

Monster Mythology

Gods of the Aarakocra

Syranita (Intermediate Goddess)

Syranita is the one aerial member of the asathalfinare, partly because of her great friendship with Aerdrie Faenya (who a few aarakocra revere) and consequent friendship with Deep Sashelas, and partly because she seeks as many friends among the gods as possible for her gentle and relatively weak race. She has friends among the djinn and jannee, human sky gods, Stronmaus of the giants, and Remnis the eagle god. Like Remnis, she is a superb spy and is very watchful. She greatly enjoys music and song. Role-playing Notes: Syranita is active in using her avatars to change weather patterns on the Prime Material plane, to help aarakocra (often by driving off enemies), in assisting friendly races in similar ways, and sometimes simply to listen to a great bard practice his art. She knows something of Stillsong's fate and sometimes listens to his wanderings. She sends omens and warnings to her priests and shamans as wind-borne debris.

Statistics: AL ng; WAL ng (aarakocra); AoC aarakocra, protection, watchfulness; SY opal necklace with feather pendant.

Syramta's Avatar (Wizard 12, Druid 16)

Syranita's avatar appears as an aarakocra female with silver skin and pink-gold feathers. She uses spells from spheres listed for druids, plus guardian, protection sun, and from all wizard schools save necromancy and invocation/evocation.

Str 16 Dex 18 Int 19

Wis 19 Con 16 Cha 19

AC -3 MV 9 fl 72 SZ M (6')

HP 120 HD 15 MR 35%

#AT 1 (2) THACO 5 Dmg d6 +1/d6 +1 (claws) or by weapon +1

Special Att/Def: The avatar has perfect vision to a range of 4 miles and cannot be surprised. No spell affecting/negating flight affects her, and no natural avian will attack her. She can summon a huge 24 HD air elemental to serve her for 12 turns, 2/day, and a huge djinn (10 HD, 80hp) once per week for 12 turns. Her magical opal necklace acts as a ring of protection +4 with all functions of a ring of shooting stars, and it radiates protection from evil 20' when she wishes it.

Duties of the Priesthood

Syranita's priests and shamans serve their communities as protectors and educators of the young. They defend them by summoning elementals (see the Monstrous Compendium) and with spells. Their religious rituals involve communal whistling and singing.

Requirements: AB std; AL ng; WP any; AR none; SP as druid, plus guardian, protection, sun; PW 3) can summon air elemental in group (see the Monstrous Compendium); 4) protection from evil 10'; 9) forbiddance; TU turn at -2 levels; LL 9; HD d4; Shamans yes.

Shamans: AB std; AR none; LL 4; HD d3.

Gods of the Beholders

Great Mother (Greater Goddess)

The enormous form of the Great Beholder Mother floats through the planes as she wishes, returning to a wretched sub-plane within the Abyss (whose location only she knows) when she is preparing to lay the great eggs which form the Hive Mothers on many worlds infested with beholders. Her eggs have given rise to all the beholder races, including some monstrous beasts reputed to exist which are as large as the Mother herself and which have magical powers not far short of those of her avatar. It is even said that she has mated with tanar'ri and gehre-leths and worse, always consuming them in the process, and that the dreadful offspring roam the lower planes in a variety of grotesque forms.

Silently gliding through space, this monstrous horror is mostly wrapped up in her contemplations of the philosophy of chaos and evil, and it is said that she is the ultimate sage on these topics. But she is intensely intellectually arrogant and jealous and brooks not even the possibility of her ever being in error about anything. She does not bother to acquire knowledge and magic as other major deities such as Ilsestine do, because she knows all she will ever need to know. She goes about her business of populating worlds with more great beholders unconcerned by the piffling efforts of mortals, or even of other gods.

Role-playing Statistics: The Great Mother only dispatches an avatar to defend her creations when they are under threat as a species in a world, or in a major part of it. She is most likely to intervene if the enemies are drow or some agents of lawful good. Even so, she is a creature of whim, sometimes allowing a world to be virtually depopulated of beholders, and other times becoming utterly enraged by a small pocket of her offspring being threatened. She is otherwise neglectful of her children, and certainly does not deal with trivia such as omens or signs. Some sages allege that the Great Mother is drawn to powerful planar-travelling magics, the sites of permanent gates and the like, and may send avatars to investigate these.

Statistics: AL ce; WAL ce (beholders); AoC magic, fertility, tyranny; SY egg with central eye.

Great Mother's Avatar (Wizard 18, Priest 18)

The avatar of the Great Mother appears as a truly huge, bloated beholder bearing debris all over its body-small rocks, stones, encrusted gems, scraps of armor and broken weapons, shells, dragon's teeth and all forms of debris. She draws spells from all wizard schools, and from the spheres listed for her priests (also Healing and Sun-both reversed-and Summoning).

Str 15 Int 21 Dex 10
Wis 20 Con 18 Cha 20
AC -5/-3/-2 MV fl 3 SZ H (18' diameter)
HD 20 HP 160 MR 80%
#AT 1 THACO 5 Dmg 4d6 (bite)

Special Att/Def: The avatar swallows whole any creature below large size on a hit roll of 19 or 20; acid damage inside the avatar is 6d6 pts/rd (internal AC is 2). Her vast body

(AC -5) takes 85% of hits and other locations 5% each (small eyes AC 2, eyestalks AC -3, 25 hp; central eye AC 2, 60 hp). The avatar can radiate to 20' distance any of the following effects at will:

fear, chill (1d8 damage per round), hopelessness (as the symbol) and repulsion, one effect only during each round. All saving throws against spell effects from her eyes are made at -4 (cumulative with any other penalties which may apply). She suffers only half damage from blunt weapons and is unharmed by non-magical weapons.

How the Priesthood Works

The Great Mother does not have regular priests who officiate at rituals, lead the faithful, gain spells through prayer, and the like. The Great Mother's magical gifts to her offspring have been so great that she feels no need for them to receive extra blessing in this way. Rather, temporary priestesses are created by the Great Mother through visits from her avatar when she deems it necessary. If, as happens very rarely, beholders flock together (or are forced together) through conflict with other races. Great Mother's avatar will temporarily empower very old female beholders with special abilities. These will be Hive Mothers if there are any present (see the SPELLJAMMER(tm) boxed set, pp. 69-70). The chosen females gain the spellcasting powers of a 9th-level priest for a period as deemed necessary by the avatar, but not exceeding 7 days (the avatar may always revisit after this time has expired, of course). Each is able to have access to up to 4 different spheres of spells from those listed below, and they gain +2 to saving throws against all spells from those selected spheres if other priests use them against the beholder-priestesses. They can also command non-intelligent Undead (skeletons and zombies) as a 9th-level priest for the same duration.

Duties of the Priesthood

Beholder priests revere the Great Mother, and use powers granted to them in strife between beholders and other races;

powers are specifically granted for this and related purposes.

Requirements: AB must be old female (hive mother); AL ce;WP any; AR none; SP all, astral, combat, divination, necromantic (rev), numbers, protection, thought, time; PW see above; TU see above; LL 9; HD n/a; Shamans no.

Gzemnid (Lesser God)

Gzemnid is the only one of Great Mother's original batch of progeny to have become a minor deity itself. It is a subtle, wily creature, using its extensive command of spells of obscurment and area distortion. Older mortal beholders tell tales of powerful enemies who sought to rob Gzemnid of his treasures being overcome virtually through exhaustion trying to corner this elusive creature. He is sometimes known as "the gas giant" because of his mastery of spells of elemental air.

Gzemnid is less aggressive than most of its race. Like his mother, he has a cache of magical treasures and lore somewhere on the Plane of Concordant Opposition. Unlike her, he is prepared to parley and bargain in order to add to this store. Of course, Gzemnid would prefer simply to slay intruders and take their magic for itself, but if confronted with a group of obviously powerful beings who do not immediately resort to violence the

deity may negotiate (while using his magical rod to gain some leverage in discussions). He sends his avatars to the Prime Material plane to obtain such magical items and lore moderately frequently.

Role-playing Notes: Gzemnid may send an omen of the imminent arrival of its avatar to a powerful wizard who has something he wants for himself, usually in the form of a semi-substantial gaseous mass of writhing tentacles holding a "rod" and sometimes speaking directly through this manifestation. Currently, Gzemnid is believed to be most interested in increasing his powers through the acquisition of powerful magical items which can generate illusions.

Statistics: AL ce; WAL ce (beholders); AoC gases and fogs, obscurement, deception; SY bronze rod held in tentacles.

Gzemnid's Avatar

Gzemnid's avatar appears as an oversized sky-blue beholder with the usual central eye and 10 smaller eyes, but it also has a small circle of tentacle-fronds some 2' long on the crown of its head, and these are dextrous enough for the use of magical items such as rods and wands.

Str 12 Int 20 Dex 15

Con 15 Cha 16 Wis 20

AC -4/-2/3 MV fl 6 SZ L (8' diameter)

HD 14 HP 112 MR 25%

#AT 1 THACO 7 Dmg 3d4 (bite)

Special Att/Def: The avatar uses all Elemental (air) spells 1/day each as if an 18th-level spellcaster. It can also cast the following 1/day each: distance distortion, guards and wards, hallucinatory terrain, phase door, screen, shadow door, vacancy, veil. It is immune to all Elemental (air) spells. It carries a rod of beguiling in the tentacles on the crown of its head.

Gods of the Bugbears

Hruggek (Intermediate God)

Hruggek is the dominant god of the bugbear pantheon, although he does not really rule the others. There is an understanding between the bugbear gods; no one works actively contrary to Hruggek's interests, and then Hruggek leaves them alone. This doesn't tend to filter down to the Prime Material plane servants, though, and Hruggek's priests keep a wary eye on the competition, especially given the sneakiness of Grankhul's priests.

Hruggek is a deity who delights in fairly savage combat. He is not truly a war/battle god in all respects, though. Mass battles and epic confrontation are not what the bugbear god seeks. His people are not numerous enough for this, and he prefers to see them use their stealth and wiles to pick off small groups of other creatures.

Hruggek has no specific racial enemies. The bugbears are an opportunistic race, and Hruggek has no special antipathies to other deities for past slights. He is quite happy to

see elves/ dwarves, goblins, gnomes or any other available walking target knocked on the head (or, preferably, to have its head severed). Hruggek has a tolerance for Khurgorbaeyag due to past cooperation, and he quietly urges the goblin deity to act against Maglubiyet, usually by puffing Khurgorbaeyag's pride and commenting on how sound his plans are (and how Maglubiyet's are lacking in vision). Hruggek hopes to keep the goblins divided in this way, since they can compete with bugbears for resources. He has a definite antipathy for Bargrivyek for the same reasons, and tries to stir up Maglubiyet against him. Hruggek may not be especially smart, but he is cunning and wily.

Hruggek lives in a wretched cave in Pandemonium, where he is surrounded by the severed heads of his conquered opponents-Many are cursed to speak eternal pleas for mercy and paeans to the might of the bugbear lord. It is rumoured by sages of extra-planar affairs that some of these heads have powers of magical control over creatures of their races, were Hruggek to bring them to the Prime Material plane. Magical powers of domination, mass suggestion and the ability to utter power words are reputed. How this has come to be is hard to explain; it would need magical powers well beyond Hruggek's capacity to create such artifacts. This suggests that some deity with major wizardry powers has some form of agreement with Hruggek, although the nature of this-and who the other deity may be, and what that deity has to gain-is entirely unknown.

Role-playing Notes: Hruggek watches over Prime Material plane affairs closely, but rarely sends an avatar, and will almost never do so if he thinks that another goblinoid god (save for Khurgorbaeyag) may be observing at the time. An avatar will not be sent into battle, only for skirmishes, if Hruggek has a combat purpose in mind. Hruggek may, however, send an avatar to vanquish a powerful warrior of another race if he doesn't have a severed head of that racial type among his collection.

Hruggek is relatively tolerant of his priesthood, and doesn't send many omens to them. The omens which are sent take gruesome forms: guttural utterances from the mouths of corpses (severed heads are best), a flying volley of spikes which materialize instantaneously (symbolic of his weapon), and very rarely a flash of lightning at ground level.

Statistics: AL ce; WAL ce (bugbears); AoC violence, combat;
SY morningstar.

Hruggek's Avatar (Fighter 15, Priest 9)

Hruggek's avatar appears as a monstrous, muscle-bound bugbear with great fangs and powerful, large clawed hands and feet. His spells are drawn from spheres listed for his priests (and also reversed necromantic spells).

Str 19	Dex 15	Con 16
Int 15	Wis 9	Cha 19
AC -1	MV 12	SZ L (8')
HP 144	HD 18	MR 30%

#AT 2 THACO 5 Dmg 2d8 +4 (morningstar) +7

Special Att/Def: Hruggek's avatar is immune to fear. Simply by clenching his fist, he can cause 2d8 points of shock damage to any single target within 60' (no saving throw is allowed). He can cast power word stun 1/day. His huge morning star +4 is fully 7 feet long and is used two-handed. The avatar always carries 1d4 javelins of lightning which affect any creature struck as a thunderclap (as for a staff of thunder and lightning).

At the DM's option, an avatar may carry one of the many severed heads from Pandemonium for specific encounters with one or more members of another race ; the DM should determine the exact powers the head will have.

Duties of the Priesthood

Priests of Hruggek are warriors and leaders, but they do not maintain rigid castes or hierarchies. They do have to keep an eye on the priests of other bugbear deities, however, to ensure that Hruggek's authority stays paramount. They cooperate cautiously with priests of Khurgorbaeyag the goblin god, while being ever-ready to pick off weak goblins for the cooking pot.

Requirements: AB Str 15; AL ce; WP club, javelin, mace, morningstar (1st), quarterstaff; AR any; SP all, combat, creation*, divination*, guardian, protection, summoning, sun (rev), war*; PW 1) command 2/day, 2 round duration; 4) enlarge self; 7} hold person; TU nil; LL 8 (Wis 18+); HD d8; Shamans yes + wd.
Shamans: AB std; AL ce, ne. en; LL 5; HD d4.

Grankhul (Lesser God)

Grankhul is a dangerous and subtle god. He is the god who gave the bugbears their surprise abilities, and has taught them that, despite their size, swift and silent action is a very elective strategy for a race not easily able to muster great armies for battle. He is vigilant, never surprised, and never sleeps. In some worlds, he has the enmity of Gruumsh because of his symbol. He prizes dexterity, swiftness and a modicum of intelligence among his priests. He can be very violent, a god of swift death, and is prone to temper tantrums.

Role-playing Notes: Grankhul's avatars are active on the Prime Material plane, stalking the world in darkness, ambushing hapless creatures of many races. He strives to displace goblinoids and demihumans close to bugbear groups, but is very secretive in his actions. Omens are rare, and of two distinct sorts: very subtle environmental changes (testing the intelligence of his priests) and sudden, brutal, angry ones (sudden blindness or death).

Statistics: AL ce; WAL ce (bugbears); AoC hunting, senses, surprise; SY ever-open eyes in darkness.

Grankhul's Avatar (Ranger 10, Wizard 7)

Grankhul's avatar appears as a tall, relatively lean bugbear with large, protuberant eyes and very long, slender fingers. His wizard spells are taken from the alteration and illusion/ phantasm schools.

Str 18/50 Dex 19 Con 16

Int 17 Wis 15 Cha 17

AC -2 MV 18 SZ L (7'6")

HP 104 HD 13 MR 20%

MT 3/2 THACO 7 Dmg 1d8 +3 (longsword) +3

Special Att/Def: Grankhul's avatar cannot be surprised, and has hide in shadows and move silently skills at 95%. He uses both silence 15' and improved invisibility 2/day. He carries a rod of alertness, boots of speed, and his longsword +3 strikes its victim dumb for 1d4 + 2 rounds unless a saving throw versus spells is made.

Duties of the Priesthood

Grankhul's priests are explorers and scouts, and are charged with hunting to provide food for bugbears and also to harass the settlements of other creatures with guerrilla strikes.

They are arrogant, confident of their superior intelligence and stealth.

Requirements: AB Dex 14 Int 10; AL ce; WP as thief; AR leather; SP all, animal, chaos*, combat, elemental (earth, water), guardian, protection*, sun* (rev), travelers*, weather*; PW 1) Hunting proficiency, track as ranger of same level; 4) 120' infra-vision; TU nil; LL 8 (Wis 18 +); HD d6; Shamans yes + wd.

Shamans: AB Dex 12 Int 9; AL ce, ne, en; LL 5; HD d3; Other leather armor only.

Skiggaret (Demigod)

Skiggaret is the half-mad bugbear god of fear. The god prowls the world in avatar form, driving bugbears to acts of destruction and aggression through the fear he creates in them. The deity lives in a level of the Abyss which is eternally dark, populated by shadows and spectres, and where fear is an ever-radiant effect in the dismal terrain.

Role-playing Notes: Skiggaret does not have priests or shamans. Bugbears do not worship him in any way; they seek to propitiate him with sacrifices and especially torture of captives. They believe that this god and his rare omens and signs, which take the form of sudden chills, especially along the spine, the raising of hackles and fur, and magical pools of darkness, are a sign of the wrath of the gods. Skiggaret is sent to make them afraid because they have displeased the bugbear pantheon as a whole; in this sense, he is a messenger of the gods. While bugbears dread Skiggaret, they also believe that if they survive the fear he generates, they will be strengthened. They also consider that he helps to drive off oppressors who threaten to overcome bugbears, and in extremis they may appeal to this dire, dark entity for help, always by offering sacrifices.

Note that Skiggaret's avatar is powerful for a demigod; this reflects the strength other bugbear deities grant him, in his role as a messenger.

Statistics: AL ce; WAL n/a (bugbears); AoC fear; SY black claw.

Skiggaret's Avatar (Priest 12, Wizard 12)

Skiggaret's avatar appears as a jet-black bugbear with red lips, hands and feet. He always has a half-crazy smile playing about his mouth. Priest spells are taken from the charm, combat, necromantic (reversed) and sun (reversed) spheres; wizard spells from the schools of abjuration, alteration, illusion/ phantasm and necromancy (reversed spells).

Str 15 Dex 17 Con 13

Int 16 Wis 9 Cha 1 (all races)

AC 0 MV 15 SZ L(7'6")

HP 104 HD 13 MR 20%

#AT 1 THACO 9 Dmg 1d4 +2 (dagger)

Special Att/Def: Skiggaret's avatar has a permanent cloak of fear and he can generate any of the following about himself in a 20' radius, one per round, 1 turn duration, 2/day each: darkness 15' (within which he can see), ray of enfeeblement, and radiant chill damage (1d4 damage per round; he is immune). He can slay living once per day. He is immune to fear, cold damage, paralyzation and magical darkness. He carries a dagger +2 of venom and a wand of fear.

Duties of the Priesthood: None; Skiggaret has no priesthood.

Gods of the Bullywugs

Ramenos (Lesser God)

Ramenos is a sleeping god, revered now only by the bully-wugs, the degenerate descendants of races of proto-amphibians, and much more powerful but now extinct humanoid/frog creatures that used to revere their weird frog god. Periods of prolonged inactivity and taking refuge and pleasure in intoxication have reduced this god's stature, and it seems certain he will decline to demigod status over the centuries, eventually sleeping himself into extinction. Evidence of his old power can still be found in ruins of temples deep within jungles and in lost pla-teaus where huge stone statues of Ramenos, his enormous mouth open to swallow a sacrifice, dominate the plazas and open areas around the main buildings. The god may even have half-forgotten those halcyon days, sleeping in the Abyss, close to Merrshaulk, to whom he may even be related.

Role-playing Notes: The god does not send avatars forth;

save for a ritual conducted at one of the old sites or a gate, one will not be seen. He does not send omens to his shamans and has no priests.

Statistics: AL ce; WAL ce (bullywugs); AoC somnolence, intoxication, decay; SY frog.

Ramenos' Avatar (Wizard 10, Priest 10)

Con 16 Cha 18 Str 16

Dex 10 Int 12 Wis 16

AC 2 SZ H (20') MV 9 (15')

HP 88 HD 11 MR 45%

#AT1 (2) THACO 9 Dmg 2d10 (bite)

The avatar appears as a huge, bloated frog with a very (10') wide mouth. He uses exclusively invocation/evocation wizard spells and priest spells as a druid (plus combat and summoning).

Special Att/Def: The avatar is immune to illusion/phantasm spells. He can leap 15' forward once per turn, gaining +2 on all hit rolls, and is able to squash up to three M or one L opponent within a 15' radius for 4d6 points of damage. He swallows creatures up to M size whole on a successful hit roll of 16 + (internal AC is 4, only stabbing weapons can be used, internal digestion damage is 3d4 hp/rd.). Once per turn, he can belch a 20'-radius cloud of intoxicant gas up to 50'; those within the cloud must save versus poison or lose 4 points each of Strength and Wisdom for 10+1d10 rounds.

Duties of the Shamans:

Bullywug shamans are primitive and weak, and their prime role is to serve the tribal leaders (to whom they are often related). They must regularly become intoxicated with plant alkaloids-Requirements: AB std; AL ce (bullywugs only); WP any; AR any; SP as druids; PW none; TU nil; LL 2; HD 1 hp/level; Shamans only.

Gods of the Couatl

Jazirian (Greater God)

Jazirian is the immensely powerful and wise god of the couatl. Couati theology is very subtle indeed, and it considers Jazirian to be the perfect spiritual manifestation of the World Serpent archetype. Other World Serpents are seen as immature or imperfect manifestations of this archetype, and-if evil-their evil is attributed due to ignorance, fear, or immaturity. Jazirian is held by couatl to be perfection, and the sight of the god flying the airs and ethers of the Seven Heavens is longed for by every couatl elder when it comes to the end of its days.

Jazirian is supremely wise above all. (S)he (the god is simultaneously sexless and hermaphroditic) is reflective, contemplative, a listening and attentive creature. Jazirian has no priests or shamans, having granted couatl great magical powers and wisdom within their own natures.

Role-playing Notes: Jazirian sends visions and "bright omens" (floral, insect, and bird behavior changes and the like) to elder couatl as warnings, apprehensions, or simply for information. Jazirian is believed to take all pain from a dying couatl at the end of its life by extending some of his/her power to soothe the couatl's mind. Very rarely-perhaps once per 1,000 years-Jazirian may manifest as a spiritual presence at the birth of a couatl destined to develop great magical and/or prophetic skills. The avatar never appears without other lawful good greater gods being consulted, and only does so at times of extreme peril for lawful good or major elements of creation.

Statistics: AL Ig; WAL Ig (couatl); AoC community, peace, learning, parenthood; SY uroboric couatl.

Jazirian's Avatar (Wizard 20, Priest 20)

The avatar appears as a vast rainbow-colored couatl, sinuously winding his way through the air or rotating as a great snake with its tail in its mouth. (S)he uses spells from all spheres and schools.

Str 19 Int 22 Dex 21

Wis 25 Con 22 Cha 25

AC -5 MV 30 fl 60 SZ G (30-200')

HP 192 HD 24 MR 80%

#AT 1 (2) THACO 4 Dmg 3dl0 (bite) 3dl0 (constriction)

Special Att/Def: The avatar's bite is poisonous if he so chooses (save versus poison at -8 or die immediately). The avatar can attack with an effective grapple each round; any victim grappled is helpless in the snake's coils and is crushed for 3dl0 hp per round. The avatar radiates awe to 120', such that no being seeing him/her and failing a saving throw versus spell at -4 can attack the avatar unless attacked first. The avatar is immune to all spells below 4th level, poison, paralyzation and petrification, All death magic, illusion/phantasm spells, and he cannot be affected by mind-controlling spells. Only weapons of +3 or better enchantment can affect the avatar.

Gods of the Dark Folk

Cegilune (Lesser Goddess)

Cegilune is the patron goddess of hags, including the wretched Night Hags of Hades whom she rules from her filthy bone-strewn cave halfway up a vast mountain of dead black rock. Cegilune stirs a great iron cauldron within her catacombs, below a small glowing replica of a full moon which hovers in the air above it, and she feeds larval souls and stolen magical treasures into her vessel to bring forth all manner of horror and evil. Cegilune rules the Night Hags with an iron grip, and she sends them forth to bring larvae for her own use and for trading with tanar'ri and liches who are forced to deal with her for their own needs. Even the great Lich-Lord Mellifleur would not dare attack Cegilune, for she has soul gems with powerful magical chain contingency spells (see Tome of Magic) buried in secret places which are hidden from his chilling gaze, and she is virtually indestructible with such protections. Cegilune begrudges each and every larva she trades to the infernal powers of the Abyss, but she has need of magic to sustain her own wretched being, and trade she must. She has no allies, although the evil giantish gods have had dealings with her; she has many enemies among the sylvan pantheon, since she often preys on faerie creatures.

Role-playing Notes: Cegilune's avatars are very frequent visitors to the Prime Material Plane. Her primary purpose is always the capture of evil souls as larvae (see Monstrous Compendium: Outer Planes) which are virtually her currency in trade in Hades. Her own Night Hags stalk such souls, but Cegilune is distrustful and ever avaricious and enjoys watching creatures die so that she can take their souls.

Cegilune's avatar may also visit coveys of hags to extract information from them.

Worldly hags have no love of the crone, but dare not refuse her demands for information and, sometimes, magical items they have stolen from their own victims. Sometimes she may feast on flesh with such a covey; swanmays are her favorite food, although she also delights in the raw flesh of a powerful male human fighter whom she has dismembered with her own iron-hard talons.

Finally, Cegilune's avatar visits a small number of sacred sites-stone circles and standing stones-in some worlds to conduct obscure magical rituals about which she is intensely secretive. She will usually be accompanied by 1d4 Night Hags prowling the surroundings at such times, and will have placed many hag eyes (see below) to keep watch over the area. These rituals usually take the place at the full moon, and may be preceded by hunting forays in which the avatar captures and renders helpless suitable sacrificial victims (swanmays, rangers, druids and sylvan creatures).

Statistics: AL ne; WAL ne (hags); AoC larvae, hags, the Moon; SY cauldron.

Cegilune's Avatar (Illusionist 12, Priest 12)

The avatar appears as a filthy, hateful hag with mottled yellow-brown skin and patches of lank hair which flake away from her alopecial scalp. She always carries a small iron pot,

by which she is recognizable even if she has used change self to appear instead as a young human or elven female or a homely old lady. Very rarely she chooses to appear as a scruffy goblinoid. Her priest spells are chosen from all spheres save chaos, law, and war, and she can only use reversed forms of spells from the spheres of healing, necromantic magic, and sun.

Str 21 Dex 16 Int 17

Wis 18 Con 16 Cha 1

AC -1 SZ L (10') MV 18 fl 60

HP 112 HD 14 MR 35%

#AT 3 THACO 7 Dmg d8+9x2 (claws) 4d4 (bite)

Special Att/Def: The avatar is immune to weapons below +3 enchantment, and to all illusion/phantasm and mind-controlling spells, and also to death magic and poison. She takes half damage from cold and acid attacks. The avatar saves with a -2 penalty against petrification attacks. She can change self at will, create a forcecage 4/day, and 2/day can use a death gaze against a single creature within 120' (save versus death magic at - 4 or be slain). Once per week, the avatar can wail as a banshee (groaning spirit).

On the day before, on, and following a full moon, the avatar adds 10% to magic resistance. Further, saving throws against her spells are made with a - 2 penalty, cumulative with any other modifiers which may apply. On the night of the full moon, she also can use a moonbeam spell which affects creatures caught within it as a symbol of insanity (usual save versus spells applies). On the day before, on, and following a new moon, the avatar loses 10% from her magic resistance and cannot employ her death gaze power. In worlds with more than one moon, these effects apply to the moon with the shortest lunar interval (unless another moon is specifically associated with evil in the game world).

The avatar's small iron pot can be used 1/day each for the following purposes: (1) to draw forth d8+8 poisonous snakes (as per the sticks to snakes spell), (2) to draw forth a vial of poison with which the avatar can coat her claws (Class D poison, three successful claw attacks remove the venom, which otherwise evaporates after one hour), (3) to draw forth and throw up to 60' a web, and (4) to project a screen.

Lastly, the avatar will always have in a small beaded bag 2dl0 hag eyes (see the MoMsrous Compendium entry for hags). These are the shrivelled eyes from her victims which are magically treated to enable the avatar to see through them as she wills, up to 10 miles away. The avatar may place these around an area where she is active to spy about the perimeter, but she is careful to conceal them, because each, if destroyed, causes 1dl2 hp of damage to the avatar.

