighbors and friends, the festival, with much food (season and area bound) lasts until sunrise the next morning. Then the normal life goes on again.

Day of Prayer:

Loshdain (Saturday).

Piety awards:

None additional

Piety Penalties:

Getting damaged by cold -1

Habits: ▶

Modest -2, Cautious -2, Forgiving -2, Honest -1.

Dead:

Buried under a cairn

Birth:

Baptized in the rain or snow fall.

Colors:

Black, White, Blue, Brown.

Incense / Oil:

Pine, Storax, Myrrh

Symbols;

Wolf, Bear

Stone / Metal:

Onyx, Jet, Obsidian, Black Agate, Lead.

Plants:

Beech, Elm, Ivy, Juniper, Mullein, Blackthorn, Willow, Yew, Elder.

Runes;

Isa, Hagalaz, Ehwo

Chant;

*White Lady of the Wild Hunt,
 Crone Lady of the Moon,
 Change the fate that rules me,
 Lift all curses soon.
 To all who ill-wish me,
 Fire and cold,
 Their lives be in ashes,
 Crone Lady of Old.*

Extra Spells:

Interpret Runes

Range: touch
Duration: Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer in one of the following ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Bless Runes

Range: Touch
Duration: 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Idun
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Fjalar
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Inscribe Runes

Range:	Touch
Duration:	Permanent
Casting Time:	3
Effect:	One Power Rune on one single object.
Saving Throw:	None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Know Runes

Range:	Caster
Duration:	Nine Nights
Casting Time:	3
Effect:	Cleric
Saving Throw:	None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune, but only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Ymir Cult, one is placed atop a Frozen mountain for 9 nights, upside-down, just preceding a heavy Snowstorm in mid winter. The person must suffer all weather effects, cold, wind, rain, hail and lightning.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals

despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

HYMIR'S STEAMING CALDRON

The vain Immortal giant Hymir created this device to produce vast amounts of superb ale for his own enjoyment, and for his friends Thor and other Immortals. Its powers can, however, be used in other ways.

Description: This is a black iron kettle with a handle, of a type normally found in kitchens. It is about 18 inches across and 1' tall.



Minor artifact of Time

Suggested Powers (PP 35):

<u>Attack Powers</u> (2)	
A1	Create poison* 40TP The only poison this will create is alcohol. (mostly Ale)
A2	Poison Gas Breath 50TP Bad Breath

Information Powers (1)

B4	Container, 10,000 cn 20TP
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Transformation Powers (2)

C1	Create water 20TP 6T, 50 Gallons
C2	Create Food 35TP 400 men and Mounts

Activation:

The kettle is inactive when found. The user may activate it by filling it with water and heating it over a fire. The user may read the powers and command words in the rising bubbles by using a read magic spell. However, it is impossible to exactly duplicate Hymir's formula for the taste of his ale, unless a sample of his ale has been tasted.

Use of Powers:

Each power is triggered by command words. The user may give the commands from up to 10 feet away. However, each power applies only to the contents of the kettle.

Suggested Handicap (1):

Fumbling; when-ever the user attacks another with either a weapon or spell, he or she has 1 chance in 6 of fumbling the attack.

Suggested Penalty (1):

Memory penalty, with different effects as detailed below. Spell caster: After memorizing spells, the user immediately forgets 1 spell of each odd-numbered spell level (up to 1 each of 1st, 3rd, 5th, 7th, and 9th level spells). Non-Spellcaster: The user immediately forgets how to use 1 weapon.

Source:

Scandinavian mythology Further Research: See general reference works on mythology, especially referring to the giants of the Norse myths (which are different from D&D game giants); Hymir is a minor character, usually appearing only in references to Thor and the Midgardh Serpent.
TSR1082/1902—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius

Zirchev

Uller, The Huntsman, Leug, Uatumà,
Jirchava, Zhu Chen-Wei, Artemis

Patron of Sylvan Races, Hunting, Demihumans, Wisdom, Arts.



Region: Karameikos, Darokin, Alphatia, Norwold (Alpha), Savage Coast; Robrenn; Jibaru, Isle of Dawn, Davania, Hollow World; Neathar and Traldar lands; Milenia

Sphere: Celestial (IM 17) of Energy
Homeplane; The Beastlands (2nd and 3rd layer of Arcadia)
Date Ascension; 870 BC.
Sponsor; Ilkundal

Statistics; AC-13, HD 31, Hp 260, MV 300' / 100, AM 60%, Sv IM17
 #AT 3= Punch 3d6+7, or Long Bow-2d6+10, AL N
 ST 31, IN 50, WI 18, DX 28, CO 20, CH 25.

Powers; Detection Suite, Fighter Options, Increased Movement, Thief Abilities. Long bow +3

Followers Alignment: Any (including Specialty Mages known as Lorekeeper and Watcher Mages).
 All personal followers (thus not Church of Karameikos) that worship Uller receive a permanent 20' bonus to base movement (thus 120'/40' becomes 140'/ 47' and not 140'/60').

Lorekeeper Mage; This wizard sect also called the Circle of Tethrai or Circle of Knowledge. In addition to documenting and tracking the lore, history, and knowledge of Traldar, they are responsible for guarding the arcane secrets of the cult and using their abilities to assist the cult.

Requirements; Int. 15+
Alignments; LG, NG, LN, N
Accepted weapons; Dagger
Accepted Armor; None (only magical spells are allowed).
Skill effects; History (Traladaran), Lore (Traldar), Heraldry (Traldar) extra.
 Required; Read/Write Tethrais (Nithian dialect)

Watcher (Forester) Mage; These Watchers are foremost mages that also study in the art of warfare and huntsmanship (they in effect become Foresters). This wizard can acquire skills as a forester. The Watcher wizard can never learn spells from the enchantment/charm, illusion, and conjuration/summoning schools of magic. The Watcher wizard in studying the art of warfare and huntsmanship has some restrictions towards his studies of the arcane. He can never cast spells of 8th or 9th level. This wizard learns spells or creates items as if his Intelligence was two points lower than his actual ability. This limitation also affects the number of languages or bonus proficiencies that he can learn.

Requirements; Str. 13+, Int. 14+
Alignments; LG, NG, LN, N.
Accepted weapons; Any
Accepted Armor; Any (10% casting penalty per AV worn).
Skill effects; Heraldry (Traladaran), and one of the following; Disguise, Hunting, or Animal Handling extra.
 Required; Read/Write Tethrais (Nithian dialect), Tracking, Set Snares.
 Recommended; Those extra skills not chosen there.

Taxes; Followers are taxed 10% of their annual income by the Church.

Clerics; Clerics, Druids, (Specialty Clerics; Lorekeepers Priests, Watchers)
Clerics Alignment: Neutral
Powers; Permanent +2 to hit with bows, above and beyond all other bonuses.
Skill Effects; Extra Tracking and Alertness skill.
 +2 to Hunting, Survival Forest, Nature Lore, Stealth Woods, Animal Handling.
 Required: Hunting, Honor Zirchev.
 Recommended: Direction Sense, Fishing, Reading/Writing, Animal Lore, Mountaineering, Running, Set Snares, Survival.

Accepted Weapons; Standard non-inorganic, Longbow
Accepted Armor; All non-metal armor: no shields.

Lorekeepers; They are responsible for documenting the recorded history, knowledge, and lore of Traldar. The Lorekeepers can either be priests or wizards. The priest will sometimes act as representatives under the auspices of the Church of Traladara. The priests are also responsible for recruiting members into the secret society and also seeking out and finding gifted children that can learn the arcane arts. The priests also fulfill the role as a messenger to the other Traladaran religions.

The wizardly Lorekeepers are sometimes called the Circle of Tethrai, meaning Knowledge in Nithian, to reflect their wizardly practices and knowledge of the arcane. They have the added responsibility of documenting all knowledge of the arcane including spells, alchemical recipes, and formulas and runes needed to create artifacts. The Lorekeeper is responsible for documenting the lore, history, and knowledge of the Traldar people. The priests act as mouth piece for the cult of Zirchev. At 6th level, the priest of Zirchev begins tutelage of arcane arts and can cast wizard spells as if they were five levels lower in experience. At this point the Lorekeeper will require a spell book to document in Tethrais language the spells that are understood and learned.

Requirements; Wis. 14+, Int. 15+
Alignments; LG, NG.
Accepted weapons; Dagger
Accepted Armor; None (only magical spells are allowed).
Skill effects; History (Traladaran), Lore (Traldar), Heraldry (Traldar) extra.
 Required; Read/Write Tethrais (Nithian dialect)

Watchers:	<p>The other sect called the Watchers are essentially the eyes and ears of the cult of Zirchev. They monitor the various occurrences within the Traldar lands. They also act as guardians and protectors of the cult and they participate on missions for the cult of Zirchev as directed by the Lorekeepers.</p> <p>These Watchers study the art of war and huntsmanship and they defer the study magical abilities into they achieve 8th level. Upon reaching 8th level, this Watcher ranger will not receive priestly spell abilities, but rather abilities to cast wizard spells. At this point the Watcher will require a spell book to document in Tethrais language the spells that are understood and learned.</p>
Requirements;	Str. 13+, Dex. 13+, Con 14+, Int. 14+
Alignments;	LG, NG.
Accepted weapons;	Any standard
Accepted Armor;	Any (penalties to some special abilities accrue if wearing heavier armour than studded leather)
Skill effects;	History (Traladaran), Lore (Traldar), Heraldry (Traladaran) extra. Required; Read/Write Tethrais (Nithian dialect)
Artemis' Hunters	<p>The goddess of the hunt is one of the three virgin goddesses of Greek myths and is the most demanding on that point. Only women may be her clerics, and they must be virgins. A man who so much as sees a cleric of Artemis unclothed will be punished severely (but her clerics avoid any public show of nudity). Her creed is a Spartan one, involving simple, quiet ceremonies in woodland groves or unadorned temples. Artemis is mistress of every wilderness skill. When hunting for sport, she chooses either monsters or the largest and most dangerous of mortal beasts for her prey. Her hunting weapons have no bonuses but can strike any Mortal creature. Artemis's priestesses like the thrill of the hunt and prefer hunting down an enemy to merely seeking treasure.</p>
Requirements;	Str. 10+, Dex. 11+, Con 12+, Int. 11+
Alignments;	LG, NG.
Accepted weapons;	Standard, Since hunting involves a long-range weapon, clerics who take this skill should take a staff-sling or sling as a weapon; Longbow, Shortbow, Staff bow when hunting but not for combat.
Accepted Armor;	Any (penalties to some special abilities accrue if wearing heavier armour than studded leather)
Skill effects;	They study wilderness skills, favoring hunting, fishing, and tracking at 1 st level.
Holy Symbol:	A hawk riding a wolf
Vestments;	Green, or brown robes made of natural materials like Wool, Silk, Cotton, Leather or fur.
Adventuring Gear;	Any.
Temples:	<p>The last structure of note is a temple dedicated to Zirchev. A large temple made out of strong and sturdy oak, this shrine stands just over three stories high. A large brass bell tops the tallest spire, which can be heard throughout the city. What makes the temple so beautiful is its sheer simplicity. There are no fancy decorations, extravagant use of gold or silver, or even tasteless statues used to honor Immortals (Rad forbid anyone would want to anyway!).</p> <p>The only thing indicating that it is a house of Zirchev is a carving of his face just above the main double doors. It seems the Forest Immortal has gained quite a bit of popularity here in Alpha, and there are almost daily ceremonies held to honor him.</p> <p>The high priest even has a choral of trained birds who "sing" the hymns during the prayers. Even those, who detests prayers and such religious nonsense, must admit that the presentation of the ceremony is marvelous.</p>
Dogma:	Sylvan races, animals, survival, tolerance, magic, nature, outcasts, hunting. This Immortal is a patron of the hunter, and is a provider of foods and furs: thus he is a Immortal much loved of woodsmen. Though he hunts animals and encourages his flock to do likewise, he is usually a wise hunter, he is often a patron of animals and their protector from needless destruction at the hands of too-greedy hunters and poachers.
Daily Activities:	The Immortal's priests, too, are hunters, and their mission is to teach the flock sound principles of hunting: Not killing mothers with young, not depopulating the wilderness of whole species, etc. Duties of the Priest: Guidance, Marriage.
Known History:	<p>During his mortal life, Zirchev was a high-level Traldar mage trained in the arcane arts by the Hutaakans whom he served as apprentice in the Traldar Lands. Since he earned his freedom, he became friend of the Sylvan creatures, including the mysterious Vyallia elves, and started to act as patron of the Sylvan races and keeper of the woodland areas of the Traldar Kingdoms, therefore earning the nickname of "Huntsman". A lot of his magic was devoted to befriending and summoning and commanding monsters and animals.</p> <p>When the Gnolls invaded Traldar, Zirchev answered King Halav's call to arms and allied with him to defend the Traldars from the humanoid horde about to bring mayhem in their region. Zirchev became Halav's court mage and adviser, and together with Petra they came up with a successful strategy to hold the Gnoll invasion and avoid utter destruction, thanks to the King's and Queen's armies and to Zirchev's band of powerful sylvan creatures. After the final epic battle where the Gnoll war leader perished, Zirchev recovered Halav's corpse and brought it to Petra for raising him. After that, the trio split to pursue individual goals. Zirchev succeeded in earning Immortality after he completed the path of the Paragon under Ilsundal's sponsorship in 870 BC (he created the fabled Eye of Traldar and the magic site called Haven, and was acknowledged as the most powerful wizard of the area also by his long time friends, the Vyallia elves).</p>

Since that time, Zirchev has acted as a patron of the Traldar within the Hollow World (though he had no interest in the descendants of the Traldar, the Milenians). He is also sympathetic to the forest folk, and will often aid centaurs, dryads, and other such races, and may aid adventurers who help them. Only then did he discover that Halav and Petra had become Immortals too, and the three banded together again to become the patrons and protectors of the Traldars and their descendants, the Traladarans. Zirchev became also the patron of many sylvan races around the world (Phanatons above all, who know him as Uatumà, the Huntsman), animals and outcasts in general (including non-evil lycanthropes). He is also worshipped in Robrenn as Leug, patron of wisdom, tolerance and demi-humans.

The Legends;

These have utterly mangled the story of Zirchev. They say of him that he was a simple huntsman who learned from the Immortals ways to tame, ride, and fight from horses, to train dogs to fight for their masters, and to take on animals traits when stalking and fighting the enemy. These skills were already long-known to the Traldar, but legends in the Known World just aren't always, or even usually, right. He is the patron of hunters and archers, and also protector of wild beasts and game. He was never recognized as a full Immortal (He was merely known as the huntsman of Frey), until the influence of the Alphatians and other worshippers of Zirchev from Norwold and Thyatis. Sentient forest creatures, as well as werewolves, Werebears, Wereboars, and other lycanthropes, also pray to Uller to protect them from human incursions.

Uller is also falsely considered one of the strongest Immortals and second only to Odin himself. Uller did very little except to usurp Odin's throne and cause disharmony amongst the Immortals until Odin returned and deposed him, Uller then fleeing into the wilderness. For this reason, if these two Immortals cross paths, they will automatically fight. Since he is the Immortal of the Hunt and Chase he has an increased movement rate of 240' / 80' and Uller may control any weather that is cold or wintry. He tracks as a 13th Level Scout / Ranger 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.

Personality:

Zirchev has always been an introvert, shy and lonely type, a wallflower, uncomfortable around warriors, children, and women, and not going along with humans he ended up striking a bond with animals, who became his closest friends. He spent so much time in the woods that he also became friend with the intelligent sylvan creatures (centaurs, fey, treants, etc.) and took a liking to this kind of life. For this reason he is now a patron of misfits and outcasts (especially Werecreatures), and thus preaches tolerance and respect for the fellow being (be it a man or something else).

The Huntsman (Uatuma)—(alias Zirchev) Patron of the hunt, but also of bravery, charm, and success among the clan. The Huntsman is a friend of Ui. He is the one who guides the hunting parties and the war bands during times of crisis. As Uller, Zirchev has a seat amongst the Northern Phanteon. Here he is revered to as "Uller The Magnificent". The later Traladaran legends distorted the true facts and presented him only as a huntsman and woodsman that had the gift of taming every animal he met, making him patron of the woods. Zirchev never did anything to change this view in Traladara or among the Traldars, since he likes the portrait anyway. The Sylvan races however, have a better understanding of his real personality and goals.

In the Hollow World, Zirchev is a Patron of the Traldar, of forest races, and of some human tribes who have mystic bonds to animals. He promotes the study and preservation of all beasts, including werecreatures.

Appearance:

Zirchev, in life, was a skinny, unattractive, clumsy man. Consequently, he prefers to promote the later legends about him, and made himself a manifestation form opposite. When he manifests himself, it is as a well-muscled hardened hunter with a charming look, clad in mimetic hunting clothes (green and brown) and with a longbow on his shoulders, usually accompanied by a group of Sylvan creatures or tamed beasts.

Allies:

Zirchev's chief Immortal allies are Halav and Petra, his companions from his mortal life. He is also friends with Ordana, Eiryndul, Faunus, Ilsundal, other patrons of woodland races.

Enemies:

Ruaidhri Hawkbane is the only Immortal Zirchev strongly opposes, responsible for slaughtering a whole race of good-aligned lycanthropes (werehawks) driven by hatred. Zirchev dislikes Ruaidhri Hawk bane's single-minded purpose, and tries to block the Silver Hunter's plans to destroy all Werecreatures. He will oppose Kaladan the Master Shaper, as well, when he learns about him after his ascension to Immortality.

The cult of Zirchev;

This is a secret society concerned for the welfare of Traladaran people. They are the scribes of history and possess a greater detailed account of Traladaran history including the heroic epics of many forgotten heroes. There are also tales of Hutaakan people and legends of a great and mighty empire called Nithia. However these tales are regarded as mythological rather than documented historical fact.

The cult of Zirchev has for years undertaken quests to thwart some unknown evil of legendary past. They keep their exploits and presence a secret. Thus the common Traladaran would never hear of the cult, and other priests of Petra and Halav only suspect its existence, but afford no concrete proof.

As part of documenting history and protecting the common welfare of the Traladaran people, the cult monitors sinister villains, monster populations, and criminal organizations. The current (1000 AC-1010 AC) attention of the cult focuses on Baron Ludwig von Hendricks of the Black Eagle Barony and the slaver organization called the Iron Ring.

In addition to this, the cult has taken special interest in the spread of Lycanthropy and Vampiric activity. They have detailed research on these creatures especially in regards to destroying these creatures when they become too troublesome or notorious. They have detailed information on the vampire society (Nosferatu) within the Traladaran lands, and its political relations to other Vampiric societies, such as those found within Glantri. This includes information on the Sulescu family of the Sulescu Barony.

The cult has two distinct sects called the Watchers and the Lorekeepers. And has a secret language which is not taught to anyone outside of the cult. This language is a forgotten ancient dialect of Nithian honorably called Tethrais, or language of knowledge. This language can be understood with a successful proficiency check by Hutaakans and Nithians either from history's past or from within Mystaran planet in an area sometimes referred to as Hollow World.

Alpha Norwold There are three current major topics going around the taverns of Alpha. The first is the previously mentioned religious ceremony to Zirchev. Many people here are those who helped colonize the area or are their direct descendants. Alphans therefore have a greater respect for nature than most city-dwellers, as the numerous city parks and the wildlands in the area can attest to. I would say that Alpha could almost be called the City of Rangers and Foresters.

Allies: He has many allies, all among the nature-oriented Immortals (first and foremost Halav and Petra), but only one real enemy: Ruaidhri,

Enemies: Leptar, Orcus, Demogorgon.

Holy Days: Zirchev does not use Holy days of himself, but rather uses those of his friend and ally Halav (see there).

Piety awards: Restoring an area from environmental pollution or damage +4

Piety Penalties: Damaging an area or part of nature accidentally (Flora, Fauna, Ecology, Balance, etc.) -2
 Damaging an area or part of nature purposely (Flora, Fauna, Ecology, Balance, etc.) -8

Habits: ▶ Honest +2, Modest -2, Cautious +2.

Dead: Entomb under the temple.

Birth: Baptized in the temple with holy water

Colors: White and Yellow.

Incense / Oil: Sandalwood, Pine.

Symbols: Bows, Skis, Mountains.

Stone / Metal: Agate, Carnelian, Alloys.

Plants: Fern, Maidenhair, Mandrake, Marjoram, Valerian, Beech.

Day: Nytdain

Animal: Wolf, Hawk

Chant: *Powerful Enchanter, Magnificent One,
 Let the victory be mine.
 Abilities and Beauty, magic skillful,
 Aid me in my endeavors.*

Extra Spells

Bless Runes

Range: Touch
Duration: 10 rounds unless otherwise specified
Casting Time: 2
Effect: One Power Rune inscription.
Saving Throw: None

Cleric spell granted by different Immortals at different level (1 or 2).

Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.

Interpret Runes

Range: touch
Duration; Instantaneous
Casting Time: 2
Effect: one Cleric
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals mostly answer in one of the next ways:

- You have chosen well. You have our Blessing. (Good idea.)
- Your fate is uncertain but you have our blessing. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character.

The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.

