



Official Listing of Deities for Use in the Campaign Version 2.0 – March 2, 2005

Edited by Steven Conforti

Note: Version 2.1 will be released in a few days.

It will include additional deity descriptions not completed for this version, but it will not contain any new rules content.

This version (2.0) is complete for the purposes of the March 1 Conversion.

Resources: *Complete Divine* by David Noonan; *Deities and Demigods* by TSR, Inc.; *Deities and Demigods* by Rich Redman, Skip Williams, and James Wyatt; *Demihuman Deities* by Eric L. Boyd; *Draconomicon* by Andy Collins, Skip Williams, and James Wyatt; *Faiths and Pantheons* by Eric L. Boyd and Erik Mona; *Frostburn* by Wolfgang Baur, James Jacobs, and George Strayton; *Glossography for the Guide to the World of Greyhawk* by Gary Gygax; *Libris Mortis* by Andy Collins and Bruce R. Cordell; *Living Greyhawk Gazetteer* by Gary Holian, Erik Mona, Sean K. Reynolds, and Frederick Weining; *Monster Mythology* by TSR, Inc.; *Races of Stone* by David Noonan, Jesse Decker, and Michelle Lyons; *Return to the Temple of Elemental Evil* by Monte Cook; *The Scarlet Brotherhood* by Sean Reynolds; *Slavers* by Sean K. Reynolds and Chris Pramas; "Beings of Power: Four Gods of Greyhawk" in *Dragon* (April 2002) by David Noonan; "Blood of Heroes" in *Living Greyhawk Journal* #3 (February 2001) by Sean K. Reynolds, Fred Weining, and Erik Mona; and "The Vault of the Drow: Dark Elf Metropolis" in *Living Greyhawk Journal* #14 (August 2002) by Frederick Weining. All of the descriptions of deities in this product are excerpted from these resources.

Thanks to Beverly Eldred, Bryan Blumklotz, Christian Alipounarian, Dave Guerrieri, Derek Shubert, Greg Marks, Michael Maenza, Rob Little, Tanis, and anyone else who helped enter deity descriptions for this document.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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GENERAL NOTES

- In the following notes, references to cleric/favored soul include any other divine spellcasting class or prestige class which requires a specific deity, such as Black Flame Zealot, Church Inquisitor, Consecrated Harrier, Contemplative, Divine Crusader, Divine Prankster, Pious Templar, Radiant Servant, Sacred Exorcist, Shining Blade, Stormlord, and Temple Raider.
- In the following notes, references to druid/paladin include any other divine spellcasting class or prestige class which DOES NOT require a specific deity, but for which the character has chosen to serve a specific deity, such as Divine Oracle, Entropomancer, Holy Liberator, Hospitaler, Ranger, Sacred Fist, Seeker of the Misty Isle, and Warpriest. It also includes Evangelists who choose to represent a specific deity.
- A cleric/favored soul must serve a specific non-evil deity from this document, and PC clerics/favored souls may not serve Wastri. PCs other than cleric/favored soul do not have to worship a specific deity, and druids/paladins do not need to serve a patron deity, but they may do so if they desire. However, if a PC chooses to serve or worship a deity, they must select from the ones in this document, and they may not select Wastri or an evil deity.
- If you are a cleric/favored soul or a specific deity-serving druid/paladin, and you are *reincarnated* as a new race that would not normally be permitted to serve your deity, you may continue to worship your deity and receive all the benefits thereof. This is an exception to the racial rules about eligibility to serve a deity.
- A cleric/favored soul may not be neutral unless its deity's alignment is also neutral.
- A cleric/favored soul's alignment must be within one step of its deity (either on the law-chaos axis or the good-evil one, but not both).
- A specific deity-serving druid/paladin's alignment must be within one step of its deity (either on the law-chaos axis or the good-evil one, but not both).
- A cleric/favored soul or druid/paladin that grossly violates the code of conduct of its faith loses all spells and class features in that class. He cannot thereafter gain levels in that class nor regain spells and class features in that class until he atones for his behavior (see the *atonement* spell, *Player's Handbook*, page 201). Contact your regional triad for information on how to acquire *atonement* in your region.
- If two alignments are listed for a deity, the first one is the deity's alignment, and the second one (the one in parentheses) is the most common variant alignment of the deity's worshippers.
- Favored weapon is the weapon most associated with the deity. It is the weapon that defines the form of spells like *spiritual weapon* and *weapon of the deity* and the requirements for prestige classes like Divine Crusader and Pious Templar. If two weapons are listed as favored (separated by an "or"), both weapons are considered the favored weapons of the deity, and either one can be selected with regards to spells, feats, prestige classes, etc. that are based on a favored weapon. If the entry indicates any of a certain type of weapon, all weapons that meet that description are considered the favored weapons of the deity, and any one of them can be selected with regards to spells, feats, prestige classes, etc. that are based on a favored weapon. There are no restrictions on the size of the favored weapon; a cleric of Bleredd, for example, is using the favored weapon of her deity if she wields a Small warhammer, a Medium warhammer, or any other sized warhammer. A cleric or other worshipper is not required to wield a weapon favored by its deity.
- Other preferred weapons are any other weapons that the deity doesn't favor, but does consider preferable for its followers to use. There are no restrictions on the size of the other preferred weapons; a cleric of Bleredd, for example, is using the other preferred weapon of her deity if she wields a Small pick, a Medium pick, or any other sized pick. A cleric or other worshipper is not required to wield a weapon preferred by its deity.
- An (m) in the entry for favored weapon(s) or other preferred weapons indicates a martial weapon. An (e) indicates an exotic weapon. If neither appears, the weapon is a simple weapon. Any flail (m) indicates a flail, heavy flail, or any other weapon that is both defined as a flail and as a martial weapon. Any martial sword (m) indicates a short sword, longsword, greatsword, falchion, scimitar, and rapier. It also indicates any other weapon that is both defined as a sword and as a martial weapon; thus a bastard sword wielded two-handed meets this definition. Longbow indicates both standard and composite varieties; shortbow indicates likewise.

GENERAL NOTES

- Origin of worship is the racial source of the deity, if known. Core worshippers are the races that comprise most of the body of worshippers this deity has in the Flanaess. If the deity lists “Others” for common worshippers, it means this deity commonly accepts worshippers outside of the races listed for core worshippers. If “Others” appears for uncommon worshippers, it means this deity accepts worshippers outside of the races listed for core worshippers, but usually only in certain regions of the Flanaess.
- If “Others” is not listed for common or uncommon worshippers, this deity restricts its worshippers to the races listed for core worshippers. There are two exceptions to this rule. First, any deity that lists Human or any of the Human subraces (Baklunish, Suel, Flan, Oeridian, Touv, Olman) under core worshippers will accept any race as worshippers; it is just fairly rare in most parts of the Flanaess (with the exception of deities with “Others” listed for common or uncommon worshippers). Second, any deity that lists Dragon under core worshippers will also accept the following as worshippers: kobold sorcerers, characters with the Draconic Heritage feat, characters with the Dragon Friend feat, and characters with the Dragon Thrall feat. Since half-elves have the Elven Blood racial trait and half-orcs have the Orc Blood racial trait, they qualify for worship of Elven and Orcish deities, respectively. Some examples of how this rule is applied follow:
 - Semuanya lists lizardfolk as core worshippers and nothing for common and uncommon worshippers. Only lizardfolk may worship Semuanya.
 - Bahamut lists dragons as core worshippers and others as uncommon worshippers. Any race may worship Bahamut.
 - Chronopsis lists dragons as core worshippers and nothing for common and uncommon worshippers. Dragons, kobold sorcerers and characters with one of three feats (Draconic Heritage, Dragon Friend, Dragon Thrall) may worship Chronopsis. No other races may do so.
 - Corellon Larethian lists elves as core worshippers and nothing for common and uncommon worshippers. Only elves and half-elves may worship Corellon Larethian.
 - Azor'alq lists Baklunish as core worshippers and nothing for common and uncommon worshippers. Since Baklunish is one of the Human subraces, any race may worship Azor'alq.
- Domains listed are from the *Player's Handbook* unless marked with an asterisk. The marked ones are from *Complete Divine* (CD – Celerity, Cold, Community, Competition, Creation, Domination, Dream, Force, Glory, Inquisition, Liberation, Madness, Mind, Mysticism, Oracle, Pact, Pestilence, Purification, Summoner, and Weather), *Complete Warrior* (CW – Courage, Nobility, and Tyranny), *Draconomicon* (Dr – Dragon and Greed), *Frostburn* (Fb – Cold and Winter), *Libris Mortis* (LM – Hunger), *Races of Destiny* (RoD – City and Destiny), *Races of the Wild* (RotW – Sky), and *Sandstorm* (Ss – Nobility, Summer, Repose, and Rune). All of these domains are selectable (as per the deity's entry and the class or prestige class offering the domain) at 1st level; domains are excluded from the 3rd level restriction on non-Core book material described in the LGCS. All of the domains mentioned in this document should be considered Core access.
- If a class or prestige class grants access to a specific domain, such as the Warpriest prestige class granting the bonus domain of Glory or Domination, it does not need to appear on the deity's list of domains granted. However, if the class or prestige class grants access to domains in general, such as the bonus domains granted by the Contemplative prestige class, it must appear on the deity's list of domains granted.
- A cleric/favored soul or a specific deity-serving druid/paladin can abandon his chosen deity and takes up the faith of another deity. He is treated as if he has grossly violated the code of conduct of its faith, losing all spells and class features in that class. He cannot thereafter gain levels in that class nor regain spells and class features in that class until he receives *atonement* from a cleric of his new faith (see the *atonement* spell, *Player's Handbook*, page 201). Contact your regional triad for information on how to acquire *atonement* in your region. Once the PC has been atoned, the new deity accepts the cleric/favored soul or a specific deity-serving druid/paladin into its church. The PC regains access to his spells and class features, may gain additional levels in the class in the future, and may reselect his domains from the ones his new deity offers.
- With regards to the March 1, 2005 conversion, PCs of deities who were significantly altered (multiple domains shifted, significant restrictions added) from the previous version of this document may request permission to change deities during conversion by contacting the regional triad for the PC's home region. If the triad agrees to permit the change, the PC will still have to pay for an *atonement* spell as above.
- As of the March 1, 2005 conversion, players of PCs who serve a specific deity are responsible for bringing a printout of the page which describes their deity so that the DM can reference this page as necessary during play.

PRESTIGE CLASSES NOTES

Black Flame Zealot (*Complete Divine*): In Living Greyhawk, Black Flame Zealots are limited to worshippers of the Elder Elemental Eye (fire aspect only), Huhueteotl, Joramy, Pyremius, and Surtr.

Divine Prankster (*Races of Stone*): In Living Greyhawk, Divine Pranksters of deities other than Garl Glittergold exist. Gnome and human worshippers of Olidammara and Zagyg, elven worshippers of Erevan Ilesere, gnome worshippers of Garl Glittergold and Baravar Cloakshadow, and halfling worshippers of Brandobaris are considered to have met the Race and Special Requirements for this prestige class.

Radiant Servant of Pelor (*Complete Divine*): In Living Greyhawk, Radiant Servants of deities other than Pelor exist. Characters with any of the following deities as their patron deity meet the Special Requirement of this prestige class: Atroa, Azor'alq, Ehlonna, Hiatea, Iallanis, Lydia, Nola, Pelor, Pholtus, Phyton, and Skerrit. If the deity isn't Pelor, substitute the deities name in the name of the prestige class; for example, Radiant Servant of Pholtus.

Shining Blade of Heironeous (*Complete Divine*): In Living Greyhawk, Shining "Blades" of deities other than Heironeous exist. The list below shows the variant names of this prestige class and the deities they apply to. Characters with any of the following deities as their patron deity meet the Special Requirement of this prestige class. Shining Maces, Hammers, and Clubs have the class features of shock blade, holy blade, and brilliant blade apply to bludgeoning weapons instead of slashing and piercing weapons.

Shining Axe	Clangeddin Silverbeard, Garl Glittergold, and Heironeous
Shining Blade	Al'Akbar, Arvoreen, Azor'alq, Heironeous, Kundo, Mayaheine, Yondalla
Shining Club	St. Cuthbert
Shining Hammer	Fortubo, Gaerdal Ironhand, Jascar, Moradin, Stronmaus, Ulaa
Shining Mace	Berronar Truesilver, St. Cuthbert
Shining Pick	Bahamut

Stormlord (*Complete Divine*): In Living Greyhawk, Stormlords of deities other than Talos exist (as Talos is not even a deity in Greyhawk). Characters with any of the following deities as their patron deity meet the Patron Requirement of this prestige class: Aerdrie Faenya, Hurakon, Osprem, Procan, Stronmaus, Tezcatlipoca (only as Apocatequil), Velnius, and Vogan. Characters with Osprem or Procan as their patron deity may use Weapon Focus (trident) in replace of Weapon Focus (any spear or javelin) to meet that Feat Requirement of this prestige class; if they do so, all class features of this prestige class that apply to spears also apply to tridents. Stormlord is a Core prestige class in Living Greyhawk (the LGCS incorrectly lists it as Restricted).

Temple Raider of Olidammara (*Complete Divine*): In Living Greyhawk, Temple Raiders of deities other than Olidammara exist. Characters who worship any of the following deities meet the worship portion of the Special Requirement of this prestige class: Brandobaris, Erevan Ilesere, Kuroth, Lirr, Lydia, Norebo, Olidammara, Shargaas, Vecna, Vergadain, Vhaeraun, and Zagyg. If the deity isn't Olidammara, substitute the deities name in the name of the prestige class; for example, Temple Raider of Erevan Ilesere.

Name: Aasterinian

Gender: f

Rank: Demigod

Areas of Concern/Portfolio: Play, Invention, Pleasure, Learning

Titles: Messenger of Io

Holy Symbol: Grinning dragon's head

Alignment: CN

Origin of Worship: Dragon

Core Worshippers: Dragons

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scimitar (m) or claw

Other Preferred Weapons:

Weapon of the Deity Spell: +1 *shock scimitar or claw*

Domains: Chaos, Dragon* (Dr), Luck, Travel, Trickery.

Special Notes:

Description: Aasterinian is a cheeky deity who enjoys learning through play, invention, and pleasure. She is Io's messenger, a Huge brass dragon who enjoys disturbing the status quo. Aasterinian is flighty and quick-witted. She encourages her followers to think for themselves, rather than relying on the word of others. The worst crime, in Aasterinian's eyes, is not trusting in yourself and your own devices. Aasterinian's clerics are typically wanderers who travel in disguise or secrecy. Temples to the goddess are rare in the extreme, though simple shrines dot the landscape - quiet, hidden places where worshipers can rest peacefully on their travels. Her followers enjoy friendly relations with those of Garl Glittergold, Fharlanghn, Olidammara, and similar deities.

Name: Abbathor

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Greed

Titles: Great Master of Greed, Trove Lord, The Avaricious, Wyrms of Avarice

Holy Symbol: Jeweled dagger

Alignment: NE

Origin of Worship: Dwarf

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen dagger

Domains: Evil, Greed* (Dr), Luck, Madness* (CD), Pact* (CD), Trickery.

Special Notes:

Description: Abbathor (ab-ah-thor) embodies the principle of greed which is the major weakness of the dwarven race. He has an insatiable lust for treasure, especially gold. He is tolerated by the other dwarven deities because he has sided with them in epic battles of the past, but none trust him. Berronar loathes his deceitfulness, and Dumathoin shields treasures from him, to his fury. He broods in his gold-lined cave, ever watchful for more treasures to consume. Abbathor's omens to his followers are typically malevolent, such as the splitting apart of a gem, the tearing of a sack of gold, or the despoiling of treasure. "Gone to Abbathor" is a dwarven expression for lost treasures. Abbathor always appears as a very large dwarf in leather and furs, fat and piggy-eyes with a sallow skin. Abbathor's clergy secretly opposes those of Dumathoin and, to a lesser extent, Berronar. They amass treasures and sacrifice them to Abbathor. Clerics of Abbathor are known as aetharnor (a dwarven word meaning "those consumed by greed"); they pray for spells at night. Solar eclipses, volcanic eruptions, or any other natural phenomenon that blocks the light of the sun during the day are causes for great religious celebrations among the aetharnor, who use the cover to hatch their larcenous schemes. Abbathor teaches that "wealth was created for those dwarves crafty enough to capture it by any means possible. Revel in the possession of all wealth that shines or sparkles, for its pleasing form was meant to bring you pleasure. Greed is good, as it motivates the possession and holding of all that is precious."

Name: Aerdrie Faenya

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Air, Weather, Avians, Rain, Fertility

Titles: The Winged Mother, Lady of Air and Wind, She of the Azure Plumage, Bringer of Rain and Storms

Holy Symbol: Cloud with bird silhouette

Alignment: CG

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 frost quarterstaff

Domains: Air, Animal, Chaos, Good, Liberation* (CD), Sky* (RotW), Weather* (CD).

Special Notes: Divine spellcasters must sleep outdoors except during winter or times of bad weather; repeated failure to do so is considered a gross violation of the code of conduct. They also suffer a -1 penalty to initiative checks, attack rolls, and saving throws in confined spaces, including most underground areas.

Description: Aerdrie Faenya (air-dree fain-yuh) is the elven goddess of air and weather. The goddess takes her delight in the freedom of the skies, the music of wind instruments, and (sometimes) fairly severe and violent thunderstorms. She rarely grants omens to her followers, but if they come they arrive as whispering winds. Aerdrie appears as a tall, slim elven female with sky-bluse skin, feathered hair and eyebrows, and large wings. Her feathers seem to constantly change colors (blue, green, yellow, and white). The lower half of her body from hips down vanishes into a swirling mist, so she seems never to touch the ground. Exploration and maintaining good relations with avian races are a prime duty for her clergy. Development of musical skills on wind instruments and acquiring magical aids to flight are also considered important goals. Her clerics pray for their spells at dawn, when the first hint of a breeze often drifts across the land. The vernal and autumnal equinoxes are holy days. Aerdrie teaches that "the ever-changing reaches of the sky are the greatest gift of the Winged Mother. Take flight into her windswept embrace, and gambol amid the clouds. Honor those who dwell in the sky and cherish the birds dancing on Aerdrie's tresses. Change is beautiful and chaos births new life. Ascend, soar, glide, dive, and ascend again and relish the freedom that the Winged Mother bequeaths."

Name: Al'Akbar

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Guardianship, Faithfulness, Dignity, Duty

Titles: High Cleric, Restorer of Righteousness

Holy Symbol: An image of the Cup and Talisman (eight-pointed star) of Al'Akbar

Alignment: LG

Origin of Worship: Baklunish

Core Worshippers: Baklunish

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Falchion (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending falchion

Domains: Community* (CD), Good, Healing, Law, Protection.

Special Notes:

Description: Al'Akbar (ahl AHK-bar) first came to prominence in the days following the Invoked Devastation, when he was called by the gods of the Paynims to restore the Baklunish people to the path of righteousness and dignity. In earnest of this mission, he was given the fabled Cup and the star-shaped Talisman that now bear his name. He taught that true religion must include proper devotion to the gods, protection of the community, and guidance of the faithful. Eventually, he caused his own mosque to be constructed and allowed his followers to call upon his name in their prayers, soon thereafter ascending to take his place among the gods, although he remains a demigod out of respect for the rest of the pantheon. His symbol is an image of the Cup and Talisman artifacts. "Be a vessel of kindness and emblem of devotion, for the righteous man is both steadfast and merciful. Be not as the untutored infidel, but rather heed your superiors, and submit to their wisdom and guidance. Let the faithful strive always to nurture the seed of Good in the soil of Law, that by doing so they are received into the Garden of Al'Akbar." The faith of Al'Akbar dominates the Baklunish culture with its sense of community and propriety. They teach Ancient Baklunish as the language of poetry and learning; they are generally well disposed toward other faiths that use the classical language in their liturgy. Two historical branches of this faith exist. The Followers of the Exalted Faith recognize the supremacy of the holy caliph (the ruler of Ekbir); they are masters of rhetoric and diplomacy, with high regard for academic achievement. Followers of the True Faith defer to the authority of the grand mufti of the Yatils, taking a more fundamental approach to religion that emphasizes hard work, plain speech, and obedience. More obscure divisions exist among the Paynim dervishes. Clerics of the Exalted Faith usually bear the title of qadi, and tend toward LG or NG. Clerics of the True Faith are called mullahs, and strongly favor LN. Both types hold office as ministers, judges, scholars, and teachers in civil government, while also serving as healers, advisers, and guardians for the military. Adventuring clerics are tolerant of infidels, though they are still expected to uphold the ideals of the faith. The wandering clergy may travel to any land in search of the Cup and Talisman of Al'Akbar. Ritual prayers may be made at dawn and dusk.

Name: Allitur

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Ethics, Propriety

Titles:

Holy Symbol: A pair of clasped hands

Alignment: LG (LN)

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming spear

Domains: Community* (CD), Good, Inquisition* (CD), Knowledge, Law, Purification* (CD).

Special Notes:

Description: Allitur (AH-lih-toor) is an old Flan god, representing the need to maintain traditions, laws, and ethical behaviors between tribes and generations of people. Often considered the younger brother of Rao, he maintains close ties with all of his pantheon and often acts as a liaison to other pantheons because of his gift of divine diplomacy; it is this interaction that has gained him some awareness beyond the Flan people in this century. He rides an untiring horse named Keph; his symbol is a pair of clasped hands. "The people should understand and respect their cultural traditions, else breakdown of society should result." Allitur insists on the performance of traditional rituals, and most of Flan customs about home and family be traced to his teaching. He also introduced the concept of laws and punishment to the Flan, and his name is invoked at trials, diplomatic meetings, and other official situations where fairness is expected from a bargaining partner. Allitur's clerics arbitrate disputes, carry messages between tribes and nation, act as legal advisers or judges when needed, scribe laws and other documents for the common folk, travel to teach the proper traditions to children and heathens. They also have a martial aspect because of their role as enactors of punishments for criminals, violators of taboos, and oathbreakers. Allitur's worshipers are expected to comply with clerics when they serve this function. These roles carry them far into hostile lands where their belief comes into conflict with heretics and uncivilized.

Name: Annam

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Giants, Magic, Knowledge, Fertility, Philosophy

Titles: The Prime, The Progenitor of Worlds, The Creator

Holy Symbol: Two hands with wrists together and hands pointing down

Alignment: N

Origin of Worship: Giant

Core Worshippers: Giants

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Unarmed strike

Other Preferred Weapons:

Weapon of the Deity Spell: +1 improved unarmed strike, defending

Domains: Creation* (CD), Force* (CD), Knowledge, Magic, Plant, Sun.

Special Notes:

Description: Annam is the fertile progenitor of worlds. Annam has a conflicted nature that 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. Annam has largely retreated from events on the Material Plane, grown weary of having to watch countless worlds and conflicts; he has few followers or clerics. Only events that will affect the course of history for an entire world (like the Rain of Colorless Fire) are sufficient to attract his attention. Annam does not grant visions or omens, save once in the lifetime of each cleric. Annam appears as a giant of truly staggering size - white-haired, wearing a robe of midnight blue.

Name: Arvoreen

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Protection, Vigilance, War

Titles: The Defender, The Vigilant Guardian, The Wary Sword

Holy Symbol: Two swords

Alignment: LG

Origin of Worship: Halfling

Core Worshippers: Halflings

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m) or short sword (m)

Other Preferred Weapons:

***Weapon of the Deity* Spell:** +1 defending longsword or short sword

Domains: Courage* (CW), Good, Law, Nobility* (CW, Ss), Protection, Purification* (CD), War.

Special Notes:

Description:

Name: Atroa

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Spring, East Wind, Renewal

Titles: The Sad Maiden

Holy Symbol: A heart with an air glyph

Alignment: NG

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Sling

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance sling

Domains: Air, Good, Plant, Sun, Travel.

Special Notes:

Description: Atroa (ah-TROH-ah) is one of the five Oeridian wind and agricultural deities fathered by Procan. Depicted as a fresh-faced blonde woman with an eagle perched on her shoulder, she once loved the god Kurell but was spurned by him for her sister Sotillion. She oversees the blessings of spring, including the opening of hearts to new prospects and the body to new horizons. Her sling *Windstorm* can strike the most distant foe, and her spherical glass talisman *Readying's Dawn* can melt ice within her line of sight. She is closest to her divine family and is indifferent to most other gods except Fharlanghn. Her holy symbol is a heart with an air-glyph within. "Spring is the time that the world awakens from her slumber by the invigorating breath of the east wind. Spring brings new life and love to the world, renews old friendships, and pulls on the heartstrings of lovers, poets, and travelers. It is a time for old things to be repaired, old feuds to be buried, and old biases to be discarded. Like the dawn, it presages great things to come; look to them with an open mind and heart so that they may be enjoyed to the fullest." Clerics of Atroa are optimistic, willing to try new things; and rarely settle in one place for more than a year. They are forgiving and proud to turn foes into friends. They love returning to past friends and lovers almost as much as they relish any opportunity to travel and see new places. They enjoy exploring strange places, especially if they haven't traveled in a while.

Name: Azor'alq

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Light, Purity, Courage, Strength

Titles: Son of Light, Banisher of Darkness

Holy Symbol: An armed man standing atop a stone summit

Alignment: NG

Origin of Worship: Baklunish

Core Worshippers: Baklunish

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scimitar (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming scimitar

Domains: Good, Sun, War.

Special Notes:

Description: Valiant Azor'alq (Ah-zor-ALK), triumphant champion of the First Dynasty emperors, has been venerated as a hero by the Baklunish people for more than 3,000 years. He is first mentioned in the mythic tale of Hegira in which he defended the royal family from the minions of Darkness that assailed them in the flight from their defiled homeland across the desolate western mountains. Poets still sing of his courage and strength in battle, naming him the Banisher of Darkness. Philosophers and mystics esteem his purity and call him the Son of Light. The entrance to his great sanctum is said to be found at the highest peak among the Dramidj Ocean island-pinnacles that bear his name. He dwells within that sanction with his ancient paladins, the Thousand Immortals. Azor'alq appears as a tall, handsome warrior, dark of skin, clad in a coat of fine mail and a helm topped with peacock feathers. He wields a long curved sword known as Faruk. His symbol is an armed man standing atop a stone summit. "Strength grows in the light of courage. The bright sword of Azor'alq, once drawn, may be sheathed again only in victory. A true leader is the first to join in battle, and the last to seek rest. The flame of truth must be tended with good thoughts, good words, and good deeds, so that the purity of its light may dispel the tyranny of darkness." Azor'alq finds his strongest following among young warriors, but anyone in need of steady courage might call upon him. His adherence to good is unwavering, therefore he does not seek to restore the fallen or convert the evil, for he has no mercy to offer them. Among the Paynim, the clergy of Azor'alq is hereditary; they claim that the legacy of their cult goes back to the earliest days of the Baklunish empire. They often serve as war-leaders, and are always in the forefront of battle. In the settled lands clerics of Azor'alq are most often found in closed communities, where they are sometimes mistaken for fire worshippers. His few remaining paladins seek to emulate the legendary Thousand Immortals by destroying creatures of Darkness (typically fiends and undead). Some even make a quest to the Pinnacles of Azor'alq, when they feel they have grown sufficiently in knowledge and strength to overcome the challenges that their master has set for them there.

Name: Baervan Wildwanderer

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Forests, Nature, Travel

Titles: The Masked Leaf, The Forest Gnome, Father of Fish and Fungus

Holy Symbol: Raccoon's face

Alignment: NG

Origin of Worship: Gnome

Core Worshippers: Gnomes

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance spear

Domains: Animal, Celerity* (CD), Good, Plant, Travel, Trickery.