Kanchelsis (Intermediate God)

Kanchelsis (known as Mastraacht in some worlds) is Lord of Vampires, a god to whom even the great Elder Vampires and Vampire Lords of Ravenloft give grudging respect (and fear). His origins in myth are shrouded in secrecy, but the avatar often takes half-elven form and travels with an elven or half-elven vampiric companion, so the dreadful secret of the Seldarine may indeed be a truth. Born of intermingled human and elven

blood, Kanchelsis knows blood to be the very essence of life and magic, the forces which sustain him. His Abyssal home is awash with blood, entire rooms of his mansion being formed from living sculptures and flows of blood perfumed with opiates and alkaloids; and the vampyres, nosferatu, and worse which share his home slaver after the unattainable delight he so meagerly and sadistically rations out to their ravening hunger. Kanchelsis is a split-natured deity: part of him is the Beast, a wild and ravening thing which runs with wolves, rips out throats, rends flesh, and gulps blood as fast as it can swallow. In this aspect, some wights have a reverence for his being. His other side is the Rake, a bon vivant who savors blood as others do wine; he is a seducer, a connoisseur, a lover of finery, an expert debauch. The Rake dominates when Kanchelsis feels well with his ways; the Beast, when he is moved to hot rage (rather than his usual cold hates and sadistic triumphalism).

Role-playing Notes: Kanchelsis' avatars often stalk the Prime Material in secret. They are hungry for blood, but the Rake has other goals, too. He values rare, precious wines; fine furs and gems; and opiate drugs and unspeakable depravities as a voyeur and sadist. The Rake may be found purchasing finery in a great human city, savoring dreadful sights in Drow settlements, or even stalking a paladin or lawful good priest in order to corrupt them. Rarely, the Rake may even visit a Prime Material vampire of great age and abilities, exchanging tales or magic; he has no priesthood, but a small circle of "friends" across the worlds know of him and a wary mutual respect exists. The Rake is 50% likely to be accompanied by a female companion who will be a powerful fighter or wizard (or, his favored vassal, a female half-elven fighter/wizard). Such a companion may herself be a vampire or simply charmed and powerfully controlled by mind-affecting magic, which the avatar strongly favors.

Statistics: AL ce; WAL n/a; AoC blood, debauch, magic, vampirism; SY bat with glowing red eyes.

Kanchelsis' Avatar (Wizard 10/18, Thief 14)

Kanchelsis' avatar has two forms as noted above: the Beast and the Rake. The Beast is a wild-eyed, tousle-headed human male, powerfully muscled, with taloned claws and an excessively hairy body. The Rake is a slim, elegant human or half-elven male with slender, long hands, a winning smile, and finely-chiseled features, always immaculately dressed. Transforming from Rake to Beast requires 1 round; transforming from Beast to Rake requires 1 turn during which the avatar must be undisturbed. The avatar can effect each transformation only once per day. He uses spells from all schools and is a specialist in Necromancy. Statistics given in parenthesis below apply to the Rake only.

Str 21(19) Dex 16 (18) Int 14 (19)

Wis 9 (19) Con 19 (18) Cha 13 (20)

AC -2 SZ M(6'6") MV 15 fl 60 (bat)

HP 136 HD 17 MR 20% (40%)

#AT 1 THACO 4(5) Dmg 1d6+9(+7)(claws)

Special Att/Def: Many special rules apply to the avatar's two different forms. In both forms, he has the following powers: he is immune to sleep, charm and hold spells, paralyzation, and poison, and suffers half damage from cold and electrically based attacks. Only +3 or better weapons affect him. The avatar is not repelled by garlic and mirrors, and holy symbols have no special effects on him. He can be turned as a Special undead, but treat the turning priest as 4 levels lower than normal for this purpose. The

avatar can withstand 90 minutes of exposure to sunlight without adverse effects. He suffers double normal damage from holy water, but is immune to running water. Six times per day he can throw one pint of blood up to 40' to affect a 5' radius as a 10 HD fireball, or to dispel magic as a 20th-level wizard, or to blind victims for 2d6 rounds (saving throw vs. poison at -4 negates). He can summon 10d10 giant rats or bats if they are within one mile of him, at will. Other special attacks and defenses are modified by his form as listed below.

Spell Use: The Beast is a 10th-level mage, the Rake an 18th-level mage.

Gaze Weapons: The Beast can charm person or mammal by gaze (saving throw vs. spells at -6 negates); the Rake can charm person in the same way, at will. The Rake can also cause a creature of up to 16 HD/levels to sleep by gaze for 2d10 turns, 3/day and can create domination by gaze 3/day (in both cases, save versus spells at -6 negates).

Gaseous Form: Only the Rake can become gaseous at will. In both forms the avatar becomes gaseous at 0 hp.

Regeneration: The Beast regenerates 6 hp/rd if standing on earth. The Rake always regenerates 4 hp/rd.

Sleep/Charm Resistances: The Rake halves elven and half-elven sleep/charm resistance to his attacks.

Wolf Summoning: The Beast can summon 3d6 wolves or worgs to serve him for 12 turns if within a mile, 3/day.

Animal Growth: The Beast can cast animal growth on wolves he has summoned, at will.

Shapechange: The Beast can transform into wolf or worg shape at will; the Rake, into giant bat form only.

Breath Weapon: The Beast can breathe a fog cloud 3/day and death fog 1/day, the Rake breathes a cloud of obscurement 1 turn.

Additional Properties: The Beast can pass without trace at will. He can be detected by a Moon Dog or intelligent paladin's warhorse within 60'. The Rake can cast pyrotechnics, hypnotism and rainbow pattern 3/day each.

Mellifleur (Lesser God)

Such a harmonious and pretty name belongs to the dire Lich-Lord, patron of evil lichs, but nothing could be further from his nature. The god's constant purposes are twofold. On the one hand, he delights in guiding evil wizards and priests to become lichs since his own power is increased with each such step into undeath. Second, he must counter the actions of the prime evil deity whose servant's divine ascension he usurped (see introductory material in this section) through the actions of his avatars. Mellifleur himself lairs in Gehenna, where, not unlike Cegilune, he hides many magical phylacteries which can sustain his being should he be overcome or magically trapped.

Role-playing Notes: Mellifleur's avatars rarely visit Prime Material lichs; when they do, it is to study new spells or magic developed by those lichs, or to gain information about his evil nemesis from lich-sages. He is forced to counter his evil nemesis' actions on the Prime Material, though, and when so doing with his avatars they are paranoically fearful. His avatars do not regard a counter-attack as the best form of defense; rather, they prefer

to attack first, before the thought of attacking them has even occurred to a potential adversary.

Statistics: AL ne; WAL n/a; AoC lichdom, magic; SY crystal vial in a skeletal hand with ring on fourth finger.

Mellifleur's Avatar (Wizard 25)

The avatar appears as a typical lich, although its black robes are clean and in good repair. Its eye sockets hold a pair of glowing green gems.

Str 18/00 Dex 17 Int 23

Wis 19 Con 16 Cha 1

AC -2 MV 12 SZ M (6')

HP 120 HD 15 MR 40%

#AT 1 THACO 5 Dmg 2d10 (chill touch)

Special Att/Def: The avatar is immune to weapons below + 2 enchantment and to mind-affecting, paralyzing, cold and electrically based attacks, insanity, death magic, petrification and polymorphing. Those of 8 HD/levels or below who see him must save vs. spells or flee in terror for 6d6 rounds. His avatar is turned as a Special undead, but the priest making the attempt is treated as 4 experience levels lower for the purpose of turning. The avatar's left gem-eye can project a cone of cold 2/day and the right gem-eye can project a symbol of insanity 2/day, both effects at 25th level of magic use. The avatar wears a robe of stars which can act as a robe of scintillating colors when he so wills, a ring of shooting stars, and possesses a sphere of annihilation under the avatar's automatic mental control.

Squerrik (Lesser God)

The cowardly and physically weak Squerrik lairs in an endless series of burrows and tunnels, infested with traps, below one of the plains of Gehenna. He is a fearful creature who ever seeks protective magic, disguises, and items for keeping his enemies at bay (not that he has many; most other deities don't consider him worth bothering with).

Role-playing Notes: Squerrik feels little emotion for wererats, and is uncaring about his own shamans, not sending any omens or warnings to them. Rarely, he may dispatch an avatar to lead a very large group of wererats out of their subterranean lairs to attack, loot, and pillage a surface community weakened by war, seige, or some other adversity. More often his avatars seek protective magical items for the god's use. The avatars are always cowardly and seek to escape combat if faced with a powerful enemy.

Statistics: AL le; WAL le (wererats); AoC thievery, disguise, concealment; SY rat's head with bared yellow teeth.

Squerrik's Avatar (Thief 14)

The avatar appears in ratman form, dressed in filthy leathers and cotton pants.

Str 14 Int 19 Dex 19

Wis 13 Con 13 Cha 12

AC 2 SZ M(5'6") MV 18

HP 96 HD 12 MR 5%

#AT 1 THACO 9 Dmg 1d6 +3 (shortsword)

Special Att/Def: The avatar is immune to poison, disease, and paralyzation. Nonmagical weapons do not affect the avatar. He spider climbs at will and has 95 % skill ratings for moving silently, hiding in shadows, and spotting traps. Three times per day the avatar can change self and I/day each he can: summon I/O giant rats if within one mile, cause disease, dimension door, cause contagion and cast rope trick. He has a shortsword +3 of quickness and a cloak of displacement.

The Shamans

Squerrik's shamans may only memorize and use their spells in ratman form. They are not organized into any hierarchy, but lower-level shamans learn from higher-level ones and must show them respect and deference (and make offerings of treasures). Wererat shamans must be self-protective. They actively acquire protective magic and anything that aids their skills of concealment and disguise.

Requirements: AB Dex 13; AL le; WP any; AR as thieves; SP all, animal, charm, necromantic (rev), sun (rev); PW 1) 5%/ level skill in hide in shadows and move silently; TU nil; LL 5; HD 2 hp/level; Shamans only.

Balador (Lesser God)

Balador is a protector-god, watchful over forests and woodlands, rather seclusive and shy but encouraging his followers to share their community and living space by good relationships with rangers, druids, and sylvan creatures. The god himself roams the Beastlands, taking his food from the rivers and lakes, and sometimes persuading other deities to brew the honeyed mead he enjoys so much. Balador is not smart, nor is he swift, but he is wise, tolerant, and patient, and he is powerful when roused to anger. His only enemies are the deities of evil lycan-thropes.

Role-playing Notes: Balador's avatars may wander Prime Material deep forests hunting and playing with other werebears, especially the very young. Meetings with Father Bear are the subject of many werebear tales. He often sends avatars to oppose those of the evil lycanthropic deities.

Statistics: AL cg; WAL cg (werebears); AoC werebears, protection, fraternity; SY pitcher of mead.

Balador's Avatar (Fighter 12, Druid 12)

Balador's avatar usually appears in ursine form, although he can also appear as a tall, tanned, handsome human male ranger. He uses spells from druidic spheres, plus protection and sun.

Str 18/00 Int 14 Dex 13

Wis 18 Con 18 Cha 16

AC 0 MV 12 SZ M/L(6'/11')

HP 120 HD 15 MR 15%

#AT 3/2 or 3 THACO 5 Dmg 1d8 +3(longsword)+6 or 2d8+6x2 (claws) and 4d4 (bite)

Special Att/Def: The avatar is immune to poison, disease, paralyzation, illusion/phantasm spells, and nonmagical weapons. He can cure disease or critical wounds by licking 3/day each and roar to create fear (as wand) I/day, in ursine form only. In ursine form, if both paws hit the same opponent in the same melee round, the bear will hug for 2dl2 +6 hp/rd

of automatic damage thereafter and also inflict maximum damage with his other attacks. The chance for breaking free is one-third of a creature's bend bars percentage. As a ranger, he carries a longsword +3 which inflicts double damage on evil lycanthropes and goblinoids.

Priests: Balador has no priests of his own, but werebear-priests do exist; they worship their own gods and receive spells from them. They also revere Balador, because his entreaties to the gods on their behalf make it possible for them to remain priests. Almost invariably, a spell-providing god is neutral good or chaotic good, or perhaps a neutral sylvan/nature deity.

Ferrix (Lesser Goddess)

Ferrix is the insatiably curious goddess of weretigresses. She enjoys knowledge for its own sake and has accumulated a great store of knowledge, but unlike her brother she is not wise and does not separate worthwhile and trivial knowledge effectively. Despite her alignment she too roams the Beastlands, hunting and prowling (and demanding adoration from other beings as so many felines do). She is vain and often playful, but she can be cruel with prey and spiteful and vicious if teased or mocked.

Role-playing Notes: Ferrix' avatars are common visitors to the Prime Material for a variety of purposes. She may simply come to play with other weretigresses, or sometimes to mate with a male weretiger. She may come out of curiosity regarding almost anything from a hidden magical secret to an old temple ruin, or just to view some unusual geological formation or a magical tree buried in a deep forest. Ferrix' avatars are curious above all and will rarely offer hostility to those they encounter. But she has a habit of stalking creatures as if they were prey to see what their reactions are, which can lead to misunderstanding and conflict if the creatures stalked are over-fearful or aggressive. Flattery goes a long way with the avatar, as does the gift of a beautiful gem (appearance matters more than value).

Statistics: AL n; WAL n (weretigresses); AoC play, curiosity, hunting; SY green cat's eyes.

Ferrix' Avatar (Fighter 14, Druid 9)

The avatar usually appears in hybrid form, but she also hunts as a tigress. In either form, her fur has an exceptionally beautiful honey-brown sheen. She uses spells from standard druidic spheres, plus charm and combat.

Str 18/00 Int 17 Dex 17

Con 17 Cha 19 Wis 13

AC O SZ L(8'-12') MV 15 + special

HP 120 HD 15 MR 20%

#AT 3 THACO 5 Dmg 2d4 +6 x2 (claws) 4d6 (bite)

Special Att/Def: The avatar is immune to poison, disease and paralyzation, and nonmagical weapons. No natural feline will attack her and she can charm feline at will, and can also charm person or mammal 3/day (saving throw to negate is at -4). She can leap forward up to 30', up to 15' horizontally, and up to 15' backward in a round in addition to making attacks; if she leaps she gains the benefits of boots of striding and

springing. If both her front paws strike an opponent in the same melee round she can rake with her back paws for an extra 3d4/3d4 points of damage. Once per day her growl can create fear (as wand), and once per day her purr can create emotion (calm), while her lick can cure critical wounds 3/day. She wears a tiger-eye ring of human influence on her right front paw.

Daragor (Lesser God)

Daragor is the bestial god of evil lycanthropes-werewolves and seawolves being his preferred creatures. This hateful god wanders the Lower Outer Planes, picking off whatever prey he can. He has enmity for all other deities of lycanthropes, and virtually everything else he comes across. Daragor is simply savage, bloodlusting, and elementally vicious.

Role-playing Notes: Daragor's avatars will roam the Prime Material when they can, hunting any prey he can feast upon. He enjoys disabling prey by attacking limbs to prevent movement and escape, and then rending his prey alive. The avatar stalks werebears for sport, but while he does not fear Barador he has a healthy respect for that god's strength and will flee if opposed by an avatar of the werebear god. Also, Daragor's avatar will stalk paladins and priests of lawful good and/or sylvan deities. He seeks simply to kill them and consume their flesh, which has a stimulating effect upon him.

Statistics: AL ce; WAL ce (werewolves, seawolves); AoC marauding beasts, bloodlusts, pain; SY werewolf's head.

Daragor's Avatar (Fighter 14)

The avatar can appear either as a great grey-furred wolf or as a monstrous seawolf, distinguished by his glowing red eyes and bloodstained paws and maw.

Str 18/00 Int 10 Dex 17

Wis 8 Con 17 Cha 1

AC -1 SZ L (12'long) MV 36 (12, sw 27)

HP 120 HD 15 MR 15%

#AT 2 THACO 4 Dmg 4d6 (bite)

Special Att/Def: The avatar is immune to poison, paralyzation, and nonmagical weapons. If he kills a creature of 6 + HD/ levels and spends one full round rending its flesh and drinking its blood, he regains 1d8 + 3 hp of any damage he has sustained. If that creature is a paladin, or priest of lawful good and/or a sylvan deity, the avatar is affected as per a potion of invulnerability for 3d10 turns thereafter. He charms lupine at will (wolfweres are immune but winter wolves are affected). As a wolf, he can summon 3d8 wolves, 2d4 werewolves, and 1d4 winter wolves 1/day for each type if within a mile. In seawolf form he can summon 2d4 + 2 lesser seawolves and 1d4 + 1 greater seawolves 1/day for each type if within a mile. The avatars howl can create fear (as wand) 3/day (save versus wands at -4 to negate). In wolf form, the avatar cannot be entangled or have his movement slowed by any nature-affecting spells (such as interposed plant growth, etc., but a spell such as web could restrict movement in the usual way). In seawolf form, the avatar can water breathe freely and also water walk 1/day for 12 turns.

Eshebala (Lesser Goddess)

Eshebala is the wily and supremely vain goddess of foxwo-men, although she also favors wolfweres because of their hatred of werewolves. A denizen of the Abyss, she loathes and detests tanar'ri and other infernal inhabitants of other Abyssal planes because of their ugliness, stupidity, brutish nature, or any combination thereof. She has a collection of fine gems, jewellery, furs, skins, objets d'art, and the like, which are actually rather vulgar and flashy. She dwells alone and has no allies. She regards her brother, Daragor, as an oaf, although she does not actually hate him; her primary object of loathing is Ferrix. Two vain goddesses who preen and strut do not tend to get along well together. Role-playing Notes: Eshebala's avatars visit the Prime Material for hunting and sport when she grows bored and jaded. She prefers to overcome victims through subtlety, not direct force. She especially enjoys capturing handsome males through illusions and charm, immobilizing her victim and then dispelling the charm before she kills and then eats the unfortunate, carving off flesh with a silver dagger. She sometimes visits females whom she has infected with lycanthropy for a gossip session, and demands to be the center of flattery and attention during such visits.

Statistics: AL ce; WAL ce (foxwomen); AoC vanity, charm, greed, cunning; SY vixen. Eshebala's Avatar (Fighter 8, Illusionist 12)

The avatar appears in the hybrid (vixen) foxwoman form or as a charming, lovely young elven maid. She always wears rich jewellery and finery, and invariably carries a decorated silver mirror for self-admiration.

Str 18/10 Dex 18 Int 16
Wis 17 Con 15 Cha 20
AC 0 MV 15/21 SZ M(5')
HP 112 HD 14 MR 20%

#AT 3/2 THACO 7 Dmg 1d8 +2 (longsword) +3

Special Att/Def: The avatar is immune to poison, paralyzation, nonmagical weapons and all enchantment/charm and illusion/phantasm spells. She can pass without trace in a rural environment, and if she escapes into undergrowth is 95% undetectable when seeking to hide or evade pursuit. She can sing and create lethargy as a wolf were for 3d4 rounds 3/day, and can charm person at will. She employs a longsword +2.

The avatar is always accompanied by 1d4 +1 charmed male servitors. Determine their nature from the Monstrous Compendium entry for Lycanthrope, Werefox, but these sidekicks will be of levels 1d6 +3 and will all be 90% likely to possess a magical hand weapon, 70% likely to possess appropriate magical armor, and be 10% per level likely to possess 1d2 suitable minor miscellaneous magical items (DM's choice).

Gods of the Dragons

Io (Greater God)

Io, Swallower of Shades, shine in the face of your servant, for he worships you in the morning, he propitiates you in the evening. I breathe the air, the North Wind which comes from you, Be content, Lord of the Gods, for you are exalted in the firmament, and your rays over my breast are like the day.

-Invocation of Persephariel, Great Gold Wyrn

This is the tale as Dragon-sages speak of it:

Io, the Ninefold Dragon, the Concordant Dragon, the Great Eternal Wheel, moves his majestic form silently through the planes and crystal spheres, through the ether and detritus of the worlds, and he is content. Io is the Creator of all dragonkind, father of the Sleeping Deep Dragons whose spirits lie at the core of many worlds still, the god whose blood, thoughts, and life force established the ground for creation and sustain it still. Just as Io's role in the creation of the multiverse cannot be understated, neither can his unimaginable size. A single scale on the Ninefold Dragon is larger than the greatest mortal dragon which has ever flown in his skies. Io remembers everything which has happened in every world which exists, he knows all spells, owns at least one of every magical item which has ever existed, and through his singular skill as an astronomer and astrologer, he knows all the future holds.

So, why do many myths which other races have of creation not feature great Io? Because the nature of his role in creation is deep and implicit in establishing a substrate for other powers. We Dragon-sages make a distinction between the Two Voids; the first Void, wherein only Io had existence, and the Shadow Void, where Io's willingly shed blood created the potential for existence and creation to come into being. Most non-dragon races only know of the Shadow Void, and they do not know of the earlier time outside time when only the Ninefold Dragon existed.

Are the Dragon-sages correct? If they are/ they speak of the inner mystery of the very universe itself. Some secrets may be beyond language and comprehension. Not even this tome can speak of them. Who can say?

Role-playing Notes: Io is of pure Neutral alignment and also of all alignments transcended by pure neutrality. His avatars appear in all alignments, and exceptional and wise dragons of all alignments revere him in the appropriate aspect. They only manifest on the Prime Material plane when affairs absolutely crucial to the survival of part of dragonkind, or a great globe-spanning conflict, are involved. Be unbelievably careful with using any avatar of Io. Such an appearance could change a world irrevocably. In a conflict situation, few creatures could possibly hope even to flee for survival from this avatar, let alone offer it any kind of opposition save for a great army or a very high-powered group with truly powerful magic!

The avatar may appear on some mission to worlds which have Deep Dragons asleep in the core of the earth (if they exist in the DM's game world and he/she wishes to use this myth), communing with their spiritual forms. Because many worlds do not have these deep denizens, this idea is left for the DM to develop if he/she so wishes.

Io may, very rarely, manifest part of his being by communicating with an exceptionally wise or intelligent mortal being by drawing the astral body to fly with Io's avatar in the Astral plane. This is recalled by the being as a wondrous inspirational dream, and Io's

symbol may appear to mark the event on some hidden part of the body-the crown of the head, below hair, below a fingernail, or some similarly subtle place.

Io's Avatar (Wizard 20, Priest 20)

The avatar appears as a vast dragon with blue scales edged with silver and dark purple.

This applies to any of the five functional forms the avatar can take (Ig, ng, ln= gold; cg, cn= brass; le, ne= blue; ce== red; n= special).

Str 24 Dex 24 Int 25
Wis 25 Con 25 Cha 25
AC -14 SZ G (800') MV 60 fl 360 br 60 sw 120
HP 200 HD 25 MR 95%

#AT 3 + special THACO special Dmg 3d8 +12 x 2 (claws) 12d8 (bite)

Further Statistics: Treat Io's avatar as a Great Wyrn of the Gold Dragon variety {Monstrous Compendium), with the following modifications/additions:

Symbol: Eight-pointed star with central rising spoke.

Size: Body length 440', tail length 360'.

Breath Weapons: The avatar uses the breath weapon capabilities of the functional form the avatar has. If the avatar is pure neutral, it can use cone of cold, cloud of fire, and lightning bolt forms of breath weapon. All breath weapon ranges and areas of effect are increased by 50% above those normally used. Saves versus the avatar's breath weapon are made with a -6 penalty. Base breath weapon damage is 24d20+24.

Spells: The avatar uses spells from all spheres and schools.

Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 7th level/ and to poison, paralysis, petrification, death magic, mind-affecting and controlling spells, spells such as imprisonment and trap the soul, and even to wishes if these are used to affect its true nature (e.g. , the alignment of an avatar could not be changed by this spell, nor could it be feeble-minded, etc.). The avatar takes half damage from cold-, fire- and electricity-based attacks. Weapons below + 4 enchantment do not affect the avatar.

Fear: The avatar's radius for fear is 200 yards. Creatures of up to 6 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a -6 penalty.

THACO: The avatar's base THACO is 2. It hits any AC on a roll of 5 + on a d20. A bite swallows any creature whole, killing instantly and destroying all equipment, on a roll of 10 +.

Tiamat (Lesser Goddess)

Avaricious, supremely vain, and profoundly Lawful Evil, Tiamat proclaims herself the creator of all of evil dragonkind, and certainly many evil dragons revere her as their creator and patron deity. She infests the uppermost of the Nine Hells with her consorts, each a Great Wyrn of different color-one red, one white, one green, one blue, and one black.

Whether or not Tiamat is truly the creator of evil dragons is a subtle question. As Io contains all alignments, evil is born from within him, and in this sense Tiamat is not a

prime creator. However, she may have been in some sense a midwife of the coming of evil dragons into the world, as Bahamut is often seen as the force who drew good dragons from Io's being. She keeps an active and eager watch over evil dragonkind and ever stirs them to further avarice, pride, and wickedness. She herself is hateful, spiteful, never forgetting any kind of slight, and she enjoys such wretched pastimes as torture, bickering, and fighting among her consorts, as well as destroying valuables and treasures which her avatars bring to her, sometimes as offerings from mortal evil dragons.

Tiamat's relations with the baatezu that populate the Hells and stray into her realm at times is the subject of considerable speculation by sages. Traditionally, she has been seen as repulsing them and attacking them, but as the tanar'ri have made a breakthrough into the Prime Material plane as alternative gods for lizard men, gnolls, and others, it may be that baatezu lords are trying to arrange some pact with her, to enable them to plane shift and serve evil dragonkind. This does not seem to have come to fruition yet because of the excessive demands made by Tiamat. If it ever does, woe betide many worlds spinning in the ether....

Role-playing Notes: As a special note, the statistics for Tiamat below are not suitable for DRAGONLANCE(r) campaigns since there Tiamat is strongly identified with Takhisis and DRAGONLANCE Adventures presents summary statistics for that deity.

Tiamat's avatars is fairly active on the Prime Material plane. She visits powerful evil dragons (especially red dragons), demanding worship, homage, and offerings. She has been known to lay waste to an area with her breath weapons, to enable evil dragons to populate the area after driving off any sentient creatures in or near the lands. Bahamut often tries to stymie such carnage and destruction, which enrages her.

Tiamat's Avatar

The avatar appears as a gigantic five-headed dragon with one head of each of the chromatic (evil) dragon types. Each head's color runs the length of the neck and into the forepart of her body as stripes/ gradually blending to three stripes of gray, blue-green, and purple over her back and hind-quarters/ then merging into a muddy dark brown tail. Her underbelly and legs are greenish white fading into her upper body colors.

Dex 20	Wis 20	Str 21
Con 23	Cha 24	Int 19
AC -12	SZ G (500')	MV 18 fl 90 sw 30
HP 160	HD 20	MR 75%

THACO special #AT 6+ special Dmg 2dl2 (tail) + see below

Further Statistics: Use the additional statistics which follow:

Symbol: Five-headed dragon.

Size: Body length 280', tail length 220'.

Breath Weapons: Each of Tiamat's five heads uses a separate breath weapon, 3/day each; damage is listed separately below. All saving throws versus the avatar's breath weapons are made at -4.

Spells: The avatar uses spells from all spheres and schools save the spheres of chaos and sun, and she can only use reversed forms of healing and necromantic spells.

Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 5th level, and to poison, paralysis, death magic, and mind-affecting and controlling spells. The avatar takes half damage from cold-, fire-, and electricity-based attacks.

Weapons below +2 enchantment do not affect the avatar.

Fear: The avatar's radius for fear is 140 yards. Creatures of up to 5 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a -5 penalty.

THACO: The avatar's base THACO is 3. It hits any AC on a roll of 8 + on 1d20 with its red and blue heads, and on a roll of 9+ with any other head. Note that Tiamat's bulk and balance prevents her from using claw attacks.

Tiamat's Five Heads

In the table below, the following statistics for Tiamat's five heads are listed:

Slay: This is the total number of hit points of damage a head can sustain before being destroyed (the avatar regenerates the head in 12 hours). Damage specifically inflicted on a head does not affect the general body total.

Head	Slay	Breath	Bite	Spells (W/P)
Blue	56	14dl2+14	7d8	444441/22221
Red	52	13dl2+12	6d8	222221/222211
Green	52	13dl2+13	6d8	4221/221
Black	48	12dl2+12	5d8	4221/221
White	44	11dl2+11	4d8	421

Breath: The number shown is the damage for the breath weapon for the head in question-

Bite: This is the damage caused by a successful bite. **Spells (W/P):** These are the spells usable for each head, tabulated as number and level (e.g./ 222 means two spells each of 1st through 3rd level). Spells before a slash (/) are wizard spells, and those after the slash are priest spells. If there is no slash, only wizard spells are used.

Chronopsis (Intermediate God)

Chronopsis is the draconic god of fate, death, and judgement. In his mausoleums in the plane of Concordant Opposition, the god has an infinite number of hourglasses which trickle out the lifespans of all dragon mortals and deities. Chronopsis knows the future and the fate of all of creation at the end of time. He is silent, unconcerned, dispassionate, and of absolute Neutral alignment. No dragons revere him; all respect him.

Role-playing Notes: Chronopsis' avatar will attend (in improved invisibility form) at the death of a truly exceptional Great Wyrn, greeting the spirit into the afterlife and sending it on to its Outer Plane journey, following it as it goes. The avatar may also periodically watch over the great graveyards present on some worlds, where dragons go to die, attacking any intruders or looters with his full and terrifying range of lethal attacks.

