

# *Mystara Immortals and Cults for RQ3/BRP*

*Introduction: Here is a list of Mystaran Immortals and their Cult abilities. The list is by no means exhaustive, but I will be adding more as I get information. I essentially focused more on fitting the Immortals into The game system using their domains as a guideline to selecting their runes and their roles in the pantheons.*

*Church of Traldara:*

*Runes: Harmony (Good), Fertility (Healing), Man, Mastery  
Immortals:*

*Halav: The Warrior (War God)*

*Interests: Warfare, Opposing Humanoids*

*Runes: Harmony (Good), Law, Man, Mastery*

*Skills: Primary Weapon: Long sword, Secondary Weapon: Javelin, Shield*

*Divine Magic: Berserk, Shield, True (Weapon)*

*Spirit Magic: Blade sharp, Demoralize, Protection*

*Hierarchy:*

*Initiates:*

*Priest/ess: Priest(ess)*

*High Priest/ess: Patriarch*

*Petra the Queen: (Ruling/War Deity)*

*Interests: Warrior Priests, besieged Cities*

*Runes: Fertility (Healing), Law, Man, Water*

*Skills:*

*Nobles:*

*Skills: Orate, Speak: Traldaran, Evaluate, Human Lore,*

*Divine Magic: Shield*

*Spirit Magic: Detect Enemy, Glamour, Demoralize, Mind Speech*

*Warriors:*

*Skills: Primary Weapon: Short Spear, Secondary Weapon: Short*

*bow, Shield*

*Divine Magic: Berserk, Shield, True (Weapon)*

*Spirit Magic: Blade Sharp, Demoralize, Protection*

*Hierarchy:*

*Initiates:*

*Priest/ess: Priestess*

*High Priest/Overseer: Matriarch*

*Zirchev The Forest Born (Hunter God)*

*Interests: Forest Folk*

*Runes: Beast, Fire, Truth (Knowledge), Plant*

*Skills: Weapon: Long Bow, Listen, Devise, Track*

*Divine Magic: Command (Prey), Sureshot*

*Spirit magic: Binding, Mobility, Surest*

*Hierarchy*

Initiate:  
Priest/ess: Priest(ess)  
High Priest/ess: Patriarch/Matriarch

*Cult of Halav:*

*Halav: The King (Ruling Deity) ?*

*Interests: Rulership*  
*Runes: Chaos, Harmony (Good), Fertility (Healing), Stasis*  
*Skills: Orate, Language: Thyatian, Evaluate, Human Lore*  
*Divine Spells: Shield*  
*Spirit Magic: Detect Enemy, Glamour, Demoralize, Mindspeech*  
*Hierarchy:*  
*Initiate:*  
*Priest/ess:*  
*High Priest/ess:*

*Church of Karameikos:*

*Runes: Fertility (Healing), Law, Stasis, Discord*

*Immortals:*

*Asterius: (Trickster God)*

*Interests: Merchants, Thieves, Trade*  
*Runes: Air, Movement, Discord, Mastery*  
*Skills: Dodge, Fast Talk, Conceal, Sleight*  
*Divine Magic: All Illusions, Reflection*  
*Spirit Magic: Disruption, Glamour, Shimmer*  
*Hierarchy:*  
*Initiates*  
*Priest/ess:*  
*High Priest/ess:*

*Chardastes: (Earth God(ress))*

*Interests: Healing, Medicine, opposing Tyranny*  
*Runes: Harmony (Good), Fertility (Healing), Stasis*  
*Skills: Climb, Knowledge: Animals, Knowledge: Minerals, Knowledge: Plants*  
*Divine Spells: Absorption, Command: Shadow, Heal Body, Restore Health*

*(except IMM)*

*Spirit Spells: Healing, Second Sight, Strength*

*Hierarchy:*

*Initiates:*  
*Priest/ess:*  
*High Priest/ess:*

*Isundal: Lord of the Elves. (Ruling, Hunter)*

*Interests: Elves, trees of Life*  
*Runes: Fire, Harmony (Good), Fertility, Plant, Magic*  
*Skills:*