Special Notes:

Description:

Name: Bahamut

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Good Dragons, Wind, Wisdom

Titles: The Platinum Dragon, King of the Good Dragons, Lord of the North Wind

Holy Symbol: Star above a milky nebula

Alignment: LG

Origin of Worship: Dragon

Core Worshippers: Dragons

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Heavy pick (m) or bite

Other Preferred Weapons:

Weapon of the Deity Spell: +1 frost heavy pick or bite

Domains: Air, Cold* (CD, Fb), Dragon* (Dr), Good, Law, Luck, Protection.

Special Notes: Clerics/Favored Souls are restricted to one of two alignments: LG or NG.

Description: Bahamut (bah-hahm-ut), revered by good dragons (especially gold, silver and brass), is stern and disapproving of evil, but kind and helpful to the downtrodden and dispossessed. Other dragons, even evil ones (except perhaps his archrival Tiamat), respect Bahamut for his wisdom and power. He teaches his followers to strive against evil wherever they can, and to help others become strong enough to resist evil by themselves. He appears as a long, sinuous dragon with platinum scales and catlike eyes of shifting colors. Bahamut's few nondragon clerics learn the Platinum Dragon's teachings at the foot of a dragon, usually an older gold or silver dragon in humanoid form. The relationship is one of teacher and student, with the duo typically traveling to see the effects of injustice and cruelty firsthand. Wherever honest folk struggle under the yoke of oppression, Bahamut's followers are found, striving to protect the righteous from evil. Sometimes worshipers of Bahamut wear their affiliation proudly, charging into battle with the Platinum Dragon as their standard, just as often, however, the worshipers work undercover and behind the scenes. Common missions include rescuing a village from a rapacious warlord, breaking up a cabal of foul necromancers, or riding at the vanguard of an army that assaults the gates of Hell itself. Many of Bahamut's proverbs take the form "To [action] is [assessment]". For example, "To oversleep is folly," or "To smite evil is laudable." Temples to Bahamut are almost all shrines within the current or former lairs of dragons. They're good places to go to ask about ancient lore or get something translated from Draconic - but they're often in remote, forbidding places. When your fellow worshipers are all dragons, you needn't bother with elaborate temple defenses. Bahamut's worshipers often celebrate believers who enter some new stage in their life: starting a business venture, becoming a soldier, getting married, and so forth. Bahamut is served by seven great gold wyrms that often accompany him. Clerics of Bahamut, be they dragons, half-dragons, or other beings attracted to Bahamut's philosophy, strive to take constant but subtle action on behalf of good, intervening wherever they are needed, but trying to do as little harm as possible in the process. Many gold, silver, and brass dragons maintain simple shrines to Bahamut in their lairs, usually nothing more elaborate than Bahamut's symbol scribed on a wall. Bahamut's chief foe is Tiamat, and this enmity is reflected in their worshipers. His allies include Heironeous, Moradin, Yondalla, and other LG deities.

Name: Bahgtru

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Strength, Stupidity

Titles: The Strong, The Leg Breaker, The Son of Gruumsh

Holy Symbol: Broken thigh bone

Alignment: CE

Origin of Worship: Orc

Core Worshippers: Orcs

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spiked gauntlet

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen spiked gauntlet

Domains: Chaos, Competition* (CD), Courage* (CW), Destruction, Evil, Strength.

Special Notes:

Description:

Name: Baravar Cloakshadow

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Illusions, Protection, Deception, Hatred of Goblinoids

Titles: The Sly One, Master of Illusion, Lord in Disguise, Bane of Goblinkin

Holy Symbol: Cloak and dagger

Alignment: NG

Origin of Worship: Gnome

Core Worshippers: Gnomes

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending dagger

Domains: Good, Magic, Mind* (CD), Protection, Trickery.

Special Notes:

Description:

Name: Bargrivyek

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Cooperation, Territory

Titles:

Holy Symbol: White-tipped flail

Alignment: NE

Origin of Worship: Goblinoid

Core Worshippers: Goblins

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Any flail (m)

Other Preferred Weapons:

***Weapon of the Deity* Spell:** +1 defending heavy flail

Domains: Community* (CD), Evil, Knowledge, Protection, Travel.

Special Notes:

Description:

Name: Beltar

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Malice, Caves, Pits

Titles:

Holy Symbol: A set of monstrous fangs, closing to bite

Alignment: CE (CN)

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Claws of Beltar (unarmed strike or spiked gauntlet)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 improved unarmed strike or spiked gauntlet, mighty cleaving

Domains: Chaos, Earth, Evil, Mysticism* (CD), Summoner* (CD), War.

Special Notes:

Description: The haglike goddess Beltar (BEL-tar), one of the stranger Suel deities, known to appear as a beholder, red dragon, or marilith demon (the likely cause of Suloise snake-cult rumors). She was once a goddess of mines and earth, but was supplanted by others in her pantheon and finally relegated to worship by nonhuman slaves. She hates most everything, even other gods. Her holy symbol is a set of monstrous fangs closing to bite. She takes many mates in her various forms, but she is known to eat them afterward, as well as her own young. "Mine and explore caves in pursuit of foes and riches. Fear is not acceptable in the face of adversity, and only hatred is allowed for those who stand in your way." Primarily worshiped by evil nonhumans and savage humans, Beltar pushes her followers to band together into armies and ally with more powerful creatures, such as red dragons, beholders, demons, or greater undead. They must wage war on hated foes. Clerics of Beltar are expected to take positions of leadership in their tribes; those who cannot do so are cast out to find heathen tribes to convert or new enemies to fight. They inspire hatred in others and make examples of traitors or the weak-willed. Worship services involve sacrifices and are conducted in caves or points of low ground. Devoted clerics rise from the grave as undead within a year of their deaths, usually returning to aid their original tribe and show proof of the goddess' power. Ceremonial garb includes black or dark grey cloaks or robes.

Name: Beory

Gender: f

Rank: Greater Deity

Areas of Concern/Portfolio: Oerth, Nature, Rain

Titles: Oerth Mother

Holy Symbol: Green disk marked with a circle or a rotund woman figurine

Alignment: N (NG)

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Club

Other Preferred Weapons: druid weapons

Weapon of the Deity Spell: +1 defending club

Domains: Animal, Creation* (CD), Earth, Plant, Water, Weather* (CD).

Special Notes:

Description: Beory (bay-OH-ree) is usually considered a manifestation of the will of Oerth itself. Little concerns her except the actual fate and prosperity of the entire world, and she is a very distant goddess, even from her clerics. Named by the Flan, Beory's name is known throughout the Flanaess. Beory has little time or interest for most other divine beings, even those of similar interests, or her connection to the Oerth consumes most of her attention. Her symbol is either a green disk marked with a circle or a rotund woman figurine. "The Oerth is a wellspring of all life. Whether on the surface, below the waves, or underground, all life is part of Beory. She inspires every living thing to grow, nurtures them with blessed rain, and calls them to herself when it is time to die. Disasters that cause widespread destruction are agony to her. The actions of individuals are of no consequence unless they threaten the Oerth." Clerics of Beory are contemplative and spend their time communing with nature. They often associate with druids. When they gather, they defer to the wisest and oldest. As they try to see the greater picture, they tend to be slow to act, but when they do act it is direct and focused on the solution. They wander to feel the different sensations of the Oerth, and use their power to relieve the Oerth's pains where it has been wounded.

Name: Berei

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Home, Family, Agriculture

Titles: Hearth Mother

Holy Symbol: A sheaf of wheat stalks

Alignment: NG

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Sickle

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending sickle

Domains: Community* (CD), Creation* (CD), Good, Plant, Protection.

Special Notes:

Description: Berei (BEAR-ay) is possibly a splinter cult of Beory that has taken on an anthropomorphic persona. Berei is the live-giving soil and the strong stone that is the foundation of a safe home. She is shown as a strong backed woman of brown skin and kind demeanor, and her holy symbol is a sheaf of wheat stalks. As the goddess of home and family, she blesses weddings, gives fertility, protects the household and its members, guides the hands of those who till the soil, and teaches ways to care for the land. Beory is the only deity that concerns her. "The family is the strongest tie between individuals, and one must learn to support and depend upon one's family to survive. A community is a form of large family, and when another family is in need it is the duty of the community to provide for them. The birth of a new child in a time of plenty is a great blessing and an opportunity to resolve differences and restore frayed connections within the family. Care must be taken with every planting so that life can begin there again next year." Clerics of Berei tend to stay close to the families, serve as advisers and protectors, advise farmers on crops, and restore barren land. Some of her clerics choose to wander, planting seeds, looking for exotic crops, and carrying news between communities. They often adopt their traveling companions as family members, and consider these bonds as sacred as those of blood relatives.

Name: Berna

Gender: f

Rank: Demigod

Areas of Concern/Portfolio: Passion, Forgiveness

Titles:

Holy Symbol: A red gold heart

Alignment: CN (N)

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Club

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending club

Domains: Chaos, Courage* (CW), Healing, Protection.

Special Notes:

Description: Berna is the third child of Meyanok the serpent-god and originally a power of dark emotions and unrelenting vengeance (formerly a demigoddess of hatred and vendettas). Sent to kill or corrupt Xanag, she instead was awed by the goddess's beauty, and with help was transformed into a less malevolent aspect of herself. She now is the patron of all strong emotions, both positive and negative, as well as the forgiving of wrongs. She is depicted as a Touv woman wearing the skin of a jungle cat, with a bright red-gold heart shining from her chest. The priests of Berna are in tune with the emotions of the people. They help young couples in love find acceptance, work with artists to realize their visions and raise morale during times of strife. They also soothe the wounds of victims and preach acceptance of new friendships over remembrance of old wrongs. Ceremonial garb includes a red metal heart, preferably red gold, worn on the breast.

Name: Berronar Truesilver

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Safety, Truth, Home, Healing

Titles: The Revered Mother, Matron of Home and Hearth

Holy Symbol: Two silver rings

Alignment: LG

Origin of Worship: Dwarf

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Heavy mace

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending heavy mace

Domains: Community* (CD), Good, Healing, Inquisition* (CD), Law, Protection, Purification* (CD).

Special Notes:

Description:

Name: Bleredd

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Metal, Mines, Smiths

Titles: The Iron Mule

Holy Symbol: An iron mule

Alignment: N

Origin of Worship: Oeridian

Core Worshippers: Oeridians and Dwarves and Gnomes

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons: Any pick (m)

Weapon of the Deity Spell: +1 thundering warhammer

Domains: Creation* (CD), Earth, Fire, Strength.

Special Notes:

Description: Bleredd (BLAIR-ed) is known throughout the Flanaess. He taught iron-working to the Oeridians and his worship has spread throughout the Flanaess. He cares little for talk, preferring to work in his shop and fashion metal works of art; he created many of the weapons his godly family uses, including that of his wife, Ulaa. His hammer Fury is thought to be the inspiration for the first hammers of thunderbolts forged by humans. Occasionally he accepts small groups of students and unlocks the gift of mastering metal in them. His holy symbol is an iron mule, reflecting his patience and endurance. "The earth's gifts are there for the taking, and creating a perfect suit of armor or flawless weapon is a goal to which all war-crafters should aspire. Mining and smithy-work is not for the weak, so those who worship Bleredd should be strong in mind and body, for a weak will forges a weak weapon. Anyone with the talent for this craft should be taught it, and those who keep secret more efficient or effective ways of finding or working metal will be punished." Bleredd's clerics explore caverns for good ore, hammer out iron for the pleasure of creating and search out sources of meteoric iron, mithral, and adamantine. They also travel to find new students, teach the smith-crafts, and develop better ways of doing their work.

Name: Blibdoolpoolp

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Kuo-toa, Darkness, Insanity, Revenge

Titles: The Sea Mother, The Whip of Whips

Holy Symbol: Lobster head and black pearl

Alignment: CE

Origin of Worship: Kuo-Toa

Core Worshippers: Kuo-Toa

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Pincer staff (e)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock pincer staff

Domains: Chaos, Destruction, Evil, Madness* (CD), Mysticism* (CD), Oracle* (CD), Water.

Special Notes:

Description:

Name: Boccob

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Magic, Arcane Knowledge, Foresight, Balance

Titles: The Uncaring, Lord of All Magic, Archmage of the Deities

Holy Symbol: Eye balanced on a pedestal inside a pentagon

Alignment: N

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 spell storing quarterstaff

Domains: Force* (CD), Knowledge, Magic, Mind* (CD), Oracle* (CD), Rune* (Ss), Trickery.

Special Notes: Divine spellcasters must adamantly oppose any attempt to destroy a magic item or any magical place. Repeated failure to do so is a gross violation of the code of conduct.

Description: Boccob (BOK-kob) is known throughout the Flanaess, oversees the maintenance of magic's existence on Oerth, and is interested in the creation of new magic items and spells (he is said to have a copy of every magic item made by mortals). He sees that Oerth's magic is declining and will eventually fade away; he combats this effect and suspects that Tharizdun is responsible. He is distant from all other gods save his servant Zagyg. Shown in purple robes with shimmering runes of gold, Boccob carries the first staff of the magi; an eye within a pentagram is his symbol. "Seek balance above good, evil, law, or chaos. Fight to push back the encroachment of good just as you would the oppression of evil. Magic is the most important thing on Oerth, and it must be preserved so that the balance can be preserved." Churches are protected from outside interference, and those within devote most of the time to research, particularly prophecies, which they guard carefully lest they fall into the wrong hands. In lands where the forces of Law, Chaos, Good, or Evil grow too strong, churches of Boccob are built to balance those forces. Clerics of Boccob create and study magic and divine the future. They leave their churches to root out rumors of lost magic items or spells, or to defend a magical place or item from destruction. Most clerics of Boccob are neutral, as extremism in ethos is frowned upon; they must maintain the balance between all alignments. Boccob's clerics are alert for signs of magical aptitude among youngsters, and they offer education to any youth they deem worthy of the privilege, whether noble or commoner. Clerics of Boccob almost always learn their prayers and sacraments in a classroom at a major temple-college. Anything that involves powerful magic involves the followers of Boccob. Creating or destroying artifacts, uncovering new kinds of magic, and traveling the Outer Planes are all common quests. A follower of Boccob might rescue a sorcerer captured by bugbears, brave a ruin to retrieve an ancient spellbook, or break up a cult of ur-priests seeking to cut off magic power to all but themselves. Prayers to Boccob have remarkably florid language. One common one begins, "Hail and I greet you, Boccob, Master of Magic, All-Seeing, All-Potent Revealer of Mysteries Beyond Compare. Whose Perspicacity knows no boundaries, most puissant protector of the eldritch realms, both known and unknown..." Boccob favors tall, round towers for his temples. Almost all have colleges for the study of both divine and arcane magic, and visitors are as likely to meet wizards as clerics inside. Most Boccob temples provide magic item identification and a number of divinations to the public. Boccob's followers celebrate powerful magic in all its forms, performing ceremonies when a magic item is made or a new spell discovered. Many high-level followers make pilgrimages to other planes to see magic in action. Boccob's clerics favor purple garments with gold trim; many are cleric/wizards or cleric/sorcerers. Most remain aloof from worldly affairs and devote themselves to magical research and to formulating prophecies. They share their knowledge of the future only sparingly, lest someone get the upper hand and upset the balance. Boccob's clergy actively create magic items. Most of Boccob's clerics keep busy rooting out bits of magical lore, recovering lost magical items, and investigating mysteries. They adamantly oppose any attempt to destroy a magic item or any magical place. Boccob's temples are usually located in urban areas. They are always well fortified to withstand outside interference, and they house extensive libraries. Most are also well equipped with various scrying devices and defenses. Visitors to a temple of Boccob usually get a cool greeting at best and are never truly welcomed unless they have some unusual magic item to offer for examination or money to spend on spells, magic items, or information.

Name: Bralm

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Insects, Industriousness

Titles: The Flying Queen, The Hive Goddess, The Toiling Lady

Holy Symbol: A giant wasp in front of an insect swarm

Alignment: N (LN)

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending quarterstaff

Domains: Animal, Community* (CD), Law, Pact* (CD), Strength.

Special Notes: Divine spellcasters cannot cast spells with the fire descriptor; they are not restricted, however, from casting a spell that has been modified by an item or feat (like Energy Substitution) so that its fire descriptor is completely changed to another descriptor.

Description: Bralm (BRAHLM) is depicted as a middle-aged woman with dark blonde hair, sometimes with insect wings. She is friendly with rest of the Suel pantheon but has no close allies there because she judges others on ability, not age or status. Trithereon has earned her enmity because of his individualism, and fiery deities like Pyremius and Joramy are avoided because of her dislike of that element. Her symbol is a giant wasp in front of an insect swarm. "Everyone has a place in a society, and you must master your role even if you don't understand how it is important. Those who know more or are in superior positions must be obeyed; you can learn much by observing those around you. Work hard and be satisfied with your work. Hive insects follow this path, with some members sacrificing themselves for the betterment of the entire hive." Some splinter churches elevate insects as creatures to be worshiped and keep giant insects as guards or pets. Bralm's clerics act as overseers for complex tasks involving large numbers of people: military captains, farm overseers, mine controllers, slave drivers, and so on. They intercede to prevent destruction of crops by insects and are not above getting their hands dirty to get something done. They enjoy leading groups for the sake of imposing order on a group of independent-minded people. Their prayer times are twilight and dawn. Temples to Bralm are large convoluted affairs spread over a wide area. They rarely have interior doors (instead of locked passageways, guards are posted) and clergy of all levels and status may enter any part of the temple except personal quarters, which are normally very sparse. Built of rough stone, wood, mud, and other common materials, Bralm's temples are easy to repair if damaged. The walls and rooms are arranged in repeating patterns that tend to confuse visitors. Bralm's worshippers are called Bralmi. The hottest day of Goodmonth is the holiest day of the year; clerics anoint themselves with sacred perfumes, build strange structures out of mud and sticks, and release small swarms of captured bees and wasps that cling to the scented worshippers but do not sting. Ceremonial garb includes brown or yellow robes, speckled with insect designs and embroidered in gold, green, and black thread. Jewelry of gold, green, and black metal is very common. During all ceremonies, the high priest wears a heavy gold pectoral with delicate crystal wings sprouting from the back. Adventuring clerics wear simple clothing of neutral colors, with a long shirt or jerkin of brown or yellow decorated with insect symbols.

Name: Brandobaris

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Stealth, Thieves, Adventuring

Titles: Master of Stealth, Misadventure, The Trickster, The Irrepressible Scamp, The Friendly Rapsallion

Holy Symbol: Halfling's footprint

Alignment: N

Origin of Worship: Halfling

Core Worshippers: Halflings

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m) or dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending short sword or dagger

Domains: Celerity* (CD), Luck, Travel, Trickery.

Special Notes:

Description:

Name: Breeka

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Living Things

Titles:

Holy Symbol: Headdress of wooden beads and animal teeth

Alignment: N

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons: druid weapons

Weapon of the Deity Spell: *+1 defending quarterstaff*

Domains: Air, Animal, Earth, Plant, Water.

Special Notes:

Description: Breeka is the daughter of Nola and Vogan - the mixture of rain and sunlight with the earth, producing the animals and plants of the world. Unlike Uvot, who represents the rewards the land gives, Breeka manifests all aspects of nature, helpful, indifferent, and harmful. She is a troubled goddess, beset by nightmares, accidental parent to an evil god and many terrible monsters. She is depicted as a middle-aged Touv woman with dark green skin and many worry lines on her face. Breeka's priests are distant, brooding types, reflecting on their duties to the Touv people and to the natural world. If a settlement must clear land for farming or for cattle, the priest of Breeka warns the animals away, transplants important vegetation, or directs the humans to a site that will cause the least amount of disruption. Ceremonial garb includes a headdress of wooden beads and animal teeth.

Name: Callarduran Smoothhands

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Svirfneblin, Protection, Earth, Mining, Secrecy

Titles: Deep Brother, Master of Stone, Lord of Deepearth, The Deep Gnome

Holy Symbol: Gold ring with star symbol

Alignment: N

Origin of Worship: Gnome

Core Worshippers: Svirfneblin

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Greataxe (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 *throwing greataxe*

Domains: Community* (CD), Earth, Healing, Protection, Summoner* (CD).

Special Notes:

Description: The patron deity of the svirfneblin, Callarduran Smoothhands teaches his followers the best way to be safe is to dig deep into the earth and tell no one what you've found. Because larger communities of drow, mind flayers, and goblinoids often threaten svirfneblin communities, such secrecy is an effective survival strategy. Callarduran Smoothhands is as important to the svirfneblin as Garl Glittergold is to the other subraces of gnomes. Accordingly, most adolescent svirfneblins with an interest in religious matters wind up in Callarduran's priesthood. Callarduran's quests almost always involve an element of subterfuge. He often sends adventurers in magical disguise to infiltrate societies inimical to the svirfneblin, such as drow cities or mind flayer temples. Callarduran has an extensive liturgy of prayers, but they all share one common element: they're whispered, not spoken aloud. Callarduran's temples often feature echo chambers and other acoustical tricks that magnify sound of whispered prayers to him. In the larger temples, the whispered chants of an entire congregation can be as deafening as a shout. Callarduran has a number of protective rites that promise protection against the svirfneblin's many enemies. In svirfneblin communities, his clerics also handle birth, marriage, and funeral rites.

Name: Camazotz [also known as Zotzilaha or Zotz]

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Bats, Vampires (as Zotzilaha), the Underworld (as Zotzilaha)

Titles:

Holy Symbol: Bat

Alignment: CE (NE)

Origin of Worship: Olman

Core Worshippers: Olman

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Javelin

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance javelin

Domains: Animal, Chaos, Destruction, Evil, Pestilence* (CD), Protection.

Special Notes:

Description: Camazotz (or "Zotz") is the Olman god of bats and horrible things that fly at night. He is always shown as a huge bat surrounded by a cloud of normal bats. Like many Olman gods, he has a dual aspect - the ravenous monster that spreads plague and sickness as well as the benign fliers that eat crop-destroying insects. It is possible that Camazotz gained popularity (or notoriety) due to the ancient bat-people that used to live in Hepmonaland. The priests of Camazotz delight in terrifying and intimidating others, although they also help relieve the people from blights of insects. They are not above kidnapping and sacrificing political enemies under the cover of darkness. Ceremonial garb includes a black leather helm decorated with animal teeth. In parts of the Amedio Jungle, his worship includes an aspect of vampirism and the underworld; there he is known as Zotzilaha.

Name: Celestian

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Stars, Space, Wanderers

Titles: The Far Wanderer

Holy Symbol: Jewelry with a shining ruby, jacinth, topaz, emerald, sapphire, amethyst, and diamond

Alignment: N (NG)

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance spear

Domains: Destiny* (RoD), Knowledge, Oracle* (CD), Protection, Travel.

Special Notes:

Description: Celestian (seh-LES-tee-an) is a benign Oeridian god. The brother of Fharlanghn (his only close ally), he chose the distances of the stars and planes rather than Oerth. He appears as a middle-aged man of completely black coloration, always wearing his symbol: piece of jewelry with a shining ruby, jacinth, topaz, emerald, sapphire, amethyst, and diamond. He has few ardent worshipers on Oerth, but counts among his following the many strange beings that live in and above the starry night. "The distant stars are an inspiration to travel; be encouraged to wander far from home, just as the stars do. The stars are eternal and are pleased to be a guide for both legs of a journey. The stars may reveal their secrets if you study them." The clerics are divided into seven orders of ascending knowledge and power, bearing no special titles other than the number of their order; each order's holy symbol differs in which gem is placed at the center. Most of Celestian's clerics are scholars, astronomers and planar explorers, with a few sailors. They search the world, sky, and planes for artifacts of the stars fragments of meteorites, and lore relating to the stars, space, or the planes. Many of his clerics make a pilgrimage to a holy site in the Barrier Peaks. Celestian is a favored deity of good-aligned members of evil nonhuman races; while their eyes are unable to tolerate daylight, they find acceptance and hope in the light of the stars.

Name: Charmalaine

Gender: f

Rank: Hero-God

Areas of Concern/Portfolio: Keen Senses and Narrow Escapes

Titles: The Lucky Ghost

Holy Symbol: A burning bootprint

Alignment: N

Origin of Worship: Halfling

Core Worshippers: Halflings, Others

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Heavy mace

Other Preferred Weapons:

Weapon of the Deity Spell: *+1 defending heavy mace*

Domains: Luck, Protection.

Special Notes:

Description: Charmalaine (TCHAR-mah-lain) is a young halfling goddess concerned with awareness of her environment and the ability to react to its hazards. Sponsored by Fharlanghn and Brandobaris (halfling god of adventurers and thieving), she is an energetic and spontaneous person, unafraid of danger, for she expects to be able to detect it when it approaches and evade it before it brings her harm. The holy text of her faith reads like an adventurer's diary, detailing her escapes from an army of sahuagin, a newly-released demoness, hundreds of magical traps, and even the lair of an ancient red dragon. Charmalaine is depicted as a young halfling with bright eyes, black oiled leather armor, and muddy boots. She carries the light mace First Warning and is usually accompanied by her ferret familiar, Xaphan. Her holy symbol is a burning bootprint. She is called the Lucky Ghost because of her ability to send her spirit out of her body to scout ahead safely, and is said to warn halfling adventurers of impending danger while in her incorporeal form. "Be attuned to your surroundings at all times, for the one who is off-guard is the one who gets caught. Hone your reflexes until your body reacts before your mind has time to make you pause, for a moment's hesitation can cost you your life. Be quick on your feet, and don't get weighed down with too many material things, as they make you slow. Enjoy the ability to explore, and revel in the times you are safe, for soon enough you're going to put yourself in danger in the hopes of getting the big catch." Charmalaine's clerics are almost always adventurers, but some find work in other risky professions such as monster-catching, military scouting, and guarding public officials. Her adventuring clerics are thrill-seekers, for the danger and the rewards it brings. Some join specific quests to experience new things and have interesting tales to tell.

Name: Chitza-Atlan

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Centaurs, Guarding the Underworld, the Dead

Titles: The Guardian of the Gateway to the Underworld

Holy Symbol: A mummified centaur

Alignment: LE

Origin of Worship: Olman

Core Worshippers: Olman and Centaurs

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: *+1 ghost touch spear*

Domains: Evil, Law, Pestilence* (CD), Protection, Repose* (Ss).

Special Notes:

Description:

Name: Chronepsis

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Fate, Death, Judgment

Titles: The Silent, The Watcher

Holy Symbol: An unblinking draconic eye

Alignment: N

Origin of Worship: Dragon

Core Worshippers: Dragons

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scythe (m) or claw

Other Preferred Weapons:

Weapon of the Deity Spell: +1 ghost touch scythe or claw

Domains: Destiny* (RoD), Dragon* (Dr), Knowledge, Repose* (Ss).

Special Notes:

Description: Chronepsis is neutral - silent, unconcerned, and dispassionate. He is the draconic deity of fate, death, and judgment. His form is colorless and without luster, marking him as an outsider to the struggles between the chromatic and metallic dragons. Chronepsis is a passionless observer of the world. He passes judgment on all dragons when they die, deciding where in the afterlife their souls should go. Chronepsis is uninterested in justice; he merely observes what is and is not. He is also singularly uninvolved in the activities of the living, and strives to remain so. It is said that only a cataclysm of world-shaking proportions would rouse Chronepsis from disinterest. Chronepsis has very few active worshippers and even fewer clerics, since most dragons don't possess the balanced outlook to avoid interfering in the events they observe. The followers of Chronepsis count other faiths neither as allies nor enemies. Of the other deities, only Boccob the Uncaring shares a similar outlook, but neither deity cares enough to forge an alliance.