Chronopsis' Avatar (Wizard 14, Priest 22)

The avatar appears as a (usually) small, black dragon with decaying skin through which yellowed bones poke out in places. A magical brass harp (6' high) hovers above his head.

Dex 19	Wis 25	Int 24
Con 21	Cha 24	Str 19
AC -10	SZ varies	MV special
HP 160	HD 20	MR 115%

#AT 3 + special THACO special Dmg all special

Further Statistics: Again, treat the avatar as a Great Gold Wyrms with the following modifications/additions:

Symbol: Brass scales below a harp.

Size: Varies from 60-600' at will, 60% body, 40% tail.

Breath Weapons: The avatar has a single breath weapon, usable 6/day, and a 100' cube of disintegration (living matter only). Saving throws versus the effect are made at -1 per HD/level below 16.

Spells: The avatar uses spells from all spheres and schools.

Magic Resistance: The avatar has the same immunities and resistances (save base MR) as Io's avatar; use Io's entry above.

Fear: The avatar's radius for fear is 300 yards. Creatures of up to 8 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a -8 penalty.

THACO, Special Damage: The avatars base THACO is 2. It hits any AC on a roll of 7+ on a d20- Those who are touched by a claw die instantly unless they save versus death magic (save modified by HD/level as for breath weapon); those who are bitten are irrevocably destroyed on a roll of 10+, and die on a lower hit roll unless they save versus death magic (modified by HD/level as above).

Special: The magical harp above the dragon's head plays as the avatar wills and can create any of the following effects in a 50' radius: emotion (calm), symbol of persuasion, wall offeree. The avatar can slay living at will.

Faluzure (Lesser God)

The terrifying Night Dragon picks at the wasteland of bones scattered about his burrow in Tarterus, his mindless juju zombie servants slaying any creature foolish enough to approach. Faluzure is a wretched, creeping thing no longer able to fly, but he has a terrible beauty nonetheless. Faluzure is a Neutral Evil lord of energy draining, undeath, decay, and exhaustion; he hates Bahamut and Tiamat equally, and hates and fears Chronopsis.

Role-playing Notes: Faluzure's avatars stalk some worlds seeking powerful, wise, or exceptional beings to energy drain. He steals corpses for ghastly necromantic experiments in Tarterus. All dragons fear him save shadow dragons, who revere him.

Faluzure's Avatar (Illusionist 14, Priest 18)

The avatar appears as a vast, sleek, beautiful dragon with silver-edged scales of midnight blue and vestigial wings, but he may also be polymorphed into a handsome human or comely elf.

Str 21	Dex 20	Int 24
Wis 21	Cha 24	Con 23
AC -16	SZ G (520')	MV 18 br 12
HP 136	HD 17	MR 100%

#AT 3 + special THACO special Dmg 2d8 +9 x 2 (claws) 8d8 (bite)

Further Statistics: Treat Faluzure's avatar as a Great Wyrms of the Shadow Dragon variety {Monstrous Compendium: Greyhawk}, with the following modifications/ additions...

Symbol: Draconic skull.

Size: Body length 290', tail length 230'.

Breath Weapons: The avatar can breathe 6/day in a 30'x40'x50' cloud; victims are drained of IdIO life energy levels (save at ~5 for half this loss). Any creature reduced to zero level or below becomes a juju zombie controlled by the avatar. His breath also causes disease (saving throw versus poison at -5 to negate) which is fatal in 2d4 hours unless cured by a priest of level 12 +.

Spells: The avatar uses spells from all spheres and schools, but may only use reversed sun, healing, and necromantic spells.

Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 5th level, and to poison, paralysis, petrification, death magic, and mind-affecting and controlling spells. The avatar is immune to cold- and electricity-based attacks and to weapons below +3 enchantment.

Fear: The avatar's radius for fear is 200 yards. Creatures of up to 7 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a - 7 penalty.

THACO: The avatar's base THACO is 3. It hits any AC on a roll of 9+ on a d20. Any hit causes paralysis and fear; saving throws versus spell are allowed for both effects at -5. If both saves are failed, the creature becomes insane.

Special: The avatar controls undead as a 20th-level priest. It can animate dead at will and summon shadow every other round.

Aasterinian (Lesser Goddess)

Aasterinian is a cheeky, deeply chaotic deity who enjoys learning through play, invention, and pleasure. She is determinedly Chaotic Neutral, with tendencies to good. She enjoys disturbing the status quo, being shocking and innovative, jolting the staid into action. She is Io's messenger for lesser communications with dragons, but is definitely distractable. Chaotic (especially brass and copper) dragons revere her.

Role-playing Notes: The avatar often travels as a messenger to Great Wyrms from Io, or is off hunting some arcane knowledge she seeks for herself. She is playful, stubborn, and vain. She may mock or taunt very lawful creatures, using spells to embarrass them.

Aasterinian's Avatar (Wizard 13, Priest 13)

The avatar appears as a huge brass dragon with a four-lobed sheened forehead bearing a golden star in the center.

Str 21	Int 22	Dex 22
Wis 21	Con 23	Cha 24
AC -13	SZ G (450')	MV 48 fl 320 sw 90
HP 160	HD 20	MR 80%

#AT 3 + special THACO special Dmg 2d8 +9 x2 (claws) 7d8 (bite)

Further Statistics: Treat Aasterinian's avatar as a Great Gold Wym with the following modifications/additions:

Symbol: The Morning Star.

Size: Body length 250', tail length 200'.

Breath Weapons: The avatar uses the breath weapon capabilities of a Great Brass Wyrn, plus 1/day the use of a cloud of spiral of degeneration (Quest Spell; see Tome of Magic-30' radius to a range of 120'). All other breath weapon ranges and areas of effect are increased by 20% above those normally used. Saves versus the avatar's breath weapon are made with a -4 penalty. Base damage for breath weapons is 21d20+21.

Spells: The avatar uses spells from all spheres and schools, save the sphere of law.

Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 5th level and to poison, paralysis, death magic, and mind-affecting and controlling spells. The avatar takes half damage from cold- and fire-based attacks. Weapons below +2 enchantment do not affect the avatar.

Fear: The avatar's radius for fear is 100 yards. Creatures of up to 4 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a -4 penalty.

THACO: The avatar's base THACO is 3. It hits any AC on a roll of 9+ on a d20. A bite swallows any creature whole, slaying it instantly and destroying equipment/ on a roll of 14+.

Special: The magic resistance of the avatar is increased within one hour (before or after) dawn by +15%. Saving throws against her spells are subject to a -2 penalty (cumulative with any other penalties) during this time.

Bahamut (Lesser God)

Bahamut, Lord of the North Wind and ever-watchful for the cause of Lawful Good, sits unsleepingly in his palace in the Seven Heavens, surrounded by seven Great Gold Wyrm. Bahamut is an active deity, ever arguing the case against evil with Io, ever watchful against the actions of Tiamat. Bahamut values wisdom, knowledge, prophecies, and song and-by dragon standards-is neither vain nor desirous of treasure. Gold, silver, and brass dragons revere Bahamut.

Role-playing Notes: Bahamut's avatar is watchful for lawful good creatures in peril, offering aid, recuperation, and knowledge, but does not act directly in the Prime Material plane unless to check Tiamat. He is stern, very disapproving of evil, and will not tolerate any offense offered by evil creatures, although he will usually polymorph them rather than kill them.

Bahamut's Avatar (Wizard 16, Priest 16)

The avatar appears as a vast platinum dragon. However, he is fond of appearing as an old, frail man.

Dex 21	Wis 23	Con 24
Cha 24	Str 23	Int 22
HP 176	HD 22	MR 85%
AC -14	SZ G (500')	MV 48 fl 300 sw 90

#AT 3 + special THACO special Dmg 2d8 +11 x 2 (claws) 9d8 (bite)

Further Statistics: Treat Bahamut's avatar as a Great Gold Wyrn with the following modifications/additions:

Symbol: The Pole Star above a milky nebula.

Size: Body length 280', tail length 220'.

Breath Weapons: The avatar uses the breath weapon capabilities of a Great Gold Wurm, plus a sonic disintegration effect (as for a cone of cold), affecting up to 40 HD/levels of creatures. Saving throws versus Bahamut's breath weapons are at -4. Base breath weapon damage is 22d20+22.

Spells: The avatar uses spells from all spheres and schools, save the sphere of chaos.

Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 6th level and to poison, paralysis, petrification, death magic, mind-affecting and controlling spells, and even to limited wishes if these are used to affect its true nature (e.g., the alignment of an avatar could not be changed by this spell, nor could it be feebleminded, etc.). The avatar takes half damage from cold-, fire-, and electricity-based attacks. Weapons below + 3 enchantment do not affect the avatar.

Fear: The avatar's radius for fear is 140 yards. Creatures of up to 5 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a ~5 penalty.

THACO: The avatar's base THACO is 2. It hits any AC on a roll of 7 + on a d20. A bite swallows any creature whole, killing it and destroying all equipment, on a roll of 12 + .

Gods of the Eagles

Remnis (Lesser God)

Remnis, great lord of eagles, flies the planes of elemental Air, Concordant Opposition, Nirvana, Limbo and Elysium. He hunts in the Beastlands and perches atop Mount Olympus. With eyesight stretching to the horizon, the god awaits the call to service-Remnis is the mount of many sky gods in human and demi-human pantheons. He provides untiring service and brave, loyal aid in combat in return for the gods allowing his offspring isolated, safe living habitats. He is intelligent, wise, and a great hunter. His endless flights and vision show him many secrets which, in turn, he reveals to those he serves. He is also on excellent terms with Syranita and Aerdrie Faenya. Remnis does not have any especial enemies.

Role-playing Notes: Remnis sends avatars of his own accord fairly rarely, usually to hunt some magnificent beast or hunt down an evil, marauding creature. His avatar serves as a mount for many good- or neutral-aligned sky gods and members of the Seldarine. He also watches over communities of giant eagles very jealously, and his avatar may appear to drive away creatures intending to attack eagles, steal their eggs, or likewise threaten them. His avatar may appear as an omen to giant eagles, alerting them to danger. Rarely, the avatar will appear to take a final flight with a very old and wise eagle approaching the time of death, and he may advise that eagle on which of the younger members of a community should take over the role of leader when the elder dies.

Statistics: AL n(g); WAL n (giant eagles); AoC giant eagles. sky, service; SY giant eagle's head with green eyes.

Remnis' Avatar (Paladin 14, Priest 7)

The avatar appears as a gigantic golden eagle with glowing green eyes and a 55' wingspan. He uses spells from the following spheres: all, animal, combat, divination, healing, protection, sun, weather.

Sir 18/00 Int 19 Dex 16

Wis 18 Con 18 Cha 19

ACO MV fl 90 SZ H (20' long)

HP 120 HD 15 MR 20%

#AT 3 THACO 5 Dmg dl2+6/dl2+6 (talons) and 2dl2 (beak)

Special Att/Def; The avatar is immune to poison, paralyzation, and all spells which directly negate or adversely affect flight (levitation, web, etc.). The avatar can create fear in natural avians at will, and such creatures will never attack him. With a wingbeat, he can create each of the following effects 1/day:

fear 20', firestorm, ice storm, repulsion (30' radius).

Gods of the Giants

Annam (Greater God)

Annam is The Prime, the Great Creator, the fertile progenitor of worlds. He fathers other gods, creates worlds, and provides the tools for others to create upon his substrates, and he is even said to be the creator of the elements themselves. Far across all times, planes, and worlds, Annam's greatness unfolds itself. His merest passing thoughts have given birth to worlds and the god is seen as being without peer.

Annam has a conflicted nature which proves to be his undoing. On the one hand, he is an all-knowing god of learning, philosophy, and deep meditations; Annam is omniscient, but he chooses not to know certain things, in his wisdom. But, against this vastly cerebral nature, one must set Annam's instinctual, even lustful nature. He is not a god for whom contemplations hold endless attraction. Annam is fertile and vigorous, and he makes a considerable number of mistakes when governed by his instincts. Thus, his son Stronmaus makes him proud and contented, but his other sons have been distinctly less of a blessing to him. Their endless schisms and bickering weary Annam and bring him depression and loneliness since he has no mate who is his equal. Hiatea makes him realize that his exclusive preference for male offspring was a mistake and that he realized his mistake too late. Perhaps the coming of evil to his creation was related to his fathering too many sons, among whom envy and jealousy were bound to give rise to evil, hatreds, and warped nature and bodies.

Annam has largely retreated from events in the Prime Material, grown weary of having to watch over countless worlds and conflicts. The god seeks solace in a demiplane of Concordant Opposition, which no other being, not even Stronmaus, can even locate, let

alone enter without Annam's permission (which he very rarely gives). There, Annam sits in an endless mansion with a great crystal tower wherein mobile models of all stars and planets whirl in perfect, silent motion, simulating the movements of the multiverse. No other living being has a home here. Perhaps above all, great Annam feels a sadness that he has no wife after all his conquests and consorts.

Role-playing notes: Annam will very rarely send an avatar to the Prime Material. If he does, it is because of some epoch-shaking event that will affect the course of history for an entire world, or at least a continent. In different worlds, Annam's avatars have observed the Rain of Colorless Fire, the Storms of Un-death, the passing of Netheril, and the Zephyrs of Unbecoming. If Annam had a role in them, he does not speak of it, and sages are left to devote their lives to documenting just a tittle of what has happened when the avatar has walked in their world.

And, of course, Annam does not grant omens, save, once in a lifetime, to his priest-kings. Such a priest, on attaining 10th level, may once in his life call for a precognitive vision from Annam after a period of ritual meditation not less than one month in duration. In these visions, the broad course of future history of the priest's race (or community, warband, etc.) is revealed to him.

Statistics: AL n; WAL n, ng, In; AoC magic, knowledge, fertility, philosophy; SY two hands, wrists together, with fingers facing downwards.

Annam's Avatar (Fighter 20, Wizard 18, Priest 20)

Annam's avatar appears as a giant of truly staggering size- white-haired, wearing a robe of midnight blue. He employs spells from all spheres and schools.

Str 25	Int 22	Dex 18
Wis 23	Con 24	Cha 23
AC -6	SZ G (60')	MV 21 fl 36 sw 18
HP 200	HD 25	MR 70%
#AT 2	THACO 2	Dmg 7d8 (fists) +14

Special Att/Der: The avatar is immune to energy drains, strength drains, mind-controlling magic, petrification, paralyzation, death magic, and weapons below +3 enchantment. He has a special weakness, however: a damaging blow struck directly on the crown of the avatar's head (a called shot with a - 8 penalty to the hit roll) will stun the avatar for one round, plus one-half round for each damage bonus point the striker has for exceptional strength, rounding down (thus such a blow from an opponent with 18/99 strength would stun the avatar for a total of 3 rounds; 1+ 5/2, rounding down).

By a simple wave of the hand, the avatar can create the following effects 2/day, each to a range of 200': bigby's crushing hand, earthquake, telekinesis (up to 1000 lbs) and wall of force of double normal size. Effects are at the 20th level of magic use. The avatar mostly eschews magical items, carrying only a humble staff of power charged with 1d4 wishes (in addition to being fully charged otherwise). The avatar has a base THACO of 2, but will hit any AC on a roll of 8 + .

Duties of the Priesthood

Priests of Annam are extremely rare and many game worlds may not have any. They can only be cloud, storm, or stone giants, and they must be truly exceptional, having the blood of ancient/elder giants in them (DM's decision). They are rulers and kings,

possessed of and driven to greatness and magical prowess through acquisition of powerful magical items.

Requirements: AB Wis 17 Cha 16; AL n, ng. In; WP any; AR any; SP all, astral, charm, combat, creation, divination, elemental (all), guardian, healing, necromantic*, plant, protection, summoning, sun, thought, time, weather*; PW 1) stonemage; 3) Cha raised to 18; 5) may use wizard spells from any two non-opposing schools, except necromancy and illusion/phantasm, as clerical spell of same level; 10) earthquake; TU turn at -4 levels; LL by race; HD d10; Shamans no.

Stronmaus (Greater God)

Stronmaus is the mighty giantish god of sun, skies, and weather. Given the decline in Annam's role, Stronmaus is increasingly the giantish god who watches over the affairs of all the giantish gods and may call them to account for wrongful actions, damaging dissension, and the like.

Stronmaus lives in a spectacular cloud palace in the Beastlands crated from gold, platinum, gems, and marble, in which he has a magical opal pool which appears some 100' long to a viewer/ but which is of endless size when one swims within it. The waters of this pool can heal any creature Stronmaus chooses to allow to swim here, as well as effect restoration and regeneration. Stronmaus delights in swimming here with Trishina the dolphin goddess, with his sister Hiatea, and with Surminare the selkie queen. In the skies above his home, he rides the air currents with Aerdrie Faenya of the elves and Syranita the aarakokra goddess. Stronmaus takes pleasure in consorting with good deities of skies and seas, and he has many friends among them.

Stronmaus is a god in whom the power of life itself flows very strongly. Like his avatars, Stronmaus cannot help but be ever-smiling, and it is hard for him not to express his powerful energy in dramatic form. He delights in creating powerful storms in the Beastlands, revelling in the lightning and driving rain, whooping to the thunder he creates from his own magical hammer. This can be a terrifying spectacle for the unprepared, for the god is a very strong and powerful one and sometimes his joy in the elements makes him forget his own strength.

Role-playing notes: Stronmaus is active in sending avatars to the Prime Material plane since he is generally concerned with giantish affairs. Avatars may be disguised as ordinary storm giants, to meditate with storm giant shaman-priests of great power who always recognize the avatar for who he is. He will also send avatars to restrict the efforts of Memnor, for whom he has great antipathy. Stronmaus also enjoys sending an avatar to walk in isolated mountainous terrain, possibly visiting cloud giants and storm giants there, but mostly for the pleasure of walking in refined air and enjoying the elements. Stronmaus may send an avatar to help the good non-human sea and sea gods who he has befriended (the asathalfinare; see Gods of Seas and Skies) if their people are in serious danger. Finally, Stronmaus has some of his father's traits and is quite capable of despatching an avatar to woo and seduce some very comely giantess who has attracted his (certainly fickle) attentions.

Omens from the god take the form of storms and lightning, strangely shaped clouds which partly obscure the sun, and direct warnings of impending evils.

Statistics: AL ng (cg); WAL ng, cg (cloud and storm giants);
AoC sun, sky, weather, joy; SY forked lightning bolt descending from silver-lined cloud partly obscuring the Sun.

Stronmaus' Avatar (Paladin 20, Priest 16)

Stronmaus' avatar appears as a vastly tall, muscular giant with blue eyes and red-auburn flowing, wavy hair. The avatar wears a simple gold-edged white silk robe and always smiles. He uses priest spells from all spheres.

Str 25 Int 19 Dex 21

Con 24 Wis 22 Cha 24

AC -5 SZ G (45') MV 18 fl 48 sw 18

HP 192 HD 24 MR 60%

#AT 2 THACO 2 Dmg 6d8 +5 (hammer) +14

Special Att/Def: The avatar controls weather in a 10-mile radius at will and may call lightning 1/tum. He is immune to weapons below +3 enchantment, all magic which is mind-affecting, blinding and deafening attacks, death magic and energy drains, and all electrical attacks. Three times per day each, the avatar can cast a 20HD lightning bolt 10' wide and up to 160' long and a 20HD chain lightning effect. No non-evil avian or aquatic creature will attack the avatar, regardless of magical control, and any attempt to magically coerce such a creature into doing so automatically breaks the magical effect (charm, domination, etc.). The avatar carries a hammer of thunderbolts with all special powers (+5 enchantment and strikes any evil giant dead on a successful hit, no save). The avatar has a base THACO of 2, but hits any AC on a roll of 8 +.

Duties of the Priesthood

The cloud giant priesthood is a proud and organized one which must rid the skies of evil creatures. Each priest is expected to have at least one area of skill in music or the arts.

Priests must be wealthy, dress well, and craft/possess fine jewellery. Quality of dress and jewellery is a sign of position within the hierarchy, so juniors should not dress too well.

Storm giants have to undertake an arduous personal initiation to become shaman-priests; this may involve fasting to the point of severe deprivation, travel to a sacred location and participation in extended meditation there, and the like. Such shaman-priests are solitary and have a great affinity with sky or sea creatures (as appropriate). They are visionaries, mystics, and meditators who treat each other as equals.

Requirements (Cloud Giants): AB Wis 15; AL ng, cg; WP any; AR any; SP all, animal, charm*, combat*, creation, divination, elemental (all), guardian, healing, necromantic*, summoning, sun, weather; PW 1) fly, double duration; 5) wind wall; 9) major creation; TV turn at -2 levels; LL 12; HD d6;

Shamans no.

Requirements (Storm Giants): AB Wis 17; AL cg, ng; WP any; AR any; SP as above, but add protection*, thought*, time"; PW 1) charm avians or natural sea animals (up to 30 HD); 5) after meditating for 1 hour, may summon a 12HD air or water elemental for 6 turns in subsequent 24 hours (water elementals for sea-dwelling giants only); 9) vision I/week (deity never takes offense, re-roll a dice throw giving this result); TU turn at -2 levels; LL16; HD d6+1; Shamans must be "shaman-priests."

Hiatea (Greater Goddess)

Hiatea is a dual-aspect goddess, as her mythic history befits. Hidden by her mother in fear of her father Annam, she was raised by firbolgs, ignorant of her divine parentage. She thus has a strong affinity with community, agriculture, and the upbringing of the young, especially with her firbolg priests. However, on learning (from a messenger sent from her mother's death-bed) of her father's identity, she vowed to present herself to him as worthy of his acknowledgement. She undertook a series of arduous trials and quests, mostly in the woodlands where she honed her hunting skills. Thus, she has a much wilder (and more neutral-aligned) aspect as a goddess of nature, wild places, and hunting. Joining the two is a powerful concern with the balance of agriculture and settled communities with nature, wild things, and hunter-gatherers. Firbolgs often have this concern as a basis for their ecology as befits her most important servants and worshipers. Hiatea also has a small but deeply loyal following among the small giant-kin voadkyn (GREYHAWK(r) Monstrous Compendium) and is happy to take these smaller folk under her wing. She has a genuine fondness for this race and, as a result, has begun to develop friendships with some of the elven deities, notably Solonor Thelandira, with whom she enjoys archery contests by her home in Elysium.

Hiatea is a strong, confident, and proud goddess who is an exceptional huntswoman, as her sojourns in the Beastlands impress on all who dwell there- Her symbol derives from the great battle in which she slew the vast hydra she presented to her father as proof of her prowess and worth.

Role-playing notes: Hiatea does not often send avatars to the Prime Material, but she will certainly do so to protect small communities of firbolgs or voadkyn groups under attack from evil enemies (especially if these are evil giants or giant-kin). She may also send an avatar to hunt some monster of exceptional size or great cunning or which in some other way presents her with an unusual challenge (it is hard to find, hard to get to, etc.). She does, however, communicate frequently with her priests and shamans, in the form of highly distinctive omens. Pyro-mancy is common among them, and the sign of a flaming sphere within dying embers is a cardinal pointer to some important and imminent event. Her "community priests" (see below) may receive messages from the dreams of children. One special messenger of Hiatea is unique and worthy of note: to priests practicing pyromancy, she may send a unique yellow-gold moth (with a wingspan of some 2 feet) that will spiral around the flame, and from its path of flight the priest can decipher a message from Hiatea. If the priest is of at least 5th level, he can capture and swallow the moth alive, and if he does this he will be invisible in woodlands for 1d4+2 days.

Statistics: AL n (ng); WAL n, ng, cg (firbolgs, voadkyn); AoC nature, agriculture, hunting, females, children; SY flaming spear.

Hiatea's Avatar (Ranger 16, Druid 10, Bard 12)

Hiatea's avatar takes the form of a tanned, lithe, long-legged giantess who wears leather armor and always carries a spear, bow, and quiver of arrows. Her red-gold hair is tied back from her face and she has large brown-hazel eyes. Her spells come from the spheres given for druids (also Sun) and from all schools of magic.

Str 23 Int 20 Dex 20

Wis 19 Con 23 Cha 21

AC -4 MV 18 SZ L/G (10'/30')

HP 160 HD 20 MR 35%

#AT 2 THACO 4 Dmg 3d8 +3(spear) +12, 2d8+6 (arrow)

Special Att/Def: Hiatea's avatar cannot be affected by weapons below +2 enchantment, and she is not affected by spells which restrict her movement in any way. She casts entangle and plant growth at will and also may employ a plant door at will. Her spear +3 becomes a flametongue weapon as she wishes. Her longbow +5 has triple normal range and she has a quiver of +3 arrows. She carries a number of magical nets which she can throw up to 120'; victims caught within a net must make a successful saving throw versus spell at -4 or be affected by the magic of the net (typically, she has nets of feeblemind, -weakness (reverse of strength), and petrification).

Duties of the Priesthood

Hiatea's priests typically specialize in one of two roles, although the boundary is not absolute. They may be "community priests," who must tend to agriculture and the raising, protection, and education of children, or else they may be "protector priests," who spy around the edges of their communities, patrolling natural woodlands and forests and especially keeping an eye on other races (with voadkyn, this means in part going out of their way to maintain relations with wood elves). All priesthoods maintain an absolute equality of the sexes, although females may be more numerous among the firbolg.

Requirements: AB Dex 15 or Int 15; AL n, ng, cg; WP any (spear and longbow must be first two proficiencies); AR leather;

SP all. animal, combat*, creation, divination*, elemental (all), guardian, healing, necromantic*, plant, protection, summoning, sun, travelers*, wards*, weather; PW 1) pass without trace;

3) speak with animals 3/day; 5) identify natural plants/animals as druid; 9) turn spear into flametongue weapon, 1/day, 1 turn duration, + 2 to hit rolls with the weapon; TU turn at -4 levels;

LL 12 (firbolgs), 9 (voadkyn); HD d6; Shamans yes (voadkyn only).

Shamans: AB Int 12; AL any non-evil; LL 5; HD d4; Other: spear must be 1st weapon, armor must be leather.

Grolantor (Intermediate God)

Grolantor is the evil deity of hill giants, but he also has a ragtag following among ogres and ettins. Grolantor is strong. While he can be cunning and dangerous in ambushes/ he is willfully stupid. Grolantor refuses to accept stronger giants as superiors, and this stubborn pride forces him into pointless confrontations- He has had to flee, his backside turned into a pincushion from the arrows of a wrathful Hiatea, on more than one occasion. He has enemies among the goblinoid gods, too, and above all among the dwarves, for whom Grolantor has an arbitrary hatred. The deity himself is a miserable specimen, dividing his time between the Abyss and Tarterus, scheming and muttering about slights which are mostly imagined rather than real.

Role-playing notes: Grolantor often sends avatars to lead hunting and skirmishing bands of hill giants (and much more rarely, ogres), but only for a short period of time. In any confrontation with a strong enemy, the avatars are cowardly unless challenged or mocked, in which case they fight to the death. Grolantor does not grant any form of omen to his priests.

Statistics: AL ce; WAL ce (hill giants, ettins, ogres); AoC hunting, combat; SY wooden club.

Grolantor's Avatar (Fighter 14, Priest 9)

The avatar appears as a huge hill giant (or ettin) clad in furs. He uses spells from spheres listed for his priests.

Str 21 Dex 17 Con 18

Int 12 Wis 8 Cha 19

AC 0 MV 15 SZ H (18')

HP 144 HD 18 MR 20%

#AT 2 THACO 4 Dmg 2d12 +1 (dub) + 9

Special Att/Def: The avatar gains + 3 to all surprise rolls. He can hurl rocks up to 400', and at ranges below 100', he adds his strength bonus to normal damage (2d8). The avatar catches rocks and other large missiles thrown at him 70% of the time. His club +1 inflicts double damage on dwarves (4d12 +2 + 9).

Duties of the Priesthood

Crolantor's priests must endeavor to wipe out weaker races- any goblinoids that get in their way and indeed pretty much anything else. They must never treat other giants as superior, and they regularly organize hunting parties and skirmishing warbands.

Requirements: AB std; AL ce; WP any (club 1st); AR any; SP all, animal*, combat, elemental (earth), healing (rev), necromantic* (rev), summoning, sun* (rev), war*; PW none; TU nil; LL 11 (hill giants), 8 (ogres), 7 (ettins): HD d8 (hill giants), d6 (ogres); Shamans yes.

Shamans: AB std; AL ce; LL 7 (hill giants), 4 (ogres), 3 (ettins); Other club must be 1st weapon.

Iallanis (Lesser Goddess)

Iallanis is the goddess of love, forgiveness, mercy, and beauty who turns away no giant who is of good nature or who has repented their evil. She despises no part of her father's creation and ever seeks to re-unite the giants in harmony. She is said to have a close friendship with Fionnghuala the swanmay goddess, although why this is so is unknown. Among giant races, she has worshipers among cloud and storm giants, small groups of fir-bolg, and a scattering of voadkyn, but she is accepted among stone giants for her fairness of face and kindness of being.