Inscribe Runes

Range: Touch
Duration; Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Saving Throw: None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of the circumstances of the activation or destruction of the Rune—only that it has been activated or destroyed. There is a limit to the number of Power Runes a Cleric may have magically inscribed at any one time. The total is equal to the number of third level spells the Cleric can memorize at one time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.

Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Idun
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Fjalar
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Know Runes

Range:	Caster
Duration:	Nine Nights
Casting Time:	3
Effect:	Cleric
Saving Throw:	None

Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (Odin, Thor, etc.).

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony. A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a Consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken of before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish, can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.

In the Uller cult, a ceremonial hangman's noose is placed around the Cleric's neck, with a piece of smelly fresh meat on it, and then he is bound and sent blinded into the woods, wandering like a zombie, for nine nights.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required (made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

Sources: Mythological Encyclopedia,
Dragon Magazines: 166, 188,
TSR9031—D&D—Gaz1—The Grand Duchy of Karameikos,
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TSR2521—AD&D2—Savage Coast Campaign Book,
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Site of Pandius.

Zugzul

Surt, Surtur, Corona, Hauron, Saturnus, Saturnius

Patron of Power and War, Fire, Necromancy, and Agriculture



Region:	Ylaruam, Skothar, Davania and wherever fire giants dwell, Ancient Nithia, Ancient Blackmoor.
Sphere:	Hierarch (IM 32) of Energy
Homeplane;	Muspelheim (mid part of Gladshiem)
Date Ascension;	several centuries before the rise of the Blackmoor era and the Afridhi Empire.
Sponsor;	unknown (but Ixion is logically)
Statistics:	AC-16, HD 46, Hp 900, MV 300' / 100, AM 90%, Sv IM 32 #AT 4= Punch 5d6+9, or Sword-4d10+14, AL CE ST 45, IN 50, WI 44, DX 25, CO 51, CH 22.
Powers:	Increased Movement, Dragon Breath, Height Increase, Increased damage. Normal Sword +4 of fire
Followers Alignment:	Any Neutral or Chaotic
Taxes;	Followers are taxed 5 to 50% of their annual income by the Church.
Clerics:	Only females; Clerics (Sister of Fire), and Knights (Handmaidens of Death). All post pubescent Afridhi women received clerical training, and as thus is done with the same of the following of Zugzul today. They are the special servants of Zugzul in his Zul (fire) aspect and are the guardians of the family hearth. Most are content to remain 1 st or 2 nd level clerics. Those who want to advance further are examined by the Mistress of God (high priestess) to determine their suitability. If the Mistress of God deems them acceptable, they become Sisters of Fire, priestesses of Zugzul who rule the Afridhi. Sisters of Fire can be of any level of experience between 3 and 10. Only the Mistress of God can rise above the 10 th level of experience (and only with the help of Zugzul).
Alignment:	Chaotic (any)
Powers:	As a special gift from Zugzul, all Sisters of Fire have a natural resistance to fire (per the cleric spell resist fire, but of continuous duration). +1 to Constitution
At 8 th level;	The priest can pass unharmed through any wall of fire spell.
Skill Effects;	+2 to Necromancy and Arcane Skills Required: Fire-building, Honor Zugzul. Recommended: Reading/Writing.
Accepted Weapons;	Standard, Battle Axe.
Accepted Armor;	All metal armor, all metal shields.
Other Restrictions;	To mark themselves as persons above mortal concerns, they must take vows of piety, poverty, and chastity. Always, they must live apart, among their own kind (other Sisters of Fire) or in solitary quarters where they won't be tempted to desert their calling and succumb to the joys of home and family. Those who find this regimen too onerous can resign their office by simply removing their robes and announcing their intention to quit. Such women are greatly sought after as wives. However, few Sisters of Fire resign since this irreversible choice cuts them off forever from the power and excitement that comes with rulership. Besides, most of the Sisters are truly devoted to Zugzul (and earlier with the Afridhi nation).

Handmaidens of Death

The handmaidens of Death are elite (only male) Knights of the Zugzul temple, as they were elite fighters for the former Afridhi Empire 4000 year ago), who have been sworn to the personal service of Zugzul and his high priestess. The Handmaidens provide bodyguards for the top leaders of the temple, mages, and for key religious installations (especially in today Ylaruam and former Afridhi).

The Handmaidens of Death are extremely ferocious and virtually incorruptible warriors—religious fanatics devoted to Zugzul and his chosen high priestess. None will betray either the god or those who speak for him, and each believe that if he dies while in the service of Zugzul, he will be transported to a celestial pleasure hall for members of this brotherhood.

Though few in number, the Handmaidens are the soul of the Afridhi Army—the model to which others aspire. They often lead particularly difficult or desperate missions or command special detachments. Though they are sworn to die joyously for Zugzul and are noted for incredible bravery, the Handmaidens are also cunning soldiers, who do not give their lives to no purpose.

Alignment: Chaotic (any)

Powers: As a special gift from Zugzul, all Handmaidens can cast once a day for each Piety level above basic one resist fire.
+1 to Constitution

Skill Effects; Required: Fire-building, Honor Zugzul
Recommended: Reading/Writing.

Other Restrictions; All (about 200) Handmaidens of Death are men. Their oath forbids them to grow any hair on their faces (which is burned and the shaved off) or to cut the hair on their head (which is bound into a single or double long braid, and usually kept coiled inside a loincloth).



	<p>When relaxing among themselves, the Handmaidens wear long brightly colored silk kaftans and soft slippers of the type favored by females.</p> <p>In order to free their minds from worldly concerns, members of this order are forbidden to marry or have children (but not of having total abstinence) until released by the Mistress of their Good from their oaths, which usually happens after 20 years of service. In order to symbolize their devotion, on high Holidays, they comb and oil their hair, paint themselves bawds, and perform the "Dance of Death" ; a combination sword dancer and ritual combat in which each dancer allows himself to be wounded at least once.</p>
Accepted Armor;	All metal armor, all metal shields. When on duty, they wear chain mail (rarely better) and heavy boots over this female clothing. All carry a sword and a buckler shield. Members of this elite company always wear a lot of jewelry, tending to prefer heavy drop earrings and thick gold necklaces. On average, each Handmaiden wears jewelry worth between 3 and 6000 Gold Pieces.
Holy Symbol:	A Burning Pit
Vestments;	Those who become Sisters of Fire don a flame-red hooded robe of office, which identifies them to other followers so that they will be honored and their words heeded.
Adventuring Gear;	As vestment
Temples:	Simple round buildings with in the center a congregation room, surrounded by hallways and other rooms. The roof is topped by a high multisided sharp top.
Dogma:	<p>Power, conquest, fire and fire creatures, necromancy, darkness, war, destruction. Zugzul is the Immortal of fire in all its aspects: The spark of civilization, the cleanser of sickness and evil, the terrifying natural force, the special gift of the gods to man, the principal force behind some sorts of magic.</p> <p>Zugzul serves the Sphere of Energy, which is closely related to the element of fire. His purpose is to create more energy and activity. Energy is highly active, dynamic, and excited. It seeks to alter and transform things, consuming Matter, slowing Time, and exciting Thought to release more Energy. Energy represents disorder, uniqueness, and the Chaotic alignment.</p>
Daily Activities:	<p>The priesthood is devoted to celebrating fire and honoring the Immortal of this most useful gift. They make burnt sacrifices to the Immortal and learn as much as they can of fire-magic. Duties of the Priest: Guidance, Marriage.</p> <p>The Sisters of Fire order the business of the religion (as of the former Afridhi nation). They impose taxes based on the ability to pay. They settle all disputes between Afridhi. When crimes are committed, they exact penalties. In all matters except war, their word is final- and, even in the matter of war, they can exercise a veto if they think that some activity will cause casualties beyond their ability to tend.</p>
Known History:	<p>Zugzul is one of the most ancient living Immortals, but unlike Ixion and Thanatos he was a mortal man, and doesn't remember or simply doesn't want to speak of his origins. He was always obsessed by the power of fire and the negative energies, and he is in constant competition against Ixion to rule the sphere of Energy. However in all these centuries he was never able to overthrow the ruling hierarch of Energy, and this burns him even more than any magical flame.</p> <p>During the course of the millennia he tried very hard to expand his influence over the mortals, with devastating results for Mystara. His first attempt at creating a cult among the giants of Mystara aimed at reducing the influence of the sphere of Matter over them.</p> <p>He descended on Mystara using the mortal identity of a giant named Surt/Surtur and soon he became the leader of an entire clan using both brute force and making promises to claim the better and richer lands of the southern giants with the power of fire. Thanks to his superior knowledge and magic, Surt revealed to his followers the secret of metallurgy and crafted better weapons and amours for his warmongering clan.</p> <p>Surt's love for fire soon ignited all his followers, who started practicing mystical rituals to strengthen their bodies through fire. Finally he led his fiery army against the southern giants, challenging the rulership of the storm giants and beginning a long and disastrous civil war.</p> <p>After two centuries the civilization of the giants fell in its darkest age and surviving the giants scattered to the four winds. Surt's descendants gradually became the fire giants, while other clans became the modern cloud giants (followers of Brom) and the frost giants (followers of Hel).</p> <p>After this coup, Zugzul tried to cast his shadow over the human populations without coming directly in the Prime, and he got the favour of the Afridhi. In keeping with the accepted practice of Immortals, Zugzul long ago began to influence the Afridhi in indirect ways. Initially, he sent dreams to various Afridhi suggesting action or revealing information that was of benefit to them. Later, he began to use these dreams to shape a theology that made the Afridhi disciplined and strong. The key to that theology was the myth that Zugzul was a god who had brought life-giving fire to the Afridhi. Fire came to he identified with the god, and women eventually came to be identified with fire. After some centuries of dream-sending, Zugzul had founded a militant matriarchal theocracy that controlled an efficient military machine capable of carrying the worship of fire to other lands. All that was necessary was for Zugzul to loose the Afridhi on the world, and the result would be a great release of energy, activity, and chaos.</p>

And so it happened. For 12 years the Afridhi moved east, conquering all who stood in their path and upsetting the stable order of things. Then came the Battle of the Neck, and Zugzul found himself thwarted by a handful of upstart hedge knights and petty barons. In short time, he led the Afridhi to threaten the Thonian supremacy in Skothar. Seeing the unraveling of his plans, the furious Immortal determined to intervene and crush Blackmoor.

Thus it was that one dark and stormy night the Mistress of God rose from her bed in a waking dream and called for a scribe. Since few Afridhi could write, the man who answered the call was a Tenian, one of the host of government officials impressed into the service of the Afridhi after the conquest. As the thunder rolled and boomed in the Vale of Glenfinan, the man recorded with shaking hands the words of Toska Rusa. Speaking as if in a trance, the Mistress of God set down the instructions of Zugzul for the creation of a great artifact—a fell device that would destroy the foes of the one true god and make the Afridhi invincible. First, said Zugzul, the Afridhi must go into the forbidding wilderness called the Barrens of Karsh, a volcanic range of hills where dwelt strange monsters.

There, amid steam vents, lava pits, and pools of boiling mud, they would find a strange mount of naked rock whose top was a shallow howl. This mount they would name Tor Kumam—the Hill of the Hammer—and they must cut a passage to its very heart. There they would find a living volcano in whose fires they would forge the artifact that would make them great.

The Well of Souls would be its name. Efreeth would come to aid in its forging, and many powerful spells would be woven into it. But the key to its power would be the lives that it contained, for only by the imprisoning of human souls within its structure could the artifact be made to work. Hundreds must be brought to the forge beneath Tor Kurram and there killed in a ritual that would trap their souls. Months must pass in the binding of this soul energy into the stuff of the Well before, finally, it was whole.



Even before the Well was complete, its power would be felt in the world. That power would be only a tithe of the power of the completed artifact, but it would bring fear to the hearts of the enemies of the Afridhi. In their terror, they would try to unmake the Well—for it is the way of such things that they can always be unmade. The fires that form can also unform.

Therefore, for its protection, Zugzul would lay upon the Well a hiding prophecy—that it would be unmade only by the hand of one not yet born. Yet, even with this powerful prophecy laid upon its destiny, Zugzul would not be quiet in his mind until the Well's power was at full flow. Therefore, he bade Toska Rusa muster the strength of the Afridhi to defend the Well until the day of its completion. On that day, Zugzul's people would again march against Blackmoor—his time to the victory long promised by their god. When Toska Rusa had finished speaking the will of Zugzul, she collapsed into a deep slumber that continued for three days.

While she slept, the frightened scribe secretly wrote an account of all that he had heard and seen and quietly gave it into the keeping of a woodcutter who sometimes chanced to come upon the Brothers of the Greenwood in hidden glades within the Wilds of Ten.

When Toska Rusa awoke, she thought to what Zugzul had told her and ordered the slaying of her scribe and all those to whom he might have spoken. Thus did she hope to preserve the Secret of the Well of Souls and how it might be unmade.

Vain were her precautions. Of those to whom the scribe had spoken, all but one was found and killed. Only one—a woodcutter—was missed. By the time that Toska Rusa awoke, he was already in the forest. There he gave his message to a man dressed all in green, who gave it to another of his kind, who gave it to another—and so on until, by many secret and devious ways, at last the message came to one who took it aboard a vessel bound for Blackmoor.

Thus, after a lengthy journey, the by now travel-stained and dog-eared message came to Blackmoor town in the hands of a priest named Gregor Mendicamp, who was also, not incidentally, the chief agent of the outlawed Thonian High Church inside the Duchy of Ten. When he told his story and delivered his message to the Bishop of Blackmoor, the bishop put the matter in the hands of a mild-looking man named Fletcher William, who, as Blackmoor's chief spymaster, was better known to members of the realm's Regency Council as The Fetch.

When The Fetch first read the message, he laughed aloud-much to the puzzlement of both the priest and the bishop. For The Fetch well knew what the priest did not, and what the bishop had, perhaps, forgotten. Secreted in the lower cellar of Blackmoor's Comeback Inn, and hidden from the eyes of Blackmoor's enemies, was a temporal discontinuity-a gate in time formed by the harnessing of the wild magic that permeates Blackmoor. Through this gate have already come heroes not yet born who are even now in the pay of Blackmoor!

Blackmoor's swift and unforeseen ascension ruined Zugzul's plans. The Afridhi were badly beaten by the new Blackmoor Empire and were pushed out of its borders. And the Well of Souls was destroyed by the Future heroes. Zugzul's cult remained in power in the Afridhi civilization until the Great Rain of Fire obliterated them as well as many other races.

Afterwards Zugzul focused his attention on the rising Nithian empire, where he was worshipped as Corona. There he started eroding Rathanos's and Pflarr's base of faithfuls, and later he allied secretly with Thanatos to corrupt the Nithian clerical hierarchy in exchange for power and knowledge over death and the dead. The Magian Fire Worshipers switched almost completely their worship from Rathanos to Corona and this contributed to bring the downfall of the Nithian empire. His cult was never completely forgotten by the descendants of the Nithians and he's still worshipped by the deranged Magians in Ylaruam.

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.

Personality:

He's a classic badass who doesn't belong to the Sphere of Entropy. Rather he's the negative version of Ixion, interested in personal power and the destructive aspect of fire and energy.

Zugzul is hungry for power and not much inclined to follow the Immortal's code of conduct. He always try to break the rules without getting framed, and since he's so cunning and clever, most of the times he succeeds (his greatest plot was conspiring with Thanatos and Ranivorus to bring Nithia's downfall without being blamed for it).

He is also particularly obsessed by the rough power that lies in the elements, and he has based his philosophy on the worship of Fire and Shadow (his name in Afridhi means indeed Dark Fire or Chill Fire). He has also been fascinated by the dark side of life, that is undeath and necromancy, and his partnership with Thanatos only reinforced this aspect of his personality.

Appearance:

An imposing giant clad with a heavy red robe, with bronze skin and flaming eyes, his head completely shaven and tattooed with strange runes, wearing a golden amulet and gold bracelets and with a flaming double axe on his belt. He usually travels on a chariot pulled by two fire salamanders.

Due to this appearance it is rumored that he was originally a Fire Giant, who somehow must have traveled through time and came to ascension as an Immortal way back before the Great Giant-Wars.

He is depicted mostly as an Efreet, however, so it must be assumed that this form was used prior to mortal birth date (probably enforced by his Immortal sponsor, which maybe also whipped his mind of his mortal existence to protect the future).



Allies:

Only occasionally a secret ally of Thanatos

Enemies:	Although he continues to operate to further Energy's goals, his methods have always alienated him Ixion's support, and the ruling hierarch considers Zugzul a dangerous rival that could move the universal balance on Entropy's side if he were to take his seat. He considers Rathanos more an embarrassing taunt organized by Ixion at his expenses than a real rival in fire magic, and he's always been an enemy of Protius (since the two represent the two opposed elements). Finally, he counts among his enemies the Immortals Brom (patron of the cloud giants, Brom has not forgotten Surt's part in destroying the giant civilization) and Thor (another deity who despises Zugzul's philosophy and his control over the evil fire giants).
Holy Days:	Midsummer day, or any Heat wave day. These hot days are days heralded as the signs of Zugzul's coming or great things going to happen.
Days of Prayer;	Gromdain, Priests pray at High Noon, no more than 4 hours after awakening.
Piety awards:	Defeat a Cloud or Storm Giant +5
Piety Penalties:	None additional
Habits: ▶	Peaceful -3, Reverent +1, Honest -1, Loyal -2.
Dead:	Burn in a high fire, scatter the ashes.
Birth:	Baptized in the temple with holy Boiling water
Colors:	Red, Orange, Yellow and Black
Incense / Oil:	Juniper, Storax, Pine, Cedar
Symbols:	Fire, Pits, Smoke, Ashes
Stone / Metal:	Onyx, Ruby, Bloodstone, Flint, Iron
Plants:	Yew, Mugwort, Birch, Cedar, Pine, Juniper, Storax.
Animal:	Fire salamander, Gila monster.
Chant:	None

Extra Spells

Summon Soul Eater

Range:	1d4x 10 yards
Duration:	Until service is performed
Effect :	conjures one Soul Eater
Save;	None
Casting Time:	2 rounds

Cleric 5, Exorcist 5 spell.

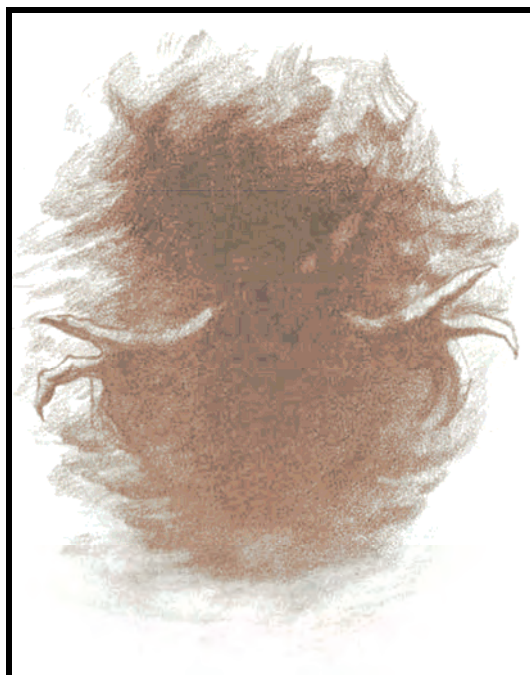
This spell will summon one Soul Eater from another Dimension, to perform one service (mostly the capturing of a soul of a recently departed in Limbo, to make a Mummy).

Soul Eater:

AC 0, AV 0, HD 10*, Hp 10d8, MV/FL 180' (60'), Att: 2 claws for 1-10each+ special, NA; 1, V C10, ML 12, TT nil, AL CE, XP 1750

A soul eater is a being from another dimension summoned by (or granted by an Immortal to) a high level cleric. It is used to slay beings as ordered by the cleric who summoned or received it. A soul eater appears as a cloud of glowing darkness and can assume any shape desired. Once assigned a victim, it will not stop until either it or its victim is defeated. A soul eater is intelligent and will accomplish its mission by any means it can.

In combat the monster attacks with two ghostly claws each round. In addition, each time it hits, it drains one point of wisdom unless the victim makes a successful Saving Throw vs. Death Ray. This saving throw must be made each time the character is hit. A soul eater can only be struck by magical weapons; silver and normal weapons have no effect on it. If a soul eater slays its victim or reduces his wisdom to 0, the victim dies and the soul eater returns to its own dimension. Characters slain by a soul eater can't be raised from the dead or reincarnated. If a victim survives, he regains wisdom at the rate of 1 point per day. If the soul eater's hit points are reduced to 0, it dissolves into a formless cloud and drifts away; it doesn't return. If the soul eater's victim is slain by another, or if the soul eater is defeated, it returns to the cleric who summoned it and attacks him in a blind fury. Due to its rage, it has 20 hit dice and does 3-18 points of damage during this attack. If defeated in its attack on the cleric, it disappears forever. The soul eater attacks the cleric who gave it its mission only if the cleric summoned it; not if the soul eater was given to the cleric by an Immortal (as in the case of the soul eaters housed in the Well of Souls).



Artifacts

Pileus

The *Pileus* (pill-A-us) was made deliberately similar to the red Liberty Cap, a long-time symbol of freedom. An Immortal Paragon mage named Saturnius created it to bring freedom to enslaved mortals. It is rumored that the wearer of this device will remain free forever, and can free all those who suffer imprisonment of any sort.