Name: Clangeddin Silverbeard

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Battle, War

Titles: Father of Battle, Lord of the Twin Axes, The Giantkiller, The Goblinbane, The Wyrmslayer, The Rock of Battle

Holy Symbol: Two crossed battle axes

Alignment: LG

Origin of Worship: Dwarf

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Battleaxe (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 bane (giants) battleaxe

Domains: Competition* (CD), Courage* (CW), Good, Inquisition* (CD), Law, Strength, War.

Special Notes:

Description:

Name: Corellon Larethian

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Elves, Magic, Music, Arts & Crafts, War

Titles: Creator of the Elves, The Protector, First of the Seldarine, Protector and Preserver of Life, Ruler of All Elves

Holy Symbol: Silver crescent moon

Alignment: CG

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen longsword

Domains: Celerity* (CD), Chaos, Community* (CD), Good, Liberation* (CD), Magic, Protection, War.

Special Notes:

Description: Corellon Larethian (core-eh-lon lah-reth-ee-yen) usually appears as an androgynous elf clad in a sky-blue cloak and armed with a longbow and longsword (named Sahandrian, made from a star). He also wears a large circular amulet that bears his crescent moon symbol. He has a lithe and swift look about him, and his movements are both swift and graceful. Gruumsh, the deity of orcs, is his nemesis, and it is because of Corellon's battle prowess that Gruumsh is called One-Eye. Because elves are so long-lived, Corellon's clerics can afford to spend years observing potential recruits before initiating them into the mysteries of the faith. Once a new cleric-to-be gets an invitation to join the clergy, he spends much time in meditation, quiet academic study, and artistic endeavors. Corellon wants to protect the elven people from harm, naturally. Beyond that, he wants to return to the elves the lost artistic masterpieces of their heritage, and he tries to thwart the drow at every opportunity. Corellon's followers find themselves protecting villages from gnoll incursions, stealing into evil temples to recover ancient elven tomes of lore, and destroying underground fortresses full of vampiric drow clerics. Corellon's prayers are always in Elvish. They often begin, "Hei-Corollon shar-shelevu," which means "Corellon, may your grace grant,..." In an elven city, the temple to Corellon Larethian is often an alabaster wonder of minarets and parapets. In smaller communities, the temple often takes the form of a massive treehouse hundreds of feet above the forest floor. Most temples are eager to aid traveling elves in any way they can-and other races as well if they're fighting the hated drow. Corellon's rites are integrated with elven society, celebrating births, honoring deceased believers, and blessing marriages. Before a battle, believers often recite a Litany of the Arrows. Corellon's clergy often wear blue cloaks. Prayer time for clerics is at night, preferably when the moon is highest in the sky. Most of his holy days are tied to astronomical events and only occur every few years. Corellon teaches that "the elves are sculptors and wardens of magic's endless mysteries. Bring forth the beauty that envelops and let the spirit gambol unfettered. Seek out new experiences and new ways. Ward against those that would destroy what they cannot create. Commune with the natural and mystical world. Be ever vigilant against the return of the banished darkness, and be strong in heart against the corruption of the Spider Queen."

Name: Cyndor

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Time, Infinity, Continuity

Titles: Keeper of Infinity, the Illimitable One

Holy Symbol: A rounded hourglass of white and black set on its side

Alignment: LN

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Sling

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance sling

Domains: Destiny* (RoD), Law, Oracle* (CD), Protection, Rune* (Ss), Travel.

Special Notes:

Description: Cyndor (SIN-dohr) has three duties: meditate upon how manipulating time-space alters the uni-verse, record the actions of every creature on Oerth in his Perpetual Libram, and guard the time-stream from powerful beings that might alter it to their advantage. This Oeridian god endorses the concept of predestination, although his perspective differs from that of Istus or even his sometime ally (and superior) Lender. He is shown as a towering man-form with no features and blocklike limbs of terrible strength, representing the unknowable and inevitable advance of time. His symbol is a rounded hourglass of black and white set on its side, much like the symbol for infinity. "Time is not a static thing, but rather something liquid that stretches from the forgotten past to the present and into the distant future. Events of the past cause events in the present, which have consequences that last far beyond the life-times of their progenitors. There is no need to worry about the choices one makes in life, for all actions are determined and your fate is set based upon those choices. Augury is useful only as a moral balm to allow realization and acceptance of one's place in the stream of life." Clerics of Cyndor converge near sites of pending importance or disruptions in the time-flow. They study old lore to plot the course of history and learn the future, and many work as advisers or seers. They debunk charlatan fortune-tellers and other false prophets. They travel with people whom they perceive will have interesting futures.

Name: Cyrrollalee

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Friendship, Trust, Home

Titles: The Hand of Fellowship, The Faithful, The Hearthkeeper

Holy Symbol: Open door

Alignment: LG

Origin of Worship: Halfling

Core Worshippers: Halflings

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Club

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending club

Domains: Community* (CD), Good, Healing, Inquisition* (CD), Law, Pact* (CD), Protection.

Special Notes:

Description:

Name: Daern

Gender: f

Rank: Hero-God

Areas of Concern/Portfolio: Defense, Fortifications

Titles: The Unshakeable

Holy Symbol: A shield hanging from a parapet

Alignment: LN

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Shortspears

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending shortspear

Domains: Earth, Law, Protection.

Special Notes:

Description: Daern (DAY-ern) is a minor goddess best known for the magical instant fortresses that bear her name. As a mortal, Daern was responsible for building several famous fortifications, such as Tarthax (now known as Goldbolt) near Rel Deven and Castle Blazebane in Almor. Certain tomes found throughout the Great Kingdom suggest that she may have played a role in the construction of the Imperial Palace at Rauxes, though this would have involved a visit to the Prime long after she was thought to have perished - shortly after the Battle of a Fortnight's Length. Daern appears as a plain-faced Oeridian woman with dark hair and strong blue eyes. She is often associated with griffons, and her holy symbol is a shield hanging from a parapet. While fools believe that a good offense is the best defense, few have the strength or skill to make that true. Knowing yourself and your allies is necessary to plan an adequate defense. Make the most of your surroundings, for in any battle you should know your environment better than your enemy. A single shield can stop a hundred swords, while a foot of stone can break a thousand. Those who fight from behind a wall guard themselves and the helpless, and they draw strength from the stones upon which they stand. Daern's clerics advise military leaders on the placement and construction of castles, fortresses, and towers, and teach defensive strategies to commoners living in areas frequented by monsters or war. They adventure in order to study defensive structures of all sorts, and to acquire funds to build their own tower or castle. Her clerics are valued by rulers wishing to establish stronger borders, and many encourage retired adventurers of this faith to settle in their lands.

Name: Dalt

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Portals, Doors, Enclosures, Locks, Keys

Titles:

Holy Symbol: A locked door with a skeleton key under it

Alignment: CG

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock dagger

Domains: Chaos, Good, Liberation* (CD), Protection, Travel, Trickery.

Special Notes:

Description: Dalt (DAHLT) was forgotten for many years while he sought to free his brother Vatun; he is once again recognized as a god, although still primarily venerated by the Suloise people in the southeast. He talks with other gods of the Flanaess (except Telchur) in order to solicit help in his quest. Dalt is shown as an old man with wild white hair and piercing eyes or as a red-haired young thief. His symbol is a locked door with a skeleton key under it. "Confront obstacles from different angles until a solution presents itself." Dalt is constantly trying to build a better mousetrap while being the better mouse. His name is used to bless fortresses, prisons, and chests of valuables, as well as the construction of new homes. His churches tend to be a mix of clerics who lock things and those who open them, each side seeing the need for the other. Clerics of Dalt are much like their god, tinkering in workshops, building locks and traps, then turning around and trying to figure a way to undo their own work. They teach their building skills to carpenters, masons, and locksmiths, while training aspiring thieves and spies in the locksmith arts, although they only choose those who would use their talents for the greater good. They firmly believe in guarding valuables from those who would use them for selfish ends, and liberating goods from those who don't deserve to own them. They like to wander about cities and dungeons, looking for situations that would challenge their skills. Ceremonial garb includes a black jerkin and fine black leather gloves.

Name: Damaran

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Vermin, Cowardice

Titles:

Holy Symbol: Ribbons of black metal

Alignment: NE (N)

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Javelin

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance javelin

Domains: Animal, Evil, Pestilence* (CD), Travel.

Special Notes:

Description: Damaran is the god of vermin and other creeping things, as well as the flight-instinct necessary to survival. He unquestioningly obeys his father Meyanok and is easily browbeaten into obedience by his older sister Vara, although he often runs away when confronted by enemies. Damaran is shown as a strong Touv man with a skulking look about him, often accompanied by rats and insects. The priests of Damaran are survivors - they know how to find food in the strangest and most disgusting places, and thrive where no one could be expected to live. They serve their communities in times of famine, and often lead the reclusive tribes hidden in the deepest jungles. They call hordes of vermin on those who anger them. Ceremonial garb includes ribbons of black metal on the arms, neck, and legs.

Name: Daoud

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Humility, Clarity, Immediacy

Titles: The Mendicant, Unraveller of Deceptions

Holy Symbol: A multi-colored patch of cloth or tangle of yarn, with seven threads depending from the bottom, one for each distinct color of the spectrum

Alignment: N

Origin of Worship: Baklunish

Core Worshippers: Baklunish

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending quarterstaff

Domains: Magic, Travel.

Special Notes: Divine spellcasters are expected to abandon all claims to wealth and social status. This means that they cannot accept any titles or benefits that improve their social status, and they cannot pay for or accept any lifestyle above adventurer's standard; repeated violations of these restrictions is considered a gross violation of the code of conduct. A divine spellcaster of Daoud should strive to exemplify their deity's teachings on abandoning wealth and greed. Whenever they have 1,000 gp or less in non-item wealth (the value in the Final GP Total box on their last AR), they receive a +1 sacred bonus to all Charisma and Wisdom-based skill checks. If they have more than 1,000 gp (plus 500 gp per character level) in non-item wealth, they receive a -1 sacred penalty to such checks instead. This penalty can be avoided by designating some of the non-item wealth beyond the 1,000 gp plus 500 gp per character level limit as being used towards a future purchase (or Magic Item Creation) of an item the divine spellcaster already has access to purchase (or craft). List the amount being dedicated to an item purchase (or Magic Item Creation) in the notes section; that gold can no longer be used for anything other than the future purchase (or Magic Item Creation) of that item (or on NPC spellcasting of spells that cure hp damage, remove a condition/curse, or bring an individual back from the dead, if, and only if, the spellcasting can not be paid for otherwise). If the remaining non-item wealth left is at or below the limit, the penalty no longer applies.

Description: Daoud (dah-OOD) began life as the son of a noble Baklunish family of great wealth who were exemplars of those virtues known as the Four Feet of the Dragon (honor, family, generosity, and piety). In his early life he found prosperity and acclaim, until he became the philosopher-pasha of Tusmit. Yet, in his middle years, he was reduced to beggary, stripped of all titles and treasures by the callous hand of fate. Where once he had been celebrated, now he was despised. Exiled from his homeland, he lived as a mendicant priest of Istus and contemplated the harshness of his mistress. As he regarded his drastic change in fortune, Daoud realized that the Four Feet of the Dragon represented a vulgar philosophy. He saw piety as mere affectation and obsession with honor as arrogance, while generosity and devotion to family were little more than matters of social hygiene. In place of these superficial values he put honesty, humility, poverty and endurance, and called this philosophy the Path of the Seeker. Daoud appears as an old man with leathery skin and dark, heavy brows, beneath which shine piercing black eyes. He most often wears the simple clothing of a mountain shepherd, with a well-worn turban on his head and a heavy staff in his hand. His symbol is a multi-colored patch of cloth or tangle of yarn, with seven threads depending from the bottom - one for each distinct color of the spectrum. "Seek the boundaries of fortune, good and bad, for there the threads of destiny are exposed. Never desire more than fate provides and never accept less than fate demands. A fabric of lies must be cut with sharp words." Clerics of Daoud abandon all claims to wealth and social status. Often brutally honest, they have no respect for position. So long as they accept their own fate and follow the path their founder walked before them, they are able to affect the situation of those they encounter. The mighty have been made weak, the downtrodden have been exalted, destinies have been altered, and whole tribes have been scattered by a humble Daoudah's tug at the strands of fate.

Name: Deep Sashelas

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Aquatic Elves, Oceans, Knowledge, Beauty, Water Magic

Titles: Lord of the Undersea, The Dolphin Prince, The Knowledgeable One, Sailor's Friend, The Creator

Holy Symbol: Dolphin

Alignment: CG

Origin of Worship: Elf

Core Worshippers: Aquatic Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Trident (m)

Other Preferred Weapons:

***Weapon of the Deity* Spell:** *trident of fish command*

Domains: Animal, Chaos, Creation* (CD), Earth, Good, Protection, Water.

Special Notes:

Description:

Name: Delleb

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Reason, Intellect, Study

Titles: The Scholar, The Scribe

Holy Symbol: A large white book

Alignment: LG

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dart

Other Preferred Weapons:

Weapon of the Deity Spell: +1 returning dart

Domains: Good, Knowledge, Law, Magic, Mind* (CD), Oracle* (CD), Rune* (Ss).

Special Notes:

Description: Delleb (DEL-leb) is an Oeridian god depicted as a noble scribe or well-dressed gray-haired man with a large white book (his holy symbol). Although he prefers debate to combat, he used his phoenix-feather quill as a dart to fend off a young and murderous Hextor. He is interested in any sort of useful or interesting lore, but dislikes fiction or overly ver-bose language. He is friendly to all others but those who are evil or oppose knowledge. It is rumored that Delleb sponsored Daern, hero-goddess of defenses and fortifications, to her present position. "The accumulation of knowledge is the purpose of existence. What cannot be learned from others may be discovered in books, and when books fail the truly studious will turn to experimentation. An hour studying is an hour well spent. Allowing emotion to cloud your judgment risks danger. The ignorant and inexperienced should be educated." Delleb's clerics ask questions of strangers, listen to bard's tales with a grain of salt, pore over old books, and study lost languages in the hopes of uncovering valuable forgotten knowledge. They use their knowledge to help others, whether designing a more efficient stove for a farmer or planning a great bridge for a city; they may not have the skill to build such things, but they know how to design them. They travel to study recently unearthed tomes, converse with ancient learned people, and adventure to explore old places of lost writings.

Name: Diirinka

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Derro, Magic, Knowledge, Cruelty

Titles: The Great Savant, The Cruel Master, The Deep Lich

Holy Symbol: Spiral of gray, black, and white

Alignment: CE

Origin of Worship: Dwarf

Core Worshippers: Derro

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: *dagger of venom*

Domains: Chaos, Domination* (CD), Dream* (CD), Evil, Madness* (CD), Magic, Trickery.

Special Notes:

Description:

Name: Doresain

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Necromancy, Ghouls

Titles: King of the Ghouls

Holy Symbol: Ghoul skull

Alignment: CE

Origin of Worship: Ghoul

Core Worshippers: Ghouls

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scimitar (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 ghost touch scimitar

Domains: Chaos, Death, Evil, Hunger* (LM), Pestilence* (CD).

Special Notes:

Description: The insatiably hungry Doresain appeals to all creatures whose hunger can never be appeased. The deity looks like an especially thin and wasted ghoul. He has eyes ablaze with a sickly green ghoul-light, and his feet are hooflike. In contrast with Doresain's wasted body, he wears an elegant white cloak of supple man-flesh over pale leather armor studded with tiny skulls. Ghouls are the primary worshippers of Doresain, and his symbol is a ghoul skull. Though the King of Ghouls is a powerful entity himself and controls his own layer of the Abyss, he was once a vassal of Orcus. Later, Yeenoghu's gnoll host invaded, and the King of Ghouls was forced to swear loyalty and pay homage to Yeenoghu. Yeenoghu subsequently lost control of the King's layer, and more recently, Yeenoghu lost the ability to control the King. The King of Ghouls teaches to exist is to eat. A fully experienced existence requires the consumption of prey, preferably sentient. Flesh for sacrifice is dear to the King. When life is quenched under tearing teeth and quivering lips, the eater can finally feel true happiness, at least for a time. Doresain sometimes makes an appearance when incautious necromancers meddle with the Negative Energy Plane. Taking such meddling as an invitation, the King appears and forcibly converts all those present to ghouls, often thereby creating new worshippers for himself. While many ghouls are ignorant and godless, those that find religion invariably discover the King of the Ghouls. All ghouls pay homage to the King. Ghoul lore harkens back to a land sacred to the ghouls called the White Kingdom. Though ghouls bound to the mortal plane sometimes create lesser versions of what they believe the White Kingdom to be, it is accepted that the true incarnation of the White Kingdom can be found on the layer of the Abyss where the King rules. Each gluttonous act of consumption is, in its way, a prayer to Doresain, even if the eater doesn't know it. Temples to the King are found only underground. Small shrines can sometimes be found in underground mausoleums or at the catacomb's center, but fully functional temples are erected only in the deepest subterranean realms, surrounded by a community of ghouls the size of a small city (at least). Sharing the sweet flesh of a victim among several ghouls is informally called "passing it around the horn," and serves as a common rite in remembrance of Doresain.

Name: Dugmaren Brightmantle

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Scholarship, Discovery, Invention

Titles: The Gleam in the Eye, The Wandering Tinker, The Errant Explorer

Holy Symbol: Open book

Alignment: CG (NG)

Origin of Worship: Dwarf

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

***Weapon of the Deity* Spell:** +1 spell storing short sword

Domains: Chaos, Good, Knowledge, Magic, Mind* (CD), Oracle* (CD), Rune* (Ss).

Special Notes:

Description:

Name: Dumathoin

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Mining, Exploration

Titles: Keeper of Secrets Under the Mountain, The Silent Keeper, The Mountain Shield

Holy Symbol: Gem inside a mountain

Alignment: N

Origin of Worship: Dwarf

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m) or any pick (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 throwing warhammer or heavy pick

Domains: Community* (CD), Earth, Knowledge, Oracle* (CD), Protection.

Special Notes:

Description:

Name: Eadro

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Locathahs, Merfolk

Titles: The Water of Life, The Bather of Gills

Holy Symbol: A spiral

Alignment: N

Origin of Worship: Locathah and Merfolk

Core Worshippers: Locathah and Merfolk

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: *+1 frost spear*

Domains: Animal, Community* (CD), Protection, Summoner* (CD), Water.

Special Notes:

Description:

Name: Earth Dragon

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Earth, Weather, Hidden Treasures

Titles: Wyrm of the Hills, Earth Lord, Serpent of Stone

Holy Symbol: A coiled dragon

Alignment: LE

Origin of Worship: Unknown

Core Worshippers: Humans and Evil Humanoids

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Heavy pick (m) or light pick (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen heavy pick or light pick

Domains: Earth, Evil, Law, Protection, Weather* (CD).

Special Notes:

Description: The Earth Dragon is an ancient deity of the Flanaess, a remnant of an era when spirits of nature were worshipped as gods. Unlike most of the gods of Greyhawk, the Earth Dragon is not a part of a sophisticated theology. It is just the spirit of Mount Drachenkopf, although it long ago spread its influence to all of the Drachensgrab Hills. Worship of the Earth Dragon is limited to a relatively small geographic area where its power is strongest. Its relationship to its worshippers hearkens back to a simpler time. In return for obeisance and sacrifice, the Earth Dragon protects its worshippers from harm and makes them prosperous. But it can also be an angry god, and it destroys as easily as it creates. The Earth Dragon's domain is beneath Mount Drachenkopf. Legend says it lives in an expansive underground lair avoided by all the subterranean races. The temple of Mount Drachenkopf has a shaft of unknown depth that is used to drop sacrifices down into the god's realm. The magic of the shaft transports victims safely to its lair, where the god devours them. The Earth Dragon most commonly manifests its power as an avalanche to indicate the god's displeasure. It also may cause avalanches, rains of stone, and rarely, volcanic eruptions. The Earth Dragon may manifest itself as a mottled serpent or a gargantuan dragon formed of varigated stone laces with precious ores. The forces of Turrosh Mak have built many shrines and small temples throughout the Pomarj and the southern Wild Coast. "The Earth Dragon provides. The great god is the spirit of the earth, and those who worship and obey it will be protected. The Earth Dragon knows all the secrets of the land, and favors its chosen with knowledge and power. Those who worship, sacrifice, and spread the faith please the god." Worship is offered in the temples each Earthday, and important sacrifices are made in the third weel of each month. Originally the Earth Dragon had no particular festival, bu now it is honored during the week of Growfest. Since the rise of Turrosh Mak, Growfest has featured human sacrifices by the hundreds at the Drachenkopf Temple. The derro know and respect the Earth Dragon. Priests of the Earth Dragon wear brown robes embroidered with cloth of gold and gemstones. During ceremonies, they wear the bronzed skulls of young dragons on their heads.

Name: Ehlonna [Ehlenestra to elves]

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Forests, Woodlands, Flora & Fauna, Fertility

Titles: of the Forests, Goddess of the Woodlands

Holy Symbol: A rearing unicorn

Alignment: NG

Origin of Worship: Unknown

Core Worshippers: Humans and Elves

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Longbow (m) or longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 frost longbow or longsword

Domains: Animal, Celerity* (CD), Good, Plant, Purification* (CD), Sun.

Special Notes:

Description: Ehlonna (eh-LOHN-nah) is a very old goddess. She combats those who would harm or despoil the forest of its resources and beauty. Shown as either a dark-haired human woman or a golden-haired elf maid (in which form she is known to many as Ehlenestra), she is served by Novelee, a planetar whose heart is so pure it makes unicorns weep. She has a hostile rivalry with Obad-Hai, but is friendly with the elven gods and most good-aligned deities. Her symbol is the unicorn. "The woodlands are a beautiful place full of life. The secrets of the forests should be learned and taught so that people can live in harmony with nature. Those who would harm or exploit the woodlands must be driven out or destroyed. The plants and animals of the forest are things that nature gives as gifts, not things to be stolen." Most of Ehlonna's clergy are female, whether human, elven, or fey. They live in the forests, are friendly with rangers and druids, and watch for encroaching nonhumans, hunters, and loggers. They educate those who wish to live in harmony with the forest, just as the animals do. They are gentle in their first warning to those who would harm the forest and ruthless in stopping those who persist. They travel to spread their teachings or to protect a forest in danger. Clerics of Ehlonna are often trained one-on-one by higher-level clerics, and the forest is the classroom. Even a low-level cleric can identify a tree by its leaf and a bird by its song. Anything that threatens the health and growth of the forest is anathema to Ehlonna's followers. They root out goblin warhounds hiding in the woods, stop raging forest fires, and defeat evil blighters who twist the forest to their evil ends. A typical prayer to Ehlonna first references two positive aspects of the forest. For example, a sunset prayer might start with "Golden leaves/And tall trees/Shelter us this night." Almost every temple to Ehlonna is a camouflaged lodge deep in the forest. They're good places to find healing and rangers who can track evil interlopers in the forest or guide visitors safely through the woods. Ehlonna's ceremonies take place in the forest when possible. Most cover various aspects of fertility, and children figure prominently in many. Ehlonna's clerics usually choose servicable attire of forest green.

Name: Elder Elemental Eye [aspect of Tharizdun]

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Elemental Evil

Titles:

Holy Symbol: A black metal equilateral triangle, point down, with an inverted Y within it

Alignment: NE

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen dagger

Domains: Air, Chaos, Earth, Evil, Fire, Madness* (CD), Water.

Special Notes: Clerics of the Elder Elemental Eye must choose one of the four elemental domains (air, earth, fire, water) as one of their domains and may not choose more than one of them.

Description: The Elder Elemental Eye is an aspect of Tharizdun. It was created to mask the cult from the forces of good and to draw in new worshipers who might be afraid to serve Tharizdun directly. Clerics of the Elder Elemental Eye typically wear ochre-colored robes and carry or wear a symbol, a black triangle with an inverted Y-shape inscribed within it). Some times the robes are altered to reflect which element the specific cleric is aligned with (air, earth, fire, water).

Name: Erevan Ilesere

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Mischief, Change, Rogues

Titles: The Trickster, The Chameleon, The Green Changeling, The Ever-shifting Shapechanger, The Fey Jester, The Jack of the Seelie Court

Holy Symbol: Nova star with asymmetrical rays

Alignment: CN

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock short sword

Domains: Celerity* (CD), Chaos, Domination* (CD), Luck, Madness* (CD), Trickery.

Special Notes:

Description:

Name: Erythnul

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Hate, Envy, Malice, Panic, Ugliness, Slaughter

Titles: The Many

Holy Symbol: A red blood drop or a half-demon, half-boar mask

Alignment: CE (CN)

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Heavy mace

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving heavy mace

Domains: Chaos, Evil, Greed* (Dr), Madness* (CD), Mysticism* (CD), Trickery, War.

Special Notes:

Description: Erythnul (eh-RITH-nul) is the undisciplined counterpart to Hextor, possibly predating him and losing worshipers to his ordered and intelligent rival. This Oeridian god is a terrible sight to behold, with ruddy skin, red garments, a brutally strong build, and a great stone mace that is pierced to cause a fear-inducing shriek when he swings it. His title comes from his appearance in battle, as his features change between human, gnoll, bugbear, ogre, and troll, and his spilled blood becomes an allied creature of like type. His symbol is a red blood drop or a hideous mask. "Destroy anyone who would take what is yours away from you. Covet that which you do not own. Blessed is he who can take something from a rival. Maim those you cannot destroy, and cause fear in the hearts that you cannot maim. Bloodshed for its own sake is reason enough, and if you can shed the blood of a hated enemy, so much the better. When Erythnul's gift of blood rage comes upon you, be sure to use it well." Any site where great bloodshed has occurred is considered a holy place by the church. Erythnul's clerics are cruel, sadistic, and hateful. They foment rebellion, murder, and riots in civilized areas, lead troops of bandits, raiders, or nonhumans, and commit murder when they grow bored. They deface beautiful things and disfigure attractive people for fun. They aren't above betraying their own allies to suit their own motives or protect their own hides. They travel to bring ugliness and strife to pleasant places or to escape those that would persecute them. Clerics of Erythnul get most of their training in large temples (where they'll witness live sacrifice after live sacrifice) or in the army (where they'll witness the horrors of war). A higher-level cleric looks over a number of novice clerics, trying to frighten them into rejecting the path they've chosen. Those who don't flinch after repeated tests become Erythnul's new clerics. Anything that creates mass slaughter or mass hysteria pleases Erythnul, so his followers might finish off the dying on a battlefield, make sure a shaky cease-fire falls apart, or simply pillage the countryside, killing or maiming everyone they find. Erythul favors simple rhyming chants-and the gorier the subject matter, the better. "First we slay and then we flay! From skin to bone, you beg and moan!" Erythnul raises massive altars quickly at battlefields, where their followers slaughter in the name of their god. If the tides of war take them elsewhere, they may abandon their altars, leaving the area unhallowed, desecrated, and a prime lair for other evil creatures. For obvious reasons, Erythnul's rites are generally sacrificial. Captured soldiers from a previous battle are often sacrificed at dawn before combat starts in a "Bloody Howl" ceremony that inspires Erythnul's followers to greater slaughters. Erythnul's clerics favor rust red or bloodstained garments.

Name: Falazure

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Energy Draining, Undeath, Decay, Exhaustion

Titles: The Night Dragon

Holy Symbol: Draconic skull

Alignment: NE

Origin of Worship: Dragon

Core Worshippers: Dragons

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Scimitar (m) or claw

Other Preferred Weapons:

Weapon of the Deity Spell: +1 ghost touch scimitar or claw

Domains: Death, Destruction, Dragon* (Dr), Evil, Pestilence* (CD).