Role-playing Notes: Iallanis will send an avatar to occasions of joy and delight among giants: the wedding of a king, the consecration of a magnificent building, the final touches put to a great work of art. She sends omens to priests in the form of floral scents, tinkling sounds, and similar gentle signs.

Statistics: AL ng; WAL any non-evil (giants); AoC love, mercy, beauty; SY garland of flowers.

Iallanis' Avatar (Druid 16)

Iallanis' avatar appears as a graceful, fair-skinned giantess wearing a short green dress from which living flowers grow. As with many other love goddesses, her avatar is

recognizable for always being bare legged and bare footed. She uses spells from the spheres allowed to druids, plus Sun and Time.

Sir 19 Int 16 Con 19
Dex 21 Wis 23 Cha 24
AC O MV 21 SZ H (13')
HP 128 HD 16 MR 20%
#AT 1 THACO 5 Dmg 1d12 (fists) +7

Special Att/Def: The avatar is immune to energy drains, diseases, poison, blindness, and cause wound spells. She can charm person or giant at will; victims save at -4, except for giants, who save at -8. She can remove any mortal curse 3/day.

Duties of the Priesthood

Iallanis will accept any good-aligned true giant as a priest or shaman on equal terms. Her priests must strive to bring giantkind into the fold of good, to show mercy to all, and to cooperate with all other good creatures. They must create things of beauty-arts, crafts, gardens, etc. Priests and shamans must be happily married in order to attain 3rd or higher level.

Requirements: AB std; AL any good; WP bow and arrows, mancatcher, net, quarterstaff; AR leather; SP all, animal*, creation, guardian, healing, necromantic*, plant*, protection, sun, time*, wards; PW 1 } charm person or giant; 5) charm monster; 9) symbol of persuasion; TU turn at -2 levels; LL 12 (all races save storm giants for whom LL is 16); HD d4; Shamans yes.

Shamans: AB std; AL any good; LL 7 (all races); Other: weap on restrictions as above.

Karontor (Lesser God)

Karontor is a wicked, misshapen god whose hatred of giantkind reflects his own deep self-loathing. He associates with the equally wicked and warped fomorian giants, but evil ver-beeg also carry his mark and prove superior spellcasting servants, given their higher mental capacity. Karontor dwells in a mausoleum of beast and giantish bones in a desolate, frozen, wind-swept plain of Tarterus where his pack of ever-hungry winter wolves awaits his signal to rage across the miles beyond. Here he grows ever more embittered by his banishment by An-nam, which stripped him of his own spellcasting powers. An-nam did not truly detest Karontor, he simply grew weary of endless sibling fights and dispatched Karontor because it was the easiest thing to do; thus, this evil god's grievance has some justification.

Role-playing Notes: Karontor is seemingly uncaring on the Prime Material plane because of his endless introverted reflections. He sends avatars only in unpredictable fits of rage, to slay and murder. He does not send omens to priests.

Statistics: AL ne; WAL ne (fomorians, verbeeg); AoC deformity, hatred, beasts; SY winter wolf's head.

Karontor's Avatar (Fighter 13, Thief 8)

Karontor's avatar appears as a uniquely hideous fomorian giant clad in rotting, stinking furs, using a club, or else as a huge winter wolf - Changing form takes one round.

Str 20 Dex 15 Int 14

Wis 16 Con 19 Cha 1 (all races)

ACO MV 9 SZ H (18')

HP 120 HD 15 MR 30%

#AT 2 THACO 5 Dmg 3d8 +1 (club) +8 or 3d6 bite

Special Att/Def: The avatar carries a humble giantish club +1, but always has several other magical items; typically, rings of invisibility and mammal control, a brooch of shielding, and an efreeti bottle. He often carries a flask of curses to leave for some unfortunate who he encounters. In wolf form, he has MV 36 and can breathe a cone of cold for 10d6 hp of damage I/day.

Duties of the Priesthood

Karontor's vicious priests are urged to fight all good creatures, using trained beasts (especially wolves) for this purpose. They constantly urge their own groups to conflict and war.

Requirements: AB std; AL ne; WP any (club 1st); AR any; SP all, animal/ combat, healing (rev), protection*, sun* (rev), war; PWnone; TU command at -6 levels; LL 11 (verbeeg), 8 (fomorian); HD d6; Shamans yes.

Shamans: AB std; AL ne; LL 7 (verbeeg), 4 (fomorian).

Memnor (Intermediate God)

Memnor is subtle, charming, intelligent, cultured-and deeply, intensely evil. His sin is pride, the desire to usurp An-nam even in the prime god's withdrawn aspect, and to rule all of the affairs of giantkind. His chosen instruments are evil cloud giants, the only priests he accepts. He corrupted them by constantly telling them of their superiority, stressing their first-born status in the worlds, and by belittling other giant races. He taught his evil followers the secrets of harnessing wyverns and dominating them through force of will. and he ever bends his will toward increasing the power of evil giantkind.

Role-playing Notes: Memnor is subtle and wily and does not send avatars into the Prime Material to fight, although the avatars will fight rashly if their pride is challenged. His concern is to increase the prestige and power of his strongest priests. Omens take the form of visions accompanied by splitting headaches, but they are powerfully veridical.

Statistics: AL ne; WAL ne (cloud giants); AoC pride, mental prowess and control; SY black obelisk.

Memnor's Avatar (Priest 18)

Memnor's avatar appears as a kindly, golden-skinned cloud giant with piercing eyes, wearing a deep blue robe. His priest spells are drawn from all spheres.

Str 21 Dex 19 Con 19

Int 22 Wis 21 Cha 22

AC 1 MV 18 fl 36 SZ G (30')

HP 160 HD 20 MR 40%

#AT 1 THACO 4 Dmg 4d8 +3 (morningstar) + 9

Special Att/Def: The avatar is immune to illusion/phantasm spells, but may use these freely among his own spells. He is immune to nonmagical weapons and mind-affecting spells. Once per day he may cast: mass suggestion, symbol of persuasion, and weather

summoning. His morningstar +3 strikes with a feebleminding effect 3/day, as the avatar chooses.

Duties of the Priesthood

Memnor's priests must proclaim the superiority of giants in general and cloud giants in particular, belittling other giants save for storm giants, who are hated and hunted. They must be proud, well dressed, and regal of manner. A priest must have a trained personal wyvern to progress beyond 8th level.

Requirements: AB Wis 15; AI. ne (cloud giants only); WP any (morningstar first); AR any non-metal (magical robes etc. preferred); SP all, astral, charm, divination, numbers*, summoning, sun (rev), thought*, time*; PW 1) forget; 3) suggestion; 7) magic jar; 8) speak with wyvern 3/day; 10) aerial servant; TU nil; LL 12; HD d8; Shamans no.

Skoraeus Stonebones (Intermediate God)

Skoraeus Stonebones is one of Annam's three sons, with Surtr and Thrym. Skoraeus has evaded the schisms in the giantish pantheon by withdrawing below the earth, concerning himself solely with the affairs of stone giants. He is an expressionless, dour deity who cares nothing for any other race save the stone giants, although he does occasionally deal with gods of the dwarves and svirfnebli (of necessity rather than desire). Skoraeus is deeply knowledgeable about banes, magics, and wonders buried in the cores of worlds, but he keeps this knowledge strictly to himself.

Role-playing Notes: Skoraeus deploys avatars sparingly, to protect stone giants or to lead them to new homes- Rarely, he will lead them to, or away from, some secret buried magical caverns or very rich veins of prime stone or ore. More often, he guides priests with very subtle omens in rock colors, growth of stalactites, and growth of underground mosses and lichens. Only stone giants can discern such changes and signs.

Statistics: AL n; WAL n (stone giants); AoC stone giants; SY stalactite.

Skoraeus' Avatar (Priest 14)

The avatar appears as a huge, granite-skinned stone giant with well-muscled forearms covered in corded veins. He uses spells from spheres listed for his priests.

Str 21 Dex 15 Con 21

Cha 18 Int 17 Wis 19

AC O MV 9 br 9 SZ H (24')

HP 144 HD 18 MR 40%

#AT 1 THACO 5 Dmg 3-30 (fists) +9

Special Att/Def: Skoraeus' avatar is immune to all elemental (earth) spells, acid, and petrification. He regenerates 3 hp/rd if any part of him is in contact with stone. He can summon 1d4 16HD earth elementals 1/day to serve for 12 turns, casts cry-stalbrittle 2/day and earthquake 1/day. He carries a wand of earth or stone which can be fully recharged each day.

Duties of the Priesthood

Skoraeus' priests dominate stone giant society and create an inward-looking, stifling orthodoxy that repulses attempts at contact by other races most of the time. They are grave, serious giants who especially avoid contact with others of giantkind.

Requirements: AB Con 15; AL n (stone giants only); WP any; ARnone; SP all, animal*, creation, elemental (earth), guardian, healing, necromantic*, protection, summoning, wards; PW 2) stone shape; 4) stonesskin; 7) pass-wall; 10) flesh to stone or stone tell; TU nil; LL 11; HD d8; Shamans yes.
Shamans: AB std; AL n (stone giants only); HD d8; LL 7.

Diancastra (Heroine/Demi goddess)

Diancastra is a trickster-goddess with many faces and wiles. Her father is Annam and her mother a giant of unspecified race (but assumed to be a storm or cloud giant). Thus, she is half-divine in origin, like Hiatea (whose birth predates hers).

Diancastra sought, as a young giantess, to claim her divine inheritance from Annam, but unlike Hiatea, she used wit and wile to do this rather than striving to perform heroic feats in battle. Several aspects of her character are revealed in mythic tales told of her youthful career. She is brave to the point of foolishness, although she prepares and disguises herself carefully. Thus, she stole a magical necklace from Blibdoolpoolp by disguising herself as a kuo-toan and carefully watching the changing of guards at the kuo-toan goddesses' palace. Once inside the palace, she used illusions and magical aids to swiftly grasp her prize.

Diancastra is also impudent, even arrogant. She taunts stupid but proud enemies, enraging them and driving them into snares of illusion. Her taunting of a nameless demigod servitor of Surtr allowed her to lead him through a merry dance of illusions while her magical owl stole his spellbooks, which she in turn exchanged for illusionist spellbooks with a powerful human illusionist. She added a little something to that bargain, however, which brings us to another of her characteristics.

Diancastra considerably enjoys worldly pleasures, but this enjoyment also has the happy knack of furthering her own fortunes. She drinks to excess and won a famous drinking contest at the Seelie Court (sylvan gods), which further won her some admiration and tutelage in bardic skills. Like Freya the Norse goddess (with whom she is on good terms), she is disposed to lavishing her favors on males who reward her with magic, knowledge, and skills. The mark she has on her shoulder comes from her rising from the watery bower of Deep Sashelas, who gave her the gift of water breathing and stretched out one exhausted hand to touch her as she left.

This aspect gives Diancastra a burgeoning role as a minor fertility deity among the non-evil giants, some of whom invoke her name if they wish their partnerships to be blessed with children. This is a double-edged invocation, though, for it is thought that it invites the birth of a cheeky, willful, naughty child. Her cult is still very small and she has no priests or shamans (statistics given for her below are in "heroic" form, and for deity form for reference). To invite one of "Diancastra's brood" into one's life is also to hazard the child being strange or fey in some way, according to giantish lore, but this may be superstition.

Diancastra travels in search of proving herself to Annam by the use of her wits in solving sphinx riddles, making solemn sages laugh with her punning and loquacity, deciphering an infamous and lethal "crossword maze" filled with cyphers by a long-dead lich-king

who, in his boredom, had filled its inner recesses with magic (and elementals which had to be fought), and much else. When she presented herself to Annam, citing Hiatea's presence among the gods as a precedent for her own divine ascension, the Creator told her to circle the earth in an hour or less and he would grant this, knowing well that she had no magical talents or items to aid her. Diancastra simply retrieved an atlas of the worlds from Stronmaus' library, opened it at the appropriate illuminated page, tore it out (making the gods gasp) and drew a circle around the picture of the earth. Annam made her a demigoddess, and it is said that he did only this because the one way back into the world for him would be for his despair to be lifted by further demonstrations of her spunk and wit. But she is still keeping him waiting, willful as she is.

Role-playing Notes: Diancastra is always attracted by the opportunity to learn more of magical illusion, acquire bardic magical items and very obscure legend lore, and the like. If such opportunities are provided by reasonably handsome males, so much the better. Statistics: AL cg; WAL cg, ng, n, en; AoC trickery, wit, impudence, pleasure; SY sea-green streak.

Diancastra's Avatar (Ranger 13, Illusionist 12, Bard 10)

Diancastra can appear in various forms, from a four-foot slender elf-maiden to a 25' tall giantess, as she wishes- She is always recognizable by two physical characteristics, however: green-flecked amber eyes and a streak of sea-green skin along her left shoulderblade.

Str 23 Dex 19 Con 18

Int 22 Wis 16 Cha 21

AC-3 MV 15 sw 15 SZ Varies

HP 136 MR 10% AL cg

#AT 2 THACO 3 Dmg by weapon type +11

Special Att/Def: Diancastra can cast charm person or giant 6/ day by gaze to 240' {males save at -6). Any sentient creature looking directly into her eyes is affected as by a rainbow pattern, which also allows her to telepathically implant a suggestion. She is immune to fear and confusion and casts all elemental (water) spells as an Ifith-level wizard- Her skin is enchanted as stoneskin which renews itself 1 turn after being dispelled. She can water walk and breathe underwater freely. She has a magical string of black pearls from which she can create 2d4 randomly generated types from the Dungeon Master's Guide each week, the magic of each lasting for 20 + d20 days (but she can have no more than 8 magical pearls on the necklace at any one time). She owns a serpentine owl and a broom of flying.

Kostchtchle (Interloper Demigod)

Kostchtchie is another emerging tanar'ri power with a small but growing cult among frost giants. As with all his infernal kind, he is a murderous and brutal creature, and the giants who have come to revere him are especially aggressive and violent, even attacking other frost giants who do not serve Kostchtchie. Kostchtchie is torn between aggrandisement, seeking to convert more frost giants to his cause, and caution, fearing to push Thrym into retaliation.

From his frozen halls in the Abyss, the tanar'ri lord has plans for his giantish servitors. If possible, he will bring intelligent frost giants to the Abyss, to train them as frost wizards with the aid of tanar'ri who serve him there. The fruits of his work are well-hidden. Perhaps the tanar'ri will not unleash frost wizards on the Prime Material until he has enough for his deeper purposes. What these may be, only time will tell.

Role-playing notes: Kostchtchie's avatar can only enter the Prime Material if gated in or by using his amulet of the planes;

because he only has one such device, he is extremely careful, and his avatar does not risk major damage to itself in combats. The avatar is desperately eager to obtain other such planar traveling devices-a major goal of its appearances. The avatar is also dispatched, very rarely, to assist frost giants in major battles, especially if capture of magic is possible.

The Wynnkin: Kostchtchie has no spellcasting priests or shamans, but he has intelligent "wynnkin" servants among the giants. Their ability is to summon more powerful white dragons than is usually possible (age category 3+d4, and all subdual blows by the wynnkin are at +2 to hit and damage). This power is one which helps bring more giants to Kostchtchie's service.

Statistics: AL ce; WAL ce (frost giants); AoC strength, violence; SY hammer.

Kostchtchie's Avatar (Fighter 13)

The avatar appears as a great, hunched frost giant, sometimes with blue skin. He is mostly bald, and muscle-bound.

Str 18/00 Dex 15 Int 16

Wis 18 Con 17 Cha 18

AC 0 MV 12 SZ G (28')

HP 120 HD 15 MR 20%

#AT 2 THAC0 5 Dmg 2d8 +3 (hammer) +6

Special Att/Def: The avatar is immune to cold-based and gaseous attacks, poison, weapons below +2 enchantment, and he suffers half damage from electrical attacks. He casts all cold-based spells as an 15th-level wizard, and 3/day each he can use the following; darkness 15', poison, protection from good 10'. He wears an amulet of the planes. A strike from the avatar's hammer +3 will stun a victim failing a saving throw versus spell for 2 rounds.

Gods of the Gnolls

Yeenoghu (Interloper Lesser God)

Yeenoghu is a tanar'ri lord dwelling in an exceptionally dismal and fetid layer of the Abyss, who has risen to become the patron deity of gnolls. He has displaced Gorellik from the broad following of gnolls, not the least because his priests have spellcast-ing and undead-controlling powers over the shamans of the older deity. Yeenoghu follows a tricky course with respect to the giantish gods, for gnolls dislike giants while admiring

the power of evil giantish gods; thus, his avatar is giant-sized to inspire gnolls, but his priests avoid gnoll/giant contacts.

Role-playing Notes: Yeenoghu's avatar cannot appear on the Prime Material unless gated in. Thus he is very active in instructing his priests by direct telepathic communication.

Statistics: AL ce; WAL ce (gnolls, flinds); AoC ghouls, gnolls, paralysis; SY triple-headed flail.

Yeenoghu's Avatar (Fighter 13, Priest 7)

Yeenoghu's avatar has a generally gnoll-like appearance, but he has the head of a hyena, a canine chest, and paws rather than hands and feet. He is almost skeletally thin, and his only body hair is a mangy yellow crest of fur from head to mid-back. He uses spells from those spheres listed for his priests.

Str 19 Int 14 Dex 17

Wis 17 Con 15 Cha 18

AC 0 MV 15 SZ L (10')

HP 112 HD 14 MR 20%

AT 2 (6) THACO 7 Dmg 3d6 (flail) +7

Special Att/Def: The avatar is immune to electrical attacks, poison, and nomnagical weapons, and he suffers half damage from fire and cold based or gaseous attacks. He uses darkness 10' radius at will and each of the following 3/day-hold person, hold monster, paralyzation; and each of the following 1/day- fear (as wand), fly, invisibility, polymorph self. He can summon 3d8 gnolls and 2d6 ghouls 1/day each. The flail the avatar carries counts as a + 3 weapon, and three hit rolls are made for each strike: the first determines whether physical damage is caused, the second causes fear unless the victim saves versus spell, and the third causes confusion unless a separate saving throw versus spell is made.

Duties of the Priesthood

Yeenoghu's priests must oppose hordes who revere Gorellik or a giantish god, and they must strive to increase their power and influence. They often feast on raw flesh, in imitation of ghouls.

Requirements: AB std; AL ce; WP any (flail 1st); AR any; SP all, chaos, combat, guardian*, healing*, protection, summoning, sun* (rev); PW none; TU command (at +2 levels for ghouls); LL 9; HD d6; Shamans yes + wd.

Shamans: AB std; AL ce; LL 5.

Gorellik (Demigod)

Gorellik is a god in decline. In pre-history, the deity was at least a lesser god, but his atavistic cult has remorselessly declined, originally due to gnolls turning to giantish gods and later due to the rise of Yeenoghu and the power of his priests compared with Gorellik's shamans (who have no witch-doctor abilities). Even early gnoll myths do not tell of a creation of their race, so this role was not one the god could hold on to his worshipers with; they simply revered force and power. In the face of this decline, the god has grown more feral and animalistic. Originally, it was he who taught gnolls how to charm and master hyenas that were used for hunting, and the powerful hyenadon is the god's symbol. As Gorellik has declined, he increasingly takes the form of this totemic

animal, even as he prowls Pandemonium and the Abyss, which does not increase his attractiveness to flinds in particular.

Role-playing Notes: Corellik's sole avatar is able to travel the planes, a last residue of the god's former power, but only rarely and at unpredictable intervals (around once every two to five years). Often the avatar simply runs in a pack with hyenas, hunting anything in its path; sometimes it will manifest before a gnoll horde and demand reverence. Neither the god nor the avatar are typified by intelligent tactical awareness or wise planning. Gorellik does not send any form of omen to his shamans.

Statistics: AL ce; WAL ce (gnolls); AoC hunting, hyenas, hyenadons; SY white, mottled hyeandon's head.

Gorellik's Avatar (Fighter 12)

The avatar can appear either as a tall, mangy gnoll or as a mottled white hyenadon.

Sir 17 Int 12 Dex 17

Wis 12 Con 15 Cha 15

AC O MV 12 or 30 SZ L (9' tall/long)

HP 96 HD 12 MR 10%

#AT 3/2 (3) THACO 9 Dmg d6/d6/2d8 or by weapon type +1

Special Att/Def: The avatar is 25% likely to be accompanied by 1d4 hyenadons of largest size (8hp/die), and he communicates with them and ordinary hyenas at will. No natural canine will attack the avatar, who can charm canine 2/day.

The Shamans: Gorellik's shamans must be trained hunters and lead gnoll hunting groups.

They have no specific duties otherwise. Requirements: AB std; AL ce (gnolls); WP any;

AR any; SP all, animal, creation*, necromantic*, protection, travelers*; PW 1) animal friendship, speak with animals 3/day, both with hyeans and hyenadons only; TU nil; LL 5; HD d4; Shamans only.

Gods of the Goblins

Maglubiyet (Greater God)

Maglubiyet is the patron god of both goblins and hobgoblins (and either race can be speciality priests or shamans and attain the same maximum level of experience).

Maglubiyet is similar in many ways to Gruumsh, the orcish god; he wishes to see war waged for the glory of his people, and eternally urges them on to conflict and strife.

Maglubiyet's favored targets for this warfare are slightly different. Whilst ores drive ever on to virtually any new habitat they can find, goblins have a stronger affinity with underground environments. Maglubiyet wishes to see his people destroy surface races, of course, but this is for the glory of war and carnage rather than for territory. The prime enemies and competitors for the goblins are dwarves and gnomes, and these are the races Maglubiyet drives his servants to destroy whenever they find them.

Maglubiyet favors a rigid heirarchy among goblins and hobgoblins. There is an exact pecking order in tribes; each member knows who is above him and who is below him.

Nonetheless, rulers rule by virtue of strength. When that wanes, they are swiftly disposed of as Maglubiyet wishes. Goblins have a natural life span of up to 50 years or so, but few of the leaders live that long.

Maglubiyet's priesthood and shamans are of major importance to this deity. The god himself is forced to spend much of his time dealing with the eternal warring of spirits between goblins and ores in the Hells. Unlike Gruumsh, Maglubiyet doesn't have a number of capable second-rank intermediate gods such as Ilneval to command these troops when needs be, so he has to spend much time watching over this conflict. So, the priests are vital tools for Maglubiyet's purposes on the Prime Material plane, and they have major influence in goblin tribes. This is just as true of shamans as it is of the much less numerous specialty priests. Shamans are sometimes tribal leaders in their own right, but much more often they are the right-hand goblin of the warrior-chief, and their role in preparing for warfare, improving the morale of their tribe, and advising the chief is considerable.

Maglubiyet is a deity who demands sacrifices from his priesthood. These are always sacrificed by beheading with an axe, and the priesthood teaches that these sacrifices yield up life-energy which Maglubiyet consumes and uses in his sacred war against the treacherous ore spirits in the Hells.

Maglubiyet is also a paranoid deity, never allowing other deities within the pantheon to achieve true power. He eternally watches over the lesser and demigods to make sure they do not conspire to overthrow him. He has no trusted son or lieutenant, as Gruumsh has both Bahgtru and Ilneval, and feels this lack keenly.

Role-playing Notes: Maglubiyet dispatches his avatars infrequently to the Prime Material plane; he is fearful of extending any of his strength away from his dismal base in the Hells- Avatars are sent mostly for dwarves or gnomes from their homes. A battle isn't enough; it must have the potential for decimating some significant area for an avatar to be dispatched. Maglubiyet communicates fairly frequently with his priesthood through omens and direct messages, since they are so important to his plans. Omens take the form of blood seeping from the edge of an axe, unusual behavior by the worgs and wolves goblins keep for mounts, and by direct utterances from shamans in a trance state.

Statistics: AL le; WAL le (goblins); AoC war, rulership; SY bloody axe.

Maglubiyet's Avatar (Fighter 16, Priest 12)

Maglubiyet's avatar appears as a terrifying, huge goblin with ebony skin, glowing red eyes around which flames lick and sputter, and with sharp fangs and clawed hands at the end of powerfully-muscled arms. He uses priest spells from all spheres, using reversed spells where applicable.

Str 19 Dex 17 Con 18

Int 15 Wis 15 Cha 19

AC -3 MV 12 SZ L (9')

HP 160 HD 20 MR 30%

#AT 2 THAC0 4 Dmg 2d8 +4 (axe) +7

Special Att/Def: The avatar can project burning hands for 16hp damage I/turn, haste himself I/day, and speak an unholy word I/day. If the avatar is slain, the body explodes as a 10HD fireball. Maglubiyet's avatar employs a huge, bloodied coal-black axe +4 which has the property of a sword of sharpness.

Duties of the Priesthood

Maglubiyet's priests are aggressive, pushy creatures who must constantly strive for rulership and influence. Those aspiring to tribal leadership are encouraged to help the current incumbents along to the next plane of existence, usually without their permission. They are war leaders from the front, and constantly stir up goblins for the purpose of war. They make regular sacrifices to Maglubiyet/ at least once per month. Ideally, captured dwarves and/or gnomes should be offered up; then, any other demihumans or humans; and, failing this, other goblinoids or even hapless Junior members of the cult.

Requirements: AB Str 13 Cha 10; AL le; WP any (battle axe 1st); AR any; SP all, charm*/ combat, creation*, divination, guardian*, healing, necromantic (rev for 4th- and higher-level spells), protection*, summoning*, sun (rev), war, wards*; PW 1) charm person; 5) strength, affects 1d4 targets by touch; 10) touch 1d6 weapons to create double damage for 1 turn; TU command at -2 levels; LL 11; HD d4; Shamans yes + wd.

Shamans: AB Str 11 Cha 9; AL le, ne; LL 7; HD d3.

Khurgorbaeyag (Lesser God)

Khurgorbaeyag is as trusted a lieutenant of Maglubiyet as any deity is, and is the patron god of goblins as a specific race. He is a god of rigid hierarchy like Maglubiyet, and also one of slavery and oppression. He delights in the use of demihumans as slaves to undertake menial work while goblins go to war, and is not averse to seeing his priest's whips used for torture as well as chastisement.

Role-playing Notes: Khurgorbaeyag allows his shamans to work with those of bugbears, because Hruggek once aided him in a battle with Bahgtru and Ilneval. His avatar is dispatched to oversee the efforts of goblin tribes in acquiring slaves, and his omens appear as whipcracks, glowing bars of light (as in his for-centage), and sudden onsets of depression.

Statistics: AL le; WAL le (goblins); AoC slavery, oppression, morale; SY red and yellow striped whip.

Khurgorbaeyag's Avatar (Warrior 13, Priest 7)

Khurgorbaeyag's avatar appears as a tall, well-muscled goblin with flame-red skin, speckled with orange and yellow scales. He always carries a whip/ and wears scale mail. He uses spells from the spheres listed for his priests.

Str 17	Dex 17	Con 16
Int 14	Wis 12	Cha 16
AC 2	MV 12	SZ L(9')
HP 112	HD 14	MR 20%
#AT 2	THACO 7	Dmg 2d6 +3 (whip) +1

Special Att/Def: The avatar cannot be subdued by spells such as symbol of hopelessness, domination, charm, etc. He can use mass charm and domination 1/day each. His whip +3 can fly up to 30' as a rope of entanglement and a blow from it acts as a symbol of hopelessness, the effect lasting for a number of days equal to 20, minus the Wisdom of the creature struck. He carries a small copper cube which can be thrown at a target to expand into a 10' x 10' x 10' forcecage; those inside are affected as by a symbol of hopelessness (normal save versus spells to negate).

Duties of the Priesthood

Khurgorbaeyag's priests must maintain rigid social castes, and are commanded to procure, discipline and look after slaves. They should attempt to take slaves in combat rather than kill everyone in sight. Whips are used as unholy symbols, not in combat.

Requirements: AB std; AL le; WP any blunt weapons (mace and club 1st, 2nd); AR any (scale mail if possible); SP all, charm*, combat, healing (rev), necromantic* (rev), protection, sun (rev); PW 1) cause fear: 5) cloak of fear; 8) +2 to saving throws versus spells from chaotic-aligned spellcasters, and vs. domination/fear/charm: TU nil; LL 9 (Wis 16+); HD d4; Shamans yes + wd.

Shamans: AB Str 11 Cha 9; AL le, ne; LL 4; HD d3.

Nomog-Geaya (Lesser God)

Nomog-Geaya is the patron deity of hobgoblins, and exemplifies their traits of brutality, stoicism, courage and coldbloodedness. He has no expression other than a look of grim, tight-lipped, tyrannical authority. He is feared and respected as a great military commander despite his status as a lesser god, and he is very valuable to Maglubiyet: Too weak to be a threat but good as a war-commander. Nomog-Geaya has barely controlled disgust for Bargrivyek, believing him cowardly and weak.