Description:

This item is a simple red felt cap, which will enlarge or shrink to fit any user. It must be worn for its powers to be used.

Magnitude: Minor artifact of Energy

Suggested Powers (PP 100):

<u>Attack Powers</u>	(2)
Slow	25TP
Sleep	15TP

<u>Information Powers</u>	(1)
Dimension door	25TP

<u>Transformation Powers</u>	(2)
Knock	20TP
Timestop	100TP

<u>Defensive Powers</u>	(3)
Free person	25TP
Projected Image	70TP
Immune to paralysis	30TP

Activation:

This cap is inactive when acquired, and will remain inactive until the would-be user wears it while freeing from imprisonment another of his or her race. The night after this act, the user receives knowledge of the cap's powers and command words, through dreams.

Use of Powers:

The *Pileus* produces its effects, either upon the user or at some object within range, whenever the user mentally commands it to do so.

Handicap (1):

Repel others. The user slowly develops a repulsive invisible aura; the reaction rolls of all those coming within 30' are penalized -3 when the artifact is first used. However, treat any "Attack" result on the Reaction Table as "Flee in disgust" instead. Other characters may make saves to tolerate the repulsion, but the given penalty applies to those rolls as well. A new save must be made for each hour spent in the user's presence.

Penalty (1, standard chances):

Rot. One body part becomes diseased and falls off in 1 hour. This affects toes first (one by one), then fingers, ears, nose, and then limbs. A *cure disease* applied before the part falls off will negate the effect, at least for that occurrence.

Sources:

Mythological Encyclopedia,
Roman and French history Further Research: The Liberty Cap is a common symbol of freedom in history. The red Pileus, a Phrygian cap of red felt, was placed upon a slave's head during the ceremony of manumission. It was used regularly in the Roman Empire, and appeared in the French Revolution (1789- 1799) as the Bonnet Rouge.
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Site of Pandius.

Zurda

Gerda, Wife of Frey

Goddess of agriculture and beauty Patroness of the Sentient Plants in the Hollow World



Region:	Northern Reaches, Savage Coast, Antalia (Hollow World).
Sphere:	Initiate (IM 4) of Matter
Homeplane;	Gladsheim, Asgard.
Date Ascension;	about 500 AC
Sponsor;	Maat
Statistics:	AC -5 with Shield -10, Weapon arm -15, AV 4, HD 19, Hp 95, MV 150' / 50', #Att. 2 =Punch 2d6+4, AL Neutral good, AM 50%, Sv IM 5 ST 20, IN 20, WI 21, DX 24, CO 25, CH 25
Powers:	Call Frey, Detection Suite, Enhanced Reflexes, Thief Abilities. Seper (N Sword +5 of Hell fire-2d6),and Cushit (shield +5)
Followers Alignment:	Farmers
Alignment;	Any Good
Taxes;	Farmers who worship Gerda give a portion of each harvest to her temples, where the grain is stored for times of famine. Followers are taxed only 5% of their annual income by the Church.
Clerics;	Clerics, Druids. (mostly men).
Alignment:	Any Good.
Powers:	The cleric can (at will restore the fertility of a surface ground area in as many miles radius as he has currently levels, and up to the same amount of feet deep. The cleric or druid can do this by sacrificing a level and planting this energy in the ground. The cleric literally sacrifices himself partially for the land, and will be weakened as if drained by a vampire correspondingly. The next morning all plants will start to grow buds, open their flowers, release its seeds, and start to revive 100% in the following period. All the plants will grow as fast and shape normal, but as if growing in the best environment possible to them. This will increase any yield of produce. This will last as many seasonal changes as the cleric has levels. When the period is passed, all will resume as if normal, thus an infertile piece of ground will not become infertile again, because the plants growing several seasons upon it, fertilized it into a more fertile piece of ground. This ability does not work on dead ground (Rock, Stone, Desert Ground, Poisoned Ground, or that without any water), and the cleric or druid attempting this will be weakened after the nightly ritual, but will restore their level as if ot drained at all. (actually the level is returned to him).
Skill Effects;	+1 on any Agricultural skills Required: Honor Gerda, and Frey. Recommended: Reading/Writing.
Accepted Weapons;	Standard, wooden.
Accepted Armor;	None.
Other Restrictions;	None.
Holy Symbol;	Basket full of wheat
Dogma;	Sow, Grow, Harvest, and repeat.
Daily Activities:	Duties of the Priest: Guidance, Marriage, Plantations overseeing.
Temples and Such:	None. Each priest may have only up to 4 apprentices (one in each state of seasonal training) which stays for four equal seasons, and then goes to another community without a priest of Gerda to protect and help those villagers.
Known History	Gerda is not related to the Aesir or Vanir, but is actually the daughter of Angrboda (mortal Identity of Demogorgon) and the Jotunheim Frost giant Gymir. Zurda was her mortal name, and guided by her Evil patronage, she destroyed that she now protects in great quantities. She has absolute power over all cultivated plants and animals, and can cause them to give great yields or none at all. She thus became an Immortal of Entropy, but later changed her bias to that of Matter, due to her love, trust and dedication for Frey.
Personality;	She was originally as evil as her parents, and would have remained so had not Frey stolen a glance from Odin's forbidden 'all-seeing throne' Hlidskialf. Frey became so enamored in her radiance as it shone from Jotunheim that he could think of nothing else. The lovesick god sent Skirnir to Gymir's hall, and Skirnir eventually convinced Gerda to meet Frey. When Frey took Gerda into his arms, he melted her icy heart and she became his loving wife.
Appearance;	Gerda, appears as a beautiful human woman who shines with an intense aura. This nimbus glow will dazzle any attacker, as a continuous Aura attack. Her voice acts as a continual Suggestion spell to mortals only. Her grey skin resembles her frost giant origin, but the two dark wings and horselike tail are from Angrboda's side. She often brandishes a flaming normal sword and an average shield (Seper and Cushit). The sword will create an armor up to the shoulder when drawn giving that an AC -5 and an AV 10. the fire is Hellfire, and will hurt even those immune to fire.
Allies:	Frey, Freyja (although she dislikes her beauty—she respects her as in wed family), and the rest of the Vanir.
Enemies:	Loki, Hel, Night. Demogorgon.



New Upcoming Immortals

The following Immortals are sure of gaining their Immortal status, but at whatever date, will be uncertain, this will surely be in the upcoming decade.

Amset

Immortal of the South

Region:	Floating Continent of Alphatia (Hollow World)
Sphere;	Amset is no immortal, but only an ancient hero, who became a guardian angel and is sometimes revered as an immortal of Matter.
Homeplane;	Not determined yet
Date Ascension;	as angel of Maat prior to 1500 BC.
Sponsor;	Thanatos
Statistics;	Guardian Angel;
Powers:	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. Immune to Normal Weapons, Mage Spellcasting,
Followers Alignment:	Followers receive no omens, dreams, unless secretly given by any other immortal.
Taxes;	Followers are taxed 5 to 10% of their annual income by the Church.
Clerics;	He has no clerics with spellcasting or other powers.
Alignment:	Any
Powers:	None.
Skill Effects;	Required: Honor Amset. Recommended: Reading/Writing.
Accepted Weapons;	Standard.
Accepted Armor;	None.
Other Restrictions;	None.
Dogma;	
Daily Activities:	Duties of the Priest: Guidance, Marriage.
Temples and Such:	None.
Known History	
Personality;	
Appearance;	Amset looks like an extremely short man.
Holy Symbol;	Not determined as yet.
Allies:	
Enemies:	Set, Ranivorus, Thanatos.
Holy Days:	Not determined as yet.
Days of Prayer;	Not determined as yet.
Piety awards:	Not determined as yet.
Piety Penalties:	Not determined as yet.
Habits: ▶	Peaceful -3, Honest -2, Loyal -4, Energetic +2, Lunatic.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.
Chant:	Not determined as yet.
Extra Spells	Not determined as yet.
Artifacts:	Not Created or attained yet.
Sources:	TSR9368—D&D—PC4—Creature Crucible, Night Howlers, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Apesh

Immortal of Greed and Evil

Region:	Nithia (Hollow World)
Sphere:	Apesh is no immortal, but only an ancient hero, who became a guardian angel and is sometimes revered as an immortal of Entropy.
Homeplane;	Not determined yet
Date Ascension;	as angel of Maat prior to 1500 BC.
Sponsor;	Thanatos
Statistics;	Guardian Angel;
Powers:	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.
Followers Alignment:	Followers receive no omens, dreams, unless secretly given by any other immortal.
Taxes;	Followers are taxed 5 to 10% of their annual income by the Church.
Clerics;	He has no clerics with spellcasting or other powers.
Alignment:	Any
Powers:	None.
Skill Effects;	Required: Honor Amset. Recommended: Reading/Writing.
Accepted Weapons;	Standard.
Accepted Armor;	None.
Other Restrictions;	None.
Holy Symbol;	Not determined as yet.
Dogma;	
Daily Activities:	Duties of the Priest: Guidance, Marriage.
Temples and Such:	None.
Known History	
Personality;	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.
Appearance;	Apesh looks like a dragon turtle.
Allies:	
Enemies:	Set, Ranivorus, Thanatos.
Holy Days:	Not determined as yet.
Days of Prayer;	Not determined as yet.
Piety awards:	Not determined as yet.
Piety Penalties:	Not determined as yet.
Habits: ▶	Peaceful -3, Honest -2, Loyal -4, Energetic +2, Lunatic.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.
Chant:	Not determined as yet.
Extra Spells	Not determined as yet.
Artifacts:	Not Created or attained yet.
Sources:	TSR9368—D&D—PC4—Creature Crucible, Night Howlers, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Apshai

Immortal of Insects



Apshai harassing another world, being attacked by its technological civilization.

Region:	Floating Continent of Alphatia (Hollow World)
Sphere;	This creature is not an Immortal but a mortal creature of enhanced longevity befriended with one or more of the Entropic Immortals.
Homeplane;	Prime, Air or Ethereal.
Date Ascension;	unknown but it is spoken of in Ancient Nithia already, and was responsible for the loss of the crops in the final days of Outer World Nithia.
Sponsor;	Thanatos
Statistics;	AC: 3, AV 6, HD20, Hp: 180, MV 200' / 90', Att 2 claw 2d12+ 1 Bite 6d10.
Powers:	He can shapechange, and call an insect plague on a person, town, or country at will.
Followers Alignment:	He is sometimes revered as an immortal. Followers receive no omens, dreams, unless secretly given by any other immortal.
Taxes;	none as there are no churches.
Clerics;	He has no clerics with spellcasting or other powers.
Alignment:	Any
Powers:	None.
Skill Effects;	Required: Honor Apshai.
Accepted Weapons;	Any.
Accepted Armor;	Any
Other Restrictions;	None.
Dogma;	Insects rule.
Daily Activities:	Duties of the Priest: Guidance.
Temples and Such:	None.
Known History	
Personality;	
Appearance;	Apshai is a giant—really giant—praying mantis able to always hit his enemy.
Holy Symbol;	Not determined as yet.
Allies:	
Enemies:	Set, Ranivorus, Thanatos.
Holy Days:	Not determined as yet.
Days of Prayer;	Not determined as yet.
Piety awards:	Not determined as yet.
Piety Penalties:	Not determined as yet.
Habits: ▶	Peaceful -4, Energetic +3, Egocentric.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.
Chant:	Not determined as yet.
Extra Spells	Not determined as yet.
Artifacts:	Not Created or attained yet.
Sources:	TSR9368—D&D—PC4—Creature Crucible, Night Howlers, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

GULLVEIG

Witch god

Patroness of (Black) Magic, Greed, Seers and Healing.



Region:	Northern Reaches, Savage Coast, Antalia (Hollow World).
Sphere:	Gullveig is no immortal, but only an ancient hero, who became a guardian angel or Einheriar and is sometimes revered as an immortal of Energy. These are the special guests that have been chosen from among the dead to stay in Valhalla and fight on the Immortals' side at Ragnarok. They are usually of the 7 th 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.
Homeplane;	Gladsheim, Asgard.
Date Ascension;	as angel of Thor and Ixion as Vidar prior to 1500 BC.
Sponsor;	Thor or Ixion as Vidar
Statistics:	Guardian Angel; ST 15, IN 25, WI 12, DX 25, CO 19, CH 25, MU20, AL LE, AM 35%, +3 weapon or better to hit., AC 9, AV 9, HD 20, Hp 275, Att 1 by weapon or spell,
Powers:	They fight and eat and if killed they are magically resurrected to fight once again. Immune to Normal Weapons, Mage Spellcasting. As the witch goddess, she possesses a broom of flying that will carry her at a movement rate of 480' / 160' and will act as a broom of animated attack on her command or when any other being touches it. She also has a crystal ball with clairaudience and a cauldron with which she can brew any potion or other liquid desired.
Followers Alignment:	Misers, Thieves, and evil beings who deal with magic, Followers receive no omens, dreams, unless secretly given by any other immortal.
Taxes;	Followers are taxed 5 to 10% of their annual income by the Church.
Clerics:	He has no clerics with spellcasting or other powers.
Alignment:	Any
Powers:	+5% magic study.
Skill Effects;	+1 on one Magic Lore, or Knowledge skill. Required: Honor Gullveig. Recommended: Reading/Writing.
Accepted Weapons;	Standard.
Accepted Armor;	None.
Other Restrictions;	None.
Holy Symbol;	Gold coin
Dogma;	Study all magic, to get what belongs to me.
Daily Activities:	Duties of the Priest: Guidance, Marriage.
Temples and Such:	None.
Known History	Gullveig, a Vanir, is a fantastically beautiful goddess who always wears one million gold pieces worth of jewelry. She has the ability to cast any magic-user or illusionist spell an unlimited number of times as a 20 th -level spell-caster. a.
Personality;	Her greed has caused her to develop the ability to sense treasure as per a potion of treasure finding. She often uses her thieving abilities to take the treasure she finds to her great hoard on the plane of Gehenna
Appearance;	Gullveig looks like an astonishing beautiful winged human, a true angel.
Allies:	
Enemies:	Set, Ranivorus, Thanatos.
Holy Days:	Not determined as yet.
Days of Prayer;	Not determined as yet.
Piety awards:	Not determined as yet.
Piety Penalties:	Not determined as yet.
Habits: ▶	Peaceful +1, Generous -4, Cautious +2.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.
Chant:	Not determined as yet.
Extra Spells	Not determined as yet.
Artifacts;	Not Created or attained yet.
Sources:	TSR9368—D&D—PC4—Creature Crucible, Night Howlers, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Hermod

Brave One

Patron of Honor and Bravery, Thieves, Messengers.

Region:

Northern Reaches, Savage Coast, Antalia (Hollow World).

Sphere;

Hermod is seen as Odin's son and is one of his highest ranking followers, almost ready to embark on the Path of Immortality himself. He is employed mainly as the messenger for all of the Aesir Immortals. Besides Odin, he is the only one which could ride Sleipner.

Homeplane;

Gladsheim, Asgard.

Date Ascension;

Estimated between 1050 AC and 1080 AC if not prevented

Sponsor;

Thought; Odin, or if he fails he'll choose Matter under Terra.

Statistics;

Hermod is a 29th level Fighter. But will soon be ready in his ascension and finally become a true Immortal. Current statistics; ST 20, IN 24, WI 15 DX 25, CO 19 CH 19, F 29, AL N, AM 25%, Dm 2d10+8, +2 weapon or better to hit., AC -2 (DX, Magic, Shield), AV 4, HD 20, Hp 300, Att 2 by weapon , MV 180' / 60'.

Powers:

They fight and eat and if killed they are magically resurrected to fight once again. Immune to Normal Weapons, 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 mage. It does not need to be recharged. He carries a shorts word +5, WM Grand Master in the Short Sword.

Followers Alignment:

Hermod is also called the Brave One and has already acquired a following. Any non evil, mostly Thieves and Messengers.

Alignment:

Any neutral

Taxes;

Followers are taxed 5 to 15% of their annual income by the Church.

Clerics;

Nothing determined yet .

Alignment:

Any neutral

Powers:

Not determined as yet. Priest get as yet no spells, or Odin must give them in his name.

Skill Effects;

Clerics of Hermod gain one level of Thief abilities for every four levels of clerical ability they attain. Many of his clerics are thus cleric-thieves.

Not determined as yet.

Required: Honor Hermod.

Recommended: Reading/Writing.

Accepted Weapons;

Standard, Normal Swords, and Shield weapons.

Accepted Armor;

Any, especially Shields.

Other Restrictions;

They however can't Read Magic as Thieves, or use the Backstab routine.

Holy Symbol;

The sword and Shield are used as Holy symbols, but haven't acquired a standard way of presentation yet, also the Pouch of Coins is used, but those more or less for his thievery followers.

Vestment;

Simple Short warrior robes.

Adventure gear;

Any, often as vestment.

Dogma:

Honor, Bravery. Hermod, is the patron of all thieves and messengers.

Daily Activities:

Duties of the Priest: Guidance, Marriage.

Temples and Such:

There are often small shrines to Hermod in thieves guilds. Else small square wooden buildings.

Known History

Hermod is seen as Odin's son and is one of his highest ranking followers, almost ready to finish the Path of Immortality himself. He is employed mainly as the messenger for all of the Aesir Immortals. Besides Odin, he is the only one which could ride Sleipner. His swiftness afoot, skill of stealth, and foolhardy courage are renowned. The god serves as the welcomer of the dead heroes to Asgard and as the messenger of the gods.

Personality;

Hermod is very loyal, and courageous, willing to risk life and limb to help those loyal too. He rode on Sleipnir to Niflheim to try to get Balder back.

Appearance;

He appears as a slight man wearing leather armor and a cloak of Elvenkind.

Allies:

All of the Aesir.

Enemies:

Equal to Odin.

Holy Days:

Not determined as yet.

Days of Prayer;

Not determined as yet.

Piety awards:

Not determined as yet.

Piety Penalties: Not determined as yet.

Habits: ▶ Peaceful -1,
Honest +2,
Loyal +5,
Energetic +1.

Birth: Baptized in the temple with holy (collected Rain-)water

Colors: Red

Incense / Oil: Dragon's Blood and Pepper.

Symbols: The sword and Shield as symbols.

Stone / Metal: Bloodstone, Garnet, Ruby, Red Topaz, Red Agate, Iron and Steel

Plants: Thistle, Hawthorn, Pine, Woodruff, Wormwood.

Day: Gromdain (Tuesday).

Animal: Raven, Wolf.

Runes: Tiwaz, Ingwaz, Ehwaz, Elhaz

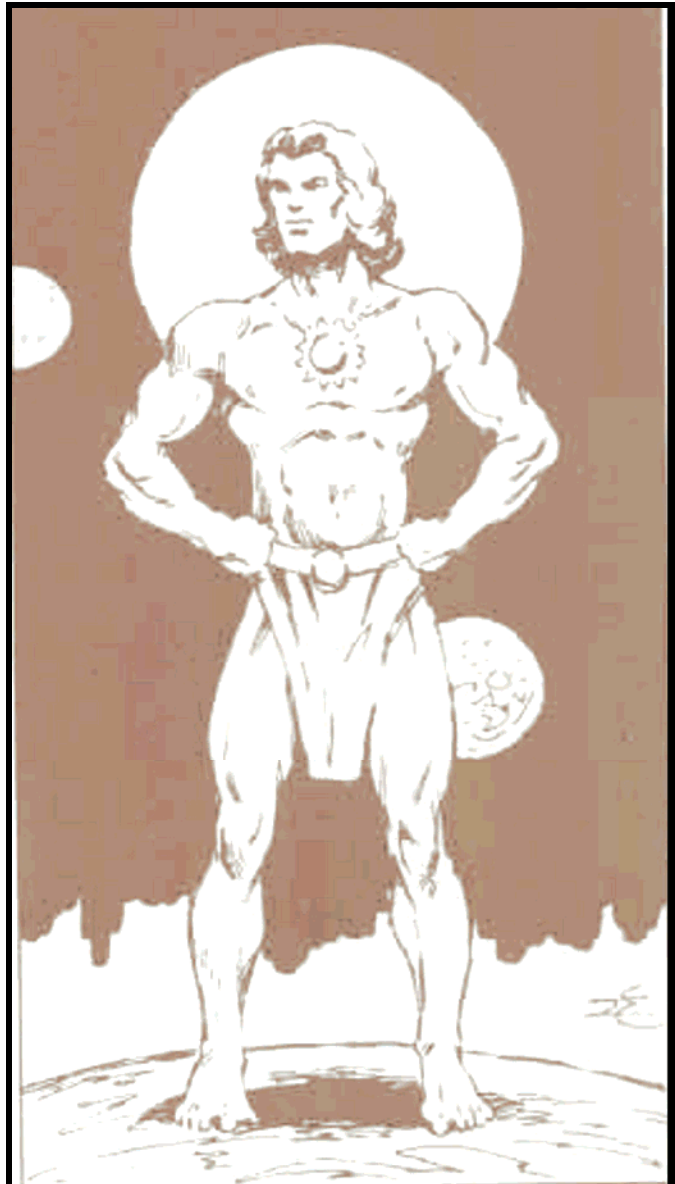
Chant:

*Asa-god, son of the All-Fadir,
You who braved the ride into the kingdom of Hel.
To ask the return of Baldur the Shining God,
Help me to find honor and bravery.
The treasured virtues that grant entrance into Asgard.*

Extra Spells Not determined as yet.