Special Notes:

Description: The terrifying Night Dragon, Falazure, is the lord of energy draining, undeath, decay, and exhaustion. Some claim he has a decaying skeletal form, but others believe that he looks like a decrepit black dragon whose flesh is pulled tight over his bones. Falazure teaches that even a dragon's long life span need not be the limit to a dragon's existence. Beyond the world of the living is another realm, one of undeath eternal. It is generally accepted that Falazure created (or had a hand in the creation of) the first undead dragons, such as dracoliches, vampiric dragons, and ghostly dragons. Among the draconic gods, perhaps only Bahamut and Tiamat have more nondragon worshipers than Falazure. Many necromancers of all races revere the Night Dragon, as well as intelligent undead such as liches and, especially, dracoliches. Temples to Falazure are always deep beneath the earth, cloaked in darkness and far from the sun and fresh air of the surface world. The followers of Falazure count all members of good-aligned faiths as their enemies. They may occasionally ally with Nerull, but such instances are rare.

Name: Fenmarel Mestarine

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Wild Elves, Outcasts, Scapegoats, Isolation

Titles: The Lone Wolf

Holy Symbol: Pair of elven eyes in darkness

Alignment: CN (CG)

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: dagger of venom

Domains: Animal, Chaos, Plant, Travel, Trickery.

Special Notes:

Description:

Name: Fharlanghn

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Horizons, Distance, Travel, Roads

Titles: The Dweller on the Horizon

Holy Symbol: Wooden disk bearing a curved line with an upturned crescent above

Alignment: N (NG)

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending quarterstaff

Domains: Celerity* (CD), Luck, Protection, Travel, Weather* (CD).

Special Notes:

Description: Fharlanghn (far-LAHNG-un) is shown as a seem-ingly old man with leathery, wrinkled skin and young-seeming bright green eyes. Brother of the Oeridian god Celestian, he is on amiable terms with nonevil earth gods and several nature gods, and is sometimes tied to Atroa. His symbol is a wooden disc carved with the curved line of the horizon, and he carries a magical version of this symbol called the Oerth Disc. He is the patron of those who walk or ride long distances (including travelers in tunnels, and as such is praised by those who must use mountain passes or travel the Underdark). "People need to move about and see new things. Be open to travel, as the world may change overnight and you may be in need of a new home or perspective. Look to the horizon for inspiration - the far end of the world has new peoples, new cultures, new magic, and new roads to walk." The church is comprised of wandering clerics (who favor green and minister to those on the roads) and settled clerics (who favor brown and are usually older clerics whose wandering days are behind them). Clerics of Fharlanghn are encouraged to travel the world and see new things. They bless caravans, explore exotic lands, scout for armies, and record lore on distant places and people. Because they learn many languages and cultures, they act as translators and diplomats. Many aid in constructing of roadways and bridges, and a pair of shoes made by one of his clerics is held to last longer than any other. "The road is the best teacher," say the worshipers of Fharlanghn. A higher-level cleric takes a half-dozen or so recruits on a long journey, where they'll help fellow travelers, see the wider world, and take part in any number of misadventures. The only way to flunk out of Fharlanghn's training is to ask when the journey will be over-those faithful to Fharlanghn know that the journey never ends. Any quest involving long journeys can involve Fharlanghn as well. His followers often guard caravans, explore mysterious islands, and maintain a series of portals between worlds. Fharlanghn teaches through short anecdotes, many of which feature a wise old man traveling with a foolish young man. There are more than a hundred stories that involve the two of them crossing a river, for example. Fharlanghn doesn't have many large temples, but wayside shrines to him are common. At major crossroads and port cities, shrines to Fharlanghn provide fast horses and sturdy sailing ships. Because his followers are often on the move, Fharlanghn's rites are often short and to the point. Many Fharlanghn worshipers rely on the ceremonies of allied deities for such things as marriages and funerals.

Name: Flandal Steelskin

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Mining, Smithing, Fitness

Titles: Master of Metal, Lord of Smiths, The Armorer, The Weaponsmith, The Great Steelsmith, The Pyromancer

Holy Symbol: Flaming hammer

Alignment: NG

Origin of Worship: Gnome

Core Worshippers: Gnomes

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 throwing warhammer

Domains: Creation* (CD), Earth, Fire, Good, Oracle* (CD), Strength.

Special Notes:

Description:

Name: Fortubo

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Stone, Metals, Mountains, Guardianship

Titles:

Holy Symbol: A glowing headed hammer

Alignment: LG (LN)

Origin of Worship: Suel

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers: Suel

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 throwing warhammer

Domains: Community* (CD), Earth, Good, Law, Mysticism* (CD), Protection.

Special Notes:

Description: Fortubo (for-TOO-boh) was once a Suel god but withdrew his support from nearly all his human followers in favor of dwarves when he found that the Suel were responsible for the creation of the evil derro. He is friendly with the gods of the dwarven pantheon but avoids all other gods except his brother Jascar. Fortubo is the sworn enemy of the derro and their patron deity Diirinka. His holy symbol is a glowing-headed hammer, and his personal weapon is a great hammer named Golbi that returns to his hand when thrown and is said to be a gift from the dwarf god Moradin. He is shown as a small bearded Suel man who resembles a dwarf. "Focus on your tasks. Do not allow yourself to be distracted by other careers or concerns outside of protecting the community. Feel your kinship with the stone and do not cut it more than what your community needs. Commit no theft, murder, or evil, for they will shackle the dwarven people more strongly than any chains." Fortubo protects dwarven communities and welcomes clerics of either sex, especially married couples. Fortubo's clerics plan defenses to the smallest detail and are more than willing to shoulder more than their share of the responsibility if they feel anyone else involved is incapable of pulling their weight. They search for ores and goblins, which they feel harm the earth with their pointless tunneling. Any hammer will serve as a holy symbol. Married pairs of clerics are said to be especially blessed by Fortubo and their children are born with exceptional insight and endurance.

Name: Gadhelyn

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Independence, Outlawry, Feasting, Hunting

Titles: The Archer, Lord of the Wildwood

Holy Symbol: A leaf-shaped arrowhead

Alignment: CN

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longbow (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance longbow

Domains: Animal, Chaos, Plant.

Special Notes:

Description: Gadhelyn (Gad-THEL-en) the Archer is an old name in elven mythology. Once part of the traditional Fey Mysteries, he is now largely forgotten by the elf-kindreds, save among the grugach. To these wild elves of the Flanaess he remains a potent and heroic figure appearing as a sharp-featured elf with long, yellow hair and bright green eyes. He is attired in rough garb of hide and fur, the color of which varies according to the season. His symbol is a leaf-shaped arrowhead. Gadhelyn is the ideal of the noble outlaw, with a court of unruly but loyal subjects. He recognizes no value in family lineage, but admires only individual skill and merit. He delights in discomfiting the high-born, but is known to show generosity to those in genuine need - if the mood strikes him. One or two Knights of Luna are thought to be sympathetic to the Lord of the Wildwood, but otherwise he finds little favor among the members of the Grand Court of Celene. "Rejoice in the springtime, make merry in the summer, feast in the autumn, and dream in winter's shadow. At the court of the Lord of the Wildwood, knights are knaves and the rude are royal. Let all who would enter the forest bring a gift to the Lord of the Wildwood; but beware, if it is not pleasing, he shall take what he will in its stead. When the first arrow strikes the heart, it is a noble wound; when a second must be shot, it is fitting that the hunter should become the hunted." Gadhelyn has many druids in his service, though very few of them participate in the hierarchy of the Old Faith. His worshippers are most commonly grugach, but also include a number of wood elves, and even a few half-elves and humans revere him and participate in his festivals. His followers are the bane of wealthy travelers in the woodlands, but they are truly dangerous only if attacked, or if their forests are despoiled.

Name: Gaerdal Ironhand

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Protection, Vigilance, Combat

Titles: The Stern, The Shield of the Golden Hills

Holy Symbol: Iron band

Alignment: LG

Origin of Worship: Gnome

Core Worshippers: Gnomes

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending warhammer

Domains: Courage* (CW), Good, Law, Nobility* (CW, Ss), Protection, War.

Special Notes:

Description:

Name: Gaknulak

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Protection, Stealth, Trickery, Traps

Titles:

Holy Symbol: Cauldron with whirling ellipses

Alignment: LE

Origin of Worship: Kobold

Core Worshippers: Kobolds

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Battleaxe (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 spell storing battleaxe

Domains: Dream* (CD), Evil, Law, Protection, Trickery.

Special Notes:

Description:

Name: Garl Glittergold

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Gnomes, Protection, Humor, Wit, Gemcutting, Jewelrymaking, Illusion

Titles: The Prankster, The Joker, The Watchful Protector, The Priceless Gem, The Sparkling Wit

Holy Symbol: Nugget of gold

Alignment: NG

Origin of Worship: Gnome

Core Worshippers: Gnomes

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Greataxe (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 *throwing greataxe*

Domains: Community* (CD), Creation* (CD), Earth, Good, Liberation* (CD), Protection, Trickery.

Special Notes:

Description: Garl Glittergold (garl gliht-er-gold) appears as a handsome, golden-skinned gnome with glittering gemstones for eyes. He is well dressed, usually in a silk jacket with long tails and silk hose. He always wears a lot of gold jewelry and accoutrements. He is renowned for the jokes and pranks he pulls on other deities, though not all his victims laugh off his jests. Garl once collapsed the cavern of the kobold god Kurtulmak; since then, the two deities are sworn enemies. Most of Garl Glittergold's rituals involve the whole community, so his clerics have plenty of opportunities to recruit those who show a particular combination of duty to community and mischievous humor. An older cleric typically teaches three or four students by example, explaining Garl Glittergold's ways as he attends to the needs of the gnomes in his care. Followers of Garl Glittergold find themselves guarding the welfare of gnome communities, delving deep for gems, and fighting the goblinoid enemies of the race. Typical quests include battling a tribe of kobold raiders, pulling a good-natured prank on an arrogant human king, and seeking the long-lost Ebondark Gem Mine on the Elemental Plane of Earth. Many of Garl Glittergold's prayers are performed call-and-response style, with the leader posing a riddle and everyone answering it in Unison. "Glittergold asks: What is our joy?/To delve for treasures and guard our hearth." Garl Glittergold's temples take the form of unassuming, often magically hidden shrines and chapels. Many are underground. The temple clergy are usually eager to help a traveling gnome any way they can. The ceremonies of Garl Glittergold are flashy affairs full of illusion and mystery, often attracting curious gnomes from miles around. Most rites extol the gnome virtues of cleverness and craftsmanship-blessing a masterwork item, a new gem mine, or the top students in a school are common. Garl promotes a doctrine of practicality tempered with humor. Ignorance and complacency are dangerous, warns Garl, and he urges his people to explore not only the world around them but new ways of doing things. Garl also emphasizes brains over brawn. Garl's clerics favor gold jewelry, like their patron.

Name: Gendwar Argrim

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Fatalism and Obsession

Titles: The Doomed Dwarf

Holy Symbol: A waraxe bearing the dwarven rune for destruction

Alignment: LN

Origin of Worship: Dwarf

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dwarven waraxe (e)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 vicious dwarven waraxe

Domains: Destruction, Law, War.

Special Notes: A divine spellcaster of Gendwar Argrim should strive to exemplify their deity's teachings on abandoning wealth and greed. Whenever they have 1,000 gp or less in non-item wealth (the value in the Final GP Total box on their last AR), they receive a +1 sacred bonus to all Charisma and Wisdom-based skill checks. If they have more than 1,000 gp (plus 500 gp per character level) in non-item wealth, they receive a -1 sacred penalty to such checks instead. This penalty can be avoided by designating some of the non-item wealth beyond the 1,000 gp plus 500 gp per character level limit as being used towards a future purchase (or Magic Item Creation) of an item the divine spellcaster already has access to purchase (or craft). List the amount being dedicated to an item purchase (or Magic Item Creation) in the notes section; that gold can no longer be used for anything other than the future purchase (or Magic Item Creation) of that item (or on NPC spellcasting of spells that cure hp damage, remove a condition/curse, or bring an individual back from the dead, if, and only if, the spellcasting can not be paid for otherwise). If the remaining non-item wealth left is at or below the limit, the penalty no longer applies.

Description: Young Gendwar Argrim (GEND-war AHR-grihm) was traveling to his apprenticeship in another clan when his home clan was wiped out by an invasion of orcs and giants. Because of the distance between the clans, he didn't find out about it for a year. When he did hear the news, he abandoned his apprenticeship as a silversmith and swore to keep no wealth and take no wife until every foe of dwarvenkind was slain. Fully expecting to be slain long before he had a chance to complete his goal, Gendwar instead experienced remarkable success and eventually achieved godhood (after a quest in which he slew a divine-descended fire giant and her minions) with the help of Clangedin Silverbeard, dwarven god of war and battle. Gendwar is the epitome of the stereotypical dwarf: dour, taciturn, and focused on the destruction of evil humanoids. His appearance is unremarkable except for his sandy blonde hair and beard. His dwarven waraxe, Forgotten Hope, screams every time a dwarven community is attacked. His symbol is a waraxe bearing the dwarven rune for destruction. "The only hope the dwarven race has to survive is if its enemies are utterly destroyed. Focus on their destruction. They breed faster than the True Folk and spawn ten times our numbers within one dwarven generation. Honor, glory, wealth, and love are all meaningless and trivial while the future of the dwarves is at stake. Focus on their salvation. Commit yourself to the task of destroying the enemies of the dwarves, and expect to die in battle, but make your death cost a thousand enemies their own. If the dwarves survive only in song and legend, ours will be an empty legacy." Gendwar's clerics seek out and destroy evil humanoids, preferably those that threaten dwarven settlements. They train warriors in the best tactics against traditional dwarven foes, search for vulnerabilities in new enemies, and fortify dwarven clans against attacks. They adventure to unearth pockets of dwarven enemies and to discover dwarven weapons and artifacts useful in their fight.

Name: Geshtai

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Lakes, Rivers, Wells, Streams

Titles: Daughter of the Oasis

Holy Symbol: A waterspout

Alignment: N

Origin of Worship: Baklunish

Core Worshippers: Baklunish

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 frost spear

Domains: Plant, Travel, Water, Weather* (CD).

Special Notes:

Description: Geshtai (GESH-tie) is depicted as a young Baklunish woman standing in a pool of water, often holding a clay water jug. Her pet fish, Gumus, summons water creatures to fill her. Revered today by nomads, travelers, and farmers in Baklunish lands, her temperament is moderate, and she treats all others with care and patience. She dislikes fiery gods and proponents of disease and poison, especially Pyremius. Her symbol is a waterspout. "Tranquility is a benign state, and it should take an extreme act to disrupt it for more than a moment. When such a disruption comes, turn its force back upon itself to negate it, like the stone that breaks the surface of a lake only to be covered and lost. Water, like tranquility, is hard to find but necessary to vitality. Water is more precious than gold, for a thirsty man gets no sustenance from his wealth." Clerics of Geshtai act as guardians of valuable waters, whether lakes, streams, oases, or hidden wells, making sure that they are available to all and not claimed or destroyed by any one group of people. They patrol parched areas of land where travelers often become lost and guide them to safety and water. Some explore the length of a river or stream, learning the unique traits of the entire flow. They seek out those who use destructive magic upon natural reserves of water, as well as those who would harm people by contaminating water with disease or poison.

Name: Grankhul

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Hunting, Senses, Surprise, Stealth

Titles:

Holy Symbol: Ever-open eyes in darkness

Alignment: CE

Origin of Worship: Goblinoid

Core Worshippers: Bugbears

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen longsword

Domains: Celerity* (CD), Chaos, Evil, Knowledge, Travel, Trickery.

Special Notes:

Description:

Name: Great Mother

Gender: f

Rank: Greater Deity

Areas of Concern/Portfolio: Beholders, Fertility, Tyranny

Titles:

Holy Symbol: Egg with an eye

Alignment: CE

Origin of Worship: Beholder

Core Worshippers: Beholders

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Bite

Other Preferred Weapons:

Weapon of the Deity Spell: +1 bite, keen

Domains: Chaos, Death, Evil, Mysticism* (CD), Protection, Strength, Summoner* (CD), Tyranny* (CW).

Special Notes:

Description:

Name: Grolantor

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Hill Giants, Ettins, Ogres, Hunting, Combat

Titles:

Holy Symbol: Spiked club

Alignment: CE

Origin of Worship: Giant

Core Worshippers: Hill Giants and Ettins and Ogres

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Club

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving club

Domains: Chaos, Competition* (CD), Death, Earth, Evil, Madness* (CD), Mysticism* (CD).

Special Notes:

Description:

Name: Gruumsh

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Orcs, War, Territory

Titles: One-Eye, He-Who-Never-Sleeps, He-Who-Watches

Holy Symbol: Empty eyesocket

Alignment: CE

Origin of Worship: Orc

Core Worshippers: Orcs

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 returning spear

Domains: Chaos, Destruction, Domination* (CD), Evil, Mysticism* (CD), Strength, Tyranny* (CW), War.

Special Notes: Divine spellcasters often pluck out their left eye as a sign of devotion.

Description: Gruumsh (groomsh) appears as a hulking orc in black full plate armor. He has one unblinking central eye. He harbors a special hatred for Corellon Larethian (who took his other eye), Moradin, and their followers. Most orc warbands have a cleric of Gruumsh attached to them, and sometimes she'll "adopt" a soldier, passing on the teachings of Gruumsh while the army is on the march. At some point, generally during a major battle, the student-soldier graduates by casting his first spell. Followers of Gruumsh feel they have a duty to direct and organize the natural proclivity of orcs for warfare. They'll hunt down elves in their forest homes, encourage tribal chieftains to sack human cities, and act as emissaries to the goblinoid tribes that often join their great hordes. Every single known prayer to Gruumsh begins with "Kharg-hark," the Orcish word for "revenge," even if the prayer is not related to vengeance. Gruumsh's temples are essentially military camps with as many fighters and barbarians as clerics. The largest temples feature gladiatorial arenas where wagering is common and the best gladiators can earn great treasure. The most famous rite in Gruumsh-worship is the Ritual of the Poles. After a battle, orcs mark their new territory by pounding longspears into the ground at the boundary, point up. Placed on each spear-point is the head of a fallen foe. Gruumsh demands that his followers be strong, that they cull the weak from their numbers, and that they take all the territory that Gruumsh thinks is rightfully theirs (which is almost everything). He tolerates no sign of friendliness from his people. Unceasing warfare is his creed, though Gruumsh does not object to simple colonization if that can be arranged. Gruumsh dislikes everything that is not an orc or of orcish make, and he is particular spiteful to elves and dwarves. Gruumsh's clerics usually wear fighting gear.

Name: Hanali Celanil

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Love, Romance, Beauty, Fine Arts, Artists

Titles: The Heart of Gold, Winsome Rose, Archer of Love, Kiss of Romance, Lady Goldheart

Holy Symbol: Heart of gold

Alignment: CG

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending dagger

Domains: Chaos, Community* (CD), Domination* (CD), Good, Magic, Nobility* (CW, Ss), Protection.

Special Notes:

Description:

Name: Heironeous

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Chivalry, Justice, Honor, War, Daring, Valor

Titles: The Invincible, The Valorous Knight, The Archpaladin

Holy Symbol: Fist holding a silver lightning bolt

Alignment: LG

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Battleaxe (m) or longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock battleaxe or longsword

Domains: Courage* (CW), Glory* (CD), Good, Inquisition* (CD), Law, Nobility* (CW, Ss), War.

Special Notes:

Description: Heironeous (hi-ROE-nee-us) is the Oeridian battlefield champion of all that is right and good. He wages war against evil of all sorts, especially his half-brother and nemesis, Hextor. He is tall, with coppery skin, auburn hair, and amber eyes, and wears fine chain. At his birth, Heironeous' skin was imbued with a secret solution called meersalm that protects him from all but the most powerful weapons. His symbol is a silver lightning bolt. His allies are other gods who fight evil, and his foes are those who encourage evil or suffering. Known for his great magic battleaxe, he recently has been promoting usage of the longsword in order to appeal to common soldiers as well as paladins and leaders. "The world is a dangerous place that poses a never-ending series of challenges to those who fight for justice and protection of the weak and innocent. One must act honorably at all times, and uphold the virtues of justice and chivalry in word and deed. Danger must be faced with certainty and calm, and glory is the reward for defeating evil, while virtue is the reward for upholding the tenets of Heironeous." Heironeous' church is very militaristic, championing causes and crusading to eliminate evils. His clerics travel the world, fighting evil as dictated by their church commanders. Older clerics work as judges, strategists, and military instructors. Many of the most powerful clerics of Heironeous have themselves embalmed alive with meersalm to gain its protective benefits, although some have not survived the process. Many of Heironeous's clerics begin their training as pages to a cleric or paladin of Heironeous, absorbing the code of chivalry as they see it lived before their very eyes. Pages that show promise become squires, then full-fledged clerics. The traditional chivalric quests are the bread and butter of a follower of Heironeous. They joust against the mysterious Black Knight, rescue the princess from the dragon, and lead the vanguard of a shining army of good. Many of Heironeous's teachings are collected in a series of numbered analects, which worshipers are fond of quoting: "The 34th Analect states, 'Never die easy; strive always for a valorous end.'" A typical temple to Heironeous looks like a fortified castle. Most feature a large, grassy area where knights can joust and soldiers can drill. Most temples provide healing and other spellcasting for those fighting the forces of evil. Heironeous's followers are eager to recognize bravery, chivalry, and other battlefield virtues in a ceremony that culminates in a medal or other decoration given from the clergy to a warrior-sometimes posthumously. The religious hierarchy of Heironeous is organized like a military order. It has clear chain of command, lines of supply, and well-stocked armories.

Name: Heward

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Bards, Musicians

Titles:

Holy Symbol: Any musical instrument

Alignment: NG

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons: dagger

Weapon of the Deity Spell: +1 defending quarterstaff

Domains: Good, Knowledge, Travel.

Special Notes:

Description: Heward is of indeterminate age - appearing both young and old at the same time. He is athletic and strong, quick and lively. Although his pate is bald, Heward has a luxurious moustache and small beard of sandy-brown. His forehead is wrinkled but his cheeks are rosy and fresh. Heward always wears shabby garb or finery which is old and out of fashion (thus actually creating a style all his own and quite remarkable). Although distinctive, Heward has the power to be quite unnoticeable when he so desires, simply by willing it, so no magic aura betrays this anonymity. Because of his non-aggressive philosophy, Heward seldom carries any major weapons. Similarly, Heward is uncomfortable with protective devices, although he does employ a special herbal mix which improves his armor class. In addition to his magical powers, Heward is able to employ any standard musical instrument to enhance his bard skill. Heward understands the arcane art of technology, and is particularly adept with mechanical items of this nature. His domicile is reputed to have many devices of this occult nature: engines, clockworks, etc. Heward dislikes incomprehensible things, however. The devices, as well as golem-machines, are reputed to serve in many capacities in Heward's bizarre stronghold. The domicile of Heward is non-descript on the exterior. It extends into many extra-dimensional spaces, so its interior actually contains all manner of rooms and spaces - from cramped lofts to a grand auditorium with a great organum, including open gardens and spacious parks. This domicile is a nexus which touches parallel worlds, many planes, and the dimension of time. Heward will always have various pitch pipes and tuning forks with him. The powers of these instruments are basically twofold: one will provide defensive magical effects, the other is for movement to other planes.

Name: Hextor

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: War, Discord, Massacres, Conflict, Fitness, Tyranny

Titles: Scourge of Battle, Champion of Evil, Herald of Hell

Holy Symbol: Fist holding six red arrows facing downward in a fan

Alignment: LE

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Any flail (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving flail

Domains: Competition* (CD), Destruction, Domination* (CD), Evil, Law, Tyranny* (CW), War.

Special Notes:

Description: Hextor (HEKS-tor) is the arch-foe of Heironeous, his brother and fellow Oeridian war god. He seeks to conquer or destroy any that oppose him. He is depicted as a handsome man with dark hair and light skin when shown as a god who rules through strength, but takes the visage of a gray-skinned, horrible six-armed being when shown in his more violent aspect. He uses a different weapon in each arm and wears iron scale armor with many skull decorations. His icon is the Symbol of Hate and Discord, six red arrows facing downward in a fan. "The world is a dark and bloody place where the strong rule the weak, and power is the only reward. It is often necessary to be cruel and merciless in the pursuit of ones goals, and achieving those goals can have harsh consequences. Order must be forged out of chaos and law out of anarchy. The forces of tyranny must be obeyed and dissenters must be oppressed or destroyed." Most of Hextor's temples are built on the sites of great battles where many were slaughtered. Hextor's clerics constantly train themselves in the arts of war, for they plan or lead attacks on rebels and do-gooders. Many serve petty or powerful leaders, and others still have achieved significant political positions of their own, particularly in the former Great Kingdom. Individuals and small groups strike out from established churches to sow dissent in enemy lands, bringing down foreign nations from within so that the arms of Hextor may conquer. Hextor's religion is organized in military style, so "superior officers" put wou Id-be clerics through rigorous, harsh training. Only those strong enough to put up with months of abuse become clerics of Hextor. Not surprisingly, they're eager to turn the tables and establish dominance over others. Hextor's followers are obsessed with having "lessers" under their heel. They establish themselves as the state religion wherever they can, join the crusades of despotic conquerors, and force local lords to kneel before them. Worshipers of Hextor generally express concepts as laws, such as "The slave shall not contradict the master, for such is the Law of Hextor., They also exclaim, "He will be obeyed!" a lot. Hextor's followers build their fortress-temples at mountain passes, river crossings, and other sites of strategic importance. They often have massive forges where they build weapons and armor for those aiding the cause of tyranny. The hierarchical structure of Hextor-worship lends itself to a number of rites that honor relationships between two unequal partners, such as master-slave or officer-soldier. Hextor's sect is not as secretive as other dark religions. Temples of Hextor operate openly in many cities, and clerics wear black clothing adorned with skulls or gray faces.

Name: Hiatea

Gender: f

Rank: Greater Deity

Areas of Concern/Portfolio: Giants, Females, Nature, Agriculture, Hunting, Childbirth

Titles:

Holy Symbol: Flaming spear

Alignment: NG

Origin of Worship: Giant

Core Worshippers: Giants

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance spear

Domains: Animal, Community* (CD), Fire, Good, Plant, Sun, Weather* (CD).

Special Notes:

Description:

Name: Hruggek

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Bugbears, Violence, Combat

Titles: The Decapitator, The Master of Ambush

Holy Symbol: Morningstar

Alignment: CE

Origin of Worship: Goblinoid

Core Worshippers: Bugbears

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Morningstar

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving morningstar

Domains: Chaos, Evil, Knowledge, Magic, Mysticism* (CD), Strength, Tyranny* (CW).

Special Notes:

Description:

Name: Huhueteotl

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Fire, Motion of Time

Titles:

Holy Symbol: Demonic reptilian head

Alignment: CE

Origin of Worship: Olman

Core Worshippers: Olman

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Javelin

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming javelin

Domains: Celerity* (CD), Chaos, Destiny* (RoD), Destruction, Evil, Fire, Mysticism* (CD).

Special Notes:

Description: This fearsome-looking god embodies the flow of time and the evil and destructive aspects of fire. He is always shown as a fire-shrouded, armor-clad humanoid with a demonic reptilian head. He demands many sacrifices from his followers and does not hesitate to punish them with bolts of flame when he is displeased. The priests of the Olman fire-god are warlike, hot-tempered, and inclined to act rather than wait. They excel in rousing violent emotions in soldiers and usually receive positions in the military for this reason. Ceremonial garb includes a headdress of red metal and red gems.