Role-playing Notes: Nomog-Geaya's avatar is sent to deal with matters of hobgoblin discipline, but may be drawn into conflict with goblins if somehow tricked or manipulated. His omens take the form of involuntary utterances from captives undergoing torture by his priests and shamans.

Statistics: AL le; WAL le (hobgoblins); AoC war, authority;

SY crossed broadsword and hand axe.

Nomog-Geaya's Avatar (Fighter 15, Priest 7)

Nomog-Geaya's avatar is a powerful, huge hobgoblin with ash-gray skin, cold orange eyes, and shark-like teeth. He uses priest spells from spheres listed for his priests.

Str 18/90 Dex 17 Int 14

Wis 12 Con 16 Cha 16

AC 1 MV 12 SZ L (10')

HP 112 HD 14 MR 20%

#AT 2 (4) THACO 7 Dmg 2d4+3 (broadsword) +7 1d8+2 (hand axe) +7

Special Att/Def: The avatar strikes with two weapons for each of his attack sequences (total four attacks per round). He is immune to any strength-draining magic, fear, and hopelessness. His broadsword +3 has the property of wounding, and his hand axe +2 has the same effects as a symbol of pain when it hits (normal saving throw versus spells to negate).

Duties of the Priesthood

Nomog-Geaya's priests are fanatics. They are cold, cruel, and rigidly disciplined, and encourage those traits among others. They don't stir up violence against goblins, but they do preach the unquestioned superiority of hobgoblins to that undisciplined rabble. They officiate at gruesome feasts after battles. So dire is this cult that some junior priests have been executed for laughing in public.

Requirements: AB std; AL le; WP broadsword and hand axe or battle axe; AR any; SP all, combat, creation*, healing (rev), necromantic (rev), protection, sun (rev), war; PW 1) fight with broadsword and hand axe as two weapons without "to hit" penalties; 4) ray of enfeeblement; 10) symbol of pain; TU command at -3 levels; LL 10 (Wis 18 +); HD d6; Shamans yes + wd.
Shamans: AB std; AL le; LL 5; HD d3; Other axe 1st weapon.

Bargrivyek (Lesser God)

Bargrivyek is an aggressive, territorial deity, but he is smart enough to realize that unity is strength. So, this deity and his servants work to minimize and mediate disputes within goblin tribes, and also between them. Bargrivyek is pleased by displays of unity and discipline (so he has Fair relations with Khurgor-baeyag), and the successful mediation of disputes. He is no pacifist, however; unity is a means to an end-ever-expanding control of territory. Bargrivyek is impatient with goblins staying underground and rewards priests who bring tribes to new above-ground settlement areas.

Role-playing Notes: Bargrivyek always fears displeasing Maglubiyet or Nomog-Geaya, so only sends an avatar to mediate disputes if a major tribal conclave is truly needed. His omens take the form of atmospheric events at distant locations (e.g., a falling star leading goblins to new territory), speaking in strange languages, and automatic speech following violent stammering.

Statistics: AL le; WAL le (goblins); AoC co-operation, territory; SY white-tipped flail.

Bargrivyek's Avatar (Warrior 10, Priest 14)

Bargrivyek's avatar appears as an over-sized goblin with a calm expression, high domed forehead, carrying a white-tipped flail. His spells come from all spheres listed for his priests.

Str 16 Int 16 Dex 15

Wis 16 Con 16 Cha 19

AC 0 MV 12 SZ L (8')

HP 96 HD 12 MR 20%

#AT 3/2 THACO 9 Dmg 1d6 +4 (flail) +1

Special Att/Def: The avatar speaks all goblinoid and demi-human languages, and can use any spell which permits direct communication {speak with animals, plants, dead; whispering wind, etc.) 1/day each. He can use fear (as the wand) 2/day. His flail +3 will stun an opponent struck for 1d6 rounds unless they make a saving throw versus spells.

Duties of the Priesthood

Bargrivyek's priests work to minimize conflicts between goblin tribes, and also within them. Their work is directed at unifying goblin efforts, often by pointing out and stirring up ill-feeling against external targets. They seek to establish goblin tribes as widely as possible.

Requirements: AB Int 10 or Wis 14; AL le; WP any blunt weapons (flail 1st); AR any; SP all, charm*, combat*, divination, elemental (air, earth), guardian, healing*, protection, war*, wards*; PW 1) whispering wind or friends; 3) +1Cha;5) charm person: 7} gain 1

goblinoid/demihuman language per two subsequent levels gained; TU nil; LL 9 (Wis 16+); HD d4; Shamans yes + wd.
Shamans: AB std; AL le, ne; LL 5; HD d3.

Other Goblinoid Deities

Kuraulyek (Demigod)

Kuraulyek is the patron deity of urds. In mythology, he was a servant of Kurtulmak who stole a pair of magical feathered wings the kobold god had captured from Syranita, the aarako-cra goddess; he then flew away and created the urds as rivals to the kobolds. Kuraulyek is a cowardly demigod, ever fearful that Kurtulmak will come to extract revenge. He hides in a gloomy cave in Hades, seldom leaving his dismal home. He has a force of monstrous mobats, which defend his lair, and shuns all contact with other deities and inhabitants of Hades.

Role-playing Notes: Kuraulyek is deeply cowardly and will not dispatch his single avatar unless his race is in desperate peril on the Prime Material plane. More often, he will send one of his huge mobats (see avatar statistics below) to aid one of his shamans in combat, adding to it some minor magical ability (such as causing fear). Even so, the god avoids direct confrontation unless this is absolutely unavoidable (defending urds in their homes). Kuraulyek does not have specialty priests, only shamans; some urds revere Kurtulmak, and a prime task for Kuraulyek's shamans is putting a stop to such misplaced devotions. Statistics: AL ne; WAL ne (urds); AoC urds; SY pair of feathered wings.

Kuraulyek's Avatar (Wizard 5, Priest 9, Thief 9)

Kuraulyek's avatar appears as a blue-skinned urd with feathered wings. He uses spells from those spheres listed for his shamans, and illusion/phantasm and (reversed) necromantic wizard spells.

Str 10 Dex 17 Int 15

Wis 12 Con 12 Cha 16

AC 2 MV 9 fl 24 SZ S (4')

HP 80 HD 10 MR 10%

#AT 1 THACO 11 Dmg 1d4 + 2 (dagger)

Special Att/Def: The avatar rides a huge bat (treat as mobat. but with AC2, 8HD, 64hp, 10% magic resistance, 4d4 bite, MV fl 36), although he can fly himself. From his magical wings, he can pluck 1d4 feathers per day; each can be transformed into an 8HD air elemental (64 hp) which serves him for 6 turns. He employs a simple dagger +2 as a melee weapon.

The Shamans

Kuraulyek's shamans oppose urds who revere Kurtulmak, and provide defense for their own gens. They have no other specific duties.

Shamans: AB std; AL le, ne; LL 5; HD 1 hp/level; Other weapon must be dagger, spells from following spheres: all, animal, charm, combat*, divination*, elemental (air), guardian, healing*, sun (rev).

Meriadar (Intermediate God)

Meriadar is a god of patience, long-suffering, and tolerance. As his people, the mongrelmen, are drawn from many races and are frequently oppressed by others who willfully misunderstand and even despise them, Meriadar has had to suffer the enmity of many goblinoid gods. He has been forced to spurn the help of good-aligned gods of demihumanity and humans, for his sphere of concern is those goblinoids who are not irrevocably drawn to evil, and any affinity with the gods of their enemies would alienate those he seeks to bring into his fold.

Meriadar is a god who seeks peaceful solutions to conflicts, but he is not well-disposed to chaos, and he has an antipathy for the bugbear gods. He especially prizes bugbears drawn to his service. While Meriadar is peaceful, he will oppose over-aggressive actions with "passive force"; he uses protective and warding spells powerfully and very intelligently. Meriadar espouses the practicality of arts and crafts as an important avenue for exploring peacefulness. Those who respect each others creativity and skill are unlikely to take up arms against each other, and different races have something to learn from each others' skills. His symbol, the decorated bowl, is both a craft and an art in its decoration, and it is used for sacramental feasting and the sharing of food. Since food is indispensable to life, those who share from Meriadar's dish to eat participate in a basic sharing of life; so how can they strive to bring each other death?

Meriadar's mongrelman priests and shamans use this symbol and its practical qualities as an exemplary attribute of their god and their religion. It also serves as a springboard for their philosophical concerns; mongrelman priests debate the quality of the "eternal now" as having its origins in spiritual parallels to the act of drawing sustenance, and the immediacy (and "newness") of the most basic earthly drive, that of hunger. Despite the sometimes stifling quality of lawful neutrality, the priests concern themselves with some subtle spiritual and philosophical questions, and Meriadar smiles on this.

Role-playing Notes: Meriadar's cult is unique in that any goblinoid or demihuman race can become a specialty priest and attain the same maximum experience level as that of mongrelmen. Of course, such priests are very rare, and usually exiles from their own race, but Meriadar's universal appeal to like-minded creatures ensure that this cult has a growing number of devotees in many worlds.

The deity himself is usually pacifistic and sends avatars for defensive purposes. Meriadar is never prepared to see mongrelmen wiped out as whole communities, although there is a quality of suffering-god about him and his cult which allows him to see oppression of mongrelmen as a road to higher spiritual understanding. His avatars are nonetheless forceful when confronted.

Omens from the god are frequently dispatched. They may take the form of automatic speech and speaking in tongues during philosophical debates, sudden artistic inspirations and automatic drawing and sculpting, bubblings in bowls of soup which release smoky

vaporous symbolic images, and strange scents which alert mongrelmen to imminent danger.

Statistics: AL In; WAL any non-evil (mongrelmen, non-evil goblinoids); AoC patience, meditation, tolerance, arts and crafts; SY decorated bowl.

Meriadar's Avatar (Priest 16)

Str 18/49 Dex 17 Int 16

Wis 19 Con 16 Cha 19

HP 128 HD 16 MR 40%

AC -1 MV 12 SZ L (8')

#AT 1 THAC0 5 Dmg 1d10 +3(staff) +3

Meriadar's avatar has a variable appearance: he can appear as a tall figure of any goblinoid race when he needs to do so, although his typical appearance is that of a mongrelman, admixing many races. He always dresses simply in plain brown robes. He uses spells from any priest sphere (never reversed forms).

Special Att/Def: Meriadar's avatar is extremely peaceful, but if he needs to employ a demonstration of power he can use power word stun and power word blind 1/day each. He can also employ Otiluke's resilient sphere, Otiluke's telekinetic sphere and forcecage 2/day each. The avatar carries a wand of size alteration with which he can reduce hostile creatures down to 10% of their normal size to negate their offensive capability. He carries a quarterstaff +3 which affects any goblinoid struck by it as a symbol of persuasion (normal save).

Duties of the Priesthood

Meriadar's priests preach peace, but they also defend mongrelman communities. They are peaceful, but not pacifistic when threatened with force. They are "political" creatures, directed to get close to chiefs and determine "social" policy. They support hierarchies/ laws, and established leaders unless these are grossly unjust- They preach the need to tolerate goblinoids and other races, that all living things have their place, and the need for an ordered society and an ordered world.

Requirements: AB Int 12 or Wis 16; AL In; WF bow and arrows, mancatcher, mace, net, quarterstaff; AR leather, chain;

SP all, astral*, charm, creation*, divination, guardian, healing, law, necromantic*, plant*, protection, thought, time*, wards;

PW 1) +1 Cha to all goblinoids; 3) friends; 7} emotion (cairn}: 9) symbol of persuasion I/week; TU turn at -4 levels; LL 10; HD d4; Shamans yes.

Shamans: AB Int 10 or Wis 13; AL In, Ig, n; LL 6; HD d3;

Other weapon and armor restrictions as for priests.

Stalker (Demigod)

The entity known simply as "Stalker" is an elemental entity related to the racial root stock of all goblinoid races. Stalker is always held in creation myths to have emerged from a dark underground complex into which the goblinoid race telling the tale entered in pre-history. Their intrusion drove Stalker out from his domain/ and the demigod has sought revenge ever since.

Stalker is a solitary entity, without priests or shamans; goblinoids usually don't even attempt to propitiate it (a rare exception is the employment of ritual dancing to terminal exhaustion with the promises of a battle, and deaths/souls to be devoured, offered to this dire entity). The deaths of goblinoids strengthen the hate and anger which rules the deity and its power/ so it always seeks conflict, war and death (which may be why other goblinoid gods don't attempt to destroy it). It has a ravening, eternal, hateful hunger for lives and souls, but it is not powerful enough to directly oppose the stronger goblinoid gods such as Gruumsh and Maglubiyet. For this reason, it focuses its hate on bugbears, kobolds, urds, gnolls and mongrelmen. It has an especial hatred of Meriadar, the deity who attempts to bring back some semblance of respect for life to goblinoids. In many worlds. Stalker has some form of alliance with Skiggaret; while the two do not work together, there is some form of mutual tolerance.

Role-playing Notes: Stalker will send its single avatar when there is a good prospect of preying on weak communities or damaged populations (after a mass battle, for example).

The goblinoid gods often permit "Stalker's share" of souls after such a conflict.

Statistics: AL ne; WAL n/a; AoC hate, death, cold; SY creeping shadow.

Stalker's Avatar (Priest 12)

Stalkers avatar takes the form of a slow shadow from 2-20 feet in length as Stalker desires. Spells are drawn from all priest spheres, always reversed where appropriate.

Str 18/70 Int 17 Dex 17

Wis 15 Con 12 Cha 1 (all races)

AC -1 SZ Varies MV fl 30

HP 96 HD 12 MR 30%

#AT 2 THAC0 9 Dmg 1d8 +4 (claw) 1d8 (chill)

Special Att/Def: Within a 10' radius of Stalker's form there is a continually radiating fear.

The avatar is immune to all fear, illusions, mind-affecting spells, caused wounds, paralyzation, gas attacks, energy drains and symbols. Blunt weapons do one-half damage to the avatar. It can absorb 50hp per day of cold damage without being harmed and can reflect the relevant attacks as a cone of cold. The avatar uses all cold-based spells I/ day at 18th level of experience.

Duties of the Priesthood: None; the Stalker has no priesthood.

Gods of the Illithids

Ilisensine (Greater God)

Ilisensine is a mental/spiritual deity manifesting as a glowing green brain; the god itself has an infinite number of tentacles of infinite length which radiate through all planes from its base on the Plane of Concordant Opposition. Its motivation is for the illithid race to conquer all planes through superiority and mental domination, through superior knowledge and magic which is an expression of will and mental force. Fortunately for

other beings, Ilsensine is such a supremely arrogant entity that it spends much time in brooding fantasies of domination and is often too self-absorbed to actually act.

Role-playing Notes: This being will send an avatar to attend and observe illithid conclaves when these concern major territorial aggressions and scheming which will take decades to bring to fruition. Rarely, it visits the Prime Material plane to absorb the brains of great scholars and sages who have been captured by illithids, and which are offered to Ilsensine in homage. The deity may reward the illithids concerned by granting them the use of 1d4 wizard spells of levels 1-6 for 1d4 days, as determined by the DM.

Communications from the deity are by direct tele-pathic contact with its most prized servants. Of course, the deity demands that the illithids strive always to dominate other races, and has been known to send an avatar to make this clear to those illithids who have displeased it, usually by eating about half their number to encourage the others.

Statistics: AL le; WAL le (illithids); AoC mental dominion, magic; SY glowing brain with two tentacles.

Ilsensine's Avatar (Wizard 23)

Ilsensine appears as a huge, glowing green spectral brain with two tentacles, levitating in mid-air. It uses wizard spells from all schools.

Str n/a	Dex n/a	Int 22
Con n/a	Cha 20	Wis 23
AC -5	MV fl 12	SZ L (8' diameter)
HP 160	HD 20	MR 80%
#AT 2	THACO 5	Dmg special

Special Att/Def: The avatar is immune to spells below 4th level and weapons below +2 enchantment. It is immune to spells of mental control (charm, domination, suggestion, etc.) and to caused wounds, energy drains, paralysis, petrification and spells which directly affect physical stats (fumble, ray of enfeeblement, etc.). Its tentacle attacks negate armor bonuses to AC (except magical pluses), and any hit drains 1d6 points of intelligence or wisdom (as Ilsensine chooses) and restores 1d6 hp to the avatar. A victim reduced to 0 Int or Wis becomes a juju zombie under the avatar's control. The avatar uses mass charm and mass suggestion 3/day each and a mind blast at will, and may project a prismatic spray 1/day.

Maanzecorian (Intermediate God)

Like Ilsensine, Maanzecorian holds the illithids to be the natural dominators of all planes and worlds and other races only fit for food and slavery. However, he considers that there are things which illithids may profitably learn from other brains before they eat them, and eating is a pleasure which is most delightful after lingering anticipation. He is a philosopher-god, one who has a vast library of arcane works in his own palace. The god is vain and his palace is sumptuously furnished with jet, jade, ivory, marble and the skins of many creatures. He is always deferential to Ilsensine, although he doesn't necessarily pass on all he knows to the greater god.

Role-playing Notes: Maanzecorian attends conclaves of his priests in avatar form, for discussion, sharing of knowledge and meditation (such meetings are rare, because

priesthoods are small). He may even appear as a negotiator between illithids and other races if he deems the occasion highly propitious. He shares knowledge directly rather than through omens.

Statistics: AL le; WAL le (illithids); AoC knowledge, philosophy; SY silver crown set with red gem.

Maanzecorian's Avatar (Wizard 14, Priest 12)

The avatar appears as a very tall illithid, with purple/green skin and yellowed tusks on either side of his tentacles. His silver crown levitates above his head. He uses spells from spheres listed for his priests, and from all wizard schools.

Str 16 Int 20 Dex 18

Wis 20 Con 16 Cha 20

AC O MV 12 SZ L (10')

HP 136 HD 17 MR 40%

#AT 4 THACO 5 Dmg special

Special Att/Def: The avatar can use the following 3/day each:

domination, hypnotism, hypnotic pattern, rainbow pattern, power word stun; and 1/day he can create a Mordenkainen's disjunction, call down a weird on one group of creatures within 60' and create a screen. His levitating crown holds a gem of brightness (no adverse effects on illithids within the area of effect).

Duties of the Priesthood

This priesthood is a small and select one, concerned with the pursuit of knowledge, exploration of new territory and the exploiting of knowledge gained therefrom, and with negotiations and dealings with other races-which must always be from a position of strength and include an element of condescension.

Requirements: AB Wis 16; AL le; WP any; AR none; SP all, astral, charm, divination, law, numbers, sun (rev), thought, time; PW none; TU nil; LL 12; HD d4; Shamans no.

Gods of the Ixitxachitl

Demogorgon (Lesser God)

Demogorgon is another of the tanar'ri lords who, like Juiblex and Yeenoghu and others, has managed to extend his influence beyond the Abyss. Why he chose the ixixachiti to become his worshipers, and why that race of sentient rays has chosen to follow him, is very hard to determine. Demogorgon may wish to use the ixixachiti to further the ambitions of the tanar'ri in the Blood War, although how they could help him is not clear. What is known is that Demogorgon has a hatred of Sekolah the sa-huagin god; some myths portray the tanar'ri as a one-time vassal of Sekolah, magically compelled to service through an artifact. Demogorgon does not direct ixixachiti attacks specifically at sahuagin, but he is pleased if his servants happen to find themselves in a position where sahuagin are the logical next target for their massed attacks.

From the ixixachitl's point of view, they may be gaining power from their association with Demogorgon-as is the tanar'ri lord himself. Through some strange warp in the Abyss, it may be that the actions of vampiric ixixachiti in energy draining victims (in sacrifices in many instances) somehow transfer magical energy to Demogorgon and strengthen him. This twist in the planar fabric may somehow amplify and transform this energy, and some of it appears to create a backlash on the ixixachiti, who have become more powerful spellcasters than they once were. The fact that vampiric ixixachiti alone can become the most powerful priests seems to support this hypothesis.

In some worlds, a handful of half-insane human cultists revere Demogorgon; bloodthirsty pirates and cutthroats may be drawn to him. As yet, Demogorgon has no human priests, but in some world at some time this may yet come to pass. Certainly the tanar'ri lord seems to be growing in power, as his use of planar shirting magic (usually not possible for tanar'ri) shows.

Role-playing Notes: Demogorgon usually restricts dispatching his avatars carefully. They are mostly sent in secret to advise and scheme with vampiric ixixachiti priests, and to confer short-term additional powers on them in preparation for battle. Demogorgon's avatar will not readily become involved in any combats, but may lurk in the background, supporting his servants with spells and magic use.

Statistics; AL ce; WAL ce (ixixachiti); AoC energy drains, domination; SY forked tail.

Demogorgon's Avatar (Priest 14)

The avatar appears as a huge double-headed reptilian with baboonlike heads/ scaly blue-green skin, and powerful lizard-like legs- He has a thick, forked tail. He uses spells from all priest spheres, always using reversed spells where applicable.

Str 17 Dex 17 Con 18

Int 19 Wis 19 Cha 19

AC 0 MV 15 sw 15 SZ H (18')

HP 112 HD 14 MR 20%

#AT 3 THACO 7 Dmg d4+1 / d4+1 (claws) d6+1 (tail)

Special Att/Def: The avatar takes half damage from cold- and fire-based attacks and gaseous attacks, and he is immune to energy drains, poison, electrical attacks, and mind-controlling magic. The avatar's claws cause disease that is fatal in 24 hours unless magically cured; even within 6 turns, the disease causes the loss of one limb which simply drops off, the victim losing 20% of current hit points. A tail hit energy drains 1-2 levels unless a successful saving throw versus death magic is made (at -4). Once per day he may cast: charm person, charm monster, domination, ESP, feeblemind, improved invisibility, polymorph self, and plane shift. Once per day, each, the avatar can use gaze weapons to 60'; from his left head beguiling and from his right head insanity (as the symbol).

Duties of the Priesthood

Demogorgon's ixixachiti priests must protect and strengthen their communities and lairs, building up strength for massive all-out attacks on neighboring sentient creatures. They then settle part of the newly-decimated area, build and strengthen themselves again, and may wait decades before making new major forays against other creatures.

The vampiric ixixachiti priests are of major importance and will not often be in the front line of combat. They will attempt to control the others, to ensure a good supply of captured creatures which can be energy drained in sacrifice rather than slain out of hand.

The priests may even keep captives of immature age (sea elves, tritons, and the like), waiting for them to attain adulthood so that they have more life energy to drain during their terrible ritual sacrifices.

Requirements: AB Wis 13; AL ce (ixixachiti only); WP any; AR any; SP all, animal*, chaos*, combat, divination, guardian*, healing (rev), necromantic (rev), protection*, summoning*, sun (rev); PW 1) Half-damage from cold-based attacks; 5) Half-damage from fire-based attacks; 10) if the priest energy drains a victim it regains 2d4 spell levels of cast spells; TU command at - 4 levels; LL 8 (12 if vampiric and has exceptional Wisdom); HD 1+1 per 2 levels gained after 2nd; Shamans no.

Special notes: For level limits, ordinary ixixachiti priests can attain 8th level, maximum, with any wisdom score higher than 13 (the basic requirement for being an ixixachiti priest). Vampiric ixixachiti priests can progress to 9th level with Wisdom 14-15, 10th level with Wisdom 16-17, 11th level with Wisdom 18 and 12th level with Wisdom 19 +. The hit dice progression in full is:

Pr1-3, 1+1HD; Pr4-5, 2+2HD; Pr6-7, 3+3HD; Pr8-9, 4+4 HD; Pr 10-11, 5 + 5 HD; Pr 12, 6 + 6 HD.

Gods of the Kenku

Quorlinn (Lesser God)

Quorlinn is a strange god who is featured in many obscure myths as a botched experiment in creation by a powerful non-lawful sky god too embarrassed to admit his failure. However, Quorlinn proves his worth in a series of dubious escapades involving trickery, deceit, disguise, and thievery, often escaping with some tail feathers missing, to bring his creator some choice item. The greater god relents and Quorlinn has a race created in his image.

Unfortunately, Quorlinn isn't enthralled by this. He doesn't want the responsibility of his own race and whines continually about being weighed down by it; possibly, this is a defense because he isn't uncaring, but may feel himself too weak to be a good protector. Hence, he teaches kenku thievery, disguise, and magical skills and hopes they can stand up for themselves.

Role-playing Notes: Quorlinn is irritable, irascible, and fickle, but not evil. He doesn't send avatars (so his stats are for reference only) or omens, and his priests have to whine for their spells, which are 25% unlikely to be granted each day.

Statistics: AL n; WAL n (kenku); AoC trickery, disguise, thievery; SY mask with large false nose.

Quorlinn's Avatar (Illusionist 10, Thief 14)

The avatar appears as a normal kenku wearing a black mask and fairly nondescript clothing, if it appears at all.

Str 15	Dex 19	Int 20
Wis 15	Con 15	Cha 18

ACO MV 9 fl 36 SZ M (6')

HP 96 HD 12 MR 15%

#AT 3 (1) THACO 9 Dmg d8/d8 (claws) and d12 (beak) or by weapon

Special Att/Def; The avatar can use each of the following 2/ day: alter self, change self, dimension door, improved invisibility, rope trick, shadow door, taunt. No natural avian will attack the avatar. He usually employs a shortsword +3 of quickness if forced to fight.

Duties of the Priesthood

Quorlinn's priests and shamans are an exceptionally devious and tricky bunch- They mastermind kidnappings, ambushes, and traps. They are fine spies, and different cells of priests collect and harbor all kinds of secrets (many banal or trivial) which they childishly refuse to share with priests from other groups. They must always attempt to rescue enslaved kenku.

Requirements: AB Dex 15 Int 12; AL n (kenku only); WP as thief; AR as thief; SP all, animal*, chaos, charm*, creation, divination, healing*, plant, weather; PW none; TU nil; LL 9; HD d4; Shamans yes.

Shamans: AB Dex 11; AL n; LL 4; HD d3.

Gods of the Ki-rin

Koriel (Intermediate God)

Koriel is the sky-roaming god of ki-rin, a powerful and stern god of lawful good. In some myths, this great steed allows himself to be ridden by a prime Creator Cod or the major lawful good god of a pantheon, and often he, together with that god, will bring creative forces down to the earth or will ride together at the end of all things. His association with this supreme-god figure strengthens the formidable magical powers both of the god and, by association, of the race of ki-rin Koriel created. He has no shamans or priests since his magical creations are powerful enough not to need any further blessings.

Koriel is watchful and vigilant. He flies at astounding speeds through the Outer Planes, looking for any encroachments of evil, just as the ki-rin do in the Prime Material. He will not often act without consulting other deities, but he is utterly ruthless when he must fight. His great speed also makes him a great traveler, restless and ever-curious, eager to discover new knowledge in the many worlds and planes.

Role-playing Notes; Koriel has no priesthood, but will commune with individual ki-rin when he chooses (or sometimes if invoked). He does not interfere greatly with the affairs of other creatures unless actively evil beings cause him offense by persecuting weaker creatures or by using powerful magic. Only in extreme need will he send an avatar to deal with this, preferring to alert mortal ki-rin to such dangers and wickedness.

Statistics: AL lg; WAL lg (ki-rin); AoC learning, protection, vigilance against evil; SY ki-rin horns and eyes.

Koriel's Avatar (Paladin 20, Wizard 18, Priest 18)

Koriel's avatar appears as a great ki-rin with gold and silver fur and a mane of rainbow hues. He uses spells from all spheres and schools.

Str 19 Int 24 Dex 19

Wis 24 Con 19 Cha 24

AC -7 MV 36 fl 600 SZ H (16'long)

HP 144 HD 16 MR 50%

#AT 3 THACO 5 Dmg 4d4/4d4 (hooves) 6d6 (horn)

Special Att/Def: The avatar's wizard powers are those of a normal ki-rin. His saving throws are never worse than 2, regardless of modifiers, and he is allowed a saving throw against no-save spells (this is a base save of 4). Any evil creature struck by his horn is slain outright unless it makes a successful save versus death magic with a -4 penalty; if the creature is not from the Prime Material, it is banished even if it does save. Koriel's song dispels any elementals and other conjured/summoned creatures within 200' if the avatar so chooses (save versus spell at -4 to negate). Once each per day, the avatar can speak a holy word and effect a resurrection.

Gods of the Kobolds

Kurtulmak (Intermediate God)

Kurtulmak is the chief deity of the kobold pantheon. He is a hateful deity, one who despises all life, save kobolds. He has an especial antipathy for brownies, pixies, sprites and their kin- and most of all, gnomes. Kurtulmak is prepared to enter into any alliance in order to defeat Garl Glittergold or any other gnomish god, even ignoring alignment considerations (and all others!) for this end.

Kurtulmak is not a stupid deity. He has skills; he taught the first kobolds the skills of mining and tunnelling, and also the skills of ambushing, although Gaknulak is now the more important influence in this sphere. Rather, Kurtulmak is a creature dominated by his emotions and hates.