Artifacts: Not Created or attained yet.

Sources: Mythological Encyclopedia, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.





Hoder

The Blind Immortal

Patron of Animals

Region:	Northern Reaches, Hollow World Antalia.
Sphere:	Hodur is no immortal, yet, but only an ancient hero, who became a guardian angel or Einheriar and is revered as an immortal of Matter. These are the special guests that have been chosen from among the dead to stay in Valhalla and fight on the Immortals' side at Ragnarok. They are usually of the 7 th 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.
Homeplane;	Gladshheim, Asgard.
Date Ascension;	Estimated between 1050 AC and 1080 AC if not prevented
Sponsor;	Thought; Odin, or if he fails he'll choose Matter under Terra.
Statistics;	Hodur is a Guardian Angel almost finished with his Trial and Testimony; ST 20, IN 24, WI 15 DX 25, CO 19 CH 19, F 33, AL N, AM 25%, Dm P; 1d6+9+5, S; 1d4+9+5, +2 weapon or better to hit., AC -2 (DX, Magic, Shield), AV 4 (WM; AC 1 / 4 Att/ r), HD 9, Hp 140, THAC0 2, Att 4 by weapon, MV 180' / 60'.
Powers:	They fight and eat and if killed they are magically resurrected to fight once again. Immune to Normal Weapons, 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 18 th level mage. It does not need to be recharged. He carries a shorts word +5, WM Grand Master in the Short Sword.
Followers Alignment:	Followers receive no omens, dreams, unless secretly given by any other immortal.
Alignment:	Any
Taxes;	Followers are taxed 5 to 10% of their annual income by the Church.
Clerics;	He has no clerics with spellcasting or other powers. But when becoming Immortal he has decided to grant them the following powers.
Alignment:	The priests may be Neutral. Evil priests have their own sect and the other priests don't have to tolerate them.
<u>Powers:</u>	Calm Animal once a day at will.
<u>From Level 2:</u>	Identification of any natural monster or animal the priest sees. (A "natural" monster or animal is one which exists as a species, within an ecological niche, spawns and rears its young, and has so existed as a species for at least five years. Newly-created animal species, fiends, constructs, and similar monsters do not fall into this category: when the priest sees them, he will only be able to identify them if he has encountered them before.)
<u>From Level 5:</u>	Language/Communication: The priest can communicate with three specific animal species (for example, lion, raven, wolf) or one category of animals (for example, all felines, all canines).
Skill Effects;	Required: Animal Handling, Honor Hodur. Recommended: Animal Training, Riding, Reading/Writing, Animal Lore, Tracking.
Accepted Weapons;	The weapons allowed for this priesthood were chosen for their similarity to animal attacks. That's why there are lots of weapons with piercing and slashing attacks, but <u>no ranged weapons or cleaving attacks</u> . Bill, Cestus, club, dagger/dirk, knife, mace, main-gauche, stiletto, swords (all), Warhammer.
Accepted Armor;	All non-metal armor: no shields.
Other Restrictions;	None.
Dogma;	This Immortal is the protector of animals. He's primarily interested in keeping animal species intact, not allowing them to be hunted to extinction, etc., and thus allows a reasonable amount of hunting, natural predatory and trapping to take place.
Daily Activities:	The priests of this Immortal also work hard to keep excess hunting and trapping in check, and to remind the flock that the Immortal will avenge abuses. Typically, this Immortal is content to be counted as one of many gods and almost never insists on being the primary Immortal worshipped by the flock. Duties of the Priest: Guidance, Marriage. Vigilance: Protection of animal life against unnecessary slaughter, especially by humans and other sentient races. Missions: Acts of war against those who do harm to the animal world. (Normal and recreational hunters do not incur this sort of attack, but those who hunt or trap in mass quantities and threaten the survival of whole species in an area do.)
Temples and Such:	None.
Known History	This blind Immortal 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.
Personality;	Hodur is withdrawn, and does not want to draw attention upon himself. Still ashamed of his wrongful deed he withdrew on Asgard

Appearance;	Hodur looks like an average Northern Warrior. Hodur has no eyes, this was his request to Odin when he was made into an Einheriar. He never had sight as a Mortal, and could not stand the idea to experience sight as an Einheriar.
Holy Symbol;	Not determined as yet.
Allies:	Aesir and Vanir.
Enemies:	Hel, Loki (especially because he regularly take misuse of his blindness and goodness), Giants, Surtr.
Holy Days:	Not determined as yet.
Days of Prayer;	Not determined as yet.
Piety awards;	Not determined as yet.
Piety Penalties:	Slay unnecessarily animals and / or in great quantities.
Habits: ▶	Peaceful +1, Honest +2, Loyal +1, Trusting +3.
Dead:	Follow Nature's Cause. Sentient Creatures Buried.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Any animal: claws.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	All Natural Animals.
Chant:	Not determined as yet.
<u>Extra Spells</u>	Not determined as yet.
<u>Artifacts:</u>	Not Created or attained yet.
Sources:	Mythological Encyclopedia, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Hoenir

Honir, The Silent One, Ve

Patron of Silence, and thought, Aggressiveness and Bravery.

Region:	Northern Reaches, Hollow World Antalia.
Sphere:	Hoenir is no Immortal, but lives with Odin, some rumors exist of him being an Avatar of Odin, who lost its memory, but now still follows Odin's basic plans to ascend beyond ascension.
Homeplane:	Gladshheim, Asgard.
Date Ascension:	Estimated between 1050 AC and 1080 AC if not prevented
Sponsor:	Thought; Odin.
Statistics:	Hoenir is a 22 Raven of Odin. ST 16, IN 18, WI 18 DX 15, CO 16 CH 16, F 22, AL N, AM 25%, Dm 1d10+2, AC 4, (DX, Magic, Shield), AV 4, HD 20, Hp 300, Att 2 by weapon , MV 180' / 60'.
Powers:	As a normal Raven of Odin 22.
Followers Alignment:	Followers receive no omens, dreams, unless secretly given by any other immortal.
Alignment:	Any
Taxes:	Followers are taxed 5 to 10% of their annual income by the Church.
Clerics:	He has no clerics with spellcasting or other powers.
Alignment:	Any
Powers:	None.
Skill Effects:	Required: Honor Hoenir. Recommended: Reading/Writing.
Accepted Weapons:	Standard.
Accepted Armor:	None.
Other Restrictions:	None.
Dogma:	As Odin
Daily Activities:	Duties of the Priest: Guidance, Marriage.
Temples and Such:	None.
Known History	A Raven Cleric 22 is often seen as the Brother of Odin, because they truly resemble each other in any way. It is rumored that this is a lost avatar of Odin, instinctively finding it's way back, but still unknown of it. He currently resides in Asgardhr. He is revered as an individual Immortal already.
Personality:	As Odin.
Appearance:	Hoenir looks like a younger version of Odin.
Holy Symbol:	Not determined as yet.
Allies:	Aesir and Vanir.
Enemies:	Hel, Loki, Giants, Surtr.
Holy Days:	Gromdain.
Days of Prayer:	Not determined as yet.
Piety awards / Penalties:	Not determined as yet.
Habits:	Peaceful +1, Honest +2, Loyal +1, Trusting +3.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Red.
Incense / Oil:	Pine.
Symbols:	Shield / Helmet.
Stone / Metal:	Bloodstone, Garnet, Ruby, Red Topaz, Red Agate, Iron, Steel.
Plants:	Thistle, Hawthorn, Pine, Woodruff, Wormwood
Animal:	Not determined as yet.

Runes; Elhaz, Ehwaz, Othala. Hoenir is the Only Mortal wise Runic Knowledge upon a level equal to the Immortals. Some rumors explain this that he must once have drunk from the Well of Knowledge of Mimir.

Chant: *Asa god,
Silent Warrior,
Whose thoughts lie only in bravery and warrior skill,
Help me to defend myself.
Teach me to be silent until the time for defense comes.*

Extra Spells _____ Not determined as yet.

Artifacts; Not Created or attained yet.

Sources: Mythological Encyclopedia,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Kaladan
The Mastershaper



Region:	Floating Continent of Alpathia (Hollow World)
Sphere;	Mortal Human of Entropy
Homeplane;	Not determined yet
Date Ascension;	Estimated between 1050 AC and 1080 AC if not prevented
Sponsor;	Thanatos
Statistics;	MU 36 Weretiger 21, AL CE
Powers:	Immune to Normal Weapons, Mage Spellcasting,
Followers Alignment:	Any Neutral or Chaotic
Taxes;	Followers are taxed 5 to 50% of their annual income by the Church.
Clerics;	Nothing determined yet .
Alignment:	Chaotic Evil to Neutral Evil
Powers:	Not determined as yet.
Skill Effects;	Not determined as yet.
	Required: Honor Kaladan.
	Recommended: Reading/Writing.
Accepted Weapons;	Standard, Natural, Normal Swords.
Accepted Armor;	None.
Other Restrictions;	Weretigers are preferred.
Known History	Kaladan was the leader of the Alpathian renegade wizards who continued to research, modify, and spread Lycanthropy after the initial epidemic. Over the centuries, multiple injections of various mutated versions of the virus broke his physical and mental stability. Kaladan became prone to transforming from one form to another in rapid succession, going through as many as a dozen forms at a time. He continued his work, although erratically, and eventually spread enough chaos in the world to attract the attention of the Sphere of Entropy. Thanatos himself is sponsoring Kaladan's bid for Immortality.
Personality;	Quite, variable, his moods swing across the spectrum from jovial and generous to brooding and cruel. Kaladan often sees conspiracies and plots that aren't there—especially plots against himself.
	Kaladan hopes to reintroduce the original, highly contagious and unstable, version of Lycanthropy into the world. His initial dream of a new and better race of Alpathians gone, he seeks now to destroy the civilizations of the Known World with rampant Lycanthropy. Nothing delights him more than appearance of a new Weretype.
Appearance;	Varies from a wild-eyed, pure-blooded Alpathian with black hair and pale, blue-veined skin to a horrible amalgamation of a dozen wild beasts, or a Weretiger. The latter form seems to be the most stable form, lasting as long as willed (depending upon concentration).
Holy Symbol;	When Kaladan attains Immortality, he will adopt the symbol of a Tiger-man (his original weretype) holding a jagged moon in his right claws.
Allies:	Still owing loyalty to his sponsor Thanatos
Enemies:	All Mortals and Immortals against Entropy, and or Lycanthropy.
Holy Days:	Not determined as yet.
Days of Prayer;	Not determined as yet.
Piety awards:	Not determined as yet.
Piety Penalties:	Not determined as yet.
Habits: ▶	Peaceful -3, Honest -2, Loyal -4, Energetic +2, Lunatic.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.
Chant:	Not determined as yet.
Extra Spells	Not determined as yet.
Artifacts:	Not Created or attained yet.
Sources:	TSR9368—D&D—PC4—Creature Crucible, Night Howlers, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Leo Variantia

Shapechanger

Patron of Werecoatures, Shapechangers.

Region:	Floating Continent of Alphatia (Hollow World)
Sphere;	Mortal Human of Matter
Homeplane;	Not determined yet
Date Ascension;	Estimated between 1010 AC and 1050 AC if not prevented
Sponsor;	Unknown, probably Ka.
Statistics;	F34 / T18 / M14 / C13 / Weretiger 36 / Werefox 13 / Werebat 9 / Werebear 10, AL N
Powers:	Immune to Normal Weapons, Mage Spellcasting,
Followers Alignment:	Not determined as yet, but probably, any non evil, Lycanthropes are preferred.
Taxes;	Followers are taxed 5 to 20% of their annual income by the Church.
Clerics;	Nothing determined yet. He will be more than happy to sponsor other lycanthropes, sending them along the same path he took. The weretype he chooses to inflict on any aspirant are likely to conform to his own sense of humor.
Alignment:	Neutral to Lawful non-evil.
Powers:	Not determined as yet.
Skill Effects;	Not determined as yet.
	Required: Honor Leo Varantia.
	Recommended: Reading/Writing.
Accepted Weapons;	Standard, Natural, Normal Swords.
Accepted Armor;	None.
Other Restrictions;	Not determined as yet.
Symbol:	Upon attaining Immortality, Leo will choose a full moon with a cloud scudding across its face as his symbol.
Dogma;	Upon attaining Immortality, Leo undoubtedly keeps busy thwarting the machinations of Ruaidhri.
Daily Activities:	Duties of the Priest: Guidance, Marriage.
Temples and Such:	Not determined as yet.
History:	Leo Variantia was a Thyatian fighter/ Weretiger who set his sights on the Path of the Polymath to Immortality around 500 AC. In addition to living new lives as thief, magic-user, and cleric, Leo requested that his sponsor arrange for each new persona to contract a different type of lycantropy. Intrigued by the idea, his sponsor agreed. Leo became a Thief / Werefox, a Magic-user / Werebat, and a Cleric / Werebear. Now on his final quest before attaining Immortality, Leo Variantia has been granted the abilities of all eight of his precious human classes and weretypes.
Personality:	Leo is generally a nice person, but fond of practical jokes. High-level characters may encounter Leo as he pursues his quest for Immortality, though such encounters are always brief. Leo is too busy fulfilling his quest to establish anything more than a passing friendship with anyone he meets.
Appearance:	A good-looking Thyatian man who can take the forms of a tiger, fox, bat, or bear.
Allies:	Still owing loyalty to his sponsor. (Ka).
Enemies:	Kaladan the master changer.
Holy Days:	Not determined as yet.
Days of Prayer;	Not determined as yet.
Piety awards / Penalties:	Not determined as yet.
Habits: ▶	Peaceful +2.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.
Chant:	Not determined as yet.
Extra Spells	Not determined as yet.
Artifacts:	Not Created or attained yet.
Sources:	TSR9368—D&D—PC4—Creature Crucible, Night Howlers, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Prometheus

Immortal of the Future Thought, Humanity, Pottery.

Region: Ancient Milenia
Sphere; Prometheus is no immortal, but only an ancient hero, who became a guardian angel and is sometimes revered as an immortal of Time.
Homeplane; That of Patura / Zeus
Date Ascension; as angel of Patura / Zeus .
Sponsor; Patura / Zeus

Statistics; Guardian Angel;

Powers:

Followers Alignment: Handworks men, mostly Potters, who see him as their patron. They receive no omens, dreams, unless secretly given by any other immortal.

Alignment: Any
Taxes; Followers are taxed 5 to 10% of their annual income by the Church.

Clerics; He has no clerics with spellcasting or other powers.

Alignment: Any
Powers: They are clever and self-reliant, with no special powers.

Skill Effects; Required: Honor Amset.
Recommended: Reading/Writing.

Accepted Weapons; Standard.
Accepted Armor; None.
Other Restrictions; Minimum intelligence and wisdom scores of 12.

Dogma; Humanity and civilization belong together.

Daily Activities: Duties of the Priest: Guidance, Marriage. Clerics of Prometheus are committed to helping humanity everywhere, but they prefer teaching people to solve their own problems, teaching a village how to defend itself against marauding orcs rather than simply slaying the humanoids, for example. Where the trouble is too great for that, they step in without hesitation.

Temples and Such: None, Prometheus uses only an Altar upon which is nestled the Elemental Fire (a tiny—portable—hole to the Elemental Plane of Fire.

Known History He was the son of Iapetos and Klymene. He was a curious and investigative Mage. And some say it was he who created the first ring of regeneration made from trolls. He stole the fire from the Elemental Plane of Fire, and brought it hidden in a bundle of reed to the Milenians. With the magical fire he learned them the arts, welfare and civilization. He stood against Zeus when he decided to punish the Humans by sending a Tidal wave when Prometheus saved several humans and his own son Deukalion. Together they set up a new tribe, and through this he is seen as the creator of the first Humans.

He had his first future visions when he saw that great disasters and diseases, evil in its self would destroy Milenia. So he and his brother Epimetheus (He who has after thoughts) captured these and placed them in his especially enchanted box, where even though they grew, would never become free by themselves. He warned, his brother not to marry the woman Pandora for she would bring destruction to man, for her curiosity was too great.



The Theft of the Elemental Fire enraged Zeus thus, that he let Pandora open the box full of diseases, disasters, and other mischief to these humans. It is said that this was actually the start of the Destruction of the Ancient Milenian Empire, which finally felled itself in corruption, war, greed, and plague. Prometheus was Chained by Hephaistos on a rugged high Mountain called Kaukases Ridge., where an eagle every day feeds upon his liver, that regrows every day by the power of the eternal ring. He finally succeeded to slay the bird, free himself and ascended to Olympus.

Personality;	Prometheus is the great idealist of the Milenian gods, a champion of mankind even against the wrath of Zeus. Some say that as mankind's reputed creator, Prometheus feels for us as a father for his children. They are expected to use creativity and ingenuity to win their battles. He is the on
Appearance;	Prometheus looks like an extremely muscular man, with a long grey beard on a muscular body.
Holy Symbol;	Not determined as yet.
Allies;	
Enemies;	Set, Ranivorus, Thanatos.
Holy Days;	The yearly Prometheia, a feast where hundreds of torchbearers bear new fire from the Prometheus Altar toward the city, thus re-enlighting the smith' and potter's fires.
Days of Prayer;	Not determined as yet.
Piety awards;	Not determined as yet.
Piety Penalties;	Not determined as yet.
Habits: ▶	Peaceful -3, Honest -2, Loyal -4, Energetic +2, Lunatic.
Dead;	Not determined as yet.
Birth;	Not determined as yet.
Colors;	Not determined as yet.
Incense / Oil;	Not determined as yet.
Symbols;	Not determined as yet.
Stone / Metal;	Not determined as yet.
Plants;	Not determined as yet.
Animal;	Not determined as yet.
Chant;	Not determined as yet.
Extra Spells	Not determined as yet.
Artifacts;	Not Created or attained yet.
Sources:	TSR9368—D&D—PC4—Creature Crucible, Night Howlers, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Secubi

Slathaar

Patroness of Sex, Seduction and Evil Temptation.



Region: Thyatis, Ochalea, Isle of Dawn.

Sphere; Secubi is no immortal, but only an ancient hero, who became a guardian angel / Demon / Succubus and is sometimes revered as an immortal of Entropy.

Homeplane; Not determined yet

Date Ascension; as Demon Angel of Orcus, in 1000 AC, to further enhance disturbances and Peace disruptions. Will become Immortal after gaining 300 PP. She is now at 122 PP.

Sponsor; Thanatos

Statistics; As a Succubus (see Clerics)
ST 12, IN 19, WI 16, DX19, CO 24, CH 20, Com 20. HD 10, Hp 80, AC0, AV 0, AM 65%.

Powers: As a Succubus (See Clerics).

Followers Alignment: Mostly dance girls and boys, Seducer Mages, Whores. Often even those followers of Valerias and Aphrodite, or Freya, not content with their rewards as followers using sex as a tool. Followers receive omens, dreams.

Alignment: Any

Taxes; Followers are taxed 5 to 10% of their annual income by the Church.

Clerics; She has clerics with spellcasting powers, due to her demonic being, but no powers over Undead or Demons. One typical note; about 30% of the female clerics were partners of earlier victims. This seems to be by circumstance, yet maybe the victims choose a typical kind of women as partner.

Alignment: Any non good, mostly becoming Evil before reaching level 20.

Powers: These clerics slowly become Succubi (females) or Concubi (if males—about 25% only). This is clear to them from the beginning and clearly reveals to them how good they are with their faith. At each level attained they automatically change their corporeal statistics randomly 4% into that of Succubus / Concubus , but also gain the ability to Polymorph that part at will into normal tissue, or into that of the preferred seduction demon in 1 round.

At 10th level; The Polymorph becomes undetectable by magic like Treusight.

At 20th level; The Cleric is now almost a Succubus in appearance. A succubus in its natural form appears very much like a tall and very beautiful human female - although the bat-like wings immediately show the observer its true character.

He or She will now gain one random ability each level, and gain 5% AM each level here after.

1	Bat wings=Fly 180' / 60',
2	Energy Drain kiss (KO and lose 1 level after at least 5 rounds kissing—Draining can only be done conscious),
3	Blessed or +1 weapon or Better to hit,
4	Cast Darkness at will, (as spell)
5	Ethereal at will as long concentrated,
6	Charm Person at Will (as spell),
7	ESP (as spell) 3 x day at will,
8	Clairaudience (as spell) 3 x day at will,
9	Call a Screaming or Whispering Demon at own risk at 70% chance of success ,
10	Suggestion (as spell) 3 x day at will,
11	AC improves by -9
12	2 Claw Attacks for 1d3 +Str adj. each.

Skill Effects; Required: Honor Secubi, Profession Masseur, Temptation, Etiquette, Cosmetics.
Recommended: Reading/Writing.

Accepted Weapons; Standard.

Accepted Armor; None.

Other Restrictions; They never will attain more than 6 HD, but instead gain 1d8 hp each HD. A further difference to Natural Succubi/Concubi is that their Charisma / Comeliance never Changes once the change commences, and that they can only change between their own natural form and that of the Demon.

Dogma; Sex, Sex, and Sex. Sex leads to might and control. Blackmail, seduction.