Name: Hurakon

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Floods, Unrestrained Fury

Titles: God of the Flood

Holy Symbol: Floodwaters

Alignment: CN

Origin of Worship: Olman

Core Worshippers: Olman

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 *thundering spear*

Domains: Chaos, Destruction, Water, Weather* (CD).

Special Notes:

Description:

Name: Iallanis

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Good Giants, Love, Mercy, Beauty

Titles:

Holy Symbol: Garland of flowers

Alignment: NG

Origin of Worship: Giant

Core Worshippers: Good Giants

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Unarmed strike

Other Preferred Weapons:

Weapon of the Deity Spell: +1 improved unarmed strike, defending

Domains: Community* (CD), Good, Healing, Strength, Sun.

Special Notes:

Description:

Name: Ilneval

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Warfare, Leadership

Titles: The Horde Leader, The War Maker, The Lieutenant of Groomsh

Holy Symbol: Bloodied longsword

Alignment: NE

Origin of Worship: Orc

Core Worshippers: Orcs

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving longsword

Domains: Courage* (CW), Destruction, Evil, Mysticism* (CD), War.

Special Notes:

Description:

Name: Ilsensine

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Mind Flayers, Illithids, Mental Dominion, Magic

Titles:

Holy Symbol: Glowing green brain

Alignment: LE

Origin of Worship: Mind Flayer

Core Worshippers: Mind Flayers

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Unarmed strike or tentacle

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending unarmed strike or tentacle

Domains: Domination* (CD), Dream* (CD), Evil, Knowledge, Law, Magic, Mind* (CD), Tyranny* (CW).

Special Notes:

Description:

Name: Incabulos

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Plagues, Sickness, Famine, Nightmares, Drought, Disasters

Titles: The Black Rider

Holy Symbol: The magic icon for the eye of possession

Alignment: NE

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 ghost touch quarterstaff

Domains: Death, Destruction, Dream* (CD), Evil, Hunger* (LM), Madness* (CD), Pestilence* (CD).

Special Notes:

Description: Incabulos (in-CAB-yoo-lohs) is a dread power feared by mortals, fiends, and (it is said) even some gods. The bringer of disease and blights is a terrifying figure - deformed body, skeletal hands, nightmarish visage, and garbed in a black robe lined with orange and green. He rides a nightmare and is accompanied by hags. He causes a nightmarish slumber in any who meet his eyes, and his great staff causes seeping wounds and withers flesh with a touch. His symbol is the magic icon for the eye of possession. Incabulos hates all other gods, although he is indifferent to Nerull, who completes the work Incabulos starts. "The suffering of the world is meat and bread to Incabulos. Sickness, famine, and other curses bring him power. Some feel that the Black Rider can be warded off or appeased by prayers; but this only delays the inevitable. The world of dreams is his battleground, and he wages war against minds just as he rots bodies." Clerics of Incabulos are secretive and paranoid. Justifiably fearing persecution by good and evil folk, they rarely reveal themselves for what they are except in times of great despair when they can fan the emotions of the suffering. Greater clerics use threats and this state of fear to encourage junior members to maintain secrecy. They enjoy torturing others, inflicting disease, and spreading blight. They travel to find new locations or people to infect, escape those who would destroy them, or find strange lands where exotic diseases can be found.

Name: Io

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Dragonkind

Titles: The Concordant Dragon, The Great Eternal Wheel, Swallower of Shades, The Ninefold Dragon, Creator of Dragonkind

Holy Symbol: A multi-colored metallic disk

Alignment: N

Origin of Worship: Dragon

Core Worshippers: Dragons

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scimitar (m) or claw

Other Preferred Weapons:

Weapon of the Deity Spell: +1 spell storing scimitar or claw

Domains: Dragon* (Dr), Knowledge, Magic, Strength, Travel.

Special Notes:

Description: Io the Ninefold Dragon is neutral, for encompasses all alignments within his aspects. He can (and does) appear as any dragon type, from the small pseudodraon to the largest great wyrm. Io cares only for his "children," the dragons, and their continues existence in the world. In some cases, this means taking the side of the dragon against other races. In other situations, Io may actually help nondragons fight against a dragon who would otherwise jeopardize the ongoing survivability of the species as a whole. He prefers to remain uninvolved in conflicts between dragons, though if such a conflict threatens to escalate he may step in (either personally or by dispatching Aasterinian or some other servitor). Io has even fewer cleric or shrines than most of the other draconic deities, since his outlook is so broad and all-encompassing. Still, even the most devoted cleric of Bahamut, Tiamat, or any other dragon deity pays at least a modicum of homage to the Ninefold Dragon. He also occasionally find clerics or adepts among the reptilian races, such as kobolds and troglodytes. Io counts no other faiths as his enemies, knowing the value of neutrality in outlook. Even those of greatly varying alignment can find common cause under the banner of the Ninefold Dragon.

Name: Istus

Gender: f

Rank: Greater Deity

Areas of Concern/Portfolio: Fate, Destiny, Divination, Future, Honesty

Titles: Lady of Our Fate, The Colorless and All-Colored

Holy Symbol: Gold spindle

Alignment: N

Origin of Worship: Baklunish

Core Worshippers: Baklunish

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Web of Istus (net) (e)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance net

Domains: Celerity* (CD), Chaos, Destiny* (RoD), Knowledge, Law, Luck, Mind* (CD), Oracle* (CD).

Special Notes:

Description: Istus (IS-tus) is the most powerful of the Baklunish deities. She appears as a Baklunish woman of any age or stature, always carrying her mystical gold spindle (her holy symbol) with which she creates the strands of fate. She is aloof from all other gods, even those of her own pantheon, as she concerns herself solely with the fate of the universe and its inhabitants. Her occasional companion is a cloudlike being believed to be a prince from the Plane of Time. "Everything is connected to every other by invisible strands that push and pull over time. The choices a person makes in life affect the pull of some strands, allowing one to alter fate in a small way, but some of these webs of fate have a strong and inevitable pull that cannot be escaped. The perceptive can come to understand these strands and watch them to predict the future. Accepting your destiny is the greatest service you can make to yourself, for dishonesty about your role in the world leads to ruin and disaster." Clerics of Istus have seen the extremes of fate, from innocents dying horrible deaths and sadists controlling kingdoms to children recovering from mortal illness and despots felled by simple accidents. Because of this, most of her clerics are cynical or stoic, but some kinder individuals serve her because they felt they were rewarded by fate. They are called upon to make predictions and divinations for important personage all over the world.

Name: Iuz

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Deceit, Pain, Oppression, Evil

Titles: The Evil, The Old One

Holy Symbol: A grinning skull

Alignment: CE

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Greatsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving greatsword

Domains: Chaos, Evil, Mind* (CD), Trickery, Tyranny* (CW).

Special Notes:

Description: Iuz (EYE-ooze) is thought to be the cambion (half-fiend) son of the demon lord Graz'zt and the powerful wizard Igglwilv. Appearing on Oerth as a shriveled old man or as a huge, demonic-looking being, Iuz has many fiendish allies and impersonates other gods to fool mortals and increase his territory. He remains a great threat to the balance despite setbacks since the Greyhawk Wars. His symbol is a grinning skull, and he holds a particular hatred for Zagyg, Vecna, St. Cuthbert, and Greyhawk. "The weak must be exploited, tortured, and stripped of hope. The strong must be constantly wary of betrayal by their underlings. Pain is power, and inflicting pain demonstrates power best. Crush those beneath you. Iuz must be obeyed, and those who defy him will know absolute pain." Iuz's clerics inflict cruelty and torture upon all who oppose them. Iuz tolerates no less than fanaticism and complete obedience. His clerics constantly try to outdo each other in their acts of cruelty and evil. They show their superiority over all other beings by hunting for trophies; rare finds such as unicorns or paladins are truly prized. The clerics create spells and magic items of terrible power and evil nature, and travel the world to commit acts of evil and search out Iuz's enemies, Iuz is served directly by the Boneheart - two tiers (Greater and Lesser) of six advisers each (clerics and wizards), and by the Boneshadow, six spies and evildoers who roam the world. Iuz builds grand temples to himself in his nation-state, but his churches elsewhere are small and secret. He maintains important sites for mass rituals, sacrifices, and other ill deeds in forbidding wilderness terrain far from the eyes of good.

Name: Jascar

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Hills, Mountains

Titles:

Holy Symbol: A snow-capped mountain peak

Alignment: LG

Origin of Worship: Suel

Core Worshippers: Suel and Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 ghost touch warhammer

Domains: Earth, Glory* (CD), Good, Law, Mysticism* (CD), Protection.

Special Notes:

Description: Jascar (JAS-kar) is the brother of Fortubo and dedicated foe of Beltar; his holy symbol is a snow-capped mountain peak. With his dark beard and shining silver breastplate, Jascar doesn't resemble the Suel people that worship him, but his visage strikes fear into orcs and goblins. He is sometimes shown as a great horse or Pegasus - two forms he once took when fighting Beltar. He is often aided by Phaulkon in his efforts to advance the cause of good, and Jascar's hammer is the bane of all undead. Other than Phaulkon and Fortubo, Jascar talks little with other gods and is often perceived as driven and aloof. "Hold no quarter for evil nonhumans like orcs and goblinoids, and equally hate those who would make the beautiful hills and mountains ugly. Protect the hills and mountains from plundering by evil forces and you will be rewarded with the treasures Jascar places under the earth for good folk to find." The church teaches common tactics used by evil nonhumans. Jascar's clerics often lead cross-country and underground crusades against evil nonhumans. They survey for precious metals, and advise miners on how to dig their tunnels safely and cause a minimal amount of damage to the surrounding environment. Their single-mindedness often alienates them from others, but their dependable nature means that an entire temple can be called upon in times of crisis; the network of the multi-racial Jascarian faith is strong as stone. Ceremonial garb includes earth-toned clothing with a white cloth headdress or white metal cap..

Name: Johydee

Gender: f

Rank: Hero-God

Areas of Concern/Portfolio: Deception, Espionage, Protection

Titles: The Hidden Empress

Holy Symbol: A small mask of stylized onyx

Alignment: NG

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending short sword

Domains: Good, Mind* (CD), Trickery.

Special Notes:

Description: Before the Oeridians began their migration into the Flanaess, their race was scattered throughout much of Western Oerik. In the timelost centuries before the Suel and Baklunish empires initiated their terrible conflict, the servants of evil deities held sway over the most prominent Oeridian nation. In time, the wise priestess Johydee (JOY-dee) tricked them into creating a magical mask, which she used to overthrow their hold on her people. While she became a hero-goddess long ago, her sponsor is not known, nor is whom she worshipped in mortal life. Johydee can appear as anything she wishes, but she favors the form of a young woman with honey-colored hair and gray eyes. She appears flighty and mischievous, but this is a front that hides her true agenda. She makes few allies and never sides with those who serve evil. Her sacred animal is the chameleon, and her holy symbol is a small mask of stylized onyx. "Never let your enemies know your true intent, and casual allies should know little more. Know more about your foes than they know about themselves, and tell their secrets to those who would use that information against them. Guard yourself with layers of deception, for you cannot be harmed if you are not known to be an enemy. Know when to strike and when to flee, and always act to help those who know your true self or those you have sworn to protect." Johydee's clerics usually work as spies for persons of power, whether nobles, generals, prestigious merchants, or spellcasters. They enjoy situations in which they can pretend to be another person, and often have a different identity in each city they've been to. They adventure to discover useful information about evil persons of renown, thwart the actions of tyrants, or humble those with too much pride or ambition. Because they are skilled at deception, her clerics tend to treat all people equally, regardless of apparent status.

Name: Joramy

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Fire, Volcanoes, Wrath, Anger, Quarrels

Titles: The Shrew, Maiden of Disputes, Mistress of Heat, The Furious Inferno, The Raging Volcano

Holy Symbol: A volcano

Alignment: N (NG)

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming quarterstaff

Domains: Competition* (CD), Destruction, Fire, War.

Special Notes:

Description: Joramy (JOR-um-ee) is a hot-tempered but generally good-natured goddess. Shown as a nondescript woman with fiery hair and one fist raised, Joramy argues for the sake of arguing, and uses emotional arguments when rational ones fail. She is on good terms with nonevil gods who enjoy their aggressive side, but disdains emotionally distant beings such as Delleb, Rao, and her estranged lover Zodal. Her holy symbol is a volcano. "The dance of a flame and the twisting patterns of molten rock are the most beautiful sights in the world, representing fire's argument with earth. Let your passions burn as hot as these things, and never back down when you have the opportunity to convert someone to your perspective. Ideal and opinions are what forms and shapes a person, and not defending with all your effort what you hold in your heart to be the truth is a betrayal to yourself and your ideals. Any rival opinion is a challenge - answer with the same fervor that you would a physical threat." Clerics of Joramy make good political leaders and revolutionaries. They are willing to defend their ideals to the death and have a gift for inspiring others to do the same. Many work as diplomats for small but aggressive nations, where their tendency to escalate talks into heated arguments makes their parent nation appear stronger than it is. They go adventuring to find new people to argue with and new causes to champion.

Name: Karontor

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Fomorians and other Misshapen Giants, Deformity, Hatred, Beasts

Titles:

Holy Symbol: Winter wolf's head

Alignment: NE

Origin of Worship: Giant

Core Worshippers: Fomorians and other Misshapen Giants

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Club

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving club

Domains: Animal, Cold* (CD, Fb), Evil, Madness* (CD), Strength.

Special Notes:

Description:

Name: Katay

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Decay, Inevitability, Order, Time

Titles:

Holy Symbol: A copper disk

Alignment: LN

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 returning dagger

Domains: Destruction, Knowledge, Law, Oracle* (CD), Repose* (Ss), Rune* (Ss).

Special Notes:

Description: Born of Breeka without a father, Katay represents the relentless cycle of birth, rot, and death in his mother's realm, as well as the time that tugs on all living things. He is the inventor of the Touv calendar, and records all events upon the metallic wheel given to him by Xanag. Katay is shown as an elderly man with youthful eyes, wearing a decaying animal pelt and carrying a great copper disk inscribed with Touv runes. Katay's priests are the record-keepers of the Touv people, recording births, deaths, great events, and weather phenomena for later study. They preside over births and funerals, and uphold the laws of the people. Ceremonial garb includes old animal pelts and a copper disk on a chain.

Name: Kelanen

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Swords, Sword Skills, Balance

Titles: The Prince of Swords

Holy Symbol: Nine swords in a star shape, points outward

Alignment: N

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Any martial sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen sword

Domains: Travel, War.

Special Notes: Divine spellcasters are not permitted to wield any sort of weapon that isn't classified as a sword, dagger, or crossbow. Permitted weapons for divine spellcasters of Kelanen include the following weapons from the Player's Handbook: crossbows (hand, heavy, light, or repeating), daggers (dagger, kukri, punching dagger), and swords (bastard sword, falchion, greatsword, longsword, rapier, scimitar, short sword, two-bladed sword). Additional permitted weapons include anything a PC has legal access to from a source other than the Player's Handbook that is defined in that source as a blade, sword, scimitar, dagger, or crossbow. For example, the elven lightblades and thinblades (Races of the Wild) or the khopesh and sapara (Arms & Equipment Guide). Repeated use of weapons other than those permitted is considered a gross violation of the code of conduct.

Description: Of unknown race and origin, Kelanen (KEL-a-nen) is probably the best-known and popular hero-deity in the Flanaess. He can appear in any humanoid form, although he is traditionally shown as a fair-skinned man with a silvery scar on the right side of his face. Quiet and determined, Kelanen is obsessed with swords of all types and with preserving the balance between good, evil, chaos and law. He has been known to work on the side of any of these alignments in order to push the balance of power back toward the middle. His myths say that he discovered the resting place of three of the magical swords known as the Pillars of Heaven, and that he wrested the now-lost blade Fragarach the Answerer from an alien god. He created the legendary final word swords, from which his holy symbol (nine swords in a star shape, points outward) is derived. His cult is popular in the Hold of the Sea Princes, and among the humans of the now Pomarj-controlled Wild Coast and neighboring lands. "Mastery of the sword is the path to mastery of the self. Relentlessly practice your skills with all kinds of blades until you are competent with them all. Eschew all extremes, for only when you are in the center are you truly balanced and at your best. Bring down those in power who carry too strongly the taint of the Four Dooms: Chaos, Evil, Good, and Law, for Balance is the true ideal." Kelanen's clerics spend much of their time practicing with at least one kind of sword, and many study at martial academies all over the Flanaess in order to master all styles of combat with their favorite blade. They adventure as a means of acquiring wealth to get more powerful and perfect weapons, and to restore the Balance. Few of his clerics are of alignments other than neutral, for such a paths are seen as intentional disregard for the teachings of Kelanen.

Name: Keoghtom

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Secret Pursuits, Natural Alchemy, Extraplanar Exploration

Titles: The Pulse of the Living Land

Holy Symbol: A round disk bisected by an arrow pointing upward

Alignment: NG

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons: shortbow (m)

Weapon of the Deity Spell: +1 defending short sword

Domains: Good, Knowledge, Travel.

Special Notes:

Description: Thought to have been born in the Sheldomar Valley some three hundred years after the Great Migrations, the enigmatic man known as Keoghtom (KEO-tom) has traveled the whole of the Flanaess and now walks the ephemeral boundaries and unending trails of the Outer Planes. A jack of all trades who has mastered the arts of the hunt, alchemy, and the mysterious Old Lore, Keoghtom seeks to unlock the secrets of the natural world in an attempt to determine man's role in the vastness of nature. In mortal life he learned about the Old Faith and the Faerie Mysteries, even discovering the inner secrets of the Silent Ones, all without ever becoming fully indoctrinated by any of them. His travels eventually led him to the service and friendship of Fharlanghn, and into the famed company of adventurers led by the mortal Zagig Yragerne. After that being's apotheosis, Keoghtom retreated to the Celadon Forest, and thence from Oerth itself. His quest, he realizes, is an eternal one, and thus Keoghtom seeks the everlasting life of a true god. Keoghtom appears as a young man of slight build dressed in elven leathers or silken finery. He seldom appears on the Prime, preferring to stay true to the planar path on which he believes he will find enlightenment. His symbol is a round disk bisected by an arrow pointing upward. "There is a fundamental pattern to the natural world. Train yourself to listen to the clues of the raging river and the silent glade. Follow the dewdrop trail of time and progress, and break the code of the elements. We are all of us a part of that code, and discovering our ultimate role is the greatest secret in the universe." Keoghtom's cult is small, though geographically and ideologically diverse. Though the god himself dabbles in many areas of study, he is most popular among alchemists, who tend to focus on pursuits their god would find mundane (such as the transmutation of lead to gold) rather than the more humanistic and natural aspects of his doctrine.

Name: Keptolo

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Drow Males, Flattery, Intoxication, Rumor, Opportunism

Titles: The Eager Consort

Holy Symbol: Stylized mushroom

Alignment: CE

Origin of Worship: Drow

Core Worshippers: Drow

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen longsword

Domains: Chaos, Domination* (CD), Evil, Knowledge, Travel.

Special Notes:

Description: Keptolo (kep-toe-low) is the drow male ideal: elegant, quick-witted, attentive, and eagerly debauched. He normally appears as a young nobleman dressed in well-tailored silks of red, purple, jet, and amber. He is armed with a thin but sturdy poinard and a filigreed longsword. He affects a two-handed fighting style, using both weapons at once. Otherwise he appears dressed for the hunt, velve-cloaked and armed with a magnificent crossbow. His relationship with other drow deities is one of insincere amnity, save for Zinzerena, whom he openly despises. His symbol is a stylized mushroom, which in drow culture is associated with both strong drink and fertility. "Feed the vanity of your mistress, and all her treasures shall be yours. Be careful whom you offend, and keep an expendable companion nearby to hold culpable for your crimes. Gossip can be as deadly as the venom on an assassin's blade. Use the poison of words to destroy your rivals, that you may claim for yourself all they once presumed was theirs." Shrines to Keptolo are found throughout the underworld, for many male drow worship him as their patron, mostly due to his association with drinking. Tales of his sexual exploits are quite popular, and there are groups of performers who act them out for festivals and private gatherings. His greatest temple is in the drow city of Erelhei-Cinlu, but only his most attractive or wealthy worshippers are permitted to participate in services there. Clerics of Keptolo are found as advisors, critics, philosophers, and politicians: essentially, any role that does not require actual work. They seek to emulate their deity in all ways, and as such number among the most handsome and charming of the drow race. However, followers of Keptolo remain very dangerous, for many of them are skilled dirksman, poisoners, or spies. Utterly capricious and completely untrustworthy (even by drow standards), worshippers of the Eager Consort are deferential to priestesses of Lolth and attentive to the matrons of the powerful noble houses. In other relationships, they are manipulative and abusive, particularly with fellow clerics lower in the hierarchy.

Name: Khurgorbaeyag

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Goblins, Slavery, Oppression, Morale

Titles:

Holy Symbol: Red and yellow striped whip

Alignment: LE

Origin of Worship: Goblinoid

Core Worshippers: Goblins

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Whip (e)

Other Preferred Weapons: small bludgeoning weapons

Weapon of the Deity Spell: +1 keen whip

Domains: Domination* (CD), Evil, Inquisition* (CD), Law, Protection, Tyranny* (CW).

Special Notes:

Description:

Name: Kiaransali

Gender: f

Rank: Demigod

Areas of Concern/Portfolio: Drow, Slavery, Vengeance, Undeath

Titles: The Pitiless Dowager

Holy Symbol: Female drow hand wearing silver rings

Alignment: CE

Origin of Worship: Drow

Core Worshippers: Drow

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: *+1 ghost touch dagger*

Domains: Chaos, Death, Evil, Madness* (CD), Pestilence* (CD).

Special Notes:

Description: Kiaransali (kee-uh-ran-sa-lee) is the divine sponsor of the drow slave trade in all its varied aspects. She appears as a sinuous drow female wearing only silver jewelry and black silk veils. Her only obvious weapon is her curved dagger, but her long, sharp fingernails are just as dangerous, and her touch is said to be as cold as that of a lich. This goddess has flirted with madness, even thinking to defy her queen. But Lolth's power is inexorable, and Kiaransali has taken of the queen's venom, returning once more to sanity and servitude. The symbol of Kiaransali is a hand of a female drow with three silver rings on each finger and one on the thumb, with the entire image surrounded by the silver strands of a spiderweb. "Forgive neither a slight, not a debt; remember that payment must always be collected, whether in treasure or in vengeance. Life is the greatest crime, and perpetual slavery the fittest punishment. Let there be no freedom for the enslaved, even in death. Death comes for all; when it comes for you, take your slaves and your treasure with you to the grave. The riches of the grave are the dowry of the mistress." Worship of Kiaransali has changed since the drow civil war. Prior to that, she was known as Kiaransalee, but the final glyph of her name was altered in all texts and inscriptions, and her liturgy was abridged to conform to more acceptable doctrines. Her religion no longer claims any authority that does not derive from the Queen of the Spiders, though some long-term worshippers still maintain the traditional resentments. Clerics of Kiaransali often work as slavers, and occasionally as torturers or executioners. They are meticulous, almost paranoid, about record keeping, as well as being miserly with wealth. They commonly work their slaves to death and then animate the corpses so they may continue to serve. They keep their other servants in a state as close to slavery as they can manage, and withhold wages for the slightest offense. However, despite their stinginess, they are the first to offer bounty on escaped slaves and prisoners, and they will pay these rewards in full.

Name: Kord

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Athletics, Sports, Brawling, Strength, Courage

Titles: The Brawler

Holy Symbol: Dragon hide gauntlets (white), boots (blue), and a girdle (red) or a star composed of spears and maces

Alignment: CG

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Greatsword (m)

Other Preferred Weapons: bastard sword (e)

Weapon of the Deity Spell: +1 mighty cleaving greatsword

Domains: Chaos, Competition* (CD), Courage* (CW), Good, Luck, Nobility* (CW, Ss), Strength.

Special Notes: Divine spellcasters are not permitted to wear dragonhide of any kind unless they are descendants of Kord (which requires campaign documentation to claim this ancestry; for example, the Blood of Kord feat or an entry on an Adventure Record). Wearing dragonhide armor by non-descendants of Kord is a gross violation of the code of conduct.

Description: Kord (KOHRD) is an incredibly powerful Suel god, second only to his grandfather, Lender. Son of Phaulkon and Syrul, he is shown as a hugely muscular man with long red hair and beard, wearing dragon-hide gauntlets (white), boots (blue), and fighting girdle (red); these items form his holy symbol, although a star composed of spears and maces is popular. He fights with his intelligent dragon-slaying greatsword Kelmar, and when wounded he often enters a blood rage so intense only Lendor can control him when he succumbs; because of this, a cleric of Kord will always defer to a ranking cleric of Lendor. He is reputed to have dallied with beautiful humans, elves, or even giants, and tales are told of the great heroes who are born of such liaisons. "The strong and fit should lead the weaker. Bravery is the greatest quality in any ruler. Scorn cowardice." Kord loves physical challenges and contests, and it is this love that inspires many barbarian tribes to use nonlethal sports as a method for resolving disputes. Kord's clerics are expected to be leaders. They train people to become stronger, organize athletic tournaments, and participate in challenging physical activities. Doubting their fitness is a grave insult, and they go to great lengths to prove their physical abilities (although they realize the difference between difficult and suicidal challenges). Wearing of dragon-hide by a cleric is a blasphemy, unless the wearer is a descendant of Kord. Clerics believe magic should be used to enhance allies rather than strike directly at foes. Would-be clerics of Kord come into the faith one of two ways. Most succeed on some feat of strength (often at a local carnival or sporting competition), drawing the admiration of a cleric of Kord. Less often, a youth attains notoriety for his sickly nature, but a cleric of Kord notices how passionately the child craves strength. Either way, becoming a cleric of Kord involves rigorous physical training, including calisthenics, running, and practice in any number of specific sports. Kord's followers love any quest where they can prove their strength, especially if it involves direct competition with someone else. Winning in a gladiator arena, climbing an unassailable mountain, and slaying a great wyrm dragon are all pleasing to Kord. Kord favors rhythmic chanting and clapping, the louder the better. Many of his chants feature syllables that exist strictly to maintain the rhythm, such as "Ah re, ah tee, Kord the Mighty..." A temple to Kord is often a sprawling dwelling open to the air. Some feature gymnasiums, fields for athletic competition, and gladiator arenas. They provide training for nearly every physical endeavor. Kord's rites are brief, lasting just a few minutes. They're joyous, dancing ceremonies at the end of a battle or a long-term test of strength, such as raising a barn or moving stones to form a hedgerow. Ceremonial garb includes white, blue, and red clothing.

Name: Kundo

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Building, Noise, Music, Defense

Titles:

Holy Symbol: Ornate shield or breastplate

Alignment: LG (NG)

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending short sword

Domains: Community* (CD), Earth, Good, Law, Nobility* (CW, Ss), Protection.

Special Notes:

Description: Kundo is the union of storm and metal - an assault upon the ears and protective shelter. He is a guardian god, loud and boisterous, obsessed with building and construction. Depictions of Kundo show him as a laughing Touv man bearing a great shield on one arm and a cluster of saplings under the other. The priests of Kundo build shelters for the poor, teach traditional songs, and strive to protect the people from the dangers of the world. They see themselves as protectors of the weak, and a priest of Kundo will go to great lengths to save those in danger. Ceremonial garb includes highly ornate, but functional, shields and/or breastplates.

Name: Kurell

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Jealousy, Revenge, Theft

Titles: The Bitter Hand, The Scorned Heart, The Vengeful Knave

Holy Symbol: A grasping hand holding a broken coin

Alignment: CN

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock short sword

Domains: Chaos, Greed* (Dr), Luck, Madness* (CD), Trickery.