Thus, Kurtulmak is intelligent, but he is not wise. He is fairly easily trapped or tricked and out-manuevered if his weaknesses are played upon. He is arrogant in his hatred of his enemies, and loves to gloat over his successes at length. It is this weakness which Garl exploited when he demolished Kurtulak's cavern; rather than putting the gnome straight to death, Kurtulmak wanted to gloat and watch Garl grovel, and this was his undoing.

Kurtulmak has the psychology of the small creature written large all over him. He carries grudges, and has a huge chip on his small shoulder. He hates being bettered by any means, especially by deception or by some "frivolous" means such as illusion or practical joking. Kurtulmak has absolutely no sense of humor. He makes characteristic errors as a result of this weakness. He often tries to gain revenge over his enemies in the same ways that they gained an advantage over him. Thus, dragging Gaknulak along for support (despite the demigod's misgivings) he attempted to booby-trap a citadel of the gnomish

gods, only to fail miserably as the first group of guards easily detected him (Kurtulmak is hardly subtle). The gnomish gods captured him, tied his tail in a knot which took a score of years to unravel, stuck a false red wax nose on his face and hung a luminous stuffed chicken to his waist, and packed him off home. No wonder Kurtulmak hates gnomes above everything.

Nonetheless, Kurtulmak should not be underestimated. He is a savage deity who is always attentive to events on the Prime Material plane, and who is always active in trying to secure some advantage for his people on that plane. He is reluctant to oppose other goblinoid gods, especially Maglubiyet whom he fears (while he considers Groomsh and the orcish gods stupid and oafish), and thus while his people often contest with other goblinoid races for living space, Kurtulmak will rarely over-actively intervene in such conflicts.

Role-playing Notes: Kurtulmak will not send an avatar to oppose actions by other goblinoid gods, unless they have acted first and he feels himself forced to respond. He will always send an avatar to deal with strife between kobolds and gnomes when this becomes more than mere skirmishing, and is eager to send an avatar to despoil sylvan lands if he thinks he can get away with this. Kurtulmak does not bother with omens; he instructs his priests directly through commands which are given in dreams, dozing, daydreaming and other states of mind when the threshold of consciousness is lowered. Priests who do not act immediately on the basis of these commands are simply snuffed out of existence by the god.

Statistics: AL le; WAL le (kobolds); AoC war, mining; SY gnomish skull.

Kurtulmak's Avatar (Fighter 16, Priest 7)

Kurtulmak's avatar appears as a double normal-size kobold with a long, stingered tail and large horns which curve backwards from his forehead. His skin is mottled black and green. His priest spells are drawn from all spheres (reversed when appropriate).

Str 18/30 Dex 17 Int 16

Wis 9 Con 15 Cha 19

AC -1 MV 12 SZ M (5' 6")

HP 120 HD 15 MR 35%

#AT 3 THACO 5 Dmg 2d12 +4 (spear) +3, 1d6 (tail)

Special Att/Def: The avatar's skin is very tough with scales of steel, and edged weapons below +2 enchantment are 25% likely to break when struck against it. The avatar can smell gnomes up to a mile away, and is permanently enraged by gnomes if able to see or fight them. In his enraged state, Kurtulmak's avatar cannot be forced to leave combat with a gnome or a group of creatures including gnomes by any means, including all magical means. He has an aura of fear which forces enemies within 20 feet to save versus spells (- 4 penalty for gnomes) or flee in panic. His tail has a poisonous stinger (poison F), and he carries a spear +4.

Duties of the Priesthood

Kurtulmak's priests are the commanders of war bands and many are also expert miners; priests are expected to specialize in one or other role. Whichever role is adopted, priests strive to unite kobolds and undertake the tasks of war, and mining and underground exploration, with a large force of kobolds; there is strength in numbers. Kobolds hate most other life, and this attitude is encouraged by the aggressive priests. The priests wear orange robes with a white death's head sigil on the chest.

Requirements: AB std; AL le; WP any (spear 1st); AR any; SP all, combat, divination*, elemental (earth), healing*, necromantic*, protection, summoning, sun (rev), war, wards*; PW 1) +1 hit versus gnomes; 4) scare (affects gnomes only, but affects ld4 targets); 7) enlarge self to double size, sight of the transformation causes fear in gnomes within 20' and line of sight, normal saving throw versus spells negates; TU nil; LL 9; HD d2; Shamans yes + wd.

Shamans: AB std; AL le, ne; LL 5; HD 1 hp/level; Other spear 1st weapon proficiency.

Gaknulak (Demigod)

Gaknulak is the kobold demigod of trickery, ambushing, and setting traps. He is a highly intelligent and sneaky deity with a magical cauldron from which he pulls tools, unpredictable minor magical items, and diverse resources for the ingenious-and to fool others. He is the deity who protects and defends kobolds, and teaches them practical trickery. He is a supreme pragmatist, and in this way is a very lawful trickster.

Role-playing Notes: Gaknulak is always ready to send his avatar to instruct kobolds in new arts of defense through creative innovation. He avoids direct confrontation with other avatars and races, preferring defense and trickery. His omens are subtle, and/or hard to decipher, challenging his priests to understand or perceive them: subtly triggered trap defenses, misplaced tools and everyday items, and weapons/clothing subtly rearranged.

Statistics: AL le (ne); WAL le, ne (kobolds); AoC protection, stealth, trickery, traps; SY cauldron with whirling ellipses.

Gaknulak's Avatar (Wizard 12, Thief 12)

Gaknulak's avatar appears as a small dark-skinned kobold with white hair, a cloak with bulging pockets, and a hand axe. He uses spells from the alteration and illusion/phantasm schools.

Str 10	Int 19	Dex 19
Wis 16	Con 12	Cha 19
AC 1	SZ S(3'6")	MV 18 fl 36 sw 12
HP 80	HD 10	MR 20%

#AT 1 THACO 11 Dmg ld6 +3 (hand axe)

Special Att/Def: The avatar wears 2 (randomly selected) ioun stones and always carries many magical items related to spying, escape, and detections: typically boots of speed, wand of magic detection, ring of chameleon power and a wand of poly-morphing for attacks (targets are turned into piglets for eating). He carries a +3 hand axe and is immune to illusion/phantasm spells.

Duties of the Priesthood

Gaknulak's priests are spies and scouts. They also are experts in setting traps and amushes of all kinds, and in the construction of defenses. They are defenders of lairs and homelands above all.

Requirements: AB Int 13; AL le, ne; WP blowgun, dagger, dart, hand axe, hand crossbow, sling; AR leather; SP all, charm, combat*, divination, elemental (air, earth), guardian, protection, summoning*, wards; PW 1) 10%/level skill in hide in shadows and spot traps, may set traps so that enemies' spot traps chance is reduced by 5% /level of

priest; 3) may use illusion/phantasm spells of 1st and 2nd level; 7) rainbow pattern; TU nil; LL 8 (Wis 18+); HD d2; Shamans yes + wd.
Shamans: AB std; AL le, ne; LL 5; HD 1 hp/level.

Gods of the Kuo-Toa

Blibdoolpoolp (Intermediate Goddess)

Blibdoolpoolp is an ancient deity of a race driven back ^rom their earliest habitats, below and near the oceans, mostly by humans and allied demihumans. Now her people populate only the Underdark, in competition with illithids and drow. Blibdoolpoolp is consequently a deity warped by hatreds. She hates humans and most demihumans (especially elves) for driving her race away from their homes and slaughtering them, and she hates the deities of drow and illithids as competitors for the little space her race has left. She does not actually have special enmity for aquatic races, save sea elves, since they did not play a major role in the extinction of the surface kuo-toa.

Added to this festering hatred, or possibly because of it, is a questionable mental status. Blibdoolpoolp may not quite be insane, but she is very unpredictable, irrational, and prone to wild mood swings. The area she occupies in the plane of elemental Water is churned and swirling with the emanations of her emotions, a clear demarcation of where she dwells. She surrounds herself with huge lobsters, crayfish, and other primitive crustaceans which have changed little in form over the eons, as if to reassure herself that her powers have not changed or diminished either.

As an ancient deity, Blibdoolpoolp is said to know deep magical secrets that are part of the fundamental fabric of the universe. At least she thinks she does, as she broods over those secrets and holds them unto herself. Because she shuns contacts with all other deities, and doesn't share her knowledge, there is no way of knowing.

Role-playing Notes: Blibdoolpoolp dispatches an avatar to attend great sacrificial rituals at major temple complexes when many humans and demihumans are drowned by her priests and monitors. She does not send omens other than signs of her pleasure or displeasure, which are arbitrarily affected by her moods; changes in the coloration of the large sacred black pearls the priests keep in her temples are favored omens, as are unusual activity or quietude on the part of the huge lobsters that also reside there.

Statistics: AL ne (ce); WAL ne, ce (kuo-toa); AoC darkness, insanity, revenge; SY lobster head, black pearl.

Blibdoolpoolp's Avatar (Wizard 12, Priest 14)

The avatar appears as a huge nude human female with the head of a lobster, articulated shell covers on her shoulders, and with lobster-clawed forearms. She uses priest spells from those spheres listed for her priests, plus summoning spells and wizard spells from all schools save those of elemental (fire).

Str 18/00	Dex 16	Con 16
Int 17	Wis 14	Cha 18

AC -2 MV 12 sw 36 SZ H (15')
HP 128 HD 16 MR 55%
#AT 2 THACO 5 Dmg 3d6 +6 x 2 (claws)

Special Att/Def: The avatar is immune to poison, paralyzation, elemental (water) spells, and illusion/phantasm spells below 6th level. If both her claw attacks strike an opponent in the same melee round, the victim is dragged towards Blibdoolpoolp's eyes and forced to look into them; the victim must save versus spell at -4 or become insane immediately. Once per turn, the avatar can summon 2d8 giant lobsters (use statistics for giant crayfish from the Monstrous Compendium:

"Crustacean, Giant") to fight for her for up to 3 turns. Once per day, she can summon 1d4 16HD water elementals which remain to do her bidding for up to 4 hours. The avatar can cast a symbol of insanity once per day and owns a ring of human influence and a wand of fear.

Duties of the Priesthood:

Blibdoolpoolp's priests have a central role in kuo-toan society. They oversee the growth and culling of fingerlings (young kuo-toa) and perform appropriate rituals during the breeding season. They have no special role in arts or crafts, but they are responsible for making the unique gummy substance with which kuo-toans treat their shields for battle. Just as they are the judges and juries within kuo-toan society, they are responsible for most dealings with other races. These usually take place, if kuo-toans wish such contacts, in their specially devoted and consecrated temple complexes that are very extensive and just as well-hidden. The priests of different communities usually only cooperate with each other in the maintenance and defense of these special temple sites. Kuo-toan priests must always organize forays to repel illithids that live anywhere close by kuo-toan settlements in the Underdark.

Some 30-70% of the priests (percentage varies by community) are priest-thieves (as described in the kuo-toa entry in the Monstrous Compendium}. Only a priest-thief can rise above the 10th level of experience as a priest. For any priest to rise above 8th level, a weapon proficiency in the pincer staff is mandatory.

Requirements: AB Dex 14 for priest-thief, otherwise std; AL ne, ce; WP any, but must have pincer-staff proficiency to progress beyond 8th level; AR any (priest-thieves restricted to leather or equivalent); SP all, charm*, combat, divination, elemental (earth, water), healing*, necromantic* (rev), sun (rev), war*, weather*. PW 1) lightning stroke by 2 or more priests (as detailed in Monstrous Compendium); 4) lower/raise water; 7) ice storm; 10) symbol of insanity; TU nil; LL 10 (12 for priest-thieves); HD d6 (d4 for priest-thieves); Shamans no.

Gods of the Lizard Men

Semuanya (Lesser God)

Semuanya is an amoral and unfeeling deity whose only consideration and purpose is survival and propagation. Any action aiding survival is acceptable; any action which has no bearing on this is an irrelevance and not to be bothered with. Unsurprisingly, the god has neither allies nor particular enemies. More surprisingly, the deity does not yet seem to have reacted to Sus-s'innek's increasing influence over his realm, but he may yet feel driven to do so.

Role-playing Notes: The deity will send an avatar to deal with any major event that threatens lizard man communities on the grand scale (climatic change, major incursions of predators, etc.), but very rarely otherwise. He does not send omens to his shamans.

Statistics: AL n; WAL n (lizard men); AoC survival, propagation; SY egg.

Semuanya's Avatar (Fighter 13, Wizard 9, Priest 9)

Semuanya's avatar appears as an oversized lizard man bearing a club with many embedded razor-sharp shells. He wears a loincloth only. His spells come from spheres listed for his shamans, and from wizard spells other than illusion/phantasm and conjuration/summoning.

Str 18/49	Dex 17	Int 13
Wis 17	Con 17	Cha 16
AC 0	MV 15	SZ L (10')
HP 112	HD 14	MR 30%
#AT 2	THACO 7	Dmg 2d8(club) +3

Special Att/Def: The avatar's scaly skin makes him immune to nonmagical blunt weapons, and he suffers only half damage from magical blunt weapons. Any bolt spell is 25% likely to be reflected from his body. He has 90% magic resistance versus all illusion/phantasm spells.

Duties of the Priesthood

Semuanya's shamans are not an organized priesthood and have no interest in any affairs beyond their own tribe. They are general carers for their tribes, especially with healing and medicine. They counsel avoidance of all races other than their own and even dissuade contacts with other tribes, except for interbreeding. They must breed every season, and as soon as a shaman loses fertility, he loses one level of experience per month. Many shamans, at this time, commit ritual suicide.

Requirements: AB std; AL n; WP any (club 1st); AR any; SP all, animal, combat*, divination*, healing, necromantic*, plant, protection*, weather*; PW none; TU nil; LL 7; HD 2 hp/ level; Shamans only.

Sess'innek (Demigod)

Sess'innek is a powerful tanar'ri lord who has grown weary of the Blood War with the baatezu and seeks to establish dominion elsewhere. He is responsible for the appearance of Lizard Kings, the chaotic evil corruption of Semuanya's creation, and he uses them as his favored servants. Recently he has been able to project his power as spellcasting abilities, conferred on a handful of shamans; this is testimony to his burgeoning power within the Abyss. The tanar'ri lord even sacrifices some of his own magical and innate skills to project this power, so his avatar is weaker than many,

Role-playing Notes: Sess'innek will dispatch his avatar carefully, being extremely apprehensive of losing the magical sword which allows him to plane shift the avatar. He often uses its appearance to awe lizard men into his worship; it is invoked by a shamanic servant in a carefully staged ceremony at which he receives homage and sacrifice. He does not send omens to shamans.

Statistics: AL ce; WAL n, ce (lizard men, lizard kings); AoC "civilization", dominion; SY clawed green reptilian hand.

Sess'innek's Avatar (Wizard 10, Priest 10)

The avatar appears as a six-armed Lizard King with vestigial green/brown leathery wings folded along its back. It uses spells from spheres listed for its shamans, and wizard spells from all schools save alteration, abjuration and illusion/phantasm.

Str 18/12 Con 15 Cha 19

Dex 16 Wis 15 Int 18

AC 0 MV 15 SZ H (16')

HP 96 HD 12 MR 20%

#AT 6 (5) THACO 9 Dmg 1d6 +3 (claws) or by weapon + 3

Special Att/Def: The avatar takes half damage from cold- and fire-based attacks and is immune to electrical attacks. It usually employs four +2 long swords with a +4 two-handed sword that can plane shift (sword-wielder only) 1/month and dispel magic, 30' radius to a range of 120' 3/day.

Duties of the Shamans

As yet, Sess'innek has very few shamans; some 40% of them are Lizard Kings. Any lizard man shaman is chaotic evil. The shamans must be aggressive in wiping out other lizard men after trying to convert them to the cult, but shamans of Semuanya must be slain on sight. Sess'innek's shamans are aggressive, territorially dominant, and rapacious.

Requirements: AB Str 14; AL ce (lizard men, lizard kings);

WP any; AR any; SP all, combat, elemental (water), necromantic (rev), summoning, sun (rev), war*. PW none; TU nil; LL 4 (lizard men), 7 (lizard kings); HD d4; Shamans only.

Gods of the Mermen

Eadro (Intermediate God)

Eadro is an aloof god, caring only for the locathah and mermen he created (both races consider the other to have been an experiment by Eadro which nearly worked before he got it right making them). Eadro watches his races carefully, knowing that they can come into conflict over territory; this as much as anything determines his affiliation with the asathalfinare. He is aware of the damaging potential of conflict between non-evil races while evil lurks and bides its time. Eadro lives on the elemental plane of Water and has a magical water mirror which can show him any underwater scene in the Prime Material.

Role-playing Notes: Eadro very rarely sends avatars to the Prime Material; he is a conservative god who prefers the status quo. He sends warning omens to his peoples in

the form of unusual behavior by moray (or related) eels, often by delivering colored pebbles or shells to shamans and priests.

Statistics: AL n; WAL n (locathah, mermen); AoC locathah, mermen; SY spiral.

Eadro's Avatar (Priest 16)

The avatar appears as a tall locathah or merman who can change in one round into an amorphous watery bloblike being with eight pseudopods. He uses spells from spheres listed for his priests.

Str 18/00 Dex 16 Int 17

Wis 19 Con 19 Cha 17

AC -2 MV 9 sw 24 SZ L (8')

HP 136 HD 17 MR 35%

#AT 1 (8) THAC0 5 Dmg by weapon +6 or d8 x 8

Special Att/Def: The avatar is immune to elemental (water) and cold-based attacks, and no natural sea creature will attack him. The avatar can negate water breathing at will within 60' (no save). He summons 1d4 16HD water elementals, for up to 12 turns, 2/day. He uses all wizard elemental (water) spells as a 20th-level wizard.

Duties of the Priesthood

Eadro's priests are primarily community priests, upholding the traditional values of merfolk and locathah society (which differ significantly). Mermen priests are suspicious, stern, and intolerant of outsiders, and 90% are male, while locathah priests are more worldly, but cautious and thoughtful. Shamans are in a majority over priests in both races.

Requirements: AB std; AL n (locathah, merfolk only); WP any; AR any; SP all, animal*, combat*, creation, divination, elemental (water), guardian, healing, necromantic, protection, summoning; PW 1) may use elemental (water) spells from wizard spell list as if clerical spells; 3) augury; 6) summon 12HD water elemental for 6 turns; TU nil; LL 7; HD d4; Shamans yes.

Shamans: AB std; AL n; LL 3; HD d3.

Gods of the Minotaurs

Baphomet (Lesser God)

Baphomet is a great tanar'ri power who has increasingly attracted the worship of minotaurs. Myths of the birth of minotaurs are obscure and place their origin in pre-history, where a terrible and ancient curse condemned a number of wicked humans (who may have had dealings with tanar'ri) to this shape. This curse somehow drew Baphomet's attention to the newly-created monsters.

Baphomet is a hateful, vicious power who delights only in brute force and violence. He seeks power over the minotaurs to enlist their aid in his own schemes, notably his enmity and running battles with Yeenoghu (so that gnolls and minotaurs are on very bad terms indeed).

Role-playing Notes: Baphomet cannot send avatars of his own to the Prime Material of his own volition; they can only be gated in by evil wizards who have dealings with minotaurs. Baphomet will form pacts with such wizards, commanding minotaurs to serve the wizard enabling his avatar to walk the Prime Material (always to slay or to gain powerful combat-related magical items). Likewise, Baphomet does not have a priesthood or shamans, but he can sometimes bless a minotaur with a single use of a maze or wall of stone spell (the latter is often used to impress other minotaurs). Creatures affected by one of these granted maze spells are 1 % likely to be plane shifted to Baphomet's home plane in the Abyss! It may be that this is an "emergent power" of Baphomet, a stepping-stone to being able to grant his followers priest spells, and certainly it explains why minotaurs have turned from giantish gods (which some still revere at least in token) to the worship of this being.

Statistics: AL ce; WAL ce {minotaurs}; AoC minotaurs, battle; SY maze.

Baphomet's Avatar (Fighter 14, Priest 7)

Baphomet's avatar appears as huge bull-headed ogre. His priest spells come from the spheres: all, animal, combat, healing (rev) and sun (rev).

Str 19 Dex 15 Con 19

Wis 16 Cha 19 Int 16

AC 0 MV 18 SZ L {12'}

HP 120 HD 15 MR 20%

#AT 2 (6) THACO 7 Dmg 2d10 + 3 (bardiche) + 7, 2d6 (butt), d4+4 (bite)

Special Att/Def; The avatar can detect good, invisibility and magic at will- He can cast each of the following 3/day: dispel magic (at 16th level), maze, wall of stone. Twice per day, he can summon 1d4 +2 minotaurs to fight with him. His maze spells are 2% likely to transport the affected creature to his home plane in the Abyss. He takes half damage from cold- and fire-based attacks and gaseous attacks, and he is immune to poison and electrical attacks. He is only affected by weapons above +1 enchantment.

Gods of the Myconids

Psilofyr (Intermediate God)

Psilofyr, the benevolent myconid god, is a meditator-deity dwelling in Nirvana. He is a teacher-god, one who taught the first myconids the secrets of potion-making through direct revelation. He is often depicted as a type of fungal world-tree, his mycelia reaching down through the planes into the home of the myconid-King. Psilofyr's only concerns are the protection of the myconid race and the pursuit of perfection through meditation.

Role-playing Notes: Psilofyr selects about one myconid king in 20 to become a priest, and always guides myconids in their selection of a new king through intuitive guidance. Rarely, he will send an avatar to commune with a myconid-king if a community is greatly threatened by enemies, disease, and the like;

the king then gains the spell-casting ability of the avatar for 1d4 days after 24 hours shared meditations. Psilofyr has no need of omens since he constantly shares thoughts with his kings.

Statistics: AL In; WAL In (myconids); AoC community, healing, philosophy; SY mycelium basket holding a crystal vial.

Psilofyr's Avatar (Wizard 10, Priest 18)

Psilofyr appears as a gigantic myconid with a vast mycelium complex drifting behind him as he travels by levitation just above the ground. He is able to change color to match environment, or his moods (usually he is blue-gray), as desired. He uses spells from all spheres and schools.

Str 16 Int 18 Con 16

Dex 19 Wis 12 Cha 19

MV16 AC 4 SZ M (6')

HP 120 HD 15 MR 60%

#AT 1 THACO 5 Dmg 15d4 (fists) +1

Special Att/Def: The avatar can fire a spore attack as a jet (5' wide by 60' long) or targeted at one creature within 120' to cause disease, create a cloudkill, or as dust of sneezing and choking, 2/day per effect. It can, at will, create a radiant effect by emitting spores about itself. These affect all within a 10' radius initially, spreading to a maximum of 80' after 8 rounds. The possible spore effects include sleep, weakness (reversed strength) or pacification (as a normal myconid). It suffers half damage from blunt weapons and from water-and cold-based attacks, and communicates by telepathy to 240' range.

Duties of the Priesthood

Only singular myconid kings become priest-kings, and their duties are as for normal kings.

Requirements: AB Wis 18, myconid king; AL In; WP any; AR none; SP all, astral, creation, divination, elemental (earth, water), guardian, healing, law, necromantic*, numbers, protection, thought, wards; PW none; TU turn at -4 levels; LL 12; HD d4; Shamans no.

Gods of the Naga

Shekinester (Greater Goddess)

This extremely complex and powerful goddess is the creator of nagas and a being of great wisdom. She is triple-aspected/ appearing as the Weaver, the Empowerer, and the Preserver. The Weaver is the principle of active destruction/ the crone-face of the goddess who destroys in order to create room for new existence; but she is also a manifestation of connections and knowledge (as a Weaver, she brings together disparate strands of knowledge to create new understandings). The Empowerer is a bestower of wisdom in her role as guardian of the young and uninitiated; she is kindly and merciful/

but she may force the unwilling into initiations and knowledge which can cause "growing pains." The Preserver is the great maintainer of existence. She is not a creator, but rather a keeper of the flame within the Court of Light, where the goddess has her being on the plane of Concordant Opposition. The Preserver is also a guardian of the spirits of the dead, greeting them with sustenance symbolized as water, fruit, and bread. Adding still further complexity to this triplicity is the fact that the Empowerer is capable of being bi-aspected; as a beautiful young maiden she is an initiator and granter of safe passage, but she also has an aspect as an ugly messenger, one who draws the attention of the young, naive, or uninitiated to the presence of an opportunity for growth and learning.

Shekinester is such a complex and all-embracing deity that, in different worlds, she can have a myriad number of inter-relations with other gods. She may cooperate with a god in one world while opposing him in another since she is highly pragmatic in nature. She represents an elemental force of the process of "magical life" and transcendence, and cultures which accept reincarnation often revere her as a guardian, initiator, and protector.

Role-playing Notes: This deity is complex indeed! The Weaver avatar inhabits lost and decaying places/ seeking to destroy those who enter unless they have the wisdom and strength to overcome her- and also use the wisdom and gifts she conceals, including her own magical webs. The Empowerer avatar actively seeks opportunities to grant initiation and wisdom to those who perhaps haven't even yet realized that they have need of this, and her appearances can be unheralded and startling; to the unwary, her messenger form may appear first guiding the new seeker to the Empowerer herself. The Preserver protects the souls of the dead, especially those of her own nagas, but sometimes others as allowed by other gods. On the Prime Material plane, she gives sustenance to those threatened by extinction, overwhelming force, mass starvation, or some equally terrible threat if they are of non-evil alignment.

Statistics: AL n (ce, Ig); WAL n, ce, Ig (nagas); AoC vary by aspect, see below; SY mask (the Weaver), mirror (the Empowerer), or grain jar (the Preserver).

Shekinester's Avatars (powers vary)

Shekinester's avatars appear as: the Weaver (chaotic evil manifestation as a spirit naga Crone), the Empowerer (neutral manifestation as a beautiful young Maiden water naga), and the Preserver (lawful good manifestation as a sublimely featured guardian naga Mother). The Maiden can vary her form further as an ugly young female-faced water naga with pitted skin and lank, greasy hair. The summary statistics vary by aspect (see below).

Str 17	Int 20	Cha varies
Dex 19	Wis 24	Con 18
AC -5	MV 24	SZ H (15' long)
HP 160	HD 20	MR 75%
#AT 1	THAC0 3	Dmg 1d8 (bite) + special

Statistical Variation: The Weaver-Crone has Str 12 and Cha 1, and the special attack form of her bite is lethal poison (save versus poison at -4 or die immediately). The Empowerer-Maiden has Int 18, Cha 23, and the special attack form of her bite is paralysis (save versus poison at -4 to negate). The Preserver-Mother has 22 HD and 176 hit points, Con 20, Cha 22, and 85% magic resistance. The special attack form of her bite is as a symbol of persuasion (saving throw versus spell at -6 to negate).

Special Att/Def and Spellcasting: In all forms, the avatar is immune from poison, paralyzation, gaseous attacks, death magic, and all mind-controlling spells. All avatars have access to all spell spheres and schools, although they have different preferences. The Weaver-Crone has the powers of a 12th-level wizard and a 12th-level priestess, preferring spells from the schools of illusion/phantasm, invocation/evocation, and necromancy. She can cast a web spell 3/day; if the strands of the web are collected and spun into a cloth (using a spell such as mending or a carefully-deployed major creation with the web as a material component), the spinner may wear the cloth for one hour and gain the ability to commune with the goddess once per week for 2d4 weeks. Only one being can gain this benefit and then only if female. She also has a crystalline heart which, if taken from her body, allows the user to cast divination 1/week and legend lore 1/day, but the user is 1% likely each day to suffer an alignment change to chaotic evil, 2% if the user is male.

The Empowerer-Maiden has the powers of a 14th-level priestess and fifth-level wizard, preferring spells from the schools of alteration, abjuration, and enchantment/charm. She can force any creature within 120' to possess true seeing for 1 turn as she chooses. She can charm any creature which is young (less than 10% of total lifespan) at will (no save). By touch, she can drain a being of 1d3 points of Wisdom (save versus spells at -4 to negate) or restore up to three points of Wisdom lost by a creature (to lamia attacks, etc.). The Preserver-Mother has the powers of a 22nd-level priestess, using spells from all spheres save chaos and war. She can cast forbiddance 1/turn and a wall of force at will, can vomit created food and water 1/turn (in the form of water, bread and fruit), and can dispel evil 1/turn.

Gods of the Ogres

Vaprak (Lesser God)

Vaprak is known simply as "The Destroyer." This deity has a quality of elemental savagery well suited to the ogre race, which holds him as a patron. Rapacious and violent, Vaprak is nonetheless in awe of the giantish gods and lives in fear that his race may abandon him to worship them- Vaprak's behavior and edicts to his ogre priests and shamans is thus driven and somewhat frenetic; he constantly urges his followers to combat, aggression, and frenzy, born of his own anxieties and as a manic defense against those fears. Vaprak does not plan, scheme, or contemplate. He simply expends his energies in destruction and uncompromising ferocity.