Daily Activities: Duties of the Priest: Sex, Marriage. Succubi rule lower demons through wit and threat. The drained levels they use to feed upon. Clerics do not feed upon levels, but direct them towards Secubi herself, making her stronger. A 100 Levels given thus constitutes as 1 Power Point (10.000 xp), gained thus. Secubi thus slowly become an Immortal, and later become slowly more powerful (then she will find out that each Immortal stage doubles the needed levels to gain 1 Power Point. Thus a Temporal already needs 200 send levels to gain 1 PP, and an Celestial even 400.

Temples and Such: None. These clerics are usually not found in numbers, for they prefer to act alone, and due the danger of discovery they settle rarely, instead offering their 'services' wherever they go.



Known History;	Slathaar was the Illegitimate child of Man-Shertei of Ochalea and Lucius Trezantebium on the Island Hattias. She truly disliked the egocentric and machismo behavior of the local men, their stupidity and xenophobic way of life, while thinking they are more powerful than any non-Hattian. As partially Ochalean of origin she was heavily discriminated and thus became the target of much violence, even that of sexual origin. She was forced by the Hattians to become available at their vile services. In one of these slavery situations she “came” upon the Shrine of Orcus. As she recovered from her abuse the shrine seemed to speak to her, and granted her the power to take revenge. She learned the magical might of the Seducer Mage, and while still actually a victim, she slowly kiss by kiss took her revenge. She murdered all her abusers in the name of Orcus. And thus gained such high piety she acquired clerical abilities. When she was killed while draining the Senator Shenanius she literally bypassed Limbo. Orcus was so proud of her raped her on the spot and thus made her into his first Succubus / Guardian Angel. She continued her work on a multitude of worlds, Planes and Dimensions, and gained so much renown Orcus finally accepted her under his Patronage to become an Immortal herself. He gave her a fraction of his power (100 PP) to create a clergy under her own name and cause much more disturbance on the Prime Plane (especially Mystara), she would thus not only benefit herself, but in the wake of the ensuing chaos Orcus would benefit too. As Secubi she stepped back on Mystara just prior to Wrath of the Immortals (1003 AC).
Personality;	Secubi is vengeful, yet refuses to surrender to her anger. She is cunning and sneaky controls every situation to the best of her abilities. She knows how she becomes Immortal, and then will be free (Immortals of Entropy tend to loose interest in their Followers when they become Immortal) to act as she wants to.
Appearance;	Secubi looks like a tantalizing female, of half Ochalean / Thyatian origin. Luscious dark Brown Red Hair rests upon head. Her face seems to be heavily made up (but this is actually her own color), Bright Red lips and long black lashes around a pair of reddish-brown eyes, shaded with Brown-dark-grey eyelids. She bears a pair of small fangs—like that of a vampire—but cannot use them in any way of attack. Her white bony horns jut fro her temples curving along her head line an inch or two. Her hands and feet are one of the other treats betraying her Entropic shape, as they are dark, scaly and menacingly clawed (for 1d3 + strength adjustment damage each). One of her feet claws acts like a high heel (sporting an incredible 6.5 inches height) Her Dark-grey- reddish batwings still reveal her femininity. She also sports a long whip-like tail which is unable to grasp anything or be used as a weapon. She wears a ruby red corset and brazier, adorned with her holy symbol, further she is undressed (when shape-changed her wings become a sort of cloak, or completely disappear.
Holy Symbol;	A brass small human Skull on a pair of human skeletal hands, topped by a demonic face of Orcus. This is worn between and under the breasts as a piece of jewelry.
Allies:	Orcus is her only loyalty, and even when she succeeds to become Immortal herself (a certainty, which can no longer be stopped, but only slowed) she wants to remain loyal. Strangely she seemed to get a crush on him.
Enemies:	Vanya is her only Immortal Enemy, as it are her followers who did this to her. As a true and loyal follower of Orcus she truly dislikes Demogorgon. Valerias is the only other Immortal aware of Secubi, but does not know she is currently on the Path to Immortality. She likes the girl, but not her way of using love as a way of revenge. She recently send a few female clerics to advise Secubi to act appropriately, but has never heard of them since.
Holy Days:	Not determined as yet.
Days of Prayer;	Not determined as yet.
Piety awards:	Not determined as yet.
Piety Penalties:	Not determined as yet.
Habits: ▶	Peaceful -3, Honest -2, Forgiving -6.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.
Chant:	Not determined as yet.
<u>Extra Spells</u>	Not determined as yet. All her Mage Followers are advised to become seducers. When they do she gives her clerics the knowledge to guide these mages into learning new Seducer spells.
<u>Artifacts:</u>	Not Created or attained yet.
Sources:	Self Creation TSR2009—AD&D1—Monster Manual, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.



Vali

Vili, Ve

Immortal of Eternal Light

Region: Hollow World Antalia, Northern Reaches.

Sphere: Vali is no immortal, but only an ancient hero, who became a guardian angel or Einheriar and is sometimes revered as an immortal of Matter. These are the special guests that have been chosen from among the dead to stay in Valhalla and fight on the Immortals' 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.

Homeplane; This Immortal ranks amongst the twelve and shares his father's dwellings in Valaskialf.
Date Ascension; as angel of Ixion/Odur 580 AC.
Sponsor; Odur

Statistics; Vali is a Guardian Angel, ST 20, IN 24, WI 15 DX 25, CO 19 CH 19, F 29, AL N, AM 25%, Dm 2d10+8, +2 weapon or better to hit., AC -2 (DX, Magic, Shield), AV 4, HD 20, Hp 300, Att 2 by weapon, MV 180' / 60'.

Powers: They fight and eat and if killed they are magically resurrected to fight once again. Immune to Normal Weapons. Vali is the best archer in all of the nine worlds. Vali is impregnable to any type of shot or hurled missile, magical or otherwise.

Followers Alignment: Followers receive no omens, dreams, unless secretly given by any other immortal.

Alignment: Any

Taxes; Followers are taxed 5 to 10% of their annual income by the Church.

Clerics; He has no clerics with spellcasting or other powers.

Alignment: Any

Powers: None.

Skill Effects; Required: Honor Vali.
Recommended: Reading/Writing.

Accepted Weapons; Only Missile Weapons.

Accepted Armor; Leather.

Other Restrictions; None.

Holy Symbol; Not Determined yet.

Dogma; The Light breaks the Darkness,
Honor the light by which you can see far.

Daily Activities: Duties of the Priest: Guidance,
Marriage.

Temples and Such: None.

Known History; Unknown

Personality; Honor seems to be an important trait among the Einheriar, and Vali is no exception.

Appearance; A Knight in full metallic armor armed with a 2-handed sword.

Allies: All the Aesir, especially Odur/Ixion of who he's the angel, and Odin of who he is seen as its brother.

Enemies: Any Giant or Giant Immortal, Loki, Hel.

Holy Days: Not determined as yet.

Days of Prayer; Not determined as yet.

Piety awards: Not determined as yet.

Piety Penalties: Not determined as yet.

Habits: ▶ Peaceful -1, Courageous +2, Cautious +3.

Dead: Not determined as yet.

Birth: Not determined as yet.



Colors: Not determined as yet.

Incense / Oil: Not determined as yet.

Symbols: Griffon.

Stone / Metal: Not determined as yet.

Plants: Not determined as yet.

Animal: Griffon, Thunderbird, Dragon.

Chant: Not determined as yet.

Extra Spells _____ Not determined as yet.

Artifacts:

Valis' Bow:

This +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 triple range modifier)

Vali will always have a quiver of these specialties.

Sources: Mythological Encyclopedia,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.

Thrud

☪

Patroness of Secrets and Secrecy.



Region:	She has a few followers in Nithia Hollow World.
Sphere; Homeplane; Date Ascension; Sponsor;	She is no immortal, but only an ancient priest, on the Path to Immortality of Matter. Not determined yet approximately 1050 AC to 1100 AC Maat.
Statistics;	Cleric 32, MU 10, Rake 10, Fighter 10, HD9, Hp 61, AC 7 (magic to 2), AV 0, Att 2 copper claws Dm 1d3+5 each or Spell, ST 9, IN 18, WI 18, DX 17, CO 12, CH 16. AL CG
Powers:	Clerical Spellcasting, Several protective amulets.
Followers Alignment: Taxes;	Followers receive no omens, dreams, unless secretly given by any other immortal. Followers are taxed 5 to 10% of their annual income by the Church.
Clerics; Alignment: Powers: Skill Effects;	He has no clerics with spellcasting or other powers. Any Not determined yet Required: Honor ... Recommended: Reading/Writing.
Accepted Weapons; Accepted Armor; Other Restrictions;	Not determined yet Not determined yet Not determined yet
Dogma;	Not determined yet
Daily Activities:	Duties of the Priest: Guidance, Marriage.
Temples and Such:	None.
Known History	About this mortal almost nothing is known, except that she has a few mortal followers who waited on the mountain she climbed in search of her Immortal Patron of Maat. It is the secrecy she spurs as her goal, and she is so good in it that only she Maat know all.
Personality;	She is of Nithian origin, of that we are certain, or are we?. At least she was most active in that region. She was seen among the Western Borders, slaying followers of Ranivorus and Thanatos. And a few times among the Hutaaka protecting them from invasions by sinking ships prematurely. Her most used spells are; Invisibility, Detect Invisibility (to see herself) Shapechange, Silence (Mage version; individual), Levitate, Fly and Haste. She uses an Immortal Artifact (The Curvatory Bow of Maat) to Teleport once a Day.
Appearance;	She looks like a strange mixture between a mummy and a beautiful female. She wears several magical items, including a magical chain once created by a follower of Thanatos which imbues a magical protection of +4 with a Regeneration of +1/r, Bracers of Defense natural AC 2, and a set of cat's claws +5. Her helm gives her the ability to summon the Return Curvatory Bow return Dimensional Door.
Holy Symbol;	Not determined as yet.
Allies:	Probably Maat, but she seems not to have any companions. Unknown to her Thor and Sif stand by awaiting her ascension, as she is the offspring of a liaison they have had in mortal identity. First upon attaining Immortality she may know this. They do not help or hinder her in any way, actually they stay away as far as possible, to avoid breaking Immortal laws, however, she has become known by name among the legends told by Odin after seeing visions of the Future. Odin sofar takes no reaction, nor do other immortals of the Northern Phanteon. It was Maat who took her under her wings without hearing what or who she is. First after the Petition, Immortal tests, and the meeting she learned of her past. At that moment she already had mastered the four classes and is now starting the trial needed. Maat thinks she has done all right and refuses to give up on this promising immortal.
Enemies:	Set, Ranivorus, Thanatos.
Holy Days:	Not determined as yet.
Days of Prayer;	Not determined as yet.
Piety awards / Penalties:	Not determined as yet.
Habits: ▶	Peaceful +1, Honest -2, Loyal +4, Trusting -3.
Dead / Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.

Chant: Not determined as yet.

Extra Spells

Dispel Scent

Range: Touch
Duration: 1 round per level of the caster
Effect : person touched
Save; None
Casting Time: 6

Cleric 4 spell

This spell affects the target in such a way that he or she no longer produces any scent. Be it its own sweat glands, Rotting flesh, Dirty clothing, Perfume, Incense, Oil, Flowers, any dirt or other scent producing source. The scent is completely nullified for the duration. She invented this clerical spell solely to remain unnoticed and untraceable in her spy duties. Maat gave her the spell after she explained its intended use. When becoming Immortal herself she will grant this spell to her followers, including the spells Invisibility and Silence. But not any spells unknown in the Hollow World, even if her followers are elsewhere.

Artifacts:

The Curvatory Bow

Description:

This stone archway is located in one of the hidden and lost tombs in Nithia, in a inaccessible maze underground guarded by mummies. Maat created this item solely to help (...) achieve her goals of saving Nithia from evil and invasions. The item looks like a normal archway, created by two pillars and a Lintel (see main picture). The structure bears almost no decorations and seems of no apparent value. (...) can only pass by resembling a mummy, for the passage will animate the mummies to defend itself from being used, if seemingly living creatures approach in a hundred feet or so. The tomb it is buried in is filled with literally hundreds of these undead, who will not leave the tomb, but defend it in all ways possible.

Greater artifact of Matter

Suggested Powers (PP 500): Recharge 20 TP/T

Monetary Value; Seemingly invaluable faintly decorated pillars and Lintel. About 500 gp apparent construction value.

<u>Attack Powers</u>	<u>Can also be used by passing person within 1 hour</u>	<u>(3)</u>	
Electricity	6d6 dm on touch	40	TP
Lightning Bolt	180', 60 dm	60	TP
Control Undead	as CI 24, 3 Turns	70	TP

<u>Information Powers</u>		<u>(2)</u>	
X-ray vision to passing person	30' 1 Turn	80	TP
Dimension Door curtain in archway, range 360 miles, 1round		85	TP

There exists an especially crafted magical Helm that is able to store one release of this artifact's power in a reversed form. Thus enabling to always return (as long as within 360 miles from the Arch). This power is released after 6 rounds of concentration, but can only be released upon activation (thus not released upon any concentration break).

<u>Defensive Powers</u>	<u>Can also be used by passing person within 1 hour</u>	<u>(3)</u>	
Phantasmal Force	240' area all structures appear as walls	60	TP
Protection from Magical Detection	6T self	85	TP

Activation:

The item is already active, and the Archway has an average intelligence of 15 to determine its use of its powers

Use of Powers:

Bringing order in nearby chaotically placed Hieroglyphs activates the Dimensional door. Touching the lintel thereafter gives the person touching it X ray vision, The other powers are used by the Artifact itself to protect itself from detection. The attack powers will be activated anywhere in the tomb to a distance (in all dimensions) of 180' away, this includes the surface. The defensive force will become active automatically also when someone approaches within 240' on the same level.

Handicap 120 days after last contact (3):

The user becomes obsessed with seeking Immortality. Every 10 days, a Saving Throw vs. Spells is made, the first with a -1 penalty, the second with -2, the third with -3, etc. A failed saving throw forces the user to choose and begin to actively pursue one of the routes to Immortality forsaking all other activities.

The other handicaps are that item is sentient, and that it attacks all creatures not looking like Undead mummies.

Suggested Penalties (5):

Forget last 24 hours	50% chance after each 2 nd use of Dimensional Door power.
Die (unless looking like a Mummy)	70% chance if using X ray power.
Spell Effect (without using charges) at all those in range	of defensive and offensive powers
Repel Others	Standard chance after using Attack powers
Obsession; Order (and complete goal)	Standard chance after using Defense powers

Sources:

Self Creation
TSR9339—D&D—HWR2—Kingdom of Nithia,
TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals,
Site of Pandius.



The Norse Giants

The Norse Giants live on the Plane of Jotunheim primarily, and in legend they are revered as Immortals. 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 Immortals for beauty. Listed among the other giants that reside in Jotunheim (Giant land) are Storm giants, Rock giants and Stone giants, though these groups are not as banded together as the Fire or Frost giants are.

These Giants are truly Giants and measure up to double the normal sizes and weights. They are calculated as Gargantuan Giants. The different statistics to the normal Giants (and local animals) are as followed; HD x2 (each +as 1 HD), MV x 200%, Att as HD, Missile ranges x 2 (miss / +1 / 0 / -1-Roll on), DM x 4, Sv as F x HD, MR 11, Tt x 400%, Load x 800%, BM x 2, Size x2, Weight x 2, recalculated Xp accordingly.

Norse Frost Giants:

AC 9, AV 2 to 6, HD 22**, MV 240' / 80', AL C, Size 36'.
THAC0 4, Att 1 weapon; DM 4d6 x 4, or Boulder; Ranges 60' / 120' / 260' / 400'-800', DM 8d10,
Na 1d2 (1d4), Sv F22, MR 9, Tt E x 4+20.000 gp (% x2),
ST 14+2d6 / 16-24 , IN 3d6+1 / 8-18, WI 3d6, DX 3d6-1, Co 6+2d6, CH 3d6-2,
Change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use Cold spells if Spellcaster.

Norse Fire Giants:

AC 4, AV 2 to 6, HD 26*, MV 240' / 80', AL C, Size 32'.
THAC0 2, Att 1 weapon; DM 5d6 x 4, or Boulder; Ranges 30' / 60' / 130' / 200'-400', DM 4d12,---+6 if heated,
Na 1d2 (1d4), BM x Sv F26, MR 9, Tt E x 4+20.000 gp (% x2),
ST 14+2d6 / 16-24 , IN 3d6+1 / 8-18, WI 3d6, DX 3d6-1, Co 6+2d6, CH 3d6-2),
Change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use Fire spells if Spellcaster.

Norse Storm Giants:

AC 0, AV 2 to 6, HD 30*, MV 240' / 80', AL LG or LN, Size 44'.
THAC0 2, Att 1 weapon; DM 8d6 x 4, or Boulder; Ranges 50' / 150' / 300' / 450'-600', DM 8d6,
Na 1d2 (1d4), BM x 8, Sv F30, MR 9, Tt E x 4+20.000 gp (% x2),
ST 16+2d6 / 16-26 , IN 3d6+2 / 8-20, WI 3d6, DX 3d6, Co 6+2d8, CH 3d6,
Change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use Air spells if Spellcaster.

Norse Cloud Giants:

AC 0, AV 2 to 4, HD 26*, MV 240' / 80', AL N, Size 40'.
THAC0 2, Att 1 weapon; DM 6d6 x 4, or Boulder; Ranges 50' / 150' / 300' / 450'-600', DM 6d6,
Na 1d2 (1d4), BM x 8, Sv F26, MR 9, Tt E x 4+20.000 gp (% x2),
ST 16+2d6 / 16-26 , IN 3d6+2 / 8-20, WI 3d6, DX 3d6, Co 6+2d8, CH 3d6,
Change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use Air spells if Spellcaster.

Norse Rock/Mountain Giants:

AC 4, AV 2 to 6, HD 24* to 40*, MV 240' / 80', AL N, Size 24' to 40'.
THAC0 3 to 0, Att 1 weapon; DM 4d6 x 4, or Boulder; Ranges 50' / 100' / 200' / 400'-800', DM 8d6,
Na 1d2 (1d4), BM x10, Sv Fas F HD, MR 9, Tt E x 4+20.000 gp (% x2),
ST 14+2d6 / 16-24 , IN 3d6+1 / 8-18, WI 3d6, DX 3d6-1, Co 6+2d6, CH 3d6-2),
Change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use Matter spells if Spellcaster.

Norse Stone Giants:

AC 4, AV 5, HD 18, MV 240' / 80', AL N, Size 28'.
THAC0 6, Att 1 weapon;, DM 2d8 x 4, or Boulder; Ranges 30' / 100' / 200' / 300'-600', DM 6d10,
Na 1d2 (1d4), Sv F18, MR 9, Tt E x 4+20.000 gp (% x2),
ST 13+2d4 / 15-23 , IN 3d6, WI 3d6, DX 3d6, CO 6+2d6 / 8-18, CH 3d6),
Change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use Matter spells if Spellcaster.



Skadi

Patron of Frost Giants, Goddess of winter and skiing

Region:	Northern Reaches, Frost Giants Worldwide and in Jotunheim.
Sphere:	Matter, Skadi is no immortal, but an ascended Giant, who became a Monster Ruler (Exalted status) and is sometimes revered as an immortal.
Homeplane;	Gladsheim; Jotunheim
Date Ascension;	255 BC.
Sponsor;	Won in Battle from former Ruler
Statistics;	AC -2, HD 82, Hp 650, MV 240' / 80', PP 300 #AT 1 = 1 Axe-DM 16d6, Boulder; Ranges 60' / 120' / 260' / 400'-800'-DM 8d10; Spear- 2d20+9, Longbow +4 (ranges x 8)- 2d6+4, AM 25% (Cold 100%), Sv IM1, AL CN ST 23, IN 27, WI 17, DX 24, CO 24, CH 20.
Powers:	Change Shape, Polymorph Objects, Control Weather to a certain extent, use Illusions and use Immortal spells; Power Attack, Probe, Shield, Immune to Silver / Non-Magic weapons. She bears a spear +4 that strikes for 2-20 hp, and a longbow +4 with which she has quadruple normal range.
Followers Alignment:	Followers receive no omens, dreams, unless secretly given by any other immortal.
Alignment:	Neutral to Chaotic Good.
Taxes;	Followers are taxed 5 to 10% of their annual income by the Church.
Clerics;	He has no clerics with spellcasting, Turning or other powers.
Alignment:	Neutral to Chaotic Good.
Powers:	None.
Skill Effects;	Required: Honor Skadi. Recommended: Reading/Writing.
Accepted Weapons;	Club, Axe, Boulder.
Accepted Armor;	Any
Other Restrictions;	None.
Dogma;	None
Daily Activities:	Duties of the Priest: Guidance, Marriage.
Holy Symbol;	Snow Shoes.
Temples and Such:	None, Skadi makes only use of Shrines
Known History	Skadi, the daughter of the frost giant Thjazi, is a mighty huntress, second only to Uller. She dwells in Jotunheim, where she gives chase to many fantastic creatures. Due to her frost giant ancestry, Skadi is immune to all cold-based attacks. To aid her in traveling the snowbound wastes of Jotunheim, she created a pair of magical snowshoes and a set of magic skis. Her snowshoes enable her to move across snow-covered ground at a rate of 240' / 80'. Her magic skis give her a movement rate of 360' / 120', but may only be used in clear snowy terrain. She is the wife of Njord, and the mother of Frey and Freya according to legends. In reality she was only their nemesis at first, and teacher later.
Personality;	Skadi is more open-minded than the regular Frost Giants, and less negatively biased against shorter (lower) creatures.
Appearance;	Skadi looks like a normal Female Frost Giant of extreme size.
Allies:	Ymir, Frey, Freya
Enemies:	Surtr, Heimdal.
Holy Days:	None
Days of Prayer;	Not determined as yet.
Piety awards:	Not determined as yet.
Piety Penalties:	Not determined as yet.
Habits: ▶	Peaceful -1, Dogmatic -2.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.
Chant:	Not determined as yet.
Extra Spells	Not determined as yet.
Artifacts:	Not Created or attained yet.
Sources:	Mythological Encyclopedia, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.