Special Notes:

Description: Kurell (kuh-REL) is an Oeridian god once loved by Atroa, but he spurned her to pursue Sotillion, his brother Zilchus' lover. This failure caused him to lose both goddesses as well as the favor of his brother. Now, his jealous feelings keep him alone, even though the others involved would surely forgive him if he would ask. His only allies are the more temperamental, morose, and reactionary deities Joramy, Ralishaz, and Trithereon. His symbol is a grasping hand holding a broken coin. He is a patron of thieves although other gods such as Norebo and Olidammara are more popular than he, which makes him jealous and fills him with an irrational fervor to steal away their worshippers. "Desires must be seized, for experiencing the act of taking brings joy. Suffering must be avenged, for only retribution alleviates loss. Those that have wealth do not deserve it, nor the power and luck who brought them to where they are, and for that they should be scorned. You must take what is rightfully yours when the time is right or forever be shackled to misery, poverty, and nothingness." Clerics of Kurell are very self-centered and not particularly interested in proselytizing unless they perceive an immediate benefit for themselves. Their instruction involves teaching by example rather than quoting doctrine. Many make their living as thieves, and spend their time planning acts of revenge against their enemies. They travel in search of great things to steal, to escape their rivals, or to forget their past.

Name: Kuroth

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Theft and Treasure-Finding

Titles: The Master Thief

Holy Symbol: A gold coin with the symbol of a key on it or a quill

Alignment: CN

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons: rapier (m)

Weapon of the Deity Spell: +1 *shock dagger*

Domains: Chaos, Luck, Trickery.

Special Notes: Divine spellcasters are not permitted to destroy any valuable item. Repeated destruction of valuable items is a gross violation of the code of conduct.

Description: The Oeridian thief known as Kuroth (CUR-ahth) is said have been the most puissant among the practitioners of his ancient profession. Sponsored by Olidammara after a risky quest for the Laughing Rogue, Kuroth is gaining recognition among more than just sages of old lore. Kuroth is an Oeridian man with medium-length black hair and a fancy moustache. He is sometimes accompanied by a ferret. His symbol is a gold coin with a symbol of a key on it, sometimes with a quill as well, for he is known to many for his association with the magical quill that now bears his name. Kuroth was rich beyond his wildest dreams before becoming a god, and only kept up his trade to maintain his skills and reputation. Even now he enjoys stealing priceless items just to prove that he can, often leaving the item in an obvious, but dangerous, place for its owners to find. His cult is gaining popularity among adventurers because of his enjoyment of acquiring wealth through unusual means. "The ultimate challenge is taking something that its owner doesn't want you to have. Constantly push your limits in your attempts to acquire newer, more valuable, and unusual things, for stealing from a common merchant is little sport compared to stealing from a dragon's horde. Even if you lack nothing, avoid the trap that success would place on your mind, and seek to acquire more, discarding it afterwards if you don't need it. Never destroy a valuable item, for that deprives another of the chance to steal it in return." Not surprisingly, most of Kuroth's clerics work as thieves. They break into nobles' houses, merchant guilds, mage towers, and rival churches to find what things can be stolen. They adventure to find the next big horde, discover (and avoid) the next big trap, and to get into places that have been hidden or locked up for hundreds of years. Their predilection for danger tends to keep their numbers low but their reputation high.

Name: Kurtulmak

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Kobolds, Trapmaking, Mining, War

Titles: Gnomesmasher, The Watcher, Steelscale, The Horned Sorcerer, Stingtail

Holy Symbol: Gnome skull

Alignment: LE

Origin of Worship: Kobolds

Core Worshippers: Kobolds

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock spear

Domains: Competition* (CD), Earth, Evil, Law, Madness* (CD), Trickery, War.

Special Notes:

Description: Kurtulmak (kurt-uhk-mak) appears as a particularly large kobold, about 5 feet tall, with scaly skin mottled black and green. His ratlike tail is long and tipped with a wicked stinger. Kurtulmak is a savage deity who teaches the kobolds to defend themselves and assault the unwary by any means necessary, including the traps of which he's fond. He has a particular hatred for gnomes, especially since Garl Glittergold collapsed Kurtulmak's cavernous home as a joke. Kurtulmak taught the kobolds the arts of mining, ambushing, and trapmaking. Kurtulmak insists that his clerics train under military discipline, learning doctrines for setting ambushes, building defenses, and otherwise defending the kobold people. The final test for a would-be cleric is to survive a run down a corridor filled with deadly traps. Anything that enhances the stature of the kobolds is a boon to Kurtulmak. Collapsing a series of gnome burrows, convincing a dragon to live among a kobold tribe, and building a trap-filled set of kobold warrens are all typical quests. Many of Kurtulmak's prayers reference dragons and reptiles, such as "O Watcher, I slither before your scaly majesty." Kurtulmak's temples are claustrophobic warrens bristling with traps, but they often have the accumulated wealth of a kobold community in their treasury. Kurtulmak blesses births and honors deaths, but his ceremonies often feature a simulated or actual trap. Kobold youths, for example, contend with the Blessing of the Pit as a rite of passage. Kurtulmak is a savage deity who is always attentive to events on the Material Plane and eager to secure any advantage for his people. He teaches the kobolds that fair fights are for fools or for the unlucky. It is better to flee and fight again than to be defeated, and no fight is truly over if even one kobold lives. Revenge is sweet, says Kurtulmak, even if it takes years to arrange. No kobold community is complete without a temple or shrine to Kurtulmak.

Name: Kyuss

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Creation and Mastery of Undead

Titles: The Bone Master

Holy Symbol: A skull with worms in its eyes and jaws

Alignment: NE

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Club

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving club

Domains: Death, Evil, Pestilence* (CD).

Special Notes:

Description: Few have not heard of the dreaded sons of Kyuss - terrible zombies that spawn their kind through sickly green worms that corrupt the living. Few know that the creator of these foul creatures, Kyuss (kai-OOSS) himself, has an active cult in the Flanaess. Sponsored to godhood by Nerull, Kyuss was a Flan priest in the ancient Empire of Sulm, which now lies buried in the Bright Desert. Escaping from there shortly before its destruction, he fled to the Wormcrawl Fissure near the Rift Canyon and underwent apotheosis. He appears as a skeletally gaunt man with hands of bone and eye sockets filled with crawling worms. He is manic and communicates only with his priests, Nerull, and undead beings. He carries a worm-riddled club that turns whatever it strikes into some form of undead. His symbol is a skull with worms in its eyes and jaws. "Life is a temporary obscenity, and death is an eternity of sedentary non-existence. Only undeath is the blessed state. Grant others its wonderful gift, even infidels, so they may see Kyuss' truth. Create undead whenever you are able, abandoning them when you leave. Control undead as you need them, but free them to their own will when you need them no longer. Destroy enemy undead only when you face destruction yourself." Clerics of this cult raid graveyards to create undead just for the sake of doing so. They sometimes sell their creations to mages or other clerics but often let them run wild in the streets of cities. Powerful clerics attempt to create new kinds of undead, and most seek lichdom rather than face true death. Kyuss' clerics adventure to acquire more undead followers and money to create more undead, discover new or forgotten types of undead, and to discover forgotten holy sites of their patron (such as certain ruins in the Amedio Jungle, where Kyuss once traveled).

Name: Labelas Enoreth

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Time, Longevity, History

Titles: The Lifegiver, Lord of the Continuum, The One-Eyed God, The Philosopher, The Sage at Sunset

Holy Symbol: Setting sun

Alignment: CG

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 spell storing quarterstaff

Domains: Celerity* (CD), Chaos, Destiny* (RoD), Good, Knowledge, Mind* (CD), Oracle* (CD), Rune* (Ss).

Special Notes:

Description:

Name: Laduguer

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Duergar, Crafts, Protection, Magic, Magic Weapons, Artisans

Titles: The Gray Protector, Master of Crafts, The Exile, The Slave Driver, The Taskmaster, The Harsh

Holy Symbol: Broken crossbow bolt on a shield

Alignment: LE

Origin of Worship: Dwarf

Core Worshippers: Duergars

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending warhammer

Domains: Domination* (CD), Earth, Evil, Law, Magic, Mind* (CD), Protection.

Special Notes:

Description: The deity of the duerar, Laduguer occasionally still answers the prayers of other dwarves. The Gray Protector, as he is called, demands constant toil and a rigid hierarchy from his subjects, many of whom are slavers or would-be warlords. Would-be clerics of Laduguer engage in hour after hour of repetitive prayer, punctuated only by hard physical labor or similar hardships. Those who don't wash out of the process become clerics and inflict similar mind-numbing initiations on the next generation of followers. Laduguer's quests often involve awakening - and hopefully controlling - some long-buried evil. If an army of slaves is trying to unearth a fallen, ancient labyrinth-temple, Laduguer is probably behind it. Prayers to Laduguer are simple one- or two-sentence affairs, but they're repeated dozens of times with the same rhythm and intonation. Laduguer has simple temples unadorned with decoration. Many have torture chambers, prison cells, or battle arenas attached to them. Laduguer offers his followers few rites, because time spent in ceremonies is time spent away from more proper duties. "Rituals? Get back to work!" says the cleric of Laduguer.

Name: Laogzed

Gender: ?

Rank: Demigod

Areas of Concern/Portfolio: Troglodytes, Eating

Titles: The Devourer, The Eater of Souls

Holy Symbol: Oozing toad-lizard

Alignment: CE

Origin of Worship: Troglodyte

Core Worshippers: Troglodytes

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Javelin

Other Preferred Weapons:

Weapon of the Deity Spell: +1 corrosive (as per A&EG) javelin

Domains: Chaos, Death, Destruction, Evil, Madness* (CD).

Special Notes:

Description:

Name: Lendor

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Time, Tedium, Patience, Study

Titles: Prince of Time, Master of Tedium

Holy Symbol: A crescent moon in front of a new moon surrounded by 14 stars

Alignment: LN

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Greatsword (m)

Other Preferred Weapons: piercing and slashing weapons

Weapon of the Deity Spell: +1 flaming greatsword

Domains: Destiny* (RoD), Knowledge, Law, Mind* (CD), Oracle* (CD), Protection, Rune* (Ss).

Special Notes:

Description: Lendor (LEN-dor), the leader and progenitor of the Suel pantheon, is depicted as a white-haired and bearded husky older man. Largely withdrawn from the affairs of the world to care for larger issues, Lendor considers himself superior other gods and especially to his children, as he has the ability to banish any of his children or undo their magic. A blow from his flaming sword Afterglow is said to be the force that started the flow of time at the dawn of the universe. His holy symbol is a crescent moon in front of a new moon surrounded by fourteen stars (sometimes less or more). "Time stretches to infinity, and issues that seem pressing are merely a smaller part of a larger whole. In order to make sense of the universe, one must look at the entire mosaic instead of just a part of it. Age brings experience, wisdom, and the impetus to take things slow." Lendor's clergy are mostly older, particularly sages, village elders, and record keepers. They tend to have little interaction with the outside world, remaining cloistered in their libraries and temples for years at a time. Occasionally a younger person will be drawn to this faith, taking the role of wandering adviser, preaching the need to keep the present in perspective; these preachers often become advisers to conservative leaders or mount expeditions to recover ancient tomes and artifacts lost for generations. Ceremonial garb includes silver robes adorned with a black circle containing Lendor's symbol.

Name: Lirr

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Prose, Poetry, Literature, Art

Titles: Lady Poet, The Lore Keeper

Holy Symbol: An illustrated book

Alignment: CG

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons: rapier (m)

Weapon of the Deity Spell: +1 spell storing spear

Domains: Chaos, Good, Knowledge, Liberation* (CD), Magic, Rune* (Ss), Travel.

Special Notes:

Description: Lirr (LEER) is shown as a fresh-faced Oeridian woman with long black hair and dark blue eyes. Her symbol is an illustrated book, and she carries a tome with her that can show any poetry, prose, spell, or artwork ever created. She works favorably with any being that respects knowledge, learning, and the arts, but she opposes those that would destroy art and knowledge or hide it. Many Oeridian sorcerers and wizards worship Lirr, particularly those who dislike Delleb's conservative and reclusive nature. "The written word, be it in rhyme, prose, myth, or logbook, is the linchpin of civilization. Preserve written works so that the knowledge of the past can be given to the future, and put oral records in more permanent form. Art should be revered, for it conveys feelings and messages that would take hundreds of pages to explain. Every poem, book, or painting lost is a piece of history forgotten." Lirr's clerics wander Oerth in search of lore, news, poetry, historical tales, magic, and works of art. They sneak into lands ruled by oppressive leaders (such as luz), trying to rescue items of interest that are at risk of being destroyed out of malice or ignorance. Many clerics have skill as bards, telling tales and painting pictures rather than singing; they easily find work as tutors, scribes, and artists. Novice clerics spend months making copies of their temple's archives of books, scrolls, and works of art, which are distributed so that others may appreciate them.

Name: Llerg

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Beasts, Strength

Titles: Great Bear, Animal Fang, Strongest Serpent, God of Force

Holy Symbol: A bear, snake, or alligator

Alignment: CN

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Battleaxe (m) or longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen battleaxe or longsword

Domains: Animal, Chaos, Competition* (CD), Courage* (CW), Strength.

Special Notes:

Description: The most uncivilized god in the Suel pantheon, Llerg (LERG) ignores most other gods, seeing them as too civilized, but has a friendly rivalry with Kord and a hatred for Telchur. He is shown as a strong, shaggy man wearing furs and a fighting girdle or as a great bear, snake, or alligator. These animals are sacred to him, and they are his three holy symbols. He fights with a broadsword or in one of his animal forms and may be the ancestor of the original dire bears, dire alligators, and giant snakes. He is popular among the jungle savages, who call him Hlerg. "Be strong so that others respect you. Be fierce like the creatures of the animal world. Humans have lost contact with their inner animal nature - watch and learn how the predator lives, and you will again be as you should be." Llerg supports barbarians defending their lands against encroaching civilization. Llerg's clerics choose one of his sacred animals as their totem animal. They act as intermediaries when tribes meet, and range far in search of prey when times are lean for their tribe. They bless weapons, warriors, and sites of battle to ensure victory, and in more peaceful times they train young warriors in armed and unarmed combat. Some clerics see visions and travel to find the meaning of what they have seen. Llerg's temples are simple stone or wooden buildings with large open spaces. They are built in places frequented by wild animals, and prey animals tend to avoid such places due to the predators in the area. The interior of the building is carved and painted with animal motifs, with animal skins decorating the walls and floor. An open fireplace dominates the center of the temple. The first appearance of large predators after the winter is a day for celebration; the priests spend all morning in prayer, then wrestle and dance in firelight that night. The first snowfall of winter is likewise heralded as a time for prayer and ritual, putting the animal spirits to rest until the world renews itself; in regions that get no snow, the first day of Sunsebb is used instead. This winter ceremony consists of securing food stores, prayers over animal skins, and feats of strength such as rock lifting and axe hurling. Ceremonial garb includes bear skins, alligator hides, and snake skins. These skins are carefully preserved and often decorated with jewels for eyes. Necklaces, amulets, and belts of carved animal bones complement their dress, and many tie animal teeth and claws to their faces or hands during such times, or even pierce their bodies with these items. Adventuring clerics favor typical barbarian garb, with thick leather girdles carve with bear images; most also wear either a bearskin cloak or a "Llerg-cloak," a tasseled robe woven to represent the pelt of a bear. Llerg's clergy are known as beastwalkers.

Name: Lolth

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Drow, Spiders, Evil, Darkness

Titles: Queen of the Drow, The Spider Goddess, Queen of the Demonweb Pits, Demon Queen of Spiders, Weaver of Chaos, Dark Mother of the Drow

Holy Symbol: Black spider with the head of a drow female

Alignment: CE

Origin of Worship: Drow

Core Worshippers: Drow

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Whip (e)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen whip

Domains: Chaos, Destruction, Domination* (CD), Evil, Oracle* (CD), Pestilence* (CD), Trickery.

Special Notes:

Description: Lolth (lolth), the Queen of the Demonweb Pits, first spread evil among the elves, leading the drow away from the rest of the elves thousands of years ago. Now she focuses on using the drow to conquer the vast cavern-realms beneath the surface of the earth. She relishes the chance to test her followers by pitting them against each other that the strong may cull out the weak. She appears as a tall, beautiful female drow or a massive black spider with a female drow's head. More so than any other deity, Lolth delights in perpetual tests of her exclusively female clerics, pitting them against each other. Every cleric of Lolth knows that the path to promotion lies by stabbing ones; superior in the back, and every cleric is likewise alert that her underlings are plotting to do the same to her. Lolth's temples among the drow generally dominate (in every sense of the word) the communities that surround them. These temples are extraordinarily defended by capable and clever spider-worshippers, but also serve as storehouses of dark lore and powerful magic. Lolth uses a number of competitive rites to identify particularly worthy followers. Those who succeed in her rites - which involve competitive spellcasting or all-out combat - get access to more powerful magic. Those who fail are demoted, killed, or turned into driders. Nearly every drow home has at least a small shrine to Lolth, even if it is just a spider statue or modest altar. Larger temples to Lolth are often laid out in the shape of a spider. They serve as meeting places, sacrificial sites, and centers of entertainment for high-ranking drow.

Name: Luthic

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Female Orcs, Fertility, Medicine, Healing, Servitude, Caves, Home

Titles: The Cave Mother, The Blood Moon Witch

Holy Symbol: Orc rune for home

Alignment: NE

Origin of Worship: Orc

Core Worshippers: Orcs

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spiked gauntlet

Other Preferred Weapons:

***Weapon of the Deity* Spell:** +1 keen spiked gauntlet

Domains: Community* (CD), Earth, Evil, Healing, Protection.

Special Notes:

Description:

Name: Lydia

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Music, Knowledge, Daylight

Titles:

Holy Symbol: A spray of colors from an open hand

Alignment: NG

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Shaft of light (spear)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming spear

Domains: Good, Knowledge, Liberation* (CD), Sun, Travel.

Special Notes:

Description: Lydia (LIH-dee-ah) is a wise Suel goddess, shown as a dynamic older woman with white hair and clear blue eyes. Her symbol is a spray of colors from an open hand. She interacts with many other gods, exchanging information and songs. In some ways she is the converse of Pholtus, pressing for individual liberty so that others may see the light of truth without being blinded by it; this pleases Trithereon, who also strives for the freedom of the individual. "People must gain knowledge to better themselves. Music is a key to learning, and the light of day lets one see their own ignorance." Lydia's church has an open policy on all records, for the goddess hates secrets and those who would hoard information to the detriment of others. Her teachings are presented in song form so that they may be easily remembered, and her church often converts current and historical texts into ballads. Her church uses education to uplift women from lesser stations in life; this tends to make her unpopular with patriarchies. Most of her clerics are women. They discover and spread information wherever they travel, and are often found in the company of clerics of Fharlanghn. They are required to help women in need of education, and they spend much of their time in villages teaching women and children how to read and acting as midwives. They travel to discover lost caches of information and song, preferring historical accounts of actual deeds rather than fictionalizations and hearsay tales. Ceremonial garb includes white robes trimmed with gold and silver.

Name: Maglubiyet

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Goblins, Hobgoblins, War, Rulership

Titles: The High Chieftain, The Battle Lord, Fiery-eyes, The Mighty

Holy Symbol: Bloody axe

Alignment: NE

Origin of Worship: Goblinoid

Core Worshippers: Goblins and Hobgoblins

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Greataxe (m) or battleaxe (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving greataxe or battleaxe

Domains: Competition* (CD), Destruction, Evil, Strength, Trickery, Tyranny* (CW), War.

Special Notes:

Description:

Name: Mayaheine

Gender: f

Rank: Demigod

Areas of Concern/Portfolio: Protection, Justice, Valor

Titles: The Shield Maiden

Holy Symbol: A shield with a bastard sword, sunburst two golden spheres, and two victory runes

Alignment: LG

Origin of Worship: Flan

Core Worshippers: Flan and Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Bastard sword (m)

Other Preferred Weapons: mace, longbow (m)

Weapon of the Deity Spell: +1 defending bastard sword

Domains: Good, Law, Nobility* (CW, Ss), Protection, War.

Special Notes:

Description: Mayaheine (MY-ah-heen) is a recently ascended paladin of Pelor, brought here from another world to help fight the powers of darkness and evil. She is portrayed as a strikingly tall woman with blue eyes and auburn gold hair, dressed for battle. Her shield, Hope's Champion, turns back evil magic upon its source, and her bastard sword Triumph stuns fiends and tyrants with a touch. Her holy symbol is a shield with a bastard sword, sunburst, two golden sphere and two victory runes. While she is fine warrior, she is above all a protector. "Protect those who need it. For good to survive it is necessary to defend the weak and innocent. Bravery, strength of mind, and perseverance in times of hardship or danger are virtues, and adherence to the concepts of justice, fairness, and righteousness are essential. Obedience to Pelor the Sun Father is as important as devotion to the Shield Maiden. Just as Mayaheine traveled a long way to aid our world, it may be necessary for the faithful to travel far to uphold her word." Clerics of Mayaheine train themselves and others in self-defense. They help build town walls and other protective constructions; many take roles as community leaders, their devotion to justice and good making them excellent judges. They travel to prove their bravery, right wrongs, and to destroy strongholds of evil. This faith sponsors many paladins and is friendly with paladins of other faiths as well. They are always respectful of clerics of Pelor, for their religion wouldn't exist on Oerth if it weren't for him.

Name: Memnor

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Evil Cloud Giants, Pride, Mental Prowess and Control

Titles:

Holy Symbol: Thin black obelisk

Alignment: NE

Origin of Worship: Giant

Core Worshippers: Evil Cloud Giants

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Morningstar

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving morningstar

Domains: Death, Domination* (CD), Evil, Mind* (CD), Sky* (RotW), Trickery.

Special Notes:

Description:

Name: Merikka

Gender: f

Rank: Demigod

Areas of Concern/Portfolio: Farming, Agriculture, Home

Titles: Lady of the Calendar

Holy Symbol: A basket of grain and a long scroll

Alignment: LG

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Sickle

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending sickle

Domains: Community* (CD), Good, Law, Plant, Protection.

Special Notes:

Description: Merikka (meh-RIK-kah) is a quiet Oeridian goddess who takes direction from Cyndor and coordinates activities with her cousins (the gods of seasons) to allow farmers to plant and cut their crops at the proper time. She guides the cycle of a family through the days, seasons, and years of life. Her obsession with dates and cycles makes her a patron of expectant mothers. She is shown as a gray-haired woman of faded beauty holding a basket of grain and a long scroll, with the objects being her holy symbol. She was trapped for a time under Castle Greyhawk by Zagig Yragerne but eventually released by a group of adventurers. She resents chaotic gods and any who would disrupt her work. "A well-run farm and strong family both rely on the adherence to routines, an understanding of relationships, and the consequences of actions. Animals will not thrive unless they are cared for, fields cannot be planted unless they are prepared, and grain won't last through the winter unless rationing is kept. Spouse must respect each other, children must obey their parents, and parents should love and teach their children. Ignoring these commands leads to ruin." Clerics of Merikka coordinate groups of farmers so that everyone's crops are planted and harvested at the optimal time, mediate between warring family members, care for pregnant women, and officiate coming-of-age and marriage ceremonies. They enforce laws and punish lawbreakers where other officials are unavailable. Most city folk see them as emissaries of law because of their single-minded dedication in following their quarry to places far from home.

Name: Merrshaulk

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Yuan-ti, Poison, Somnolence

Titles: Master of the Pit, The Serpent Lord, The Sleeping Serpent, The Maker of Venom

Holy Symbol: Cobra head

Alignment: CE

Origin of Worship: Yuan-ti

Core Worshippers: Yuan-ti

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scimitar (m) or longsword (m)

Other Preferred Weapons:

***Weapon of the Deity* Spell:** *scimitar or longsword of venom (as dagger)*

Domains: Chaos, Destruction, Domination* (CD), Evil, Mind* (CD), Plant, Tyranny* (CW).

Special Notes:

Description:

Name: Meyanok

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Serpents, Poison, Discord, Darkness, Famine

Titles:

Holy Symbol: Snake coiled around a skull

Alignment: NE (CE)

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: dagger of venom

Domains: Animal, Destruction, Evil, Pestilence* (CD), Trickery.

Special Notes:

Description: Meyanok, born of darkness and pain, is the progenitor of all other evil gods of the Touv pantheon. He seeks to corrupt the rest of his family and control or destroy their servant, preferring subterfuge to overt action since he is outnumbered. He is always shown as a serpent coiled around a skull. Priests of the serpent god are reclusive and don't often deal with strangers, at least not openly. They work through agents, many of whom are charmed, to disrupt civilization and harm the worshipper of other gods, and have been known to make human sacrifices. Ceremonial garb includes a snakeskin headdress or cloak.

Name: Mictlantecuhtli

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Death, Darkness, Murder, the Underworld

Titles:

Holy Symbol: Skeletal canine

Alignment: LE (NE)

Origin of Worship: Olman

Core Worshippers: Olman

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 ghost touch dagger

Domains: Death, Destruction, Evil, Law, Mysticism* (CD), Pestilence* (CD), Tyranny* (CW), War.

Special Notes: Divine spellcasters may not restore life without gaining the permission of Mictlantecuhtli (via a commune or similar spell, DM decides the response). Failure to abide by this restriction is considered a gross violation of the code of conduct.

Description: Mictlantecuhtli is the god of death and the power of unlife. Normally shown as a tall lich-like being, he is also depicted as a skeletal canine. His worshippers get his attention by sacrificing 50 of their own members during the dark of the moons; these sacrifices then serve the god as undead. Another warlike god, he encourages his followers to send their enemies to be his slaves in the afterlife. His permission is needed before a priest can use raise dead or resurrection. Grim and cold, the priests of the death god never show mercy to their captured foes, sacrificing them at the first opportunity. They oversee the interment of those who have died in battle and of natural causes. Ceremonial garb includes a red metal or jade rod and a headdress of red feathers.

Name: Moradin

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Dwarves, Smithing, Engineering, Creation, War

Titles: The Soul Forger, Dwarffather, The All-Father, The Creator

Holy Symbol: Hammer and anvil

Alignment: LG

Origin of Worship: Dwarf

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 *throwing warhammer*

Domains: Creation* (CD), Earth, Fire, Good, Law, Protection, Strength, War.

Special Notes:

Description: Moradin (moar-uh-din) usually appears as a stern-faced male dwarf with a powerful build. His upper body is particularly robust, with a barrel chest, wide shoulders, and arms corded with big muscles. He has flowing black hair and a beard to match, and he always wears full plate armor. He carries a shield and a warhammer. Moradin forged the first dwarves out of metal and gems and breathed life into them. Many of Moradin's clerics have parents and grandparents who were also clerics of the Soul-Forger, so many clerics train for their calling from childhood with a father or mother as teacher. Defense of dwarven civilization - and the traditions that make it strong - is paramount to followers of Moradin. They protect new mines from goblinoid invaders, track down a lost line of dwarven warrior-kings, and journey to the Elemental Plane of Fire to light a forge that tempers a new artifact. Moradin's prayers are replete with references to metals and smithing. One of the most common prayers for intercession begins, "You burn the dross from me, but the iron remains." At the center of every temple to Moradin is an anvil and a massive forge, where the weapons and armor that defend the dwarven people are made. The anvil is also frequently used as the altar. The best weaponsmiths in the world probably work in Moradin's temples. Genealogy and heritage are important aspects of Moradin's rites. A funeral for a Moradin worshiper is a grand, solemn spectacle, with chants that describe the lineage of the deceased stretching back thousands of years.