Role-playing Notes: Vaprak sends an avatar to assist ogres when they are on the verge of conquering a clan, tribe, or race with whom they compete for resources, and also to decimate any group of ogres who have turned to revere one of the evil giantish deities. He does not send omens to his priests.

Statistics: AL ce; WAL ce (ogres); AoC combat, greed; SY taloned claw.

Vaprak's Avatar (Fighter 14)

The avatar appears as a huge, exceedingly horrid, mottled brown and green ogre with powerful taloned hands.

Str 19 Dex 14 Int 13

Wis 9 Con 17 Cha 18

AC 0 MV 12 SZ H (15')

HP 120 HD 15 MR 15%

#AT 2 (4) THACO 5 Dmg 2d10 (club) +7 or 2d8+7/2d8+7 (claws)

Special Att/Def: The avatar regenerates 3hp/rd and 3/day can become berserk for the duration of one melee combat (+2 hit and damage, +2 penalty to AC). Vaprak's avatar negates/ dispels all spells which directly and adversely affect hit and damage rolls to itself (stoneskins on enemies are negated by touch, with full damage applying, prayer is negated, ray of en-feeblement does not work against the avatar, etc.)

Duties of the Priesthood

Vaprak's priests must be aggressive, ever seeking combat. They must also eat greedily, but must also maintain physical fitness, so they often exercise in club-bashing rituals.

Requirements: AB Str 18 Con 15; AL ce; WP any (club 1st); AR any; SP all, combat, divination, healing, protection, sun (rev); PW 4) berserk rage 1 turn (as for avatar); TU nil; LL 7; HD d6; Shamans yes.

Shamans: AB Str 16 Con 12; AL ce; LL 3.

Gods of the Orcs

Gruumsh (Greater God)

Gruumsh is the undisputed head of the pantheon of the ores. In pre-history, one or two now-unknown ore gods conspired to depose He-who-never-sleeps, and were destroyed utterly. Since that time, Gruumsh has ruled the other ore gods with an iron grip. He is a fearsome, brutal god who revels in warfare, and ever seeks new territory for his race. This drive to acquire territory and living space is Gruumsh's greatest motivation. He has always felt cheated by the way the gods of humanity and demihumans divided up the world, casting aside the ores (and himself!) without any respect. Gruumsh drives his people relentlessly, through the work of his priests and shamans, to colonize new lands. And his deep and abiding hatred of the other gods ensures that he strives to achieve such dominion through warfare, constant and unceasing. Gruumsh tolerates no sign of peaceability from his people. Indeed, ores have no word for "peace" in their language, only a guttural expletive which means, roughly, "temporary respite from strife". Gruumsh has an abiding hatred of Corellon Larethian for defeating him in battle. Ore religion denies that Gruumsh lost an eye to Corellon, as their story of "in the beginning..." demonstrates. They hold that Gruumsh was tricked and cheated by Corellon's magic, and that the elf-god could not win in a fair fight. Gruumsh seeks to have his people raze and destroy elvish homelands whenever possible. It is as well for the elves that they usually live in homelands far distant from the ore clans.

But then, Gruumsh has an equally deep hatred of dwarves and their gods. The shamanic tales of how Gruumsh and the Elder Ores fought for control of the mountains would weary the patience of any listener. Ores desire mountains for their stark and barren quality; they are despoilers, and love the bare and bleak. Still, they'll take whatever they can get, and a major strength of the race is their ability to survive almost anywhere. That property, too, is close to Gruumsh's heart. He and his priests weed out ores who are sick, weak, lame, or unfit for the prosecution of war. Gruumsh is a harsh and lawful deity, and iron rule and weeding out the weak is a key element of ore thinking. Since males are physically stronger than females, females are usually relegated to the roles of child-rearing and making sure the warriors have food on the table after a hard day's pillaging and slaughter. "If Gruumsh intended females to be the equal of males he'd have given them bigger muscles" is a less brutish translation of an orcish saying among the warrior caste.

Fortunately for the races of the Prime Material plane, much of Gruumsh's attention is taken up with the eternal battle of ore and goblin spirits in the Hells, where he directs the warfare against them from his iron fortress. But Gruumsh is ever watchful over his race, and is especially watchful for transgressions...

Role-playing Notes: Gruumsh will only send an avatar if this is needed for a great battle, and where Ineval and Bahgtru cannot be entrusted with the matter at hand. Very rarely, he will send one to stymie some appearance of an elven avatar. His omens usually take such agreeable forms as the sudden snapping of a young shaman's neck vertebrae, or more leniently a cloud of drifting toxic black smoke.

Statistics: AL le; WAL le (orcs); AoC war, territory; SY single unwinking eye.

Gruumsh's Avatar (Fighter 20, Priest 9)

Gruumsh's avatar appears as a huge, battle-scarred ore in black full plate, with one central eye. He uses spells from all priest spheres (reversed forms only where appropriate).

Str 22 Dex 16 Con 21

Int 15 Wis 12 Cha 20

AC -4 MV 12 SZ L(IO')

HP 160 HD 20 MR 50%

#AT 2 (3) THACO 3 Dmg 2d8 +4 (spear) +10 / 3d6 (torch)

Special Att/Def: Gruumsh's avatar cannot be pacified by any means {emotion, charm, suggestion, etc.) once combat has begun. He has 80% magic resistance against spells cast by elves. His spear +4 paralyzes for 2d4 turns when it strikes (saving throw versus paralysis at -4 to negate). His ever-burning torch cannot be dimmed (by fire quench, etc.) and he strikes once per round with it if he chooses; he can cast cloudkill 3/day and death fog 3/ day from it. He always carries a horn of blasting or a glass vessel with 2d4 applications of dust of sneezing and choking which he can light with the torch (he is immune to its effects) to generate a 20' radius effect for 1d4 rounds per application.

Duties of the Priesthood

Fully 50% of Gruumsh's priesthood are clan shamans and witch-doctors; only large clans have specialty priests. They strive to become warrior-leaders (or key advisers to such), and wage war. They maintain physical fitness, and spread the worship of Gruumsh through inspiration, fear, and iron rule. To become a shaman of Gruumsh, an orc must pluck out his own left eye. Proper worship of Gruumsh requires blood in large quantities (elven is best of all).

Requirements: AB Str 15; AL le; WP any (spear 1st); AR any; SP all, combat, divination*, elemental* (earth, fire), healing*, law, necromantic*, protection*, summoning, sun (rev), war, wards*; PW 1) +1 hit versus elves; 3) aid, self only; 6) heal self for 1d8 hp for each sentient creature slain in previous 24 hours; 8) can enchant spear to do double damage, 2 rounds/level; TU command at -2 levels; LL 9; HD d8; Shamans yes + wd.
Shamans: AB Str 13; AL any evil; LL 5; HD d4 +1; Spear 1st weapon proficiency, witch-doctors may only use reversed forms of spells where appropriate (darkness, not light, etc.).

Bahgtru (Intermediate God)

Bahgtru is Gruumsh's awesomely stupid son and unfailingly loyal lieutenant. He may have the intelligence of a rock, but his might is incredible, and the other orcish gods both fear him and call on him for assistance when they have need. Bahgtru's symbol derives from a battle when he slew a huge multi-legged reptile from another world by breaking all of its legs. Bahgtru scorns all magic, armor, and weapons, and values physical strength alone.

Role-Playing Notes; Bahgtru sends his avatar into the Prime Material plane only at the urging of other orcish gods (usually Gruumsh or Luthic); he is too stupid to do this of his own accord. If he sends an omen, it is in the form of a splitting headache ("Bahgtru's pat" is the term used for this).

Statistics: AL le; WAL le (ores); AoC strength, combat; SY broken thigh bone.

Bahgtru's Avatar (Fighter 18)

Bahgtru's avatar appears as a gigantic orc, hugely muscular, with dirty tan skin and dull green eyes; the tusks which protrude on either side of his mouth are white from bone-gnawing. He wears heavily studded leather armor and gauntlets.

Str 24	Dex 10	Con 22
Int 5	Wis 5	Cha 19
AC 0	MV 9	SZ H(16')
HP 160	HD 20	MR 20%
#AT 2	THACO 2	Dmg 2d12 +12 (fists)

Special Att/Def: Bahgtru's avatar is immune to any strength-draining effects (ray of enfeeblement, etc.) and any magic which directly reduces hit/damage rolls (chant, prayer, etc.). No magic reduces or eliminates damage from his blows (stoneskin, etc.). If he hits with both fist attacks in the same round, he grapples and crushes his opponent for an additional 3d12 +12 hp of damage.

Duties of the Priesthood

Bahgtru's priesthood must strive to dominate their clans and put any others in the shade (save for that of Gruumsh). They must at all times undergo strenuous physical regimes of training, and train young orcs in the same way. They encourage clan rivalries, always attempting to convert other clans to Bahgtru's cult.

Requirements: AB Str 16 Int 8 or less; AL le; WP any (but see below); AR studded leather; SP all, combat, healing (rev), protection, summoning, war; PW 1) strength

(allows exceptional scores); 5) fist damage becomes 1d6 basic if wearing studded leather gauntlets, at this level the only allowed weapon; 7) Str increased to 18 and exceptional Str roll allowed; TU nil; LL 9; HD d8; Shamans yes.
Shamans: AB Str 13; AL any evil; LL 5; HD d6; Other as shaman -5, fists do 1d6 in gauntlets, only weapon allowed (as priest).

Iineval (Intermediate God)

Iineval is Gruumsh's battle lieutenant, to whom he trusts the command of warfare when he does not wish to exercise it himself. Iineval is a war leader's god rather than one of the common orc, and is thus revered by many orogs. He is the archetype of the leader-from-the-front, the one who plunges into battle with nothing but victory and destruction on his mind. He has deposed one or two orcish demigods, quite possibly because he secretly covets Gruumsh's position. Gruumsh doesn't trust Iineval, but with Bahgtru on his side, chooses not to take action.

Role-playing Notes: Iineval will only send an avatar at Gruumsh's command, and only for important battles. His avatar will never battle together with that of Bahgtru. His omen is characteristic: blood seeping from chainmail.

Statistics: AL le; WAL le (orcs); AoC warfare; SY bloodied broadsword.

Iineval's Avatar (Fighter 15, Priest 7)

Iineval appears as a tall/ unsmiling ore clad in red chainmail, very heavily battle-scarred about his face and arms. His priest spells come from the spheres listed for his priests.

Str 19	Dex 18	Con 18
Int 15	Wis 12	Cha 16
AC -2	MV 12	SZ L (9')
HP 144	HD 18	MR 30%
#AT 2	THACO 4	Dmg 4d4 +4 (broadsword) +7

Special Att/Def: Iineval's avatar is immune to missiles of below +3 enchantment. He can cast domination 3/day. He wears red chain mail +4 which deflects all bolt and ray spells and spell-like effects {polymorph wand, the ray version of Otiluke's freezing sphere, etc.}. His dreadful broadsword +3 causes bleeding wounds (lose 1d4 hp/rd until cure serious wounds or a higher-level healing spell is cast).

Duties of the Priesthood

Iineval's priests are leaders and officers in armies. They also strive to ensure that Iineval's cult is dominant over all others within their clans. Priests wear red-colored chain mail at all times. At the DM's option, orogs may become fighter/priest servants of Iineval.

Requirements: AB Str 13 Cha 12; AL le; WP any (broadsword 1st); AR chain; SP all, combat, creation*, guardian*, protection*, summoning*, sun (rev), war, wards*; PW 1) +1 hit/damage with broadsword; 5) prayer; 8) domination 1/ week; TU nil; LL 8 (Wis 18 +); HD d8; Shamans yes + wd.

Shamans: AB Str 11 Cha 9; AL le, ne; LL 4; HD d6; Other broadsword 1st weapon.

Luthic (Lesser Goddess)

Luthic governs several spheres. She is the goddess of female ores, and of fertility (mostly for female ores; many male ores take Gruumsh as the male fertility god). She is also a goddess of caves and caverns and dark places, and of female servitude (as she serves Gruumsh). Lastly, she is goddess of primitive medicine and healing, and she also helps to restore orcish morale. Luthic is a goddess whose affinity with the earth is strong; many ores rub themselves in dirt to ensure they have many children, while making an invocation to her. Luthic is very close to her son Bahgtru; he always follows her commands, even above Gruumsh's.

Role-playing Notes: Luthic does not take kindly to anyone abusing her name, and may inflict a wasting disease on them (save versus death magic at -4 or die in 1d4 +4 days).

Her avatar is dispatched after great battles, to heal, and sometimes to observe and protect orcs during fertility rites. Her omens may appear as claw marks in rock, a magical darkening of some area, or as a rumbling in a cave mouth.

Statistics: AL le; WAL le (orcs); AoC fertility, medicine, servitude; SY cave entrance rune.

Luthic's Avatar (Warrior 10, Priest 12)

Luthic's avatar appears as a huge female ore with unbreakable black claws four feet long. Her hair and eyes are dull black and her skin is dark brown, lighter around the nose and ears. She uses priest spells from all spheres listed for her priests.

Str 17 Int 14 Dex 17

Wis 15 Con 16 Cha 15

AC 0 SZ L(8'6") MV 12

HP 104 HD 13 MR 15%

#AT 3/2 THAC0 7 Dmg 4d4 +1 (claws)

Special Att/Def: Luthic's avatar cannot be paralyzed/ petrified, blinded or deafened if underground or in darkness. She regenerates 2 hp/rd underground. She carries a stone controlling earth elementals and a potion of extra-healing.

Duties of the Priesthood

Luthic's priesthood uses healing skills to tend those injured in battle/ and to teach simple healing and herbalism to orcs. They tend to the young and females in childbirth. They are always subservient to priests of Gruumsh.

Requirements: AB std; AL le male, any evil female; WP edged weapons only (not arrows); AR leather; SP all, charm*, combat*, creation, elemental (earth), guardian, healing, necromantic*/ protection, sun (rev); PW 1) lay on hands 1hp/lvl, once/ore, after battle; 4) darkness, double duration; 7) regenerate 1hp/rd, 1 turn. underground; TU nil; LL 7 (Wis 16+); HD d6; Shamans yes.

Shamans: AB std; AL le males, any evil females; LL 4; HD d4;

Other leather armor only.

Shargaas (Intermediate God)

Shargaas the Night Lord lives in a tremendous cavern system below the fiery plain of Chamada, the second level of Gehenna. His caves extend infinitely, and are darker than the deepest night; no creature can see within them save for Shargaas and his servants. Shargaas is a god of thieves, stealth, darkness and Un-dead, and his hatred of non-ore races is rooted in a basic hatred of life itself. His scheming is colder, and more considered, than that of the other orcish gods.

Role-playing Notes: Shargaas sends an avatar only to concern himself with opposition between ores and other underground-dwelling races (such as dwarves and gnomes). He also seeks underground war, to carry off corpses for animation. His omens take the form of sudden chills in the air, lamenting moans, and dreaded "cold fevers" which inflict great pain.

Statistics: AL ne; WAL any evil (ores); AoC darkness, thieves; SY red crescent moon with a skull between the moon's horns.

Shargaas' Avatar (Illusionist 5, Thief 16)

Shargaas' avatar appears as a tall, gaunt ore with jet-black eyes and skin, wearing a black cloak.

Str 18/78 Dex 18 Int 18

Wis 16 Con 17 Cha 12

AC O MV 12 SZ L (8')

HP 144 HD 18 MR Varies

#AT 1 THACO 5 Dmg 1d6 +3 (staff) +4

Special Att/Def: Shargaas' avatar is utterly blinded by sunlight, but can see for a mile in absolute or magical darkness. He has no magic resistance in daylight, 25% in partial light, and 50% in absolute darkness. He climbs any surface without slipping. His magical cloak is one of protection +2 and allows him to cast a 10HD cone of cold 1/day. He can cast darkness at will and enervation 3/day, and has 99% hide in shadows ability in partial light or darkness. He commands undead as an 18th-level priest, and employs a quarterstaff +3.

Duties of the Priesthood

Shargaas' priests are thieves and assassins, sneak killers who practice their thieflly skills continually. They are scouts and advance spies for armies, but only operate in darkness. Shargaas' own clans are always underground dwellers.

Requirements: AB Dex 13; AL ne; WP as thieves; AR leather. silenced chain; SPall, combat, creation*, healing (rev), elemental (earth)* / sun (rev), travelers*; PW 1) gain thief skills as thief of half priest level, rounded up; 5) continual darkness; 7) cloak of fear combined with darkness 15' in which priest can see, 1 rd/level; TU command; LL 7 (Wis 16 +); HD d6; Shamans yes + wd.

Shamans: AB Dex 9; AL any evil; LL 4; HD d4; Other armor must be leather.

Yurtrus (Intermediate God)

Yurtrus is the terrifying ore god of death and disease, dreaded by almost all ores; they fear and seek to propitiate him. The god himself is unspeaking, non-communicative, and is simply an embodiment of life-destructive principles.

Role-playing Notes: Yurtrus' avatar is only dispatched to spread plagues and pandemics, much at the god's whim. His omens usually take the form of such disease outbreaks.

Statistics: AL ne (le); WAL any evil (ores); AoC death, disease; SY white hand on a dark background.

Yurtrus's Avatar (Priest 16)

Yurtrus' avatar appears as a huge, vaguely orcish giant covered with peeling and rotting green flesh. His hands are entirely normal save for being chalk-white. He has no mouth, and never communicates (ores say "when White-Hands speaks" as a way of saying "Never"). He uses spells from all priest spheres (always reversed where appropriate).

Str 16 Int 18 Dex 15

Wis 19 Con 17 Cha 1 (all races)

AC O MV 6 SZ L (12')

HP 128 HD 16 MR 30%

#AT 1 THACO 5 Dmg 3d4+1 (touch)

Special Att/Def: Yurtrus' avatar is immune to disease and poisons. Any hit from him causes a rotting disease fatal in 1d4 days (unless heal is cast), and the victim must make a successful saving throw vs. death or lose hit points permanently. His avatar is surrounded by a cloud of stinking gas with a 20' radius. In this area, creatures of 1-4 HD/levels are affected as if by dust of sneezing and choking; those with 5-8 HD/levels as by a stinking cloud; those of 9 + HD/levels as by a stinking cloud but a saving throw against poison is allowed to negate.

Duties of the Priesthood

Yurtrus' priests are not clan leaders, but are found in all clans. They wear pale white gloves made from human, demihuman, or goblinoid creatures they have killed. They wear thin "armor" made of the same material. They plead with their deity when a clan is affected by disease and plague, but are also fighters with their reversed spells and special maces.

Requirements: AB Con 13, Cha 6 or below; AL ne, le; WP mace with head in shape of white fist; AR "leather"; SP all, combat*, healing (rev), necromantic (rev), summoning*, protection*, sun* (rev); PW 2) stinking cloud; 4) +2 saves versus poison, disease; 6) contagion; 8) +1 Con; TU command at -2 levels; LL 8 (Wis 18+); HD d6; Shamans yes + wd.

Shamans: AB Con 10; AL any evil; LL 5; HD d4; Other must use skin gloves and armor and maces as priests, witch-doctors must use reversed spells where applicable, all immune to disease.

Gerdreg (Orc Hero)

Orcish hero myths are not exactly subtle. The themes they embody are reduced to a simple formula: Might is right and strength is joy. The tale of Gerdreg fits this formula perfectly, but also contains some subsidiary themes which are typical of this paranoid and aggressive race.

Gerdregs clan was wiped out by a competing ore clan when he was a child/ and his father was disemboweled before his eyes (moral: Other clans are Bad Guys. The clan taking this

role is always a current enemy of the clan of the shaman telling the tale at the time). He was fostered by the murderous clan and, despite continual cruelty and abuse from them, became a powerful young warrior (moral: Get strong. Strong is good. Develop your own strength: no one else is going to do it for you.). After helping to kill groups of dwarves in the mountains, he commanded a small group of orcs which burned down an elven woodland enclave and killed all the elves as they fled for their lives (Morals: Be a leader. Leadership means respect. Kill elves; the cowards always run away when you burn their homes, so shoot them in the back when they do).

After these, and other, good times spent killing demihumans Gerdreg returned to his adopted clan and beheaded the chieftain, backstabbed his son and proclaimed himself clan leader (Moral: Might is right.). He gave a magical ring he had taken from one of the elves to the tribal shaman (Morals: Magic is for wimps, but keep on the right side of shamans; an important protective consideration in tale-telling, since shamans are the ones who tell the stories, after all). Gerdreg took several wives, and had many sons who grew into fine fighters like their father (Moral: Females are for child-bearing. Sons are good, who'd want daughters?). Gerdreg died in his old age, in the act of slaying the greatest dwarf chieftain in the entire world. (The only way to die. In some versions, Gerdreg is backstabbed by a son impatient to take over clan leadership, illustrating the moral lesson that you can't, and shouldn't, trust anyone, especially someone who wants to be what you are).

Gerdreg's Avatar (Fighter 15)

Str 18/00 Int 10 Dex 15

Wis 14 Con 17 Cha 16

AC 1 MV 12 SZ L (9')

HP 105 MR 30% AL le

#AT 2 THACO 3 Dmg by weapon type +6

Special Att/Def: Gerdreg wears chain mail +3. No particular weapon is associated with him; save that whether this is an axe, or sword, or flail, it is always a two-handed weapon, and will be of +2 enchantment. The lack of auxiliary magic is also a theme of orcish heroes; they triumph by strength alone. Magic is for the weak (except for tribal shamans and witch doctors; that's different, of course).

Gods of the Sahuagin

Sekolah (Intermediate God)

The vicious, ever-hungry Sekolah is a deity with almost no allies whatsoever. He represents an elemental force of uncaring viciousness and brutality, and he drives his race to plunder, slaughter, and dominion, their fecund nature ensuring they can never be wiped out. The great shark swims throughout the Hells and no baatezu dare approach him, due to his uncompromising ferocity. Sekolah will go to some lengths to find kraken, squid,

and similar marine monsters of vast size, to provide him with a worthwhile hunt anywhere he can reach across the planes.

Role-playing Notes: The deity usually sends his avatars on monster hunts, and because he has no allies and many enemies, he will very rarely dare to assist sahuagin by sending one to assist their raiding. He may send one to help with the climax of a raid which is already guaranteed of success, gratefully receiving sacrificial homage by his priests. He does not bother with anything as subtle as omens.

Statistics: AL le; WAL le (sahuagin); AoC plunder, hunting, tyranny; SY white shark. Sekolah's Avatar (Fighter 17) The avatar appears as a great white shark.

Str 19 Int 17 Dex 17
Wis 17 Con 19 Cha 18
AC -3 MV sw 36 SZ G (35' long)
HP 144 HD 18 MR 30%
#AT 2 THACO 3 Dmg 3d10 +7 (bite)

Special Att/Def: The avatar cannot be affected by magic which drains strength, causes fear, or pacifies {symbol of persuasion, etc.}. It ignores all illusions. It swallows creatures up to and including size M whole on a successful hit roll of 16 + (victims suffer 2-20 points of internal acid damage per round, internal AC is 0). The avatar casts stonewall 3/day and radiates a permanent cloak of fear to all non-sahuagin.

Duties of the Priesthood

Sahuagin priests are hierarchically organized and tyrannical, seniors ruling juniors by fear. They lead raiding parties, take their choice of the spoils after nobles (and up), and officiate at sacrificial rituals. The Intelligence requirement for priests does not reflect any valuing of brains by Sekolah, simply that the priesthood only accepts sahuagin who are smart enough to plan raids carefully. A priest must have a shark companion to progress beyond 2nd level-Requirements: AB Int 12; AL le; WP dagger, spear, trident; AR none; SP all, animal*, combat, healing (rev), protection, war; PW 1) charm shark; 4) fear; 7) cloak of fear; 9) stonewall;
TU nil; LL 9; HD d6; Shamans no.

Gods of Evil Sea Creatures

Panzuriel (Intermediate God)

Panzuriel is a hateful figure, a creeping and slithering creature of evil part-banished from the Prime Material and likewise constrained in a fetid, stinking, briny pool in Hades. Deep Sashelas and (varied) greater gods tried to banish Panzuriel's evil from corrupting the denizens of the depths, but as the god was driven out of the Prime Material in pre-history, a strike from the elven god severed Panzuriel's left foot, which remained on the sea bed. overlooked by the gods, as Panzuriel fled screaming to the Abyss. The severed foot left part of his being on the Prime Material and the god has managed, slowly over

eons, to reestablish something of his malign presence there, but only on the sea bed and with those creatures which are attracted to the murky depths.

Panzuriel is bitter and enraged at his banishment. He ever seeks to slay sea elves, the servitors of good aquatic deities, and lay havoc and waste to the seas. He seeks revenge and nothing pleases him more than a simulation of his planned torture and murder of Deep Sashelas himself. If he can find a mortal elf to play the god's role, so much the better. Despite this viciousness, Panzuriel is cool in his planning. He knows he has much work to do and many followers to attract before he can wage war against the sea elves. Role-playing Notes: Panzuriel will accept virtually any race as shamans and priests if they have the capacity to serve him. Kraken are his favored species of monster, but many others find something appealing in the darkness of this savage, embittered god- In the details of the shamans and priests below, the DM is free to exclude races which do not fit with his campaign (Panzuriel certainly does not have kraken or scrag or vodyanoi shamans/priests on all worlds, for example).

Appearances of Panzuriel's avatar are strictly limited, for if an avatar is slain or dispelled on the Prime Material plane, it takes Panzuriel 20 years to reform it (this may vary in different worlds, and is also shortening over millennia). Thus, he avoids direct conflicts and relies on his priests to do his bidding. He does not send omens to others than the kraken, to whom he may send veridical visions of ships and communities to be destroyed. Statistics: AL ne; WAL any evil (koalinths, kraken, merrow, sahuagin, scrag, vodyanoi); AoC murder, confusion, subversion; SY (left) foot(print), or kraken head.

Panzuriel's Avatar (Fighter 15, Priest 18)

The avatar appears as a hunched, old humanoid male with gills, green skin, and scaly skin that is green on ventral surfaces and yellow on dorsal ones, wearing a tattered black robe; he drags his left leg behind him as he walks, and that leg ends in a crystalline foot. His green eyes shine slightly and his taloned hands clutch to his staff for support. He can transform into a giant octopus (size L, 10') in one round. His priest spells are drawn from spheres listed for his priests, and also the Thought sphere.

Str 19 Dex 16 Int 20

Wis 21 Con 18 Cha 15

AC -2 MV 6 sw 6 SZ M (6')

HP 144 HD 18 MR 35%

#AT 2 (9) THACO 5 Dmg 1d6+1d10+4(staff) +7 and 1d6+7(kick) or 1d8(x8)/3d6

Special Att/Def: The avatar's crystalline foot is treated as a +3 magical weapon and the avatar can kick with this in addition to an attack from his powerful quarterstaff +4, which delivers 1d10 points of electrical damage in addition to normal melee damage (a saving throw versus spell is allowed to halve this electrical damage). The avatar can summon 1d3 kraken (original AD&D(r) Monster Manual II-substitute 1d4+2 giant octopi if you do not have this volume) 1/day for up to 6 turns. The avatar has perfect infravision to 200' and can see in magical darkness. He uses continual darkness and darkness 30' radius at will, and 3/day can create a mud/coral storm which has the effects of both Type I and Type II ice storms in a 20' radius. Three times per day, he can cast charm person, charm monster and cause confusion.

However, the avatar has weaknesses. He must maintain some part of his body on the sea bed at all times, and if forced to leave it (by levitation, etc.), he loses 1d6hp/rd. He cannot enter shallow waters (50' or less deep) and cannot be magically compelled to do so. The

avatar saves at - 4 against all spells from the Sun sphere and against wizard versions of light, continual light, and any other spells which create strong luminance as a primary effect (including sunray, etc.). "Bright" spells such as lightning bolt, chain lightning, and the like will blind the avatar for 1d2 rounds unless he makes a saving throw versus spell with a -4 penalty.

Duties of the Priesthood

Panzurriel's priests and shamans are a rabble raised wherever he can find creatures wicked and depraved enough to serve him. They must establish lairs on the sea bed and attack anything that approaches them. They must especially attack sea elves, and then may not flee from any combat with elves or else the deity will simply snuff out their existence.

Any magical items retrieved from their depredations must be left as sacrifices and offerings for the god (kraken priests are exempt from this and may retain usable items for themselves).

Requirements: AB std; AL any evil; WP any; AR any; SP all, animal*, charm*, combat, divination, elemental (earth, water), healing (rev), summoning*, sun (rev), war; PW none; TU command at - 4 levels; LL by race (kraken 12, scrags shamans only, vodyanoi 9; HD by race (default d6); Shamans yes.

Shamans: AB std; AL any evil; LL by race (kraken 7, scrags 3, vodyanoi 5; HD by race (default d6).