Utgard-Loki

Prince of Frost Giants

Lord of Utgard

Region:	Northern Reaches, Frost Giants Worldwide and in Jotunheim.
Sphere:	Matter, Utgard-Loki is no immortal, but an ascended Giant, who wants to become a Monster Ruler (Exalted status) and is sometimes revered as an immortal.
Homeplane;	Gladseim; Utgard
Date Ascension;	255 BC.
Sponsor;	Loki
Statistics:	AC 0, HD 22, Hp 250, MV 240' / 80', PP 300 #AT 2 = Axe—4d6+6 Boulder; Ranges 60' / 120' / 260' / 400'-800'—8d10; AM 60% (Cold 100%), Sv F22, AL CE ST 22, IN 24, WI 15, DX 19, CO 23, CH 19.
Powers:	Clerical and Illusionist spells, Change Shape, Polymorph Objects, Control Weather to a certain extent.
Followers Alignment:	Followers receive no omens, dreams, unless secretly given by any other immortal.
Alignment:	Neutral to Chaotic Good.
Taxes;	Followers are taxed 5 to 10% of their annual income by the Church.
Clerics;	He has no clerics with spellcasting, Turning or other powers.
Alignment:	Neutral to Chaotic Good.
Powers:	None.
Skill Effects;	Required: Honor Skadi. Recommended: Reading/Writing.
Accepted Weapons;	Club, Axe, Boulder.
Accepted Armor;	Any
Other Restrictions;	None.
Dogma;	None
Daily Activities:	Duties of the Priest: Guidance, Marriage.
Holy Symbol;	Snow Shoes.
Temples and Such:	None, Skadi makes only use of Shrines
Known History	Utgard-Loki is the cleric/illusionist ruler of Utgard. Unlike most giants, Utgard-Loki controls his underlings more by wit than brute strength. He defends his city domain through the use of illusions and other magic. His deceptions have fooled many, including Loki and Thor.
Personality;	Utgard-Loki is just as his sponsor Loki Evil and a dangerous lyer and trickster.
Appearance;	Utgard Loki looks like a normal Male Frost Giant extreme size.
Allies:	Ymir, Loki.
Enemies:	Surtr, Heimdal, Thor.
Holy Days:	None
Days of Prayer;	Not determined as yet.
Piety awards:	Not determined as yet.
Piety Penalties:	Not determined as yet.
Habits: ▶	Peaceful -2, Dogmatic -2.
Dead:	Not determined as yet.
Birth:	Not determined as yet.
Colors:	Not determined as yet.
Incense / Oil:	Not determined as yet.
Symbols:	Not determined as yet.
Stone / Metal:	Not determined as yet.
Plants:	Not determined as yet.
Animal:	Not determined as yet.
Chant:	Not determined as yet.
Extra Spells	Not determined as yet.
Artifacts:	Not Created or attained yet.
Sources:	Mythological Encyclopedia, TSR1082/1901—D&D—Wrath of the Immortals, Codex of the Immortals, Site of Pandius.





Vafthrudnir

Wisest of the jotuns

AC 2, HD 23**, Hp 168, MV 240' / 80', AL LE, Size 16'.

THAC0 4, Att 1 weapon DM 4d6 x 4, spell or boulder or Boulder; Ranges 60' / 120' / 260' / 400'-800', DM 4d10,

Sv Cl 23, MR 9, +2 or better weapon to hit, immune to cold attacks, MR 65%,

ST 21, IN 24, WI 25, DX 12, CO 21, CH 12

Change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use Cold spells if Spellcaster.

Vafthrudnir is an incredibly old, wise, and evil Frost giant who lives alone deep in the wastes of Jotunheim. There, he spends time reading ancient tomes. As his knowledge is renowned, many other beings attempt to gain fame by striving against him in wisdom. The contest is based on questioning, with Vafthrudnir asking all his questions first; if one question goes unanswered, the challenger loses his life! None have ever studying the events of the universe and known enough to answer all the giant's questions and then have their turn to question Vafthrudnir himself. If any player characters wish to try anyway, they have no chance to defeat the giant unless they, too, have wisdom scores of at least 2.



Grid Giantess-sorceress

AC -1, AV 2 to 4, HD 26*, MV 180' / 60', AL NG, Size 40', AM 60%.

THAC0 2, Att 1 weapon; DM 3d10+10, or Boulder; Ranges 50' / 150' / 300' / 450'-600', DM 6d6,

Na 1d2 (1d4), BM x 8, Sv F26, MR 9, Tt E x 4+20.000 gp (% x2),

ST 16+2d6 / 16-26, IN 3d6+2 / 8-20, WI 3d6, DX 3d6, Co 6+2d8, CH 3d6,

Change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use Air spells if Spellcaster.

She is the mother of Vidar by Odin, and Uller by Thor. Grid has several magic items which she is never without: a girdle, a pair of gauntlets, and a wand. The girdle she wears is identical to Thor's girdle of strength, and gives her a strength of 24 when she wears it. Her gauntlets insulate her hands from any heat or cold. Grid's wand (a staff to human-sized creatures) acts as both a staff of the magi and a staff of striking that does 3-30 hp damage per hit.

Grid, loveliest of all cloud giantesses, is a powerful sorceress. She is a staunch ally of the Aesir, but still roams freely about Jotunheim, for other giants fear her magic too much to try to hinder her. She is very knowledgeable about the affairs of Jotunheim, and can be counted upon to know when any giantish scheme is afoot.



Immortal Creatures

Hati Hrodvitrnissn and Skoll

Wolves which pursue the sun and moon

Hati; Home Plane Astral, AC-3, AV3, MR 40%, HD 33, Hp 150, THAC0 2, Att 1 bite (5d10), +2 or better weapon to hit, ST 59, IN 9, WI 8, DX 19, CO 21, CH 22, Regeneration 5 hp / r as any Immortal even beyond Death, AL NG, MV 120' / 40', FL 360' / 120'

Skoll; Home Plane Astral, AC-2, AV3, MR 40%, HD 33, Hp 150, THAC0 2, Att 1 bite (5d10), +2 or better weapon to hit, ST 66, IN 11, WI 8, DX 16, CO 17, CH 18, Regeneration 5 hp / r as any Immortal even beyond Death, AL NG, MV 120' / 40', FL 360' / 120'

Hati Hrodvitrnissn, the wolf that chases the moon through the skies, and his brother, Skoll, pursuer of the sun, are descendants of the Fenris Wolf. They fly closely behind the sun and moon in an attempt to catch and devour them. Their efforts cause the eclipses, according to the legends. The wolves will not attack any being unless it hinders their pursuit. Skoll is immune to all fire and heat-based attacks, and Hati Hrodvitrnissn is immune to all cold-based attacks. Some immortals say that Spectral Hounds evolved from these two creatures, spawned beyond the borders of time.

Freki and Geri

Wolves which accompany Odin

Freki; Home Plane Asgardhr, AC 2, AV1, MR 40%, HD 10, Hp 80, THAC0 6, Att 2 claws (2d4+3 each—Bear hug if both hit 2d8), 1 bite (2d8—THAC0 +2 if both claws hit), +2 or better weapon to hit, ST 19, IN 8, WI 9, DX 14, CO 17, CH 12, Regeneration 1 hp / r as any Immortal even beyond Death, AL N, MV 120' / 40'.

Geri; Home Plane Asgardhr, AC 2, AV1, MR 40%, HD 10, Hp 87, THAC0 6, Att 2 claws (2d4+3 each—Bear hug if both hit 2d8), 1 bite (2d8—THAC0 +2 if both claws hit), +2 or better weapon to hit, ST 18, IN 11, WI 11, DX 15, CO 20, CH 12, Regeneration 1 hp / r as any Immortal even beyond Death, AL N MV 120' / 40'.

Two wolves: Freke & Geri, they are Direwolves, but more resemble Werebears in powers for attack and defensive abilities, adding the capability of the Hell-hounds sensing (detect invisibility, hear noise etc.).

Hugin and Munin

Huginn and Mugin

Raven which accompany Odin

Hugin; Home Plane Asgardhr, AC 7, AV0, MR 40%, HD 2+2, Hp 15, THAC0 17, Att 1 bite (1d6), +2 or better weapon to hit, ST 6, IN 49, WI 38, DX 16, CO 12, CH 11, Regeneration 1 hp / r as any Immortal even beyond Death, AL N.

Munin; Home Plane Asgardhr, AC 7, AV0, MR 40%, HD 2+2, Hp 14, THAC0 17, Att 1 bite (1d6), +2 or better weapon to hit, ST 5, IN 38, WI 48, DX 16, CO 11, CH 12, Regeneration 1 hp / r as any Immortal even beyond Death, AL N.

The two ravens accompanying him (Hugin means Knowledge and Munin means Memory) are his eyes and ears. They are constantly bringing the All-Father news of the outside world. These Ravens appear as normal birds for attack, though they are very intelligent and are rarely forced to do any fighting due to their cleverness.

Sleipnir

Child of Loki

Eight-legged horse of Odin

Sleipnir; Home Plane Asgardhr, AC-4, AV(as Barding), MR 50%, HD 17**, Hp 115, THAC0 3, Att 2 Hooves (2d6 each), 1 bite (1d12), Trample (1d20+8), +2 or better weapon to hit, ST 65, IN 9, WI 8, DX 16, CO 21, CH 22, Regeneration 3 hp / r as any Immortal even beyond Death, AL CG, MV 180' / 60', FL 240' / 80', Load 6000 full speed, 12.000 half speed, BM x2

A horse: Sleipner. Sleipner is Odin's personal eight-legged steed. He is cloud-grey in color, and has sacred runes engraved on his teeth. Sleipner is the result of a liaison of Loki in a Mortal form with another magical enhanced horse. This horse is truly the most marvelous in that it flies, may cross water at a full gallop and perform in all other respects as a normal 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.

Fenris

Fenrir, Hellhound, Cerberus

Inciter of Ragnarok

Fenris; Home Plane; Hell/ Hades, AC-4, AV4, MR 100%, HD 33, Hp 300, THAC0 2, Att 1 bite (10d8), +5 or better weapon to hit, ST 15, IN 9, WI 10, DX 16, CO 18, CH 5, Regeneration 5 hp / r as any Immortal even beyond Death, AL CE, MV 240' / 80'.

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.

When ever loose (this monster will break its bond at Ragnarok) it will 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 10d8 damage. Its resistance to magic is 100%.

Fenris was the offspring from Loki's second marriage with a giantess wife, the (mortal) identity Angrboda who is the mother of the monster Fenris Wolf. It was rumored that Hel was somehow involved in this evil creation.

The only Immortal that Fenris ever trusted and allowed to feed him was Tyr. Fenrir; who was ravaging much of Asgard, became savage and unpredictable, even by Immortal standards. They decided the Immortal animal had to be chained, but were unable to do it. They created magical chain Leading and Dromi to bind him. But Fenris snapped the mighty chains, forged by the Aesir to contain him.

They needed a special magical chain and someway to make Fenrir agree to the chaining. Freyr's servant, Skirnir, went to the Modrigswerg Dwarves, who forged a magical ribbon chain. Gleipner was the flimsy, silk-like ribbon used by the Aesir to bind Fenrir; the Fenris Wolf of Norse Mythology. It has six components: the sound made by a cat when it moves; the breath of a fish; the beard of a woman; a bird's spittle; the roots of a mountain; and the sinews of a bear. This Dwarven-made magical ribbon was the only binding strong enough to hold Fenrir. Not trusting the Aesir anymore, he only allowed himself to be bound by Gleipner if one of the Norse gods put a hand into Fenrir's mouth. Tyr, the Norse god of courage and the sword, volunteered. When Fenrir realized he couldn't break his binding, he bit off Tyr's hand as revenge.

But Fenrir was afraid of the innocent looking goods, so the Immortal Tyr volunteered to put his hand in the wolf's jaws while the chain was fastened. Fenrir struggled but was caught fast. But before Tyr could remove his hand, the Immortal wolf severed it of by a bite, and devoured this part of Tyr's Immortal essence.

Ragnarok

The Immortal wolf Fenris tears itself free from its chains, then Loki frees itself from its imprisonment (why and when he was imprisonment is not told). Heimdal blows on his horn Gjall and in Muspelheim the deaths ship Naglfahr leaves its domain with the giant Hymir as its captain.

Then begins the titanic battle between the Asen on one side and the Giants and demons on the other. The giants advance to the immense battlefield where the Immortals, Odin and the Einheriar are awaiting them. Jormungandr spits poison over the earth and in the Sky. Fenris swallows the sun and bites the moon. The Yggdrasil trembles. Then at last the Immortal Giant Surtur (Zugzul) sends a sea of fire over heaven and earth. Immortals, Giants, Heroes and demons die, and the whole cosmos collapses into itself. From this battle shall arise a new, idyllic world, with new human races (Lif and Lifthrasir), over which the newly arisen Immortals Baldur, Vidar, and Thors sons (Halav and other sponsored Immortals) will rule in a state of undisturbed luck.

In the mythology (the Odhinn visions of the future), Vidar slew the Fenris wolf by placing his iron-bound' 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!

Egder and Vedrfolnir

The eagle of Yggdrasil

Egder; Home Plane Yggdrasil, AC -4, AV 0, MR 75%, HD44, Hp 200, THAC0 2, Att 2 claw attacks (5d10), and 1 beak 2d10) and 2 wing (2d8) attacks, ST 21, IN 22, WI 14, DX 14, CO 23, CH 23, Regeneration 5 hp / r as any Immortal even beyond Death, AL NG, MV 180' / 60' in Astral Space, 300', 100' on Yggdrasil, 120' / 40' elsewhere. Size body 45'—100' wing span

Vedrfolnir; Home Plane Yggdrasil, AC -4, AV 0, MR 75%, HD44, Hp 90, THAC0 2, Att 2 claw attacks (2d8), and 1 beak 4d4+4) and 2 wing (1d10+4) attacks, ST 20, IN 21, WI 18, DX 16, CO 21, CH 22, Regeneration 5 hp / r as any Immortal even beyond Death, AL NG, MV 180' / 60' in Astral Space, 300', 100' on Yggdrasil, 120' / 40' elsewhere. Size body 45'—100' wing span

Egder is the huge female eagle that roosts in the uppermost branches of Yggdrasil on the Astral Plane, guarding the World Tree's trunk and branches from all vandals (it will never go towards the roots). The great bird stands forever on guard (and is thus never surprised), and is only accompanied by a great male falcon, Vedrfolnir, also keeping watch.

Those foolish enough to tamper with Yggdrasil will be subjected to an attack by both birds. They attack with his beak, claws, and wings. Any creature struck by both wings must save versus magic or be stunned and reeling (-4 to hit and on AC) for 1d4 rounds due to the great force of the blow. A critical hit (8+ more than needed or a natural 19 or 200 of the beak, are always directed upon one of the eyes. Where this hit means the eye is lost (at a 20 even picked out completely). Both birds are immune to all the elements, poisons, Petrification, and death magic. As long as the Yggdrasil exist (wholly or Partially) both beasts will exist. When killed they'll be recreated after a single day.

They are immune to mind-affecting spells as if they possessed a wisdom of 25. Both may also teleport without error at will, appearing anywhere within the Astral Plane or on a regular plane without needing to be near a flat surface, and both may detect alignment automatically. There is great enmity between Egder and Nidhogg. The offspring of these beast are always mortal, either falcon or Eagle and always appear on the Prime Plane as soon as able to fly.

Ratatosk

The Squirrel of Yggdrasil

Ratatosk; Home Plane; Yggdrasil, AC 0, AV 0, MR 90%, HD 3, 24 hp, #ATT 1, DM 1d8, MV Running 180' / 60' Climbing 210' / 70', Swimming 120' / 40', Sailing (flying) 300' / 100', 17th level Druid of Mother Nature, regenerates 5 hp / r as any Immortal even beyond death AL N.

Ratatosk acts as a messenger for insults passing between the eagle and the dragon. The enmity between Nidhogg and Egder is fostered by this mischievous intelligent mortal squirrel. Ratatosk is the only known being that successfully climbs the length of Yggdrasil from Hades to Gladsheim on a regular basis, and no one is sure how he does it so quickly. It is immune to all the elements, poisons, Petrification, and death magic.. As long as the Yggdrasil exist (wholly or Partially) Ratatosk will exist. When killed it will be recreated after a single day.

His offspring are hundreds of mortal squirrels of many forms (flying, Red, Grey, Ground, etc.), many of the beasts end up on the Prime Plane Worlds (this is why every world with plants has its own version of squirrels). The Immortality is actually a Permanent curse by Loki who thus made the critter that tricked the Trickster Immortal, thinking he finally out tricked the critter. Recently he began to think if not all actually was a trick and he was out tricked far worse than he had expected earlier, as he often hears the beast menacingly laughing chitterish when Loki approaches the Yggdrasil.

Nidhogg

Guardian of Niflheim

Dragon of the underworld

Nidhogg; Large Amber Dragon (Draco Occidentalis Sino Dux), Home Plane Niflheim, AC -3, AV 12, HD 44, Hp 200, MR 25%, THAC0 2, The dragon can fight with two poisonous claw or kick attacks, a bite, and a lash with its wickedly spiked tail. 2 Claws or kicks (range; 44'—3d4 each—save vs. Poison at -2 or die), 1 Bite (range; 88'—6d6+4), Tail (range; 6d6), Crush (range; 20'—by jumping on—6d6+4)
It can also breathe one of its two breath weapons Fire in a cone, or a cloud of chlorine gas. It may use one breath weapon every third round:

Chlorine Breath and disease: Cloud = 50' x 50' x 30' high—current Hp damage, (will linger for 44 rounds in the area—A victim who fails his saving throw takes full damage, and he and all items carried become infected with a rotting disease. This disease causes all nonmetal items to rot away in 1d6 turns unless a cure disease spell is cast on them during that time. A victim can't be affected by any healing spells, nor healing item, save a cure disease effect. The disease also inflicts 1 point of damage per turn (but not cumulative in the case of multiple failed saving throws). If the saving throw is successful, the victim takes only half damage and avoids the disease),

Fire and Melt Breath: Cone = 90' x 30'—current Hp damage, (will scar, not burn, damage or weaken the roots of Yggdrasil—A victim who fails his saving throw takes full damage, and all items carried start to burn or melt (no saving throw). Paper items are destroyed instantly; leather items in 1 round; all other nonmetal items in 2 rounds; nonmagical metal items in 3 rounds; and magical items of all sorts in 4 or more rounds. If the item has a bonus ("pluses"), add 1 round to the 4-round period for each point. Items that give immunity or resistance to fire also melt, but in double the normal time. The burning or melting items may be saved if immersed in water (or otherwise cooled, such as magically) before they are destroyed. The DM may choose to deduct 1 or more "pluses" from partially damaged items. If the saving throw is successful, the victim takes only half damage),

Sleeping: 5%, ST 20, IN 18, WI 8, DX 9, CO 18, CH 8, AL NE, Size; 132' long, Weight 65.000 LBS—Nidhogg has no wings like normal Amber Dragons, Speaking: 100%, MV 120'/40' (but is unhindered by the roots of the Yggdrasil in any way, as he knows the way in this unchangeable maze of roots), % in lair 99%, TT: 100% H, R, S, T, V.

Nidhogg is the fearsome dragon that gnaws on the Niflheim (Hades) root of Yggdrasil and feeds on the souls of the dead. It is the father of many other serpents in Niflheim which bedevil the dead. Nidhogg is a serpent like dragon with huge, membranous wings. Its upper body and legs are glossy black, while its underbelly is a dull grey.

Nidhogg can also use magic. It spell casting limits are; 5 1st level, 5 2nd level, 4 3rd level, 3 4th level, 2 5th level, 2 6th level (he can access this 6th level only due his Immortal status, and has access to only the following spells; Death Spell, Reincarnation, Geas, and Move Earth—to move through the ground), Spell Roll 4d8+3, see 5th level under Red Dragon line.

The tempests

The Nine daughters of Aegir and Ran

Tempests; Home Plane; Prime, AC -3, AV 6, HD 22, Hp 100, MV 60' 20' on land, 360' '120' on sea, % in lair 5%, TT A, B (on individuals), THAC0 5, Att 1 Punch 2d10, or Whirlpool, ramming, +1 or better weapon to hit, MR 30%, ST 12, IN 16, WI 8, DX 18, CO 15, CH 7, Size 30' tall, AL CE or NE, Regenerate 1 hp / r as Immortals.