Name: Mouqol

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Trade, Negotiation, Ventures, Appraisal, Reciprocity

Titles: The Merchant

Holy Symbol: A set of scales and weights

Alignment: N

Origin of Worship: Baklunish

Core Worshippers: Baklunish, Jann and Merfolk of the Dramidj Ocean

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons: light crossbow

Weapon of the Deity Spell: +1 defending dagger

Domains: Knowledge, Pact* (CD), Travel, Trickery.

Special Notes:

Description: Trade in the Baklunish lands is the province of Mouqol (moh-KOHL) the Merchant. Like Istus, he was neutral in the war between Light and Darkness that precipitated the mythic Hegira; like Geshtai, he provided necessities to both sides of the struggle. Other tales describe Mouqol's travels among genie-kind, and his skill at bargaining with even these most difficult of clients. Mouqol's particular gifts are the ability to discern the true desire of his customers, and the talent of finding and delivering the rarest of treasures to their predestined owners. "Reward is not gained without risk. The perfect bargain satisfies both necessity and desire. The wise know the worth of a thing as well as its cost. Greed makes the wealthiest into debtors. All life is a matter of exchange." The Bazaar, or marketplace, is holy ground. Some markets in the larger cities are set up around actual temple-buildings, but most simply contain a tent-covered altar or shrine to the merchants' god. There is no standard tithe, but a variable set of fees is levied on the traders who utilize the marketplace. These monies are used to cover expenses, but any excess is dedicated to charitable works, for the accumulation of large amounts of wealth is foreign to Mouqol's values. Much more important is the art of the negotiation process, for hard bargaining is near to a sacrament for these Western merchants. Clerics of Mouqol are common among the Baklunish, as well as among the jann and the merfolk of the Dramidj. Clerics use their powers to deter theft, fraud and magical deception. They work as appraisers of common goods, with certain members specializing in more exotic items. Most travel during at least part of their career, particularly as part of merchant caravans. Ritual prayers are said each morning, prior to opening for business or beginning the day's travel.

Name: Muamman Duathal

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Expatriates, Urban Dwarves, Travelers, Exiles, Lightning

Titles:

Holy Symbol: Mace held by gauntleted fists

Alignment: NG

Origin of Worship: Dwarf

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Heavy mace

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending heavy mace

Domains: City* (RoD), Community* (CD), Good, Protection, Travel.

Special Notes:

Description:

Name: Murlynd

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Magical Technology

Titles: The White Paladin

Holy Symbol: A six-pointed star with rounded points

Alignment: LG

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Longsword (m)

Other Preferred Weapons: light crossbow

Weapon of the Deity Spell: +1 frost longsword

Domains: Good, Knowledge, Law, Nobility* (CW, Ss).

Special Notes: Divine spellcasters of Murlynd have their spells look different from other casting of those spells by other casters. When describing the appearance of a spell from a divine spellcaster of Murlynd, add elements of a technical nature. For example, casting create water might involve a magical faucet spout appearing to produce the water. The appearance of the spell does not change the effect of the spell or the way it interacts with its environment in any way.

Description: Sponsored to godhood by Heironeous, Murlynd (MURR-lind) is paladin with unusual abilities. From his planar travels he has acquired knowledge of technology unavailable in the Flanaess, and his usage of such devices makes him something of an outcast (although he has been known to travel with Celestian, Heironeous, Zagyg, and certain other hero-deities). He appears as a handsome Oeridian man with weathered features, worn leather clothing, and a light-colored hat of a style unseen elsewhere in the Flanaess. Although he appears taciturn and aloof, he is actually quite personable among his allies and only dangerous if provoked by evil folk. He is familiar with the battleaxe and longsword, but is also fond of crossbows and similar weapons of more exotic make. His symbol is a six-pointed star with rounded points, and his holy book (often titled Murlynd's Early Adventures & Subsequent Ventures) bears this stamp. Murlynd was one of the beings who helped imprison Iuz beneath Castle Greyhawk, and this fact is never far from the Old One's mind. "Learn from the advancements of the civilized races, both mundane and magical, and apply this knowledge to helping the common folk. Never use an inferior item when you have access to a superior one, whether a spell, sword, or tool. Protect the weak and innocent, act honorably at all times, and face danger with certainty and calm. Treat followers of Heironeous as your allies and those of this brother your enemies." Murlynd's clerics seek to uphold the tenets of law and good, similar to the church of Heironeous, and members of the two faiths often work together. They use their knowledge to help commoners and are never too busy to defend a village against raiding monsters. They adventure to forward the cause of good, throw down the outposts of evil, and destroy magical or technological devices capable of great harm (which often teams them with worshippers of Phaulkon). They are incessant inventors, and throughout their travels they build, repair, and improve mills, forges, and other sorts of tools and machinery.

Name: Myrhiss

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Love, Romance, Beauty

Titles: The Thrice-Kissed, Maid of Light and Dark

Holy Symbol: Lovebird

Alignment: NG

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Shortbow (m) or whip (e)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance shortbow or +1 keen whip

Domains: Community* (CD), Domination* (CD), Good, Healing, Protection.

Special Notes:

Description: Myrhiss (MEE-ris) is shown as a Flan woman just reaching adulthood, a garland of flowers in her hair, or else as a fair-skinned, dark-haired provocative beauty or a sun-blond tanned woman of approachable prettiness. Her dark-haired form is associated with the whip, her other aspect favors the shortbow. She is friendly and affectionate toward all benign gods but avoids those who are hideous, crude, or hateful. Although Wee Jas dislikes her, Myrhiss appreciates the vain Suel goddess for her obvious attractiveness. "Love can cure the world's ills. Quarreling rivals and warring nations can be brought together with a well-placed romance, and beauty can turn the heart of a dumb beast or a despondent tyrant. Beauty is often fragile, so protect it from accidental harm, as the destruction of something beautiful is a great tragedy. Beauty comes in many forms, for even the most evil red dragon is a sight of terrifying splendor when it is on the wing. Celebrate love, affection, romance, and beauty wherever you find it." Clerics of Myrhiss are starry-eyed and always looking for signs of love and beauty in the people and places around them. They bless young lovers, perform marriage ceremonies, create works of art, and travel to see beautiful people and fantastic sights. A few take roles as diplomats, as their looks and charisma make even the most hostile folk stop to listen to them. Some are crusaders against hate and ugliness, seeking out those who destroy love or vanquishing those of repulsive presence.

Name: Nazarn

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Formal and Public Combat

Titles: The Gladiator

Holy Symbol: A chain wrapped around a shortsword

Alignment: N

Origin of Worship: Suel

Core Worshippers: Half-orcs

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending short sword

Domains: Luck, War.

Special Notes:

Description: Nazarn (NAZZ-arn) is a half-orc god of ritualistic and public combat, such as honorable duels and gladiator matches. Once a popular gladiator slave owned by a member of the Scarlet Brotherhood, Nazarn escaped from his racist captors to find a better place for himself in the world. He was fortunate to encounter and impress a half-giant descendant of Kord, and eventually convinced the Brawler to elevate him to godhood after defeating all opponents (including a young green dragon) in a Hepmonaland arena run by yuan-ti. Nazarn is honorable but cares little for moral debate, seeking only the freedom to do what he wants and have a fair fight in the arena. He appears as an older half-orc with a strongly orcish appearance and hair that is rapidly graying to white. He is usually shown with his short sword Crowdpleaser. His symbol is a chain wrapped around a short sword. "Answer a challenge with honor and bravery. Never fight at anything but your best. Know when you should please the crows and when you should focus on your foe, for a flamboyant warrior often ends up dead if he underestimates his adversary. Avoid dirty fighting unless it is purely for sport. Offer mercy to a defeated foe if you can, but finish them if they have fought without honor or broken the combat's accepted rules of conduct. Be inspiring to those who fight on your side and those who would emulate you in the future, for your legacy will survive you." Nazarn's clerics work as professional duelists or gladiators, act as officiators and seconds in formal duels, and minister to gladiators and similar combatants. They adventure to seek out new heroes of the arena in distant cities, to test their mettle against unusual foes, and to collect trophies and scars that add to their reputations.

Name: Nerull

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Death, Darkness, Murder, the Underworld

Titles: The Reaper, The Foe of All Good, Hater of Life, Bringer of Darkness, King of All Gloom, The Reaper of Flesh

Holy Symbol: Skull and scythe

Alignment: NE

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Scythe (m)

Other Preferred Weapons: dagger, quarterstaff, sickle

Weapon of the Deity Spell: +1 keen scythe

Domains: Cold* (CD, Fb), Death, Evil, Mysticism* (CD), Pestilence* (CD), Trickery, Winter* (Fb).

Special Notes:

Description: Nerull (NEH-rul) is an ancient Flan god; few anywhere do not know and fear his name. He is a rust-red skeletal being with thick, blackish-green hair, a cowl and cloak of rusty black, and eyes, teeth, and nails the color of poisonous verdigris. His sablewood staff Lifecutter forms a scythelike blade of red force that slays anyone it touches. Fiends answer his call out of fear rather than loyalty, for he hates all life and is not above destroying servants out of displeasure or spite. His symbol is a skull and scythe. Of all other divine beings, the only one he tolerates is Incubulos whose gifts send many to his realm. "All are equal in Nerull's cold realm. Every living thing is an affront to the Reaper, and every death brings a dark spark of joy to his long-dead heart. Those who pray to Nerull to appease him only attract his attention and their own doom. Those who kill in his name shall be rewarded." Clerics of Nerull are secretive and solitary, as few sane people would tolerate their presence. Except in the most evil lands, no organized church of Nerull exists. Nerull's clerics commit murder as offerings to their god; when their actions are discovered, they flee their hiding places and move far away to carry out their evil deeds, appearing innocent while occasionally killing wayfarers on their long journey. Among followers of the Old Faith, Nerull is also seen as a god of winter. Some are obsessed with death, even as children, and those are potential recruits to the clergy of Nerull. All must survive the final initiation rite: being buried alive. Nerull's followers desecrate ancient tombs looking for lost lore, establish cults to provide willing food for vampires, and raise undead armies to terrify the world of the living. Much of Nerull's liturgy is spoken in the past tense, even if it hasn't happened yet. For example, a cleric of Nerull might pray, "You granted me ultimate dominion over the dead..." Nerull's temples are generally secret places hidden underground and crawling with undead. For unscrupulous adventurers who can stomach Nerull's hatred of the living, they're good places for "no questions asked" raise dead spells. Nerull finds little worth celebrating, other than death. The number of different funeral rites Nerull has, depending on who died and how, is staggering. Nerull's clerics wear rust-red garb when not in disguise.

Name: Nola

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Sun

Titles:

Holy Symbol: Copper or gold sun

Alignment: NG (LG)

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Javelin

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming javelin

Domains: Air, Fire, Glory* (CD), Good, Healing, Sun.

Special Notes:

Description: Nola is the first being created by Uvot. She represents the life-giving power of sunlight and its ability to reveal things hidden in the dark. A nurturing deity, she abhors deadly cold and those who destroy things before they have a chance to come to fruition. She is pictured as a Touv woman of serene beauty, her head surrounded by a corona of flame. Priests of Nola are concerned with the growth and development of living things, especially children. Adventuring priests often see themselves in a parental role, watching over the adventuring companions and seeing to their maturation. Ceremonial garb includes a headdress and collar of copper and gold.

Name: Nomog-Geaya

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Hobgoblins, War, Authority

Titles:

Holy Symbol: Crossed longsword and handaxe

Alignment: LE

Origin of Worship: Goblinoid

Core Worshippers: Hobgoblins

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m) or handaxe (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving longsword or handaxe

Domains: Courage* (CW), Evil, Law, Strength, Tyranny* (CW), War.

Special Notes:

Description:

Name: Norebo

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Luck, Gambling, Risks

Titles: God of Gambles

Holy Symbol: A pair of eight sided dice

Alignment: CN

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending dagger

Domains: Chaos, Competition* (CD), Courage* (CW), Luck, Trickery.

Special Notes:

Description: Norebo (noh-REE-boh) is one of the more popular Suel gods, known for his willingness to make a bet on anything and his fondness for dice games; his symbol (a pair of eight-sided dice) stems from this. He has been paired with most of the female members of his pantheon, but has been linked to Wee Jas for the past one thousand years despite their alignment differences. He particularly despises Ralishaz for giving gambling and risks a bad name. Norebo is shown as a man of average height, weight, and features, but can assume animal forms, especially when he wishes to be hidden. "Life is full of risks and gambling with fate is the only thing that makes life worth living. Owning property and life itself are fleeting things, and best be enjoyed while you have them." His worship is popular in the barbarian lands and large cities, and donations to his temples (called Churches of the Big Gamble) are usually in the form of lost bets (as gambling operations are run on-site). Some patrons donate to his temple in the hopes of warding off thieves and assassins. Clerics of the Norebo are willing to make wagers on anything and are usually employed at least part of the time in a gambling house. Others wander the world to bring chance and elements of risk into people's lives; they especially love bothering clerics and followers of rigid gods such as Allitur, Pholtus, and St. Cuthbert. Ceremonial garb includes brown or dark green robes.

Name: Obad-Hai

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Nature, Woodlands, Freedom, Hunting, Beasts

Titles: The Shalm

Holy Symbol: A mask of oak leaves and acorns

Alignment: N

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons: druid weapons

Weapon of the Deity Spell: +1 defending quarterstaff

Domains: Air, Animal, Earth, Fire, Plant, Water.

Special Notes:

Description: Obad-Hai (OH-bahd HI) carries a hornwood staff called the Shalmstaff, which allows the bearer swift and easy passage through floral and faunal hazards, and a shalm (the double-reeded woodwind instrument from which he takes his title). He shown as a lean and weathered man of indeterminately old age, dressed in brown or russet and looking like a hermit, although nonhuman communities show him as one of their own race. His symbol is an oak leaf and acorn. Because of their difference in perspective, Ehlonna and Obad-Hai are unfriendly rivals, and he also counts Phyton as his enemy. "One should live in harmony with nature in all of its variety. Those who destroy or otherwise harm nature deserve swift vengeance in an appropriate manner. Those who are one with nature have little to fear, although the well-meaning but foolish are sometimes brought down by a danger they could not avoid or divert. The wilds can be ugly, dangerous, or terrible, but these things are a part of nature and should be respected as much as those that are beautiful, harmless, or wonderful." Most of the Shalm's clerics are male, whether human, gnome, halfling, or fey. Most tend get along very well with rangers and druids. They serve as protectors of nature, acting as the agents of retribution when their protection is insufficient or too late. They teach hunting in the way that nature's creatures do (choosing the weakest of the herd, etc.). Obad-Hai's adherents learn to become one with the Shalm in isolation, surrounded by wilderness, Only at the beginning and end of a new cleric's training does he receive guidance from a senior member of ObadHai's clergy. The rest of the time is spent living off the land and developing an instinctive connection to Obad-Hai's will. Not surprisingly, Obad-Hai counts more druids among his followers than clerics. If it takes place in the wilderness, Obad-Hai's followers are interested. Quests that protect a forest from woodcutters, cleanse the corrupted heart of a swamp, or prevent a dwarf mine from unleashing a volcanic eruption are smiled upon by the Shalm. Obad-Hai's prayers and psalms often start with a reference to birth or growth and end with a reference to death or ending. One common prayer for guidance begins, "Shalm. my thirst for knowledge grows/Lend me your wisdom and bury my doubts." Groves of oak trees deep in the wilderness mark Obad-Hai's shrines. These temples are defended by dozens of guardian animals and other denizens of the wilderness, many of whom are content to observe visitors from a distance. Obad-Hai's rites are exclusively seasonal and are triggered by a real-world event: the first songbird of spring and the first snowflake of winter, for example. Clerics of Obad-Hai have no formal hierarchy. They treat all those of their order as equals. They wear russet-colored clothing and maintain hidden woodland shrines that are usually located far from civilization.

Name: Olidammara

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Music, Revels, Wine, Rogues, Humor, Tricks

Titles: The Laughing Rogue

Holy Symbol: Laughing mask

Alignment: CN

Origin of Worship: Oeridian

Core Worshippers: Oeridian

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Rapier (m)

Other Preferred Weapons: rogue weapons

Weapon of the Deity Spell: +1 keen rapier

Domains: Celerity* (CD), Chaos, City* (RoD), Luck, Mind* (CD), Trickery.

Special Notes:

Description: Olidammara (oh-lih-dam-MAH-rah) loves upsetting those who are too attached to their boring and controlled worlds. He is shown as a brown-haired man of rakish appearance, olive skin, and merry eyes, although his magic laughing mask (and holy symbol) allows him to change his appearance. Zagyg once forced him into the shape of a small carapaced animal and imprisoned him; the Laughing Rogue still retains the ability to form a protective carapace, and he has used it to thwart many aggressors and pursuers. He is friendly enough with other gods, although the lawful ones resent his capriciousness and tricks. "Treat music as the art it is. Strive to be as skilled at it as your patron. Life is meant to be happy and entertaining, and the best jokes need a target to hang them on; when it is your turn, accept the laugh and appreciate the trick. Wine is one of the joys of life, and the only thing better than making wine is drinking it. Avoid misery, temperance, and solemnity, for they are the greatest poisons to the soul." Olidammara has a faithful following but few easily found churches. Clerics of Olidammara study music, make wine, tell jokes, and occasionally perform acts of mayhem. Those who live in cities tend to work as entertainers or vintners, while those who prefer rural settings act as storytellers, messengers, and minstrels. Many of them live a life on the run from powerful people whom they greatly offended early in their careers. Others just enjoy traveling in search of new music, exotic wines, and celebrations. Becoming a cleric of Olidammara seems easy enough to an outsider - it looks like one celebration and escapade after another. But would-be clerics are being keenly observed even in their least sober moments as more senior followers of the Laughing God look for the right mixture of joy, whimsy, and mischief. Missions that steal from the rich or embarrass the mighty are the headiest wine of all. Followers of Olidammara might engage in intrigues at the Duke's masquerade ball, steal offerings from the temple of a rival deity, or rescue a world-spanning thief from a prison on the plane of Pandemonium. Olidammara's prayers are more often sung than spoken, and they almost always rhyme. There are very few established liturgies, because Olidammara's worshipers are expected to freestyle-rhyme praises to their deity. Simple shrines to Olidammara are common in concert halls and public houses. However, the larger temples are hidden (often in the city's sewer network), because they double as a hideout for thieves. Those who know where a temple to Olidammara is can buy or sell all sorts of stolen or forbidden goods there. Olidammara's rites range from the simple (the Ceremony of the Cork, practiced when a particularly good bottle of wine is opened) to the elaborate (New Moon Follies, a three-act comedy performed by and for Olidammara worshipers). Most feature alcohol, song, and laughter.

Name: Osprem

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Sea Voyages, Ships, Sailors

Titles:

Holy Symbol: A barracuda or a sperm whale

Alignment: LN

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Trident (m)

Other Preferred Weapons: sailor weapons

Weapon of the Deity Spell: *trident of fish command*

Domains: Law, Protection, Travel, Water, Weather* (CD).

Special Notes:

Description: Osprem (AH-sprem) is a generally benign goddess, revered by the Suel people as the protector of those who travel on the water. She is more compassionate than her occasional companion Xerbo, yet she is not averse to punishing those who offend her or disobey her laws. She is shown as a beautiful gowned woman, a dolphin, a barracuda, or a sperm whale; the latter two are interchangeably used as her holy symbol. She wears no armor but is protected by a ring carved from a whale's tooth, given to her by the grandfather of all whales. "The seas provide a bounty of food and a means of travel; protect the sea as you would your own home, or face Osprem's wrath. She protects those who sail and their vessels as long as they respect her and abide by her laws. She guides vessels through dangerous waters and is the patron goddess of naval explorers." Those who defy her laws are punished by storms of ice, and it is said entire towns were wiped out because of serious transgressions against her. Her clerics are skilled navigators and often become the spiritual leaders of communities that rely on the sea for survival. Many gain political power for themselves based on the need for their abilities. Clerics not tied to one place might travel a great deal by ship; though they feel awkward away from the ocean, they are comfortable enough near lakes or rivers to venture inland. Ceremonial garb includes blue robes or brass armor decorated with symbols of ships, dolphins, barracuda, and whales.

Name: Panzuriel

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Evil Aquatic Creatures, Murder, Confusion, Subversion

Titles: Deep Old One, The Banished One, The Many-Tentacled One

Holy Symbol: Left footprint

Alignment: NE

Origin of Worship: Kraken

Core Worshippers: Evil Aquatic Creatures

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 *shock* quarterstaff

Domains: Destruction, Evil, Madness* (CD), Mind* (CD), War, Water.

Special Notes:

Description:

Name: Pelor

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Sun, Light, Strength, Healing

Titles: The Sun Father, The Shining One

Holy Symbol: Stylized sun-face

Alignment: NG

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Heavy mace

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming heavy mace

Domains: Glory* (CD), Good, Healing, Nobility* (CW, Ss), Purification* (CD), Strength, Sun.

Special Notes:

Description: Pelor (PAY-lor) is the Flan sun god, known throughout the entire Flanaess. Riding the great ki-rin Star Thought, he summons flights of eagles and destroys evils with bolts of sunlight. Depicted as an old man in white, with wild hair and a beard of shining gold, he was until recently a peaceful and gentle god concerned with the alleviation of suffering. Now, he is a more martial deity who brings his wrath to bear on darkness and evil. Now he invigorates and heals those who champion the cause of good, and the stylized sun-face holy symbol is painted on shields and banners across the Flanaess. "The energy of life originates from the sun. This light brings strength to the weak and health to the injured, while destroying darkness and evil. Do not be afraid to challenge the forces of corruption, but remember that just as staring at the sun can cause blindness of the eyes, relentless attention to the destruction of negative forces can blind the heart to the true essentials of life: kindness, mercy, and compassion." Pelor's clerics are usually quiet, kindly people with a backbone of steel. They are primarily nurturers and protectors, but when the time comes to bear arms they are not afraid to do so. They use their powers to heal, nourish, and otherwise aid the needy, while practicing the skills needed to protect their charges should they be threatened. Clerics of Pelor are free to explore far lands in an effort to drive off harmful beings and spread their god's gift to all who need it. Because Pelor's clerics spend a lot of time tending to the sick, blessing crops, and providing for the basic spiritual needs of their communities, they attract a number of earnest, forthright youths who want to make the world a better place. While not unduly harsh, training among the followers of Pelor is rigorous enough to send many well-meaning youths back to their farms and cobbler-shops. More so than adherents of any other faith, the followers of Pelor often find themselves striving against the undead. They also undertake healing whenever they can—whether that healing is physical or spiritual. Quests that break tip a cabal of necromancers, broker a peace accord between rival warlords, or destroy an ancient lich-queen once and for all are good examples of missions for the glory of Pelor. Pelor's prayers often take the form of firstperson affirmations, such as "I am merciful, just as the Sun of Mercy shines on me." Temples to Pelor are tall structures that often feature large windows, often with decorative stained glass. They tend to be tall, airy, and blindingly white. They are usually placed so the sun shines into most of their rooms throughout the day. They often feature open, sunny courtyards as well. They are kept scrupulously clean, and many of them have wings that house hospitals. They're a good source of healing magic and often easy to find because Pelor-worship is so prevalent in civilized lands. As befits a sun god. Pelor's major festivals take place on solstices and equinoxes, and many weddings and rites of passage take place on the cusp of a new season. The Blessing of the Sun-Kissed Field is a common rite requested by farmers. Pelor's clerics favor yellow garb. They are usually kindly people with backbones of steel.

Name: Phaulkon

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Air, Wind, Clouds, Birds, Archery

Titles:

Holy Symbol: A winged human silhouette

Alignment: CG

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longbow (m)

Other Preferred Weapons: dagger

Weapon of the Deity Spell: +1 distance longbow

Domains: Air, Animal, Chaos, Good, Sky* (RotW), War.

Special Notes:

Description: Phaulkon (FAHL-kahn) is an active deity, promoting the cause of good and chasing down evil. He concerns himself with all things that happen under the open sky, and is a scholar of artifacts (and how to negate their powers). Father of Kord and second only to him in fighting ability, he is friendly with Aerdrie Faenya (the elven goddess of air and weather), Jascar, and the other gods with portfolios similar to his own. Depicted as a powerful, cleanshaven, bare-chested wingless man, his holy symbol is a winged human silhouette. "Victory in battle depends upon archery. The sky is the dome over creation, and creatures of the sky are blessed for freeing themselves from the soil. Take the fight to the enemy; do not wait for the encroach of evil. The ancient devices of war are best left alone, as their use involves great danger." Phaulkon's clerics study the sky and clouds for portents, and work to protect the nesting places of flying animals. They teach archery and hunting to common people so they may feed and protect themselves, teach farmers the difference between birds that eat seeds and those that kill seed-eaters, and train soldiers in the more difficult aspects of ranged combat. When rumors of ancient evil magic surface, they seek out the source to make sure the item gets destroyed or at least stays buried. His clerics tend to be wanderers, enjoying living under the open sky and fighting evil where they discover it. Ceremonial garb includes blue clothing.

Name: Pholtus

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Light, Resolution, Law, Order, Inflexibility, Sun, Moons

Titles: of the Blinding Light

Holy Symbol: Full moon partially eclipsed by a smaller crescent moon

Alignment: LG (LN)

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming quarterstaff

Domains: Glory* (CD), Good, Inquisition* (CD), Knowledge, Law, Purification* (CD), Sun.

Special Notes:

Description: Pholtus (FOHL-tus) is a stern Oeridian guardian of unbending Law, depicted as a tall, slender man in a white robe, with fair skin and hair, and eyes that shine with the fires of devotion. He carries the Staff of the Silvery Sun, an ivory object shod in silver and topped by an electrum sun-disk. His holy symbol is a full moon (Luna) partially eclipsed by a smaller crescent moon (Celene). He believes that he is the authority on Law and the natural order, which makes him unpopular with other gods. He particularly despises the Oeridian wind gods and is opposed by St. Cuthbert. "The One True Way is a strict path, but guarantees rightness. Show no tolerance for those who do not give all for the cause of Law. Fanaticism in the name of the Blinding Light is praiseworthy, and Law's champions shall be rewarded in the era when chaos has been vanquished." This church does not have much respect for those of other religions, especially chaotic ones. The anthem of the worshipers is "O Blinding Light"; the church has three ascending orders: Glimmering (preferring white garments), Gleaming (preferring white and silver), and Shining (preferring white, silver, and gold). Clerics of the Blinding Light are expected to bring the word to unbelievers, and brook no argument against this practice. This quest means they must travel far from their churches, usually in groups should unbelievers and heretics turn hostile. They smite chaos where they find it, and Evil once chaos is rooted out. These clerics get along well with conservative paladins. When not preaching, they act as judges, lawyers, and arbiters.

Name: Phyton

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Nature, Beauty, Farming

Titles: The Woodshaper

Holy Symbol: A scimitar in front of an oak tree

Alignment: CG

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scimitar (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending scimitar

Domains: Chaos, Community* (CD), Good, Plant, Sun, Water.

Special Notes:

Description: Phyton (FIE-tahn) is a tall, slender, youthful-looking Suel god who can take the form of any forest creature. Once like most nature deities, he now represents man's dominion over nature, and this puts him at odds with those who would protect a forest from the actions of mankind, just as his dominion over beauty angers Wee Jas. He clears forests to make room for crops, cuts tracks through mountains to make roads, and dams rivers to form fishing ponds. His symbol, a scimitar in front of an oak tree, hearkens back to his old purpose. "Nothing in nature is so beautiful as what man can make of it. A field of crops, a garden of herbs, and a swamp drained to form fertile soil are all marvels of nature as much as the forest and mountains. Natural animals that can be domesticated should be, but those that are dangerous to man or his works should be slain." Clerics of Phyton act as protectors for farming settlements and look for ways to make use of nearby land. Each normally chooses a region to watch over, typically a circle one day's walk in diameter. They might use their powers to redirect a river to suit a town's needs, or to cull a forest of its uglier plants to leave a more pleasant locale. Some clerics wander the unsettled parts of the world, looking for destructive creatures to kill, abandoned sites of old civilizations, or wild places that might be useful to mankind. Ceremonial garb includes brown or green (lighter colors in autumn).