Gods of the Selkies

Surminare (Lesser Goddess)

Surminare is a quiet, gentle, and reflective goddess who is reclusive and shy even in the company of the asathalfinare she trusts and loves. She can be playful, though, and her delight in simple beauties and pastimes is shown in the playful demeanor of her selkie folk. She detests confrontations, but is brave when she has to be. Surminare does not leave the waters of Thalasias and has her own carefully-obscured lair there, hidden by seaweeds, mazes, and false cavern complexes.

Role-playing Notes: Surminare will not send an avatar to the Prime Material unless accompanied by at least one other asathalfinare deity's avatar or that of an equally trusted friend, or unless a selkie community is in imminent danger of extinction by evil enemies. She does not have a priesthood, only shamans who serve the venerable leaders of selkie groups; she often sends omens to both, as weather changes or discolorations in pearls kept by shamans for divination purposes.

Statistics: AL n(g); WAL n(g) (selkies); AoC selkies, beauty, peace; SY pearl held in selkie's paw.

Surminare's Avatar (Paladin 9, Druid 14)

The avatar appears as a selkie with silver-streaked golden fur and brilliant blue eyes, or as a sea elf or human female richly dressed and of beautiful appearance. She uses spells from spheres listed for druids and her own shamans.

Str 15 Int 18 Dex 18
Wis 20 Con 16 Cha 21
AC 0 MV 12 sw 48 SZ M (6')
HP 96 HD 12 MR 20%

#AT 3/2 THACO 9 Dmg by weapon

Special Att/Def: Surminare's avatar is immune to elemental (water) spells, poison, death magic, and caused wounds. She wears a ring of protection +4, a brooch of shielding, and a ring of spell turning. The avatar usually avoids combats unless a friend is in need, using her swimming speed to escape.

The Shamans

Surminare's shamans always defer to the venerable selkie leaders (see the Monstrous Compendium) who have 17+ Wisdom. They support the leaders, defend selkies, and cooperate with other good-aligned aquatic races as the leaders direct. Shamans often trade in human form, quietly using their friends/ charm spells to help negotiations along a little. They must be firm protectors of marine environments, opposing exploitation.

Requirements: AB Wis 11 Cha 11; AL n(g) (selkies only); WP dagger, net, quarterstaff; AR none; SP all, animal, charm, creation, divination, healing, necromantic*, protection, wards*, weather; PW 1) locate pearls within 120'; 3) friends; 5) charm monster; TU turn; LL 5; HD d4; Shamans only.

Gods of the Svirfnebli

Callarduran Smoothhands (Intermediate God)

Callarduran is a patron god of svirfnebli, on very good terms with the other gnomish gods and secondary to Garl Glittergold. His hands are perfectly smooth from his constant polishing of a massive stone controlling earth elementals which he holds at the centre of the world (in svirfnebli legend), granting his race their summoning abilities. He is a benign but secretive deity, caring only for his own people and their defense against drow. Solitary and thoughtful, Callarduran rarely consorts even with other gnomish gods.

Role-playing Notes: The deity is very involved with his people. He frequently sends avatars to protect them, and may leave a deposit of smoothed stone or a stone shaped ring, to guide poor svirfnebli to a cache of gems (his avatar can create one star gem, worth 5,000 gp, from its ring when pressed against stone). The presence of the avatar is often signalled to svirfnebli by its humming, which can be heard through solid rock.

Statistics: AL n (ng); WAL n, ng (svirfnebli); AoC protection, earth, mining; SY gold ring with star pattern.

Callarduran's Avatar (Wizard 12, Priest 14)

Callarduran's avatar appears as a handsome, brown-skinned svirfneblin wearing chain mail and a gold ring with a star pattern. He uses spells from the alteration, elemental (earth) and abjuration schools, and from spheres listed for his priests.

Str 16 Dex 18 Int 19

Wis 17 Con 17 Cha 19
AC -3 SZ M (4'6") MV 12 br 6
HP 128 HD 16 MR 35%
#AT 1 THACO 5 Dmg 1d8 +3 (axe) +1

Special Att/Def: The avatar can summon any creature from the Plane of Elemental Earth, three summonings per day (as for ordinary svirfnebli). He is 50% likely to be accompanied by a huge xorn (16 HD, attacks do double damage) which is wholly obedient. His chain +4 confers 80% magic resistance against spells cast by drow. His axe +3 kills drow outright on a hit roll of 17 + (no save).

Duties of the Priesthood

Svirfnebli priests are vigilant against drow incursions and expeditions to repulse of the dark elves from svirfnebli lands. They are also teachers of magic, and some 50% are illusionist/priests.

Requirements: AB Int 12 Wis 12; AL n, ng; WP any (axe 1st);

AR chain; SP all, charm, combat*, creation, divination*, elemental (earth), healing, necromantic*, protection, wards; PW 1) +2 saves versus drow spells; 4) may subtract 5%/level from magic resistance of drow; 7) 5% chance/level to summon 16 HD earth elemental, 6 turns; TU turn at -4 levels; LL 13; HD d6;

Shamans yes. Shamans: AB std; AL any non-evil; LL 5; HD d4.

Gods of the Tritons

Persana (Intermediate God)

Persana is the god who created tritons out of magically treated water from the fountain of the elemental plane of Water. Now his race is populous and powerful in the oceans, and he encourages their building underwater cities. Persana appears to have little direct interest in anything other than his people, but will cooperate readily with other sea deities to reach agreements concerning division of territories for the slightly xenophobic tritons. He may even act as a servitor for powerful greater gods of the sea if this is to the advantage of the triton race.

Role-playing notes: Persana's avatar may act in the interests of other deities (see above) and possibly accompany their avatars. His priests have no special powers (exceptional tritons exist, instead, as an additional manifestation of Persana's power) and, hence, he guides them by having his avatar appear at triton courts (rarely) and with omens taking the form of lucky finds of pearls, living caverns, or localized underwater whirlpools.

Statistics: AL n(g); WAL n(g) (tritons); AoC tritons, architecture; SY trident and conch.

Persana's Avatar (Fighter 13, Wizard 12, Priest 12)

Persana's avatar is a green-skinned, muscular, tall triton bearing a large pink and green conch. He uses spells from spheres listed for his priests and from all wizard schools save necromancy and illusion/phantasm.

Str 18/00 Dex 17 Int 19

Wis 20 Con 18 Cha 19
AC -2 MV sw 30 SZ L (10')
HP 144 HD 18 MR 30%
#AT 2 THACO 5

Dmg 2dl0 +3 (trident) +6

Special Att/Def: The avatar is immune to elemental (water) spells, fear, and his sharkskin leather armor +4 makes him immune to all touch spells. The avatar can summon 3d6 sea lions by blowing his conch 3/day, to serve for up to 6 turns. He can call tritons telepathically with a range of 2 miles. His trident +3 paralyzes opponents by touch for 3d4 turns unless a successful saving throw is made versus paralyzation at -2.

Duties of the Priesthood

Triton priests are ministers of justice at triton courts, architects of undersea cities, or battle leaders, usually specializing in one of these roles. The architects and builders are pre-eminent within triton society.

Requirements: AB Wis 13 and Str 13 or Dex 13 or Cha 13; AL n(g) (tritons only); WP dagger, net, spear, trident; AR sharkskin (AC4); SP all, animal, charm*, combat*, creation, divination, elemental (water), healing, necromantic, protection, summoning, wards*; PW none; TU nil; LL 11; HD d4 (d6 for battle-priests with Str 13 +); Shamans no.

Gods of the Troglodytes

Laogzed (Demigod)

Laogzed is a disgusting creature whose function among the fullness of creation is very questionable. Its only apparent desire and purpose is to eat any thing it comes across, although it has an instinctual evil that leads it to prefer organic matter, preferably with plenty of juices (blood) and still wriggling, which gives it pleasurable sensations as it chews and swallows its food. Its origins are always mythologically ascribed to the coupling of an evil god with a reptilian tanar'ri female; sometimes Panzuriel is considered to be this monster's father, else a demented deity of darkness such as the Elder Elemental God. Other gods tolerate it as a necessary evil scavenger with some kind of cleansing role.

Role-playing Notes: Laogzed's avatar eats things, including any troglodytes stupid or unlucky enough to be around when it appears. No rationale other than eating affects its presence. Laogzed does not send omens to troglodyte shamans and its only interest in them is how edible they are.

Statistics: AL ce; WAL ce (troglodytes); AoC eating; SY lizard's head.

Laogzed's Avatar (Priest 12)

The avatar appears as a disgusting toad/lizard cross, more reptilian than amphibian. Its oozing skin is covered with loose patches of dead flesh. It uses spells from the spheres listed for its shamans, plus charm, chaos (minor access), and creation.

Str 16 Int 14 Dex 15
Wis 10 Con 16 Cha 18
AC 2 MV 12 SZ L (12' long)
HP 80 HD 10 MR 10%
#AT 1 THACO 11 Dmg 3d10 (bite)

Special Att/Def: The slimy ooze on the avatar's skin is an acidic poison; any creature touching it suffers 3d6 points of acid damage and must successfully save versus poison at -4 or be slain. Weapons (or other objects) striking or touching the skin must successfully save vs. an acid attack or be destroyed (+1 bonus per +1 of enchantment where applicable). The avatar can create a stinking cloud once per turn and is immune to poison and paralyzation.

Duties of the Shamans:

Laogzed's shamans are prime advisers to the troglodyte chiefs, but must not develop personal relations with them (so they can be free to safely serve a new chief when Laogzed eats the old one). They officiate at the ritual shedding of skins each year. They must make strenuous efforts to have their own steel javelin as a mark of status.

Requirements: AB std; AL ce; WP any (javelin 1st); AR any;

SP all, animal, combat, necromantic (rev), plant, protection;

PW none; TU nil; LL 3; HD 2hp/ level; Shamans only.

Gods of the Yuan-ti

Merrshaulk (Intermediate God)

Merrshaulk is still a powerful god, but like Ramenos, he has begun to decline into slumber, spending years at a time barely conscious within his snake-infested Abyssal pit. Couati mythology, which has most to say apart from yuan-ti sources (which are wildly misleading, seeing the deity as all-powerful), paints Merrshaulk as an aspect of a pre-existent World Serpent, but an inferior one which is undergoing a long process of separation from the core creative principle of the universe. Thus, he and his race must remorselessly decline.

Role-playing Notes: Merrshaulk very rarely sends an avatar for any reason, and it takes very high-level yuan-ti priests with powerful magic and sacrificial rituals to invoke such an appearance. The avatar may dispense wisdom or grant some temporary magical benefit, but is lethargic and avoids confrontation. The god does not send omens to his priests.

Statistics: AL ce; WAL ce (yuan-ti); AoC poison, somnolence;

SY cobra head.

Merrshaulk's Avatar (Fighter 10, Wizard 12, Priest 12)

The avatar appears as a vast yuan-ti abomination with a male human head and stubby forearms with the green and yellow coloration of a cobra. He uses spells from spheres listed for his priests, and wizard spells from all schools save abjuration and necromancy.

Str 18/00 Dex 16 Con 17

Int 18 Wis 15 Cha 17

AC -2 MV 15 SZ G (40' long)

HP 128 HD 16 MR 60%

#AT 3 THACO 5 Dmg 1d8 +3 +6 (longsword)

Special Att/Def: The avatar is immune to poisons and illusion/phantasm spells. He can levitate at a rate of up to 307 rd, and casts sticks to snakes as a 20th level priest 6/day. He employs a pair of +3 long swords which he can envenom by licking them (venom causes 2d8 points of acidic damage, saving throw versus poison for half damage). Once per turn, he can spit a 5'-radius globe of poison, causing damage as the blade venom to a maximum range of 40'.

Duties of the Priesthood

Only yuan-ti abominations can become priests, and they rule and lead yuan-ti society.

They must be skillful ambushers and preparers of traps, and lead hunting expeditions.

They must plan defenses of temples and lairs.

Requirements: AB Wis 14 Dex 12/ yuan-ti abominations only; AL ce; WP any; AR none; SP all, animal, chaos*, charm*, combat*, divination, healing (rev), plant; PW 1) immune to poison; 5) sticks to snakes, snakes are always poisonous; TU nil; LL 10 (12 if human-headed); HD 2 hp/level; Shamans no.

Other Gods

Stillsong (Unknown)

Stillsong is a god in transition, developing and transcending his way through the elements in an ordered progression; now he is in his final development, in the element of Air. His manifestation in the Prime Material is as a sphere of song which approaches without warning and which is unheard outside the sphere, although its effects may linger (see below). It is believed to be paralleled by spiritual presences which travel the Outer Planes of Good and the elemental plane of Air, where effects similar to those given below occur. Some few gods know of Stillsong's purpose and destiny, but none tell their priests of this. Role-playing Notes: Stillsong's manifestation may be a harbinger or warning, a strengthening which comes to the aid of good creatures in peril (often accompanied by 1d4 Moon Dogs), but which does not engage directly in combat and ignores attacks made upon it. The manifestation otherwise travels the Prime Material plane, following its own inscrutable purpose, although it is known to lead creatures of exceptional goodness to sacred lost sites and refuge.

Statistics: AL ng; WAL n/a; AoC unknown; SY translucent golden crystal sphere.

Stillsong's Manifestation

Statistics: MV fl 144; SZ G (40' diameter sphere); MR special;

HDeq 18; hp 144; Dmg special; Magic use at 25th level.

Those within the radius of the song effect hear an unearthly chorus singing polyphonies of heart-rending beauty. All who hear the song are entranced for as long as the sphere is stationary and for 1d6 rounds thereafter, and they cannot engage in offensive action. A saving throw versus spell is allowed at -10 to negate the effect. If a creature hearing the song is of neutral good alignment and fails a system shock roll, that creature gains 1 point of wisdom permanently. Good-aligned creatures are affected as if hearing the song of a 20th-level bard, for purposes of morale, etc.

Three times per day, the manifestation can leave behind a 20' radius globe of invulnerability when it departs. Three times per day also, its song can create emotion (hope) within its area, or cause fear to evil creatures. Once per day, within the area of effect, the song can change key to create a time stop that lasts for 1d6 +1 rounds or until the sphere moves, and likewise once per day the song can change key to sing a holy word as a mantra.

Stillsong cannot be affected by mind-influencing spells, and elemental (air, fire) spells have no power against him. Since the manifestation is noncorporeal, no weapons can affect it, nor can spells which primarily affect the body (enfeeblement, etc.).

Minor benign manifestations are also associated with Stillsong. Typically, good-aligned creatures may hear distant singing at night, waking to find such creations as created food and water or even a Mordenkainens magnificent mansion which contains a heroes feast if the creatures are in dire need.

Water Lion (Lesser God)

Water Lion's home across the planes is not known, but his avatars roam the Prime Material ceaselessly. There are many myths concerning his purpose. Sometimes he is seen seeking a lost child or a lost god who is his best friend, and from loyalty he roams the planes forever seeking; the myths which place the latter as Stillsong are perhaps closest to the truth. Although it is not part of his quest. Water Lion hates sharks and attacks them on sight.

Role-playing Notes: Water Lion is very playful and may roar for the pleasure for it, sometimes with unfortunate effects- Water Lion is enchanted by song and can sense bards within a mile;

he will reward a bard who sings for him with a gift of a pearl or some retrieved treasure from the sea bed. Usually, though, Water Lion appears to ignore communications directed at him and simply goes about his own business.

Water Lion also has bouts of black melancholy, during which time he is almost unapproachable and may ferociously attack anyone who comes too close. Only paladins, dolphins, and sea elves are tolerated as potential contacts during such times, and they must stay silent to be allowed to approach. Water Lion's tears during these dark hours are equivalent to potions of extra-healing if gathered in a vessel within an hour of their being shed. Anyone drinking such a potion, however, must make a save versus spell or be affected by melancholia for 2d4 hours; the drinker is 50% likely to be affected by a dream spell the following night.

Statistics: AL n(g); WAL n/a; AoC unknown, but hates sharks; SY sea lion's head.

Water Lion's Avatar (Wizard 10, Priest 10)

Water Lion's avatar appears as a huge sea lion whose body is composed of water that appears more viscous than brine, contained in an elastic plasma membrane giving it shape. He casts spells from all druidic spheres and also combat, guardian, and travelers. Wizard spells come from the abjuration, elemental (water), and enchantment/charm schools.

Str 18/00 Int 17 Dex 16

Wis 18 Con 18 Cha 18

AC 2 MV sw 24 SZ H (15' long)

HP 112 HD 14 MR 20%

#AT 3 THAC0 7 Dmg d10 +6/d10 +6 (claws) 2d12 (bite)

Special Att/Def: The avatar is immune to elemental (water) spells, but saves at -2 against elemental (fire) spells. He is immune to all illusion/phantasm and mind-affecting spells.

Three times per day. Water Lion can roar, affecting all creatures hearing him within 60'; creatures must save versus spell or be deafened for 2d4 rounds and lose 2d4 memorized spell levels (if applicable), and they are also confused for 2 rounds.

Parrafaire (Demigod)

Parrafaire is a guardian of magical secrets and hidden places usually far below the ground. He serves more than one god in this way, both his own mother Shekinester and a very diverse assortment of other gods, including even such unlikely candidates as Dumathoin of the dwarves.

Parrafaire's role is not to prevent access to such secrets and magic entirely, though.

Rather, he tests the wisdom and resourcefulness of those who come seeking. He places (non-lethal) traps, decoys, diversions, mazes, cryptic clues, and the like to challenge the adventurous, and will himself present riddles and puzzles which demand an answer if he is to permit questers to pass by him. He is unconcerned with morality or ethics, simply caring for mental resourcefulness and skill.

Role-playing Notes: Although Parrafaire is a demigod, his mother's ability governs his avatars so far as planar travel, number/ and replacement times are concerned. Parrafaire has just one weakness: flattery which focuses on the smartness of his riddling and expressed admiration for his skills. A comment such as a heartfelt "that was sneaky, we had a lot of trouble dealing with that" will gain some mileage with the wise but slightly vain Parrafaire. Attempts to deceive or trick him do not go down well unless they are spectacularly well-planned and executed.

Parrafaire does not have any form of priesthood and has no known worshipers.

Statistics: AL en; WAL n/a; AoC guardianship; SY male naga head with feathered ears.

Parrafaire's Avatar (Illusionist 12. Thief 12)

The avatar appears as a water naga with a male human head and feathered ears and a skin color which can change to suit his environment (or as he wishes). He also has feathered wings which similarly change color.

Str 17 Dex 19 Con 15

Int 18 Wis 20 Cha 17

AC O MV 12 fl 48 SZ L (10' long)

HP 96 HD 12 MR 60%

#AT 1 THACO 9 Dmg 1d8 (bite)

Special Att/Def: The avatar is immune to poison, paralysis, gaseous attacks, and to mind-controlling and illusion/phantasm spells. Three times per day, he can create each of the following: fear (as wand), feeblemind, globe of invulnerability, maze. The avatar is always mind blanked. His bite has a unique poison (save versus poison or be confused for 1 turn). He has a gold band about his tail which functions as a ring of fire resistance and a ring of warmth and also gives a +4 bonus to all saving throws.

The Lost Gods

Juiblex (Lesser God)

There is no question that Juiblex, the Faceless Lord, is the most disgusting and loathsome of all dieties. Believed to be related to tanar'ri, he dwells in the Abyss in a dismal, acrid cavern populated by oozes, slimes and jellies of all kinds. Juiblex's purposes are wholly inscrutable; he simply appears to be worshipped, to go about spreading disease, and to enjoy the company of oozes and slimes. Juiblex is beyond mortal comprehension.

Role-playing Notes: Juiblex's avatar only appears if summoned by cultists or priests using a gate spell. It does not use omens.

Special Note on Priests: A few aboleth revere this deity, having the strange belief that it is responsible for maintaining the integrity of their moist skins and the environment in which they dwell, and that Juiblex holds arcane lost magical secrets he will reveal to them in the fullness of time. The only other reverers known are handfuls of mad, usually human, cultists.

Statistics: AL ce; WAL ce; AoC unknown; SY raised pseudo-pod dripping slime.

Juiblex's Avatar

The avatar has no set form. It can spread itself into a vast pool of slime, form a blob, or raise up into a towering pillar of ordure 18 feet high. It is always covered in thick mucus and dripping with foul brown, green, yellow, and gray slime and caustic secretions. From this mass protrude several red, glaring eyes.

Str 16 Dex 10 Con 16

Int 18 Wis 17 Cha 1

MV 3 sw 6 SZ L(9') MR 35%

AC -3 HD 12 HP 96

#AT 1 THACO 9 Dmg 2dl0 (acid spurt)

Special Att/Def: The avatar is immune to all acid- and water-based attacks, and suffers half damage from cold- and fire-based attacks, and also electrical and gaseous attacks. It is unharmed by nonmagical weapons. It uses darkness 15' at will, has 120' infra-vision (and sees through magical darkness) and can detect invisible within 30'. It regenerates 1 hp/rd. It can use any of the following, one per round, 1/day each: charm monster, cause disease, death fog, dispel magic, domination, ESP, Evard's black tentacles, hold monster, invisibility 10', phase door, project image, putrify food and water, and telekinesis. Once

per day it can summon 1d4 black puddings to serve it for 6 turns. Once per turn it can spew 3 cubic feet of a combination of ochre jelly and green slime.

Duties of the Priesthood

The sole duty of the priesthood appears to be to serve Juiblex; cultists do this from a demented sense of reverence, aboleths because they believe Juiblex maintains the integrity of their skins and environment and must be propitiated.

Requirements: AB std; AL any evil; WP any; AR any; SP all, charm, combat*, divination, elemental (earth, water), healing (rev), necromantic (rev), numbers*, summoning. PW 1) immune to disease; 5) Evard's black tentacles; 9) summon black pudding to serve for 3 turns if underground; TU command at - 4 levels; LL by race (aboleths 16); HD by race (aboleths d6); Shamans no.

The Dark God (Intermediate/Lesser God: Power Varies)

This god is sometimes known as "the god at the end of all things", the one who will stand alone when all time and worlds have ended, filled with the power of eternal darkness. This dread god drains sanity and strength from soul and body, but his acceptance of his reverers into the cold eternity of his being has a terrible lure for some insane creatures. Perhaps the Dark God is banished as is the Elder Elemental God, perhaps he has simply faded into an eternal night; or perhaps he stands outside space and time, waiting for his rebirth at the end of all things.

Role-playing Notes: The Dark God is not able to use an avatar, or send omens, in most worlds; only if he has an active cult is this possible. He would only wish to do so for the purpose of consuming life energies and bodies into himself.

Special note on Shrines: Like those of the Elder Elemental God, this deity's lost shrines are awful places, but more chilling: Exhaustion, fatigue, mind-bending illusions, catatonia, depression and paralysis await those who enter. But so do arcane secrets, unique magical treasures, and great books of lore.

Statistics: AL ne; WAL any evil; AoC eternal darkness, cold, decay, enfeeblement, paralysis; SY black robe and iron torch.

The Dark God's Avatar (Wizard 14, Priest 14)

The Dark God's avatar appears in wraithform without a solid body, and is black and faceless. It wears a spectral cloak and glides soundlessly. It uses spells from all schools and spheres, always employing reversed spells where applicable.

Str 12 Dex 17 Int 19

Wis 21 Con 15 Cha 1

MV fl 24 SZ M (6') MR 70%

AC -7 HD 18 HP 144

#AT 1 THACO 5 Dmg 3dl0 (chill touch)

Special Att/Def: The avatar is immune to paralyzation and cold-based attacks. His touch causes paralysis (saving throw at -4 to negate) and any creature struck more than once must make a saving throw vs. death magic for each subsequent hit or be slain instantly.

The avatar uses all cold-based spells as a 20th-level wizard, 1/day each in addition to other spells. It may use imprisonment, symbol of insanity and trap the soul 1/day each.

Duties of the Priesthood

The Dark God's priests are extinct on most worlds. Their sole duty is to attempt to locate their lost god and bring his power back into the world. They can rise to 10th level of experience, but gain no spells above 2nd level unless the DM decides that they have managed to contact the god and draw on his power.

Requirements: AB Wis 15; AL any evil; WP blunt weapons;

AR none; SP all, astral, charm*, divination, elemental (all), healing (rev), numbers, sun (rev), thought, time, wards*; PW 1) may use all cold-based wizard spells as priest spells of same level; 5) suggestion (with accompanying visual illusion if appropriate); 9) wall of ice; TU command; LL 10 (and by race); HD by race (humans d6); Shamans no.

The Elder Elemental God (Greater God)

This uncaring "lost god" is something of a mystery to say the least. Even the greater creator gods will not speak to their most senior priests of it. But it is known to be banished to a unique demiplane, to be constantly struggling for release, and desperate to gain power from rituals and obeisances carried out on the Prime Material plane, although it is utterly indifferent to the fates of its servitors.

Role-playing Notes: This is a terrible, blindly destructive deity readily driven to unknowable rages. How it manages to manifest itself on the Prime Material plane is unknown; clearly it cannot be wholly bound and is able to project some of its power. It does not truly dispatch an "avatar", since its appearances are unpredictable and owe less to whether or not the god wishes to manifest as it does to whether it is able to do so. The performance of rituals by its servants has a minor role in this, but more important are the waxing and waning of magical fluxes about its extraplanar interdiction.

The god also manifests itself in physical phenomena as well as its "avatars." Some of these manifestations still linger as permanent effects in its oldest shrines, or perhaps it is just that these represent "weak points" where the power of the god can best be channelled. These manifestations include: Suckered tentacles emerging from an altar which energy drain a victim or suck it into the altar to be irrevocably destroyed, the appearance of a glowing golden eye which strikes viewers blind or drives them insane or prematurely aged, and the transformation of that magical orb into a stone egg which hatches salamanders that blindly attack every living thing within range.

If the Elder Elemental God is drawn into game play, this can be done through tracking down and slaying an evil priesthood and/ or discovering some lost shrine complex.

Facing a priesthood allows the DM to generate some truly worthy clerical battle enemies, but dealing with a lost shrine complex is even more demanding. The DM should develop a range of special effects tied to the locale which reflect themes of elemental magic, madness, sudden rages and aggressions, loss of sensory functions and awareness and the like. Items such as intelligent magic-using altars and religious icons, minor magical artifacts with intelligence and several malign powers, undead-spawning mausoleums, and items/places which generate standard magical effects but which are of bizarre appearance should be employed liberally.

Statistics: AL ne; WAL any evil (the insane); AoC unknown, but include elemental forces, magic; SY black metal triangle with an inverted Y within it.

The Elder Elemental God's "Avatar"

The "avatar" of this god can appear in several forms: As a huge, mottled, tentacled being some 20' in length, resembling a vast slime/slug cross; or as a 24' tall pillar of vast elemental force with a body of burning magma, radiating a steamy haze.

Str 22 Dex 12 Int 22

Wis 20 Con 22 Cha 20

MV 15 SZ H (24') AC -2 (4 as slug)

HP 160 HD 20 MR 50%

#AT 1 THACO 3 Dmg 5d10 +10 (blows)

Special Att/Def: The avatar's movement is 15 with the special movement of its type. The "avatar" is wholly immune to Elemental spells of all types. It can use the following spells I/day each as a 24th-level wizard: cause blindness, cause deafness, (continual) darkness, darkness 15', dispel magic, forcecage, and each of the power word spells. It is unaffected by gases, poisons, and all forms of mind-controlling and paralyzing attacks. It can summon 1d3 elementals of each type I/day (16HD each) which serve for up to 12 turns, requiring no concentration to maintain control.

Duties of the Priesthood

Priests of the Elder Elemental God bend all their being to revering the god and attempting to locate and enact the rituals which will draw more of his power into the Prime Material plane. They make many sacrifices of sentient beings to this end, including members of their own cults and even themselves if this is demanded. They locate lost shrines of the Elder God and cleanse them, re-dedicating them to the service of the deity. It is unknown which races can become priests of this deity and which cannot since the god has no known racial affinities, but certainly humans, drow elves, and evil dwarves are known to have become priests.

Priests may devote themselves to revering all elemental aspects of the god, or specializing in a single element (thus, revering the element of fire, air, earth or water), and different specialty priests gain slightly different powers.

Requirements: AB std; AL any evil and/or insane; WP any;

AR any; SP all, astral, combat, divination, elemental (all), guardian, healing (rev), necromantic (rev), numbers, sun (rev), weather*; PW 3) can use all elemental wizard spells as priest spells of same level; 5) protection from good; 7) gain +1 saves against all elemental spells ("generic" priests), or +4 saves ver-sus spells of "own" element, -2 saves against spells of "opposed" element (air/earth, fire/water) and +1 saves against spells of other elements (element-specific priests); 10) summon elemental I/day for 6 turns (generic priest)/12 turns (specific priest)-generic priests get 8HD elemental of any type, specific priests get 12HD elemental from own element; TU command;

LL 12 (generic priests) or 16 (specific priests); HD vary by race (humans d8, elves/drow d6, dwarves d6+1); Shamans no.