The Tempests are the daughters of Aegir and Ran. These terrible nine sisters roam the oceans sinking all ships they encounter. They appear as hideous, huge, sea-green women, with hair the color of foaming waves, and are totally equal to each other. They each attack once per round, striking for 2-20 hp damage. When attacking a ship, the Tempests will attempt to form a whirlpool to sink it. Such a whirlpool takes only 5-8 rounds to form, but exposes the Tempests to missile fire and spell attack. Once formed, the whirlpool can sink a ship of up to 60' in length. Larger ships will be rammed. Each ramming does 1d4 structural damage to the ship, but also injures the attacking Tempest for the same damage,

Forgotten Artifacts



The Following Artifacts belong to lost or forgotten Immortals, or are created by Mortals in their Quest for Immortality. Whatever their owner, they are now mostly lost in the midst's of time.

Ortnit's Lance of Doom

It is not known how the hero Ortnit (or Hartnit) acquired this powerful weapon. The device's origin is also a mystery. Ortnit defeated many giants with it, so it may have great powers against this ilk; but he was later slain ignominiously by a small white dragon, which is odd considering his legendary power. The weapon remains, but is often shunned, rumored to bring death to any user.

Description:

This is an ornately scribed lance, entirely sheathed in light metal, which can only be used when riding a mount (base damage 2d6).

Minor artifact of Entropy

Suggested Powers (PP 95):

Lance + 5, + 10 vs. Giants

Attack Powers (2)

Information Powers (0)

A3 Hold monster 35

A2 Dodge any missile 50

Transformation Powers (2)

Defensive Powers (3)

Activation:

The hold monster power is activated whenever the lance first strikes a creature. At that time, the user discovers that he or she feels capable of dodging missiles (the other power), and can discover the use (but not the cost) of that power through practice.

Use of Powers:

Knowledge of the existence of the hold power can be deduced by observing results, but is never explained.

The translating talent appears automatically as well; the user simply understands, somehow, all languages heard as long as the lance is held.

The dodge power is activated as soon as the user tries to dodge a missile.

Suggested Handicap (1):

The user loses 1/3 of all treasure carried each time he or she uses the lance to slay a creature.

Suggested Penalty (1):

This takes effect when any creature is struck with the lance, but may not become apparent until much later. The user takes double normal damage from all blows or breaths of any dragon for one full day. The user may make the usual Saving Throw vs. a dragon's breath, taking only full normal damage if the attempt succeeds.

Weapon Talent: Translating

Sources:

Mythological Encyclopedia, Germanic legends Further Research: Refer to the medieval German epic poems composed in the 13th century and collected in Das Heldenbuch (The Book of Heroes). In this and other works, see references to Ortnit and his brother Wolfdietrich. Legends of another Germanic hero, Dietrich of Bern, were based on Theodoric the Great (King of the Ostrogoths, 454-526 A.D.). The famous epic poem The Nibelungenlied is another source, based loosely on the Scandinavian Volsunga Saga with added material unique to Germanic legend.

Humbaba's Glaring Eye

The huge one-eyed monster Humbaba was fought long ago by a great hero, named Gilgamesh. Its eye was taken after its defeat, and was made into an artifact by Ninsun, a powerful Immortal. It eventually caused Gilgamesh to seek Immortality above all else, but he failed, and was eventually destroyed. The Eye remains, a famed symbol of death and destruction. The Eye is said to provide the powers of the original monster, including breath and gaze weapons.

E-Empyrean 1: Ninsun (creator of Glaring Eye)

Description:

This appears to be a mummified monstrous eyeball, 4 inches in diameter. It is reddish white in color, with a black iris and many bulging red arteries and blue veins.

Lesser artifact of Energy
Suggested Powers (PP 190):

Attack Powers (3)

A1	Cause disease	25
A1	Fire breath	60
A3	Flesh to stone	50

Information Powers (2)

Transformation Powers (2)

C3	Summon weather	55
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Defensive Powers (3)

Activation:

The eye is active when found, but it is difficult to gain knowledge of the powers. The user must employ ESP or clairvoyance, and look through the eye into a reflecting surface (mirror, water, etc.). In the reflection of the center of the eye, the user may read the name of one effect and its command word, if the language can be understood (thus requiring a read language at the same time). The information changes each midnight, to that of a randomly determined power; thus, many readings may be required before all the powers are revealed.

Use of Powers:

The eye does not grant powers to its user, but produces the effects itself; it may be accurately aimed with very little practice.

Suggested Handicap (1):

The user becomes obsessed with seeking Immortality. Every 10 days, a Saving Throw vs. Spells is made, the first with a -1 penalty, the second with -2, the third with -3, etc. A failed saving throw forces the user to choose and begin to actively pursue one of the routes to Immortality forsaking all other activities.

Suggested Penalties (2, standard chances):

1. Body part change: The user's head enlarges to 4 times normal size, Large enough to accommodate Humbaba's Glaring Eye, if the user lacks one. This effect is not cumulative.
2. Age: The user becomes 10-40 years older. No saving throw applies, but the effect may be dispelled.

Source:

Babylonian myths Further Research: The Epic of Gilgamesh (circa 2000 B.C), and general references on mythology (especially Sumerian and Babylonian).

Girdle Of Armida

Armida was once a famous sorceress in a far land. To help her achieve the greatest heights in her craft, her Immortal uncle, Idrate, gave her this Girdle. However, she used it to tempt and confuse paladins, generally bringing confusion and discord to others. Having fallen to petty abuse of her powers, Armida did not reach her Immortal goal; but the Girdle remains, to tempt (and possibly aid) other magic-users to become Paragons. It is supposedly watched over by Idrate to this day.

E-Celestial 4: Idrate (creator of Girdle)

Description:

This is a simple human-sized leather belt (though it will shrink or enlarge to fit any user). It is ornately tooled with arcane symbols which describe its powers and command words; however, this ancient language of magic can only be deciphered by a read magic spell from a 30th or higher level caster.



Minor artifact of Energy

Suggested Powers (PP 100):

Attack Powers (2)

A2 Charm monster	30
A2 Confusion	25

Information Powers (1)

Transformation Powers (2)

C2 Change odors	15
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Defensive Powers (3)

D2 Memorize + 3 spell levels	30
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Activation:

The girdle is active when found.

Use of Powers:

Powers are activated by command words given on the girdle.

Suggested Handicap (1, when first used):

Extra damage. Whenever the user is struck by any natural weapon (claw, bite, etc.), he or she takes 1-10 points of extra damage. This becomes 1 less point of damage for each 10 days that pass after the artifact is no longer owned, vanishing in 100 days.

Suggested Penalties (2):

1. Whenever either attack (charm or confusion) is cast at a Lawful or Neutral creature, hold person is cast at the user; saving throw applies.
2. At standard chances: size change, the user gains or loses (equal chances) 50% of current height.

Source:

Italian literary romance works dealing with the First Crusade (1096-1099). Further Research: See a translation of the romantic epic Gerusalemme Liberata ('Jerusalem Delivered') by Torques Tasso (1581).

Claw Of Mighty Simurgh

Long ago, a great roc-like bird appeared to a wandering cleric. The bird said it was Immortal (which one was not revealed, nor if it was the creator of the girdle), and had already seen three cycles of life on earth-each ending in destruction by water, ice, and fire. It gave one of its smallest claws (a mere 2 feet long) to the cleric. Explaining its powers, the Mighty Simurgh asked that it be used for the betterment of mankind. The cleric did what she could, but lives no more, and the claw has apparently fallen into the clutches of Chaos.

T-Celestial 3: Simurgh (creator of the Claw)

Description:

Curved talon 25 inches long, made of an ivory-like substance.

Minor artifact of Time

Suggested Powers (PP 100):

Attack Powers (2)

A3	Calm others	30
A5	Turn bonus, + 21 + 1d6 HD	20

Information Powers (2)

B2	Predict weather	10
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Transformation Powers (2)

Defensive Powers (2)

D3	Immune to poison	40
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Activation:

The artifact is active when acquired.

Use of Powers:

Once the claw is claimed, full knowledge is granted telepathically during the user's first sleep.

Suggested Handicap (1).

activated when first power is used: The user loathes violence, urges peace to all living things, and refuses to attack anyone unless attacked. This effect does not cover undead.

Suggested Penalty (1)

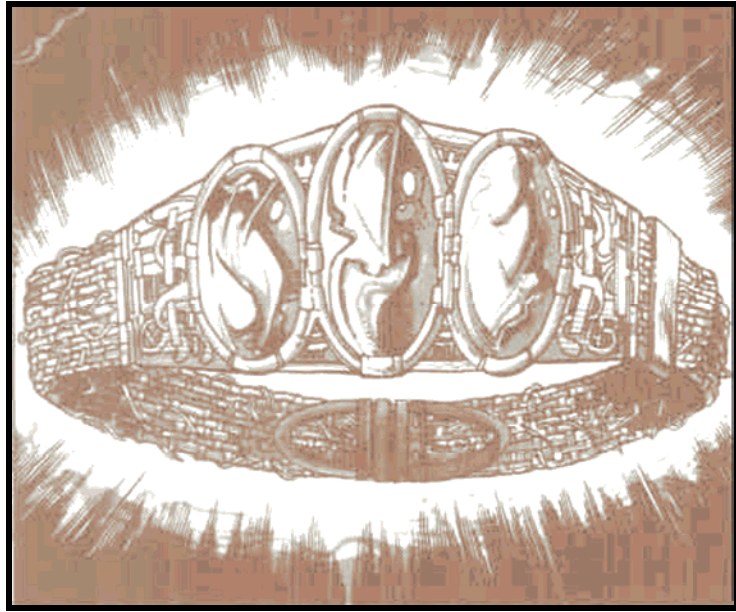
may appear-25 % chance-whenver rainfall, flooding, tornado, falling snow, etc. is witnessed: Service. The user imagines that the Simurgh has demanded an interview. The user must gather a party to go to the far northern mountains, leaving within 3 days. The effect will wear off when the mountains are reached.

Source:

Ancient Middle Eastern legend Further Research: This is a recurrent but very general theme-a great being that has lived forever and possesses the knowledge of the ages. Look for similar recurrent themes among the myths of different cultures; related items can prove suitable for artifact design, and usable in nearly any setting.

The Girdle of De'Rah

In its true form, this artifact appears as a belt constructed of small platinum links intertwined with strands from a unicorn's beard. The buckle is constructed of three oval plates of a lustrous blue-gray metal. When a mortal looks into the surface of the plates, he sees his own reflection repeated an infinite number of times. Currently, however, the girdle appears as a well-made but worn belt of blue-gray leather. In this form it does not radiate magic, but its eldritch nature is apparent to anyone who handles it with a detect magic spell running. The origins and creator of the girdle are lost, but its legendary owner, the cleric De'Rah, is said to have been a breathtakingly beautiful woman who could see through any deception or cure any malady.



Greater Artifact of Time

Suggested powers (PP 435)

Attack Powers (4)
Open Mind 80 TP

Information Powers (3)
Lie Detection 50 TP
ESP 25 TP
Truesight 50 TP

Transformation Powers (3)

Defensive Powers (4)
Cure Disease 20 TP
Neutralize 30 TP
Heal 100 TP
Mind Barrier 80 TP

Activation:

In its present form the girdle is partially active. All powers of 30 PP or less are usable, but the girdle has a power limit of 100 until activated, effectively making it a minor artifact. The girdle can be activated only by finding the last mortal remains of De'Rah herself - her mummified feet. The first method of reactivation requires the user to sever his own feet and attach the relics to his leg stumps where they will automatically graft themselves in place. Although the feet are nearly indestructible, the user hereafter will be unable to walk without assistance.

A second method of reactivation requires the proper re-burial of the relics and a sacrifice of at least 300,000 gp to an Immortal of the Sphere of Time. The time and place of the burial is at the discretion of the Immortal proposed to.

Use of Powers:

All active powers are telepathically apparent to the user.

Handicap:

Three to 31 days after the open mind power is used for the second time Doom strikes the user. His body and all equipment disappear and are recoverable only at the DM's option. The girdle teleports to a random location.

Penalties

1. For one week out of four, all members of the same race and of the opposite sex become irresistibly attracted to the user. The first onset of this handicap occurs exactly three weeks after the girdle is fully activated. Afterwards it is unpredictable. A 1d8 will determine the timing of further occurrences: 1 = three days early, 2 = two days early, 3 = one day early, 4 = on time, 5 = on time, 6 = one day late, 7 = two days late, 8 = three days late. While the penalty is in effect, any member of the opposite sex that spends a round within 30' of the user must roll his or her combined Wisdom and Intelligence or less on 2d20 or become infatuated with the user for duration of the current incidence. If the user appears in public while the handicap is in effect, the PC will be mobbed by pawing admirers. Mobbed characters can do nothing except try to escape. When the penalty becomes inactive each victim should roll on the reaction chart. A neutral reaction simply indicates the end of the infatuation. The victim is free to go about his business.

A positive reaction indicates a basic desire to continue the infatuation, but the victim is no longer under a magical compulsion and can be dissuaded. A negative reaction indicates hostility towards the user making the victim feel injured or insulted. The PC may attack the user, but because the victim is not under a magical compulsion, he (or she) can be mollified in a number of ways. This handicap requires the players to engage in a good deal of role-playing.

2. When the girdle is fully activated the user suffers damage feedback. He takes one point of damage per die of healing bestowed on others. A cure-all spell inflicts one point for every five points restored. This penalty tests the mettle of the user. While it is possible to avoid ill effects simply by not curing others, the Immortals of Time frown upon such use and may punish clerics who refuse to heal others.

Cartographer's Amulet

This magical item, constructed from a huge flawless jacinth, is cut into a lens-shaped disk 6 inches in diameter and one-half inch thick. It has a platinum setting and chain. Twelve diamond chips are placed at 30 degree intervals on the left side of the setting and a rune surrounds the top chip.

With the proper command words, the user can direct the amulet to display a scale map of the immediate surrounding area once every three days. Remaining on the face of the amulet for one turn, the map can show either a small or large area. True north is indicated by the rune. The amulet must be held in the user's hand when the command word is spoken.

The small area map, when used indoors, shows the area within a 60' radius of the amulet. The map will show passages, stairways, doors, and other normal features such as fountains, furnishings and loose treasure. The user sees in the amulet what he would see viewing the shown area with normal vision in daylight. The map will not however, reveal traps, secret doors, creatures nor anything about the nature of what is shown, (i.e. magical, unsafe, etc.).

Once the map is invoked, the user may describe up to four objects and the amulet will locate them by number on the map. The user must know exactly what each object is, cf. locate object spell. It is possible that secret doors or very familiar types of traps could be located in the same manner. If there is more than one of a particular object within range only the one closest to the amulet will be shown. The user can describe the same object more than once, up to his limit of four.

Outdoors, the small area map displays the area within a 60 yard radius of the amulet showing hills, cave mouths, buildings, and other terrain features. Hidden objects will not be shown if the user could not discern them in daylight using normal vision. Such objects may be located with the proper description from the user (see above).

The large area map can only be used outdoors and shows the area within a three league radius of the amulet. The map is, out of necessity, less detailed than the small area map but otherwise has the same features. The user can command the amulet to locate only two special objects when using the large area map.

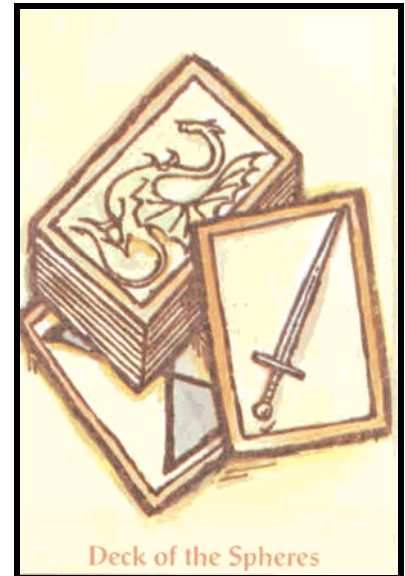
The Deck of Spheres

The powers that govern the fates of mortals are often said to work in mysterious ways. On Mystara, an item of great power exists that can greatly alter the course of a man's life with the simple drawing of a card. Known as the Deck of Spheres, this is perhaps the most powerful magical item on the planet.

In order to understand the power of this item, one must know something of the Multiverse and its structure. The sages of Mystara have long speculated on the nature of the cosmos. Each has his or her own views on the plans of the Immortals and the ultimate fate of all that is. For all their differences, however, there are a few things upon which these scholars agree. The universe is composed of five basic elements, each of which is tremendously powerful and commands the loyalty of many Immortals. These aspects are commonly called Spheres, and they are Energy, Entropy, Matter, Thought, and Time.

The Deck of Spheres, later given such variant titles as the Deck of Fate, or the Deck of Immortal Enticement, was created by a group of five Immortals. Most sages agree that this was an experiment to observe how mortals reacted to the temptation of changing their fates with the cards.

Rumors; In ages past, five Immortals created the Deck of Spheres to both tempt mortals and test the mettle of adventurers. Long-forgotten magic from the fabled lands of Nithia created the Deck of Spheres, and its fell magic caused the destruction of Ancient Nithia. A person who touches the Deck of Spheres is forever haunted by the voices of those who have died by the powers of the cards.



Finding the Deck

When encountered, the Deck appears to be made of 30 small ivory plaques the size of playing cards. The back is a collage of symbols and designs. If a character worships a particular Immortal, the symbol of that Immortal's Sphere seems the most prominent feature in the design. Others will see the Deck differently, for each person sees the Deck of the Spheres in a different light. The Deck of the Spheres is not owned or controlled by any mortal or Immortal, for it moves and acts as it will. Whenever someone draws a card, there is a 1 in 6 chance that the Deck will vanish (no matter the barriers—except maybe a Baak enclosure). From 2 to 12 days later it will reappear in another location on Mystara, or Patera / Myoshima at least as far as 100 miles from the point at which it was last found. Each card drawn vanishes as it invokes its power and returns to the Deck when it disappears.

The only truly reliable legend that has managed to survive about the Deck is an old song written 600 AC in Ylaruam. This verse exists only as a carving on the wall of a forgotten king's tomb. Few have seen this macabre script, and fewer still believe its tale.

*To all who follow this suffering trail,
Recall these words of one too frail.
He whose hand revealed in the darkest light
An appointment with eternal night.
Time and Khoranus set forth the rules
Forever unchanged yet changing foals.
The scaled Great One mined the Spheres,
Bringing forth the material fears.
Razud's power grew from each thunderous clap,
Each turning card, each deadly trap.
Diulanna wrapped the Deck in Thought,
Hoping by heroes it might be sought.
And in the end came Masauvu's kiss,
The Gift of the endless, Black Abyss.*

While those who know of the tomb discount the reliability of these carvings, the five Immortals generally believed to have created the Deck are accurately named, though their motivations remain shielded from mortal eyes. This legend and others like it to add the sense of wonder that characters will experience when they come across the trail of the Deck. They can meet others who have had dealings with the Deck.



Cards of the Deck

The abilities of the various cards that make up the five Spheres of the Immortals. Some cards are wholly good in effect and others utterly evil. For the most part, however, they combine rewards and drawbacks, as other artifacts with powers and handicaps. Thirty cards compose the Deck of Spheres. These are divided into five groups of six cards. Each of these groups is said to have been created by a single Immortal who sought to give it the powers of its Sphere. While legends differ as to the exact nature of the Deck's powers and its ultimate purpose, all agree that it is a thing not to be tampered with lightly. Among these cards one may find vast wealth, great enlightenment, or agonizing death. Each man's reward is in the hands of fate.

The Cards of Matter

These six cards draw their power from the Sphere of Matter, which is closely tied to Elemental earth. It is the Sphere of Matter that provides structure to the Universe, for it forms the building blocks of all things.

The Dragon

The character gains some ability associated with a Dragon. Simultaneously, a nearby Dragon is robbed of this power. The Dragon is instantly aware of what is happening and will attempt to destroy the character so that its stolen power can be recovered. Roll 3 times a 1d8 to determine what Dragon was near at the moment, of what category it is, and finally which power is stolen. Then the character obtains that power equal to that time of dragon. A Reflecting means that the ability is copied but uses the character's hp for damage. As Dragon means that the character exactly acquires the ability as the Dragon had. Image means that the character can summon an image of the original dragon body part, and using it as if it really exists, giving the Dragon's normal Damage at its normal range. These abilities or images are magical and cannot penetrate anti-magical fields, but will not be permanently dispelled by it when either the Dragon or the character dies, the abilities are exchanged again.

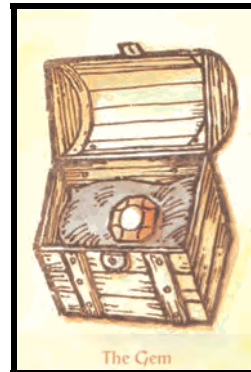
1d8	Dragon Type	Category	Ability Stolen	
1	Black	Baby	Breath Weapon	Reflecting
2	Bleu	Juvenile	Natural Spell Casting	As Dragon
3	Green	Small	Flight	set Image Wings
4	Red	Small	Claw Attack	1 Image Claw
5	White	Small	Bite Attack	1 Image Beak
6	Gold	Large	Kick Attack	1 Image Kick
7	Sea	Large	Dragon Fear	As Dragon
8	Pocket	Huge	Dragon Senses	As Dragon



Roll 3 times a 1d8 to determine what Dragon was near at the moment, of what category it is, and finally which power is stolen. Then the character obtains that power equal to that time of dragon. A Reflecting means that the ability is copied but uses the character's hp for damage. As Dragon means that the character exactly acquires the ability as the Dragon had. Image means that the character can summon an image of the original dragon body part, and using it as if it really exists, giving the Dragon's normal Damage at its normal range. These abilities or images are magical and cannot penetrate anti-magical fields, but will not be permanently dispelled by it when either the Dragon or the character dies, the abilities are exchanged again.