Name: Procan

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Seas, Sea Life, Salt, Sea Weather, Navigation

Titles: The Storm Lord, Sailor of Sea and Sky

Holy Symbol: Trident over a cresting wave

Alignment: CN

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Trident (m)

Other Preferred Weapons:

Weapon of the Deity Spell: *trident of fish command*

Domains: Animal, Chaos, Luck, Travel, Water, Weather* (CD).

Special Notes: Divine spellcasters can produce fresh or salt water when casting the spell create water. They make their holy water from salt water as well.

Description: Procan (PROH-kan) is the father of the Oeridian wind gods (Atroa, Sotillion, Telchur, and Wenta) and the sky-god Velnius. He usually ignores other gods save those who rival his control of the sea (Osprem and Xerbo). Typically worshiped for his aquatic aspect, a few inland peoples revere him as a weather god. He is greedy, tempestuous, and mercurial, rarely keeping the same mood for more than an hour. His trident Undertow is made of coral and gold and finds sunken treasure; this weapon over a cresting wave is his holy symbol. "The seas and skies are ever-changing and unpredictable. The waters that blanket the earth are deep and unknowable, and their waves can pull down any ship not guided by Procan. He must be honored so that one can avoid his fury in the greatest storms and reap the bounties of the deep blue waters. Life came from the sea and to the sea all life will return." Clerics of Procan avoid complexities in life (the faith itself has few rituals) and usually live on or near the sea, attending to those who earn their livelihood on the seas. They are considered good luck on sea voyages, and are often hired by captains, or choose to pilot their own vessels. They may be leaders or enemies of pirates. Holy water is made from salt water; their create water cantrips may create fresh or salty water.

Name: Pyremius

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Fire, Poison, Murder

Titles: The Blazing Killer, Demon of Venom, Hideous Assassin

Holy Symbol: A demonic face with ears like bat wings

Alignment: NE

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m)

Other Preferred Weapons: whip (e)

Weapon of the Deity Spell: *longsword of venom (as dagger)*

Domains: Destruction, Evil, Fire, Madness* (CD), Mysticism* (CD).

Special Notes: Divine spellcasters cannot cast spells with the cold descriptor; they are not restricted, however, from casting a spell that has been modified by an item or feat (like Energy Substitution) so that its cold descriptor is completely changed to another descriptor.

Description: Pyremius (pie-REH-mee-us) was originally a demigod of poison and murder, but he poisoned Ranet, the Suel goddess of fire, and assumed her portfolio during the height of the Suel Empire, corrupting it from a life-giving power into a destructive element. He is now the patron of assassins, and he carries a longsword called Red Light and a whip called Viper. He is friendly with fiends; jermaine worship him, as do many nonhuman tribes. He keeps other gods at arm's length, except for Syrul, a fellow patron of the Scarlet Brotherhood. His holy symbol is a demonic face with ears like a bat's wings. "The world will perish in fire. Anything that threatens you must be burned, and those who would keep you from doing this must be killed. The greatest enemy must sleep sometime. Those who fall to such tactics deserve their fate, and those who exploit these weaknesses are the most crafty of all." This doctrine means ranking clerics tend to prey upon each other, and smarter ones sometimes leave a temple to found their own order of the church. His clerics watch other people for weaknesses or openings in their defenses. They expose themselves to great heat to test their strength, plot against those who hold things they want, build superior forges, and explore exotic locations to find rare plants and other substances from which poisons can be made. Assassins can be hired at their temples; turnover among the clerics is high because of internal feuds. The Hideous Assassin's temples are always built of mortared stone, preferably volcanic, with red and orange shapes enameled onto the walls and covered in a glaze to reflect the light. Fires burn in the center of every public room at all times. There are many alcoves and blind corners, giving visitors who spend any time here a strong feeling of paranoia. Hot, dry days that cause fires are holy times for these obsessive people; they met at the site of such fires and offer prayers to their fickle god. Sacrifices of prisoners and slaves are conducted at the beginning of winter, spring, and low summer; these victims are poisoned with corrosive substances, stabbed in the back, and burned alive on great pyres. Ceremonial garb includes orange silk trousers and jerkins, with another layer of red silk over that, slitted to reveal the inner layer; one wearing such a costume appears to ripple with flame. Heavy bracers made of brass adorn the wrists, and males and females shave their heads. Ceremonial tools are a small sword made of brass and a fine leather whip braided with red gold. Alternating colors of red and orange are the norm for adventuring followers of the Blazing Killer. This is normally accomplished with patches of one color sewn onto clothes of the other color, strips of both colors tied in elaborate knots, or with vivid body paints. The clergy of Pyremius are known as deathseekers.

Name: Quetzalcoatl

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Air, Birds, Snakes

Titles:

Holy Symbol: Winged snake

Alignment: LN

Origin of Worship: Olman

Core Worshippers: Olman

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance dagger

Domains: Air, Animal, Domination* (CD), Knowledge, Law, Protection, Sky* (RotW).

Special Notes:

Description: Quetzalcoatl is the enigmatic god who has spent the most time leading the Olman gods. He most frequently manifests as a couatl, but can appear in any number of bizarre and monstrous forms. He is a patron of the arts and metallurgy and is the least warlike of the Olman powers. The priests of this god are leaders and administrators, promoting the god through political means. They expect their orders to be followed by all non-priests and the younger priests of the other god. They also carve elaborate sculptures and fabricate metal items. Ceremonial garb includes a vest and headdress of green jade or feathers.

Name: Ralishaz

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Chance, Ill Luck, Misfortune, Insanity

Titles: The Unlooked For

Holy Symbol: Three sticks of bone

Alignment: CN

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons: wooden weapons

Weapon of the Deity Spell: *+1 defending quarterstaff*

Domains: Chaos, Destruction, Liberation* (CD), Luck, Madness* (CD), Oracle* (CD).

Special Notes:

Description: Ralishaz (RAL-ih-shaz) is ever-changing (hideous to beautiful, female to male), but he usually appears as an oddly dressed beggar. He carries nothing but his wooden staff; his holy symbol is three sticks of bone, derived from divination and gambling tools. He rewards or punishes those that rely on chance or take great risks, seemingly at random. He is the god of insanity; many debate whether his appearance and whims are truly random or just madness. He shuns other gods, although he does not seem to be hateful of them. "Order does not exist, only randomness and chance, and the odds are stacked against you. While you may have a good run against the odds, eventually the universe will balance itself out against you. Randomness and insanity go hand in hand, and sometimes those who are the most insane are the ones who are closest to the true nature of the universe. Kindness and prosperity are illusions, as misfortune comes to all sooner or later." Clerics of Ralishaz are a curious combination of fatalism and recklessness, stoicism and wild endeavor, depending upon how they feel their place is in the world at that moment. They live charmed lives, although when misfortune hits them it hits hard. They preside over places of gambling, although most patrons are unsure if their presence wards off bad luck or draws it. They travel when their divinations indicate they should, or at the roll of a die. They are often mean-minded or cruel, not seeing the point of friendliness to someone who will eventually be cursed by bad luck.

Name: Rao

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Peace, Reason, Serenity

Titles: The Mediator, The Calm God

Holy Symbol: White heart of wood or metal or a heart-shaped mask with a calm expression

Alignment: LG

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Light mace

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending light mace

Domains: Community* (CD), Glory* (CD), Good, Inquisition* (CD), Knowledge, Law, Mind* (CD), Pact* (CD).

Special Notes:

Description: Rao (RAH-oh) is shown as an old man with dark skin, white hair, slender hands, and a serene smile. Any time an offering of peace is made, Rao grows a day younger. Although he never intervenes directly on Oerth, Rao is the creator of several artifacts of good, particularly the Crook of Rao. He is a dedicated foe of Iuz, an ally of Zilchus, and is otherwise friendly with all other beings. He can cause any aggressive being to relax into an agreeable calmness with a glance, having thwarted even Nerull with this power in the past. His holy symbol is a white heart of wood or metal, or a heart-shaped mask with a calm expression. "Reason is the greatest gift. It leads to discourse, which leads to peace, which leads to serenity. If all could be convinced to reason with each other, the world would enjoy the harmony of benign order. Some refuse to use reason and instead resort to violence, at which time action - governed by reason and wisdom - is required to counteract their deeds and restore peace." His clerics pursue knowledge, paths of logical thought, theology, and introspective meditation. They prefer peaceful means over violence, but are not above using force when their arguments are ignored or the bastions of reason are threatened. They search for new schools of thinking, fabled locales of calmness and quietude, powerful magic to use in the cause of Law and Good. Temples of Rao are generally stately, open air affairs filled with incense, quiet chanting, and earnest philosophical discussion. Many have extensive libraries and learned sages on hand to answer even the most esoteric question.

Name: Raxivort

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Xvarts, Rats, Wererats, Bats

Titles: Lord of Xvartkind, Master of Rats, Night Flutterer

Holy Symbol: A blue flaming hand

Alignment: CE

Origin of Worship: Xvart

Core Worshippers: Xvarts

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scimitar (m)

Other Preferred Weapons: small dagger, small shortsword (m)

Weapon of the Deity Spell: +1 flaming scimitar

Domains: Animal, Chaos, Evil, Mysticism* (CD), Pestilence* (CD), Trickery.

Special Notes:

Description: Raxivort (RAKS-ih-vort) is the god of all xvarts - a short, blue-skinned goblinoid race found in the Bandit Kingdoms, old lands of the Horned Society, Bone March, Pomarj, Verbobonc, and the eastern Vesve Forest. Raxivort was the greatest general of his race, taken in by the demon lord Graz'zt and granted abilities by his lord. After centuries of serving as Graz'zt's Master of Slaves, Raxivort looted the demon's armory and claimed his own Abyssal realm. While he can take the form of a great rat or bat, his natural form is that of a strong but ugly xvart wearing silken garments over blue mail. He carries the falchion Azure Razor, favors throwing blades of various sizes and creates fans of acidic fire from his left hand (thus, his symbol is a blue flaming hand). He combats most other nonhuman gods and avoids demons entirely. "Xvarts are the inheritors of the world. They and their rat, wererat, and bat allies will destroy their enemies, particularly the goblins and kobolds. With cunning, numbers, and small allies, the xvarts will overwhelm all opposition. Like Raxivort himself, fire and knives are the tools of the xvarts against their hated foes. Those who can not take the shape of a rat or bat are doubly blessed." Most clerics of Raxivort are xvarts, although some rat- and bat-creatures worship him as well. The less militaristic clerics search out old ruins to stone sores of magic and weapons that can be brought back for their tribe. His clerics are more open-minded about and less fearful of humans than other xvarts, and they serve as negotiators or diplomats when humans are encountered.

Name: Rillifane Rallathil

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Wood Elves, Woodlands, Nature, Druids

Titles: The Leaflord, The Wild One, The Great Oak, The Many-Branched, The Many-Limbed

Holy Symbol: Oak tree

Alignment: CG

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons: longbow

Weapon of the Deity Spell: *+1 defending quarterstaff*

Domains: Celerity* (CD), Chaos, Good, Mysticism* (CD), Plant, Protection, Travel.

Special Notes:

Description: Rillifane is likened by his clerics to a giant ethereal oak tree so huge that its roots mingle with the roots of every other plant in the world. On a more mundane level, Rillifane can appear as a green-skinned elf clad in bark armor and carrying a magic bow. Arrows shot from this bow by Rillifane always slay their target if they hit. Rillifane is primarily concerned that all creatures have the opportunity to act out their roles in nature without abusing them. Rillifane's clerics are deadly enemies of those who hunt for sport and those who harm trees maliciously or unnecessarily.

Name: Roykyn

Gender: f

Rank: Hero-God

Areas of Concern/Portfolio: Cruelty

Titles: The Merciless

Holy Symbol: A furled scroll dripping a dark fluid

Alignment: NE

Origin of Worship: Gnome

Core Worshippers: Gnomes

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spiked gauntlet

Other Preferred Weapons:

Weapon of the Deity Spell: *spiked gauntlet of venom (as dagger)*

Domains: Evil, Madness* (CD), Trickery.

Special Notes:

Description: Roykyn (ROY-kihn) is a gnome goddess of cruelty, particularly cruel pranks. Sponsored to divinity by Erythnul (possibly as an attempt to broaden his appeal to more than just outright violence), she doesn't care who her targets are, as long as they suffer suitably. A former cleric of Urdlen, gnome god of bloodlust, evil, and uncontrolled impulses, she abandoned her faith and turned over an entire temple of her own clergy to a conclave of mind flayers as a cruel joke and insult to her former patron, whom she felt didn't reward her enough for her work. Roykyn is capricious and not above inflicting a cruel joke upon any being, evil or good. She is depicted as a black-haired gnome with a wicked gleam in her eye, but can appear in almost any humanoid form. Her favorite weapon is a spiked gauntlet with poisoned barbs, her favorite animal is a feral cat, and her holy symbol is a furled scroll dripping dark fluid. "The greatest joy is in causing pain and suffering to others, whether in the spirit, mind, or body. Let no day pass without giving someone the kindness of a small cruel joke. Be merciless if you find someone who can be humbled with the proper act, for what makes us equal is our capacity for humiliation. The ability to harm another with an unkind word or deed is the greatest power, for cruelty is a tyrant that is always attended with fear. It is fed, not weakened, by tears, and upon the tears of your victims you will grow strong." Roykyn's clerics scandalize public officials with scandalous letters, embarrassing rumors, and betrayals by lovers and allies. They love nothing more than to see the high brought low and the low forced to sleep in their own misery. They adventure to find new people to harm and for the opportunity to see a terrible fate befall someone undeserving, such as a pious paladin slain by a poisoned spike trap.

Name: Rudd

Gender: f

Rank: Demigod

Areas of Concern/Portfolio: Chance, Good Luck, Skill

Titles: The Charm, The Duelist

Holy Symbol: A bull's-eye target

Alignment: CN (CG)

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Rapier (m)

Other Preferred Weapons: shortbow (m)

Weapon of the Deity Spell: +1 defending rapier

Domains: Chaos, Competition* (CD), Destiny* (RoD), Luck.

Special Notes:

Description: Rudd (RUD) is a woman who ascended to godhood with Olidammara's help. She appears to be a trim, athletic Oeridian woman wearing form-fitting clothing and a long blue cloak. Some say she was one of the nine demigods trapped by the mad archmage Zagig, and her church has become popular in the last two decades, especially among adventurers. She is friendly with her mentor and Norebo, but opposes Zagyg, Ralishaz, and Luz. A master of the rapier, she never misses with her shortbow and claims the bull's-eye target as her holy symbol. "Depend upon skill for success, but also on your good fortune. Never rule out the long shot, but don't count on it. Successful people make their own luck, at a gaming table or in a duel, especially if they buck the odds with expertise. The ability to recognize good luck and seize its possibilities divides the heroes from the fools." Rudd's clerics practice at games that rely heavily on chance and physical prowess (less often mental ability), hone their fighting abilities, and perform other tasks that improve with repetition. They work in gambling establishments and schools of fencing and archery, counsel the novice to continue training, and caution the perpetually unlucky to find other interests. They adventure for the thrill of experience, to prove their ability, to beat the odds, and just for the sake of exploring.

Name: Segojan Earthcaller

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Earth, Nature

Titles: Earthfriend, The Rock Gnome, Lord of the Burrow, Digger of Dens, The Badger, The Wolverine

Holy Symbol: Large glowing gemstone

Alignment: NG

Origin of Worship: Gnome

Core Worshippers: Gnomes

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Heavy mace

Other Preferred Weapons:

Weapon of the Deity Spell: *+1 defending heavy mace*

Domains: Animal, Community* (CD), Earth, Good, Mysticism* (CD), Summoner* (CD).

Special Notes:

Description:

Name: Sehanine Moonbow

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Mysticism, Dreams, Far Journeys, Death, Full Moons, Transcendence

Titles: The Lady of Dreams, Daughter of the Night Skies, Moonlit Mystery, The Mystic Seer, The Luminous Cloud

Holy Symbol: A full moon topped with a crescent shaped haze

Alignment: CG (NG)

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Quarterstaff

Other Preferred Weapons:

Weapon of the Deity Spell: +1 ghost touch quarterstaff

Domains: Chaos, Dream* (CD), Good, Knowledge, Oracle* (CD), Repose* (Ss), Travel, Trickery.

Special Notes:

Description: Sehanine Moonbow (SAY-hah-noon moon-boe) appears as a youthful and ageless female elf wearing a diaphanous flowing gown of moonbeams, using her magic and wands to stun foes or put them into deep sleep. The wife of Corellon Larethian, Sehanine shed tears that mingled with his blood and formed the first elves. She watches over elves' spirits on their journey from death to the afterlife. As a moon goddess she is also responsible for dreams, omens, and illusions, but protects her faithful against lunacy. Her symbol is a full moon topped by a crescent-shaped haze. "Life is a series of mysteries whose secrets are veiled by Sehanine. As the spirit transcends its mortal limits and discovers new mysteries, it achieves a higher state and the cycle of life continues. Through dreams and visions revealed in sleep and reverie, she unveils the next step along the path and the next destination in the cycle of life and death. Revere the mysterious moons, for they pull on the soul of each being like tides." Sehanine's clerics are seers and mystics, serving as spiritual counselors to elves and half-elves who embark on journeys in search of enlightenment and transcendence. They serve her aspect as guardian of the dead by administering funeral rights and guarding the remains of the fallen; they consider undead to be a blasphemy. They create illusions to guard elven lands and strongholds, and cast divinations to discover potential threats to their communities. They adventure to discover lost arcane knowledge, particularly that of divination and illusion. Sehanine's clerics pray for their spells whenever the moon is fullest during the day. Holy days are tied to the position of various heavenly bodies, particularly the phases of the moon and eclipses. Many of these celebrations occur once in a decade, century, or even longer.

Name: Sekolah

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Sahuagin, Plunder, Hunting, Tyranny

Titles: The Great Shark, The Joyful Hunter, The Caller from the Depths

Holy Symbol: White shark

Alignment: LE

Origin of Worship: Sahuagin

Core Worshippers: Sahuagin

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Trident (m)

Other Preferred Weapons:

Weapon of the Deity Spell: *trident of fish command*

Domains: Competition* (CD), Evil, Law, Mysticism* (CD), Strength, Tyranny* (CW), War.

Special Notes:

Description:

Name: Semuanya

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Lizardfolk, Survival, Propagation

Titles: The Survivor, The Breeder, The Watcher

Holy Symbol: A lizard's egg

Alignment: N

Origin of Worship: Lizardfolk

Core Worshippers: Lizardfolk

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Greatclub (m)

Other Preferred Weapons:

***Weapon of the Deity* Spell:** +1 mighty cleaving greatclub

Domains: Animal, Creation* (CD), Plant, Water.

Special Notes:

Description:

Name: Shargaas

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Darkness, Thieves, Stealth, Night, Undead

Titles: The Night Lord, The Blade in the Darkness, The Stalker Below

Holy Symbol: Skull on a red crescent moon

Alignment: CE

Origin of Worship: Orc

Core Worshippers: Orcs

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen short sword

Domains: Chaos, Death, Evil, Mysticism* (CD), Pestilence* (CD), Trickery.

Special Notes:

Description:

Name: Sheela Peryroyl

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Nature, Agriculture, Weather

Titles: Green Sister, The Wise, The Watchful Mother

Holy Symbol: Daisy

Alignment: N

Origin of Worship: Halfling

Core Worshippers: Halflings

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Sickle

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending sickle

Domains: Air, Celerity* (CD), Earth, Plant, Weather* (CD).

Special Notes:

Description:

Name: Shekinester

Gender: f

Rank: Greater Deity

Areas of Concern/Portfolio: Nagas, Destruction, Wisdom, Knowledge, Protection

Titles: The Empower, The Weaver, The Preserver

Holy Symbol: A mask or a mirror or a grain jar (depends on the aspect of the deity)

Alignment: N, CE, & LG

Origin of Worship: Naga

Core Worshippers: Nagas

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Bite

Other Preferred Weapons:

Weapon of the Deity Spell: +1 bite, keen

Domains: Chaos, Destruction, Evil, Good, Knowledge, Law, Magic, Mind* (CD), Oracle* (CD), Protection.

Special Notes:

Description:

Name: Sixin

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Xill, War, Intrigue, Deception

Titles: The Highest, The Rampager, The Wild

Holy Symbol: Four red short swords, pommels together, forming an X

Alignment: LE

Origin of Worship: Xill

Core Worshippers: Xill

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 frost short sword

Domains: Evil, Law, Strength, Travel, Trickery, War.

Special Notes:

Description:

Name: Skerrit

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Centaurs, Community, Natural Balance

Titles: The Forester

Holy Symbol: Oak growing from an acorn

Alignment: NG

Origin of Worship: Centaur

Core Worshippers: Centaurs

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming short spear

Domains: Animal, Good, Healing, Plant, Sun.

Special Notes:

Description:

Name: Skoraeus Stonebones

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Stone Giants

Titles: King of the Rock

Holy Symbol: Stalactite

Alignment: N

Origin of Worship: Giant

Core Worshippers: Stone Giants

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving warhammer

Domains: Earth, Healing, Knowledge, Protection, Summoner* (CD).

Special Notes:

Description:

Name: Solonor Thelandira

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Archery, Hunting, Wilderness Survival

Titles: Keen-Eye, The Great Archer, The Forest Hunter

Holy Symbol: Silver arrow with green fletching

Alignment: CG

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longbow (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance longbow

Domains: Animal, Celerity* (CD), Chaos, Good, Plant, War, Weather* (CD).

Special Notes:

Description:

Name: Sotillion

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Summer, South Wind, Ease, Comfort

Titles: The Summer Queen

Holy Symbol: A winged, pure-orange tiger

Alignment: CG (CN)

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Net (e)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance net

Domains: Air, Chaos, Dream* (CD), Good, Healing, Plant, Summer* (Ss).

Special Notes:

Description: Sotillion (so-TIL-ee-on) is depicted as a beautiful woman in diaphanous clothes, reclining on a blanket with a bottle of wine, accompanied by a winged, pure-orange tiger (her holy symbol). With a wave of her hand she can afflict others with a careless stupor nearly unto slumber. Zilchus's wife, she can retain her favorite comforts because of her husband's prosperity. Ever a languid goddess, she often has to be prodded to her duties by her family. "When the wind blows from the south and when planting is done, it is time to rest and enjoy the warm weather with good food, pleasant folk, friendly gossip, and content quiet. Hard work and strain are things to be avoided, if your rewards are threatened, defend them with zeal like the great cat defends her young, for life without its comforts is a life not worth living." Sotillion's clerics like to be pampered and enjoy casual parties and banquets where they can listen to soft music, engage in pleasant conversation with interesting people, and sample tasty foods and beverages. Her clerics make good diplomats because they are able make people so relaxed that they forget their quarrels and gripes. They travel in style, usually on horseback, in a carriage, or on a litter, in order to visit acquaintances or attend parties. Some are of the mindset that ease and comfort become stale and boring without times of distress and hardship to which it can be contrasted; these clergymen go adventuring, both for the purpose of roughing it and to acquire riches to allow them the comforts they desire.

Name: Squerrick

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Wererats, Thievery, Disguise, Concealment

Titles:

Holy Symbol: Rat's head with bared yellow teeth

Alignment: LE

Origin of Worship: Wererat

Core Worshippers: Wererats

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen short sword

Domains: Evil, Law, Mind* (CD), Pestilence* (CD), Protection, Trickery.

Special Notes:

Description:

Name: St. Cuthbert

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Common Sense, Wisdom, Zeal, Honesty, Truth, Discipline

Titles: of the Cudgel

Holy Symbol: A starburst of rubies, a wooden billet, or a crumpled hat

Alignment: LG (LN)

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Club or mace

Other Preferred Weapons: bludgeoning weapons

Weapon of the Deity Spell: +1 mighty cleaving club or light mace or heavy mace

Domains: Destruction, Domination* (CD), Good, Inquisition* (CD), Law, Protection, Strength.

Special Notes: Clerics are restricted to one of two alignments: LG or LN. LN clerics must be more proficient at wielding positive energy; thus they convert to cure spells and turn or destroy undead.

Description: St. Cuthbert (CUTH-berT) may have once been a mortal man as his worshipers claim, but if so it was long ago and from an unknown people. His three prominent symbols are a starburst of rubies, a wooden billet, or a crumpled hat, and while he takes many forms (including that of a common yokel or white-haired mustached man in plate mail) he usually is shown with a bronzewood cudgel. He reacts favorably to other lawful nonevil deities, although he has a great rivalry with Pholtus. "The words of St. Cuthbert are wise, practical, and sensible. The word of the Cudgel is law, and the word must be spread so that all may benefit from his wisdom. Weakness in faith and acting against the Saints teachings are intolerable in believers. Unceasing effort should be made to bring unbelievers into the fold. Honesty, truthfulness, practicality, and reasonability are the highest virtues." St. Cuthbert's clergy consists of three divisions that have different purposes: the Chapeaux, which seek to convert people to the faith, the Stars, which exist to retain doctrinal purity among the faith, and the Billets, which minister to and protect the faithful. Clerics of the Cudgel are stern folk who speak their minds plainly. They do not suffer fools and discipline those who backslide in faith. They train in the arts of war and keep themselves physically fit. The Chapeaux wear traditional crumpled hats, the Stars wear a starburst insignia of copper, gold, or platinum, and the Billets wear an oaken or bronzewood billet symbol. St. Cuthbert teaches new clerics with specially recruited mentors that have drill-sergeant attitudes and stern demeanors. Day and night his acolytes pray, train, and fight, until they can recite entire books of St. Cuthbert's scripture from memory. Like Heironeous, St. Cuthbert urges his followers to undertake quests that uphold the chivalric ideal. But more of the Cudgel's quests involve righting a wrong or avenging a fallen hero. Tracking down the bandits that stole the viscount's tax collections, imprisoning the blackguard who slew Sir Cyrrus the Bold, and liberating a province conquered by demon armies are all crusades that a follower of St. Cuthbert would lend his sword to. St. Cuthbert's religious teachings are passed on in the form of commandments, all of which begin "Thou shalt" or "Thou shalt not." In general, clerics of St. Cuthbert are more likely than most to pepper their speech with thee, thine, and other archaic pronouns. Solid, imposing buildings are favored by the architects of St. Cuthbert's temples. Many feature engraved quotations such as "Chaos and evil prevail where good folk do nothing" or "obstinacy brings lumps to the heads of the unfaithful." The clergy there offer healing and protective magic, but they're careful to make sure that those they help are worthy of St. Cuthbert's favor. All of St. Cuthbert's ceremonies include a brief but fiery sermon from a member of the clergy, who exhorts the listeners to turn from their chaotic ways and adhere more closely to the laws of St. Cuthbert.

Name: Stern Alia

Gender: f

Rank: Demigod

Areas of Concern/Portfolio: Oeridian Culture, Law, Motherhood

Titles:

Holy Symbol: An Oeridian woman's face

Alignment: LN (LE)

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Heavy mace

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending heavy mace

Domains: Inquisition* (CD), Knowledge, Law, Protection.

Special Notes:

Description:

