

## **Diulanna**

**(The Strong, The Enduring One, Ironheart, Lady of Will and Mistress of Inner Strength)**

**Intermediate Power of Arcadia, LG**

**Portfolio:** Willpower, endurance, determination, perseverance.

**Aliases:** None.

**Domain Name:** Ironhome.

**Superior:** None.

**Allies:** Cyrillia, Frigga, Heimdall, Koryis, Mealiden, Mirrah, Sif, Talimyra, Tarastia, Tyr.

**Foes:** Alphaks, Loki, Martokk.

**Symbol:** Three inch long iron bar.

**Worshippers' Alignment:** LG, LN, LE, CG, N, NG, NE.

## The Church

**Clergy:** Clerics, crusaders, specialty priests, monks, paladins.

**Clergy's Alignment:** LG, LN, NG, N.

**Turn Undead:** C: Yes, Crus: No, SP: Yes, Mon: No, Pal: Yes.

**Command Undead:** C: No, Crus: No, SP: No, Mon: No, Pal: No.

**Dogma:** Those in service to Lady Ironheart must set the example of the will to strive and persevere in the face of adversity, no matter what form it may take. Help those who are unable to help themselves, and teach them the will to endure. Stand up to the tyrannical, no matter the method. Champion the weak and oppressed, and help them to become strong. Those who cause pain and suffering unjustly or for their own enjoyment must be brought to heel or destroyed, if they will not repent their ways.

**Day-to-Day Activities:** Most of Diulanna's faithful are usually assisting the downtrodden and oppressed, ranging from merely counseling those in need of a good ear, to healing the sick and injured, to resulting to stronger measures if those are deemed necessary.

**Relationship with Other Deities and Faiths:** Diulanna is in good standing with most of the good and neutral powers, although most of the chaotically aligned ones think that she is too serious. Diulanna is indeed a serious being, but not as harsh or unforgiving as Tarastia can be. She and Sif share a very close relationship, and their faiths tend to work well together on most things. Diulanna and Loviatar share a deep, undying enmity for each other, to the point where their faithful will attack each other on sight unless restrained.

**Major Centers of Worship:** Although there are larger temples scattered throughout Mystara, if one asked a priest of Diulanna he or she would have to admit that the major center of worship for the faith would be in the town of Luln. Considering that this town in northwest Karamaikos is the closest major settlement to the Black Eagle Barony, where there is so much suffering, it is not a surprise that there is a high and concentrated number of worshipers here. A good number of Luln's population are refugees from Baron Von Hendriks' depredations, and most of that number still have family there, so they appeal to the church for assistance and guidance for helping them escape the Black Eagle's clutches.

## **Affiliated Orders:**

**Priestly Vestments:** Most of Diulanna's faithful tend to wear metallic colors such as black to represent iron, a whitish gray representing tin, or dark silver representing steel. These colors also represent rank, and a general rule of thumb to the uninitiated is the darker the color, the higher in rank the priest is.

**Adventuring Garb:** Priests of Diulanna usually opt for utilitarian and functional clothing and equipment. The color scheme denoting rank still applies to their clothing, and will don the best armor they can afford.

**Followers and Strongholds:** The followers are received at 8th level, and consist of three 3rd level priests and six first level acolytes, plus two 4th level fighters and eight 1st level fighters to act as temple guards. The priesthood will not help finance construction of the stronghold, as they see this as a major test of the priest's determination and perseverance in accomplishing this feat.

**Other Limitations:** None.

All priests of Diulanna receive religion as a bonus proficiency. Their temples are either in towns or cities or are constructed in remote locations. The very location can be a test of a potential acolyte's ability to cope with adverse conditions and situations. The priesthood is primarily human (60%), with the rest being comprised of half-elves and the rare elf or dwarf. The gender balance tends more towards female (55%). The clergy is charged with not only finding adverse situations in which to test themselves, but also to be a strong voice of support among the people and to keep them from despairing when things go badly for them. The clergy in general serve as counselors, listening with focused attention to a problem before offering a solution or championing a cause.

## Specialty Priests (Ironhearts)

**Requirements:** Wisdom 13, Constitution 13

**Prime Requisite:** Wisdom, Constitution

**Alignment:** LG

**Weapons:** Any bludgeoning (type B)

**Armor:** Any

**Major Spheres:** All, charm, combat, creation, guardian, healing, necromantic, protection, travelers.

**Minor Spheres:** Elemental, law, summoning, sun, wards, weather.

**Magical Items:** As clerics.

**Required Proficiencies:** Healing, herbalism.

**Bonus Proficiencies:** Endurance, iron will.

Ironhearts gain a +4 bonus to any saving throws involving endurance, resisting pain, or suffering. They gain a +2 bonus on all ability checks involving Constitution in such situations (such as swimming and drowning). They are completely immune to the **pain touch** ability of the priests of Loviatar, and the martial art special attack or magical ability of the same name.

Ironhearts can survive without food and water for a number of weeks equal to their level. Their attack and damage rolls are reduced by -1 for every three weeks they go without food or water, but they do not perish.

Ironhearts can **remove fear** (Player's Handbook, pg 202) from others and can permanently dispel the effects of baneful emotion-based spells which cause pain, suffering, or hopelessness by touch. The ironheart can perform this task on two other beings in addition to him or herself, plus one additional being per two levels, once per day.

At 3<sup>rd</sup> level, ironhearts can cast **draw upon holy might** (Tome of Magic, pg 58) once per day, with the rest period required being only 2-12 turns, reduced by half if the ironheart makes his Constitution check.

At 4<sup>th</sup> level, ironhearts gain the ability to cast the following spells at double effect and duration: **bless, chant, negative plane protection, prayer, protection from evil, and protection from evil, 10' radius**. When cast, these spells cannot be combined with the spells of another priest, as the increased power cancels them out.

At 5<sup>th</sup> level, an ironheart can cast either **strength** (Player's Handbook, pg 146) or **favor of Diulanna (Favor of Ilmater, Faiths & Avatars, pg 77)** once per day.

At 7<sup>th</sup> level, an ironheart can cast **endurance of Diulanna (Endurance of Ilmater, Faiths & Avatars, page 77)** once per day.

At 8<sup>th</sup> level, after one month's period of seclusion, meditation, fasting and deep prayer to Diulanna, the ironheart's Constitution score increase by one point, to a maximum of 19.

At 10<sup>th</sup> level, an ironheart is able to directly **commune** with Diulanna once per week.

**Special Spells: Favor of Diulanna (Ilmater), Endurance of Diulanna (Ilmater)**