*Ruling Elves:*  
*Skills: Orate, Own Language, Evaluate, Elvish lore*

*Divine Spells: Shield*

*Spirit Magic: Detect Enemy, Glamour, Demoralize, Mindspeech*

*Hunters:*

*Skills: Weapon: Short-Bow, Listen, Devise, Track*

*Divine Spells: Command Plants, Surest*

*Spirit Spells: Binding, Mobility, Sureshot*

*Hierarchy:*

*Initiates:*

*Priest/ess:*

*High Priest/ess:*

*Kagyar: Lord of the Dwarves (Underworld)*

*Interests: Dwarves, Arts*

*Runes: Earth, Harmony, Stasis, Man*

*Skills: Primary Weapon: Hammer, Fast-Talk, Conceal, Hide*

*Divine Magic: Command Earth Elemental, Create Earth Elemental, Resurrect*

*Spirit Magic: Dispel Magic, Extinguish, Second Sight*

*Hierarchy:*

*Initiates:*

*Priest/ess:*

*High Priest/ess:*

*Valerius: Love Goddess (Moon Goddess)*

*Interests: Romance, Love*

*Runes: Fertility, Harmony, Chaos, Earth*

*Skills: Dodge, Fast talk, Sleight, Listen*

*Divine Spells: Command (Madness Spirit), All Illusions, Madness, Mindblast*

*Spirit Magic: Befuddle, Glamour*

*Hierarchy:*

*Initiates:*

*Priest/ess:*

*High Priest/ess:*

*Vanya: Lady of Victory/ Conquest (War, Ruling)*

*Interests: War, Conquest*

*Runes: Discord, Mastery, Movement, Truth*

*Ruling:*

*Skills: Orate, Language: Thayatian, Evaluate, Human Lore*

*Divine Magic: Shield*

*Spirit Magic: Detect Enemy, Glamour, Demoralize, Mind speech*

*War*

*Skills: Primary Weapon: Sword (Short, Broad, Long), Secondary*

*Weapon: (Any), Shield*

*Divine Spells: Berserk, Shield, True (Weapon)*

*Spirit Magic: Blade Sharp, Demoralize, Protection*

*Hierarchy:*

*Initiates:*

*Priest/ess:*

*High Priest/ess:*

*Humanoid Immortals:*

*Immortals:*

*Bagni Gully Maw (War)*

*Interests: Trolls, Devouring living beings*

*Runes: Chaos, Disorder, Darkness, Fertility*

*Skills: Primary Weapon: (Claws), Secondary Weapon: (Bite), Shield*

*Divine Magic: Berserk, Shield, True (Weapon)*

*Spirit Magic: Blade Sharp, Demoralize, Protection*

*Chiron: (Hunter)*

*Interests: Centaurs/ Forest denizens*

*Runes: Beast, Fertility, Truth, Plant*

*Skills: Missile Weapon (Long Bow), Listen, Devise, track*

*Divine Magic: Command (Almost any Prey animal in region), Sure Shot*

*Spirit Magic: Binding, Mobility, Speed Dart*

*Hierarchy:*

*Initiates:*

*Priest/ess:*

*High Priest/ess:*

*Demogorgon: (Underworld)*

*Interests: Monsters*

*Runes: Air, Chaos, Disorder, Darkness*

*Skills: Primary Weapon Attack, Fast Talk, Conceal, Hide.*

*Divine Magic: Command (Ghost, Wraith, Mummy, Head Hanger or Harpy),*

*Create Ghost, Resurrect*

*Spirit Magic: Dispel magic, Extinguish, Second Sight*

*Hierarchy:*

*Initiates:*

*Priest/ess:*

*High Priest/ess:*

*Jammudaru (Trickster)*

*Interests: Ogres, Nightmares*

*Runes: Chaos, Earth, Beast, Disorder*

*Skills: Dodge, Fast talk, Conceal, Sleight*

*Divine Magic: All Illusions, Reflection*

*Spirit Magic: Disruption, Glamour, Shimmer*

*Hierarchy:*

*Initiates:*

*Priest/ess*

*High Priest/ess:*

*Karaash: (War-Ruling)*

*Interests: Orcs*

*Runes: Air, Disorder, Earth, Disorder*

*Skills:*

*Divine Magic:*

*Spirit Magic:*

*Hierarchy:*

*Initiates:*

*Priest/ess*

*High Priest/ess:*

*Nyx: (Night)*

*Interests: Night, Darkness, Undead*

*Runes: Death, Disorder, Spirit*

*Skills:*

*Divine Magic:*

*Spirit Magic:*

*Hierarchy:*

*Initiates:*

*Priest/ess*

*High Priest/ess:*

*Orcus: (Underworld-War)*

*Interests: Mass destruction*

*Worshippers: Monsters, Cultists*

*Runes: Chaos, Death, Disorder, Spirit*

*Skills:*

*Divine Magic:*

*Spirit Magic:*

*Hierarchy:*

*Initiates:*

*Priest/ess*

*High Priest/ess:*

*Wogar: Lord of Goblins, the Wolf-Rider (War-Ruling)*

*Interests: Goblins, Wolves*

*Runes: Beast, Disorder, Fertility, Darkness*

*Skills:*

*Divine Magic:*

*Spirit Magic:*

*Hierarchy:*

*Initiates:*

*Priest/ess*

*High Priest/ess:*

*Uagrai: (War)*

*Interests: Hobgoblins, Yellow Orcs, Stubbornness*

*Runes: Chaos, Disorder, Earth, Darkness*

*Skills:*

*Divine Magic:*

*Spirit Magic:*

*Hierarchy:*

*Initiates:*

*Priest/ess*

*High Priest/ess:*