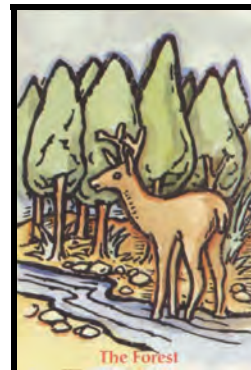
The Gem

Within the next 24 hours, the character will come across a single gem with a Gold Piece value equal to the number of Experience points that he had at the instant he drew the card. The gem will be utterly flawless and is liable to attract a great deal of attention if trying to sell, exchange, or display it. This means that for higher level characters, with high amounts of experience, the gem will become Starstones (going to a value of maximum 320.000 gp for a very large (x8) very good (x8) Jacinth (10.000gp) Starstone (x2)), or a Trystal—Corborundurum (going to a value of maximum 800.000 gp for a very large (x8) very good (x8) Trystal (100.000 gp)).



The Forest

The person drawing this card gains the ability to Polymorph into a forest creature. The exact type of creature is rolled from the table. At the same time, the character is teleported to a region of forest. If the character leaves that area for more than a week, he will weaken (lose 1 level or HD / Hour) and then die. Exactly one year after his transformation, the character truly becomes the animal form and cannot be human again (without external magic applications). As animal he cannot speak, use spells, tools, magical items, or equipment, but still knows all he knew as human. The HD the character currently possesses determines the creature becoming.



	HD character					
1d100	1 to 2	3	4 to 5	6	7 to 8	9
01-05	Goat	Deer	Caribou	Black Bear	Grizzly Bear	Brown Bear
06-10	Goat	Deer	Caribou	Black Bear	Grizzly Bear	Brown Bear
11-15	Wild Dog	Deer	Caribou	Boar	Grizzly Bear	Brown Bear
16-20	Wild Dog	Deer	Stag	Boar	Grizzly Bear	Brown Bear
21-25	Wild Dog	Deer	Giant Hawk	Boar	Grizzly Bear	Brown Bear
26-30	Hawk	Deer	Giant Hawk	Great Eagle	Grizzly Bear	Chameleon Lizard
31-35	Hawk	Deer	Hyena	Great Eagle	Owl Bear	Chameleon Lizard
36-40	Eagle	Giant Toad	Cougar	Great Eagle	Owl Bear	Chameleon Lizard
41-45	Eagle	Giant Toad	Cougar	Elk	Owl Bear	Chameleon Lizard
46-50	Squirrel	Large Crow	Lynx	Elk	Owl Bear	Chameleon Lizard
51-55	Squirrel	Large Crow	Lynx	Moose	Owl Bear	Giant Porcupine
56-60	Giant Ferret	Large Crow	Mule	Moose	Owl Bear	Giant Porcupine
61-65	Wild Cat	Large Crow	Stag	Giant Owl	Rock Python	Giant Porcupine
66-70	Wild Cat	Large Crow	Stag	Giant Owl	Rock Python	Giant Porcupine
71-75	Owl	Badger	Stag	Giant Owl	Rock Python	Giant Porcupine
76-80	Owl	Badger	Stag	Giant Weasel	Giant Stag	Tuatara Lizard
81-85	Giant Rat	Wild Horse	Wolf	Giant Weasel	Giant Stag	Tuatara Lizard
86-90	Giant Rat	Wild Horse	Wolf	Giant Weasel	Dire Wolf	Tuatara Lizard
91-95	Giant Shrew	Wild Horse	Wolverine	Giant Weasel	Dire Wolf	Tuatara Lizard
96-00	Giant Shrew	Wild Horse	Wolverine	Giant Weasel	Dire Wolf	Tuatara Lizard



The Giant

The character's strength is boosted to 19 for one year. Following that, it drops to 3 for one year. Every draining from this additional strength, will also less weaken the character the second year. Thus if he was drained 3 strength points by a Shadow, he becomes strength 16 for the remainder of the year—even if his original strength was higher, and is strength 6 the second year. This card will thus be a boost to the weak and a bane to the strong. This strength—whichever year—will be its normal strength and can thus be magically altered. But when the second year ends any alterations are dispelled also.



The Sword

If the character is carrying a sword (any type), it becomes enchanted. It gains a 1d4 in magical power (to a maximum of 5). If the character does not have a sword, his favorite weapon becomes cursed, with a 1d4 in magical penalty (no maximum penalty).

The Treant

The character's skin hardens to a thick bark. This reduces his charisma and dexterity to a maximum of 6, decreases its movement to 50% normal, but gives him a base AC of 2 with an AV of 7. He also becomes vulnerable to fire and lightning, but takes only half damage from blunt weapons, water and cold.

The Cards of Energy

Tied to the powerful element of Fire, the Sphere of Energy provides the Impetus for change and activity. Whether that change is for good or for evil, it draws its power from the Sphere of Energy.



The Arena

A number of monsters swiftly materialize nearby and attack the character. The monster will have a HD equal to that or just better than that of the character with one special ability for each two spell levels or magical items the character currently possesses. If the character defeats these beasts alone, he receives enough experience to advance 1 level.

The Enemy

The drawing of this card summons forth a powerful extra dimensional creature (Feyr, Neh-Thalggu, Baatezu, Spectral Hounds, etc.) of the DM's choice. This monster knows who has drawn the card by which it was magically summoned here and that it can only return home by destroying that person.



The Flame

The character drawing this card is immune to normal and magical flames, and can cast a Burning Hands spell three times a day, after which he must sleep 8 hours to restore energy levels. He will suffer double damage from all cold, water or ice based attacks.

The Storm

The character drawing this card is immune to normal and magical electricity, and can cast a Shocking Grasp spell three times a day, after which he must sleep 8 hours to restore energy levels. He will suffer 1d4 damage each round from any immersion in water.



The Mage

The character drawing this card is immune to all spells, both offensive and defensive, including beneficial magic. The character is unable to cast spells himself or use any magical items. All these items appear non-magical in his hands.

The Sun

All the character's abilities are boosted to 19 for 24 hours. At the end of that time, his body bursts into flames and is consumed. The character can be Raised Fully or Reincarnated only, or recreated by the Clone spell.





The Elf

The Cards of Time

Drawing their power from the Sphere of Time and its ties to the Element of Water, these cards promote change and the evolution of things. Time directly opposes Matter, for the latter resist change in any form.

The Elf

If the character drawing this card is not an Elf (of any species), he is instantly transformed into a normal wood elf. He retains his normal class, even if it is normally closed to elves. If the character is an Elf he instantly gains 5000 experience points.

The Healer

The character drawing this card gains the ability to regenerate 1 hp per Turn. Wounds caused by acid or fire cannot be regenerated, as decapitation from the head and body. Extremities however, will regenerate by 1% per Hour.

The Hourglass

The character drawing this card instantly ages 30 years. In addition, he must make a system shock roll (constitution check against the altered constitution) to avoid death due to the sudden alteration of the body.

The Moon

The character drawing this card instantly gains 2 points of Dexterity. At the full moon, however, he discovers that he has become a Lycanthrope. Roll according to the table to discover which type of Lycanthrope he became.

The Sleeper

The character drawing this card falls asleep and cannot be awakened by any power less than a wish for 10 years per level. The sleeper does not age during this magical slumber, does not need food, water, is unharmed by natural vermin, but can be slain by sentient creatures easily if undefended.

The Tower

When this card is drawn, it instantly transformed into a small metal tower not unlike the Rook from a chess game, with the door facing the drawer of the card. Creatures and characters (except the drawer of the card) must be careful not to be caught by the fortress's sudden growth (1 r). anyone failing to move 20' away is caught in the effect and will suffer 10d10 damage. It will have the following abilities; 20' x20' and 30' high, with arrow slits on all sides and a machicolated battlement atop it. the metal walls extend 10' into the ground. The fortress has a small door that opens only at the command of the character that did draw the card—even a Knock spell can't open the door. The Adamantite walls are unaffected by normal weapons other than catapults (or bigger). The tower can absorb 200 points of damage before collapsing, and cannot be repaired (although a Wish restores 10 points of Damage).

The Cards of Thought

As an intangible thing, the Sphere of Thought is empowered by the Element of Air. Thought provides the essence of intelligence and is the force behind science and learning. It opposes the chaotic drive of Energy, which seeks change without regard to its consequences.

The Fool

The character's Wisdom is automatically reduced to a maximum of 6. if the character already has such a low or lower Wisdom, he gains enough experience to advance a level.

The Idiot

The character's Intelligence is automatically reduced to a maximum of 6. if the character already has such a low or lower Intelligence, he gains enough experience to advance a level.



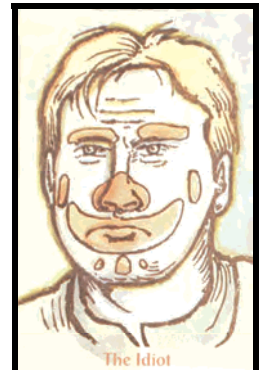
The Healer



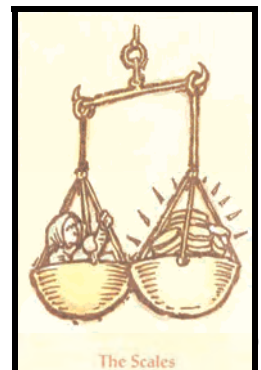
The Moon



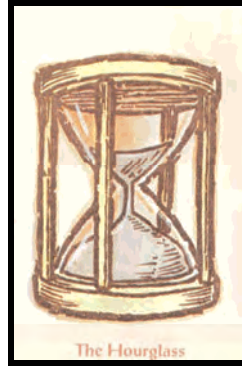
The Tower



The Idiot



The Scales



The Hourglass



The Sleeper



The Fool



The Mentor



The Rogue

The Mentor

The drawing of this card instantly raises the character's Intelligence to 19 for a year. At the end of that period, that score falls to 3 for another year.

The Scales

The character's alignment shifts to Lawful. If the character was already Lawful, he gains enough experience to advance a level.

The Rogue

The character's alignment shifts to Chaotic. If the character was already chaotic, he gains enough experience to advance a level.

The Stars

The drawing of this card instantly raises the character's Wisdom to 19 for a year. At the end of that period, that score falls to 3 for another year.



The Stars

The Cards of Entropy

The Sphere of Entropy, often called the Sphere of Death, has no elemental affiliation. It represents the decay and destruction that must ultimately come to all things.



The Arrow

The Arrow

The character becomes a master archer, gaining +4 bonus when employing bows. However, anyone firing such bows at him find out that he is easier to hit, also +4.

The Asp

The character is instantly affected by a dreadful vulnerability to poisons. In the future, all saving throws required due to toxins suffer a -4 penalty and any damage inflicted by poison is doubled.



The Asp



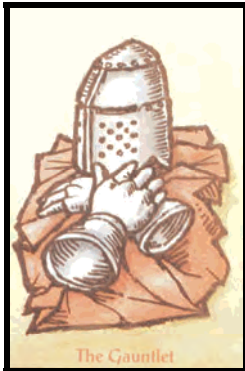
The Dagger

The Dagger

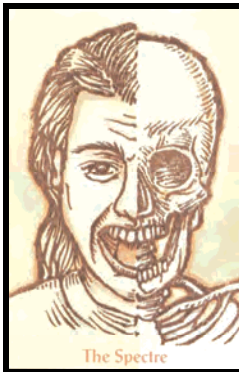
If the character is carrying a dagger the weapon is instantly cursed. The weapon suffers a -1d4 to attack and damage. If the victim does not have such a weapon on him at the time he draws the card, his favored weapon becomes enchanted by 1d4 to a maximum of +5.

The Gauntlet

For the next week, the person who drew this card suffers a -4 penalty on all attack and damage rolls. In addition, anyone attacking him find him weaker and easier to hit (+4 to damage and attack rolls. If the character survives this period, he gains enough experience to rise one level.



The Gauntlet



The Spectre

The Spectre

The victim of this card becomes a Spectre with HD equal to his level upon nightfall. When this happens, he is no longer under control of his body (the character becomes an NPC under control of the DM) at sunrise, the character returns to normal with no memory of what has happened. Only a Wish can end this curse, or the character's death as Spectre or natural form.

The Tomb

The person unlucky enough to draw this card is immediately entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The creature remains there unless a Freedom or A Summon One Dares Not Deny spell is cast, with the character's name and background. Magical



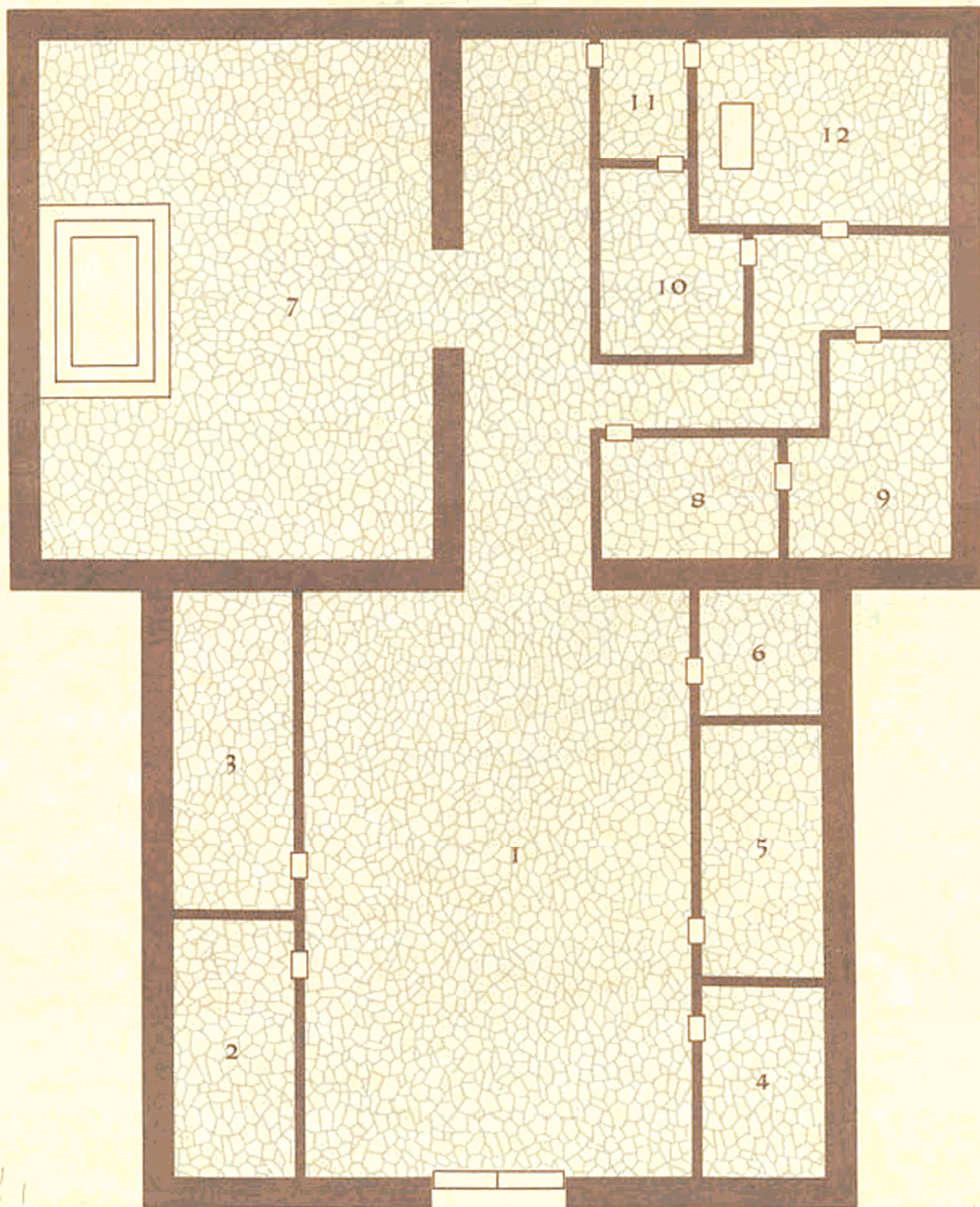
The Tomb

search by a Crystal Ball, a Locate Object spell, or similar means will not reveal the fact that a creature is imprisoned. The character will also return when the next day of no-magic sets in, or falls under an Anti Magic Influence (Beholder Central Eye Ray), but will not be returned to his original destination, he must survive, without magic for that period, until he can become subject to any magic as normal to return. Any Teleport, Locate or other spell will then work as normal on him. The imprisonment is magically ended by the no magic.

Note of the writer / collector.

This artifact was drawn from the AD&D Mystara Dungeon Master Survival kit and had to be reconfigured to D&D, as some of the Dragon races depicted in that module do not exist on D&D Mystara, and on Mystara they use no Dragon age, but size to depict its status.

Sample Temple



Scale: 1 inch equals 10 feet

Sample Map: Temple

Map Key

1. Grand Hall

This area is designed to impress visitors to the temple with the power and importance of the Immortal to which it is dedicated. As such, it will be lavishly decorated with banners, statuary, frescoes, and other works of art.

2. Dormitory

This room is used by the acolytes who are studying the worship of the temple's patron Immortal. There will usually be a dozen or so bunks, each with a chest for personal effects, as well as a small shrine that can be used for private worship services. In many cases, several bookcases will stand along the walls with inspirational texts for the acolytes and one or two tables for work and study.

3. Library

Every temple maintains a fairly large library with religious books, histories of the faith, and a great assortment of general reference materials. There are also a number of desks with inkwells and sheets of parchment, paper, or papyrus for those who wish to record their own words for future generations. As a rule, this facility is open to all members of the faith.

4. Office

All of the temple's business affairs are conducted here. There will be records of past transactions, budgets for future expenditures, and, depending upon the size of the temple's following, a treasury of considerable value.

5. Infirmary

In cases where an Immortal teaches healing and compassion, his temples will maintain a number of beds for members of the faith who have fallen ill. If one or more of these beds is not occupied, it will generally be made available to travelers who pay homage to the temple's patron at little or no cost.

6. Storage

Just about everything that the keepers of the temple need to operate the facility will be kept here. This includes their assorted sacraments, supplies for the hospital, and even routine janitorial equipment.

7. Main Temple

This is where services honoring the immortals are held. The focus of the room will be an elaborate altar and an assortment of religious relics vital to the faith. If the temple supports public services, there will be seating (usually benches or pews) for between 50 and 150 persons. Unbelievers may or may not be admitted to this area, depending upon the mandates of the church.

8. Kitchen

The temple's kitchen will be staffed by acolytes and outfitted with a fairly good assortment of cookery and utensils. Since almost every faith has some manner of dietary restriction, a skilled hand will oversee the youngsters in their workings. There is usually a storage chamber beneath this room that serves as a pantry or wine cellar.

9. Assembly Hall

This room is most frequently used as cafeteria for the temple staff. On important days, it is also used as a feasting hall for members of the faithful. Lastly, it is occasionally pressed into service as a meeting hall when important business matters arise.

10. High Priest's Chambers

This is the area where the high priest (and his family, if any) makes his home. It will be decorated in accordance with the requirements of the faith, so it may be quite spartan or lavish and elegant. The odds are that it will also have a private library and secret cache for the high priest's valuables.

11. Sacristy

This room is kept locked when not in use for it contains the most valuable of the temple's holy relics, and other irreplaceable treasures of the faith.

12. Lesser Temple

This area is not nearly as impressive as the main temple. It is used for small, private services or when the larger temple is otherwise engaged.

Bibliography

Here I have tried to enlist all the material and sources I have used in this massive compilation. When I have missed one, this is just a mistake and in no case any infringement on the rights of that source's owner. In that case, please inform me, and it will be corrected. Especially in the case of names of Artists, whose pictures I have taken from any of the lower mentioned sources (especially Dragon Magazine), I was nearly Impossible for me to locate the name of each artist whose art I have used.

I bought these sources to use them in my games, and now used them in this book to be used for my games. The digital versions were given me in addition to the books I have in my personal possession, to make the books I create for the game easier than literally typing each word, without being able to use illustrations.

In no way it is allowed to make any profit from any of this material, as all rights still belong to the original owners. This book was created for personal use of me and my players only. I have not and will not gain any profit from this book, except the joy of making and using it.

I hereby thank all writers, artists, historians, teachers, Scientists and other owners and creators of all the sources. Without their work was this compilation would have been impossible. I have not listed the actual names of these creators / owners of most of the material sources, but only the sources itself which I have used. In respect and honor to them, here the (as far as possible) list. The sources **marked** were especially useful and important in making this work. All D&D sources are owned by TSR (USA and UK) now owned by Wizards of the Coast a subsidiary of HASBRO inc. All other sources are owned by those given (as far as known).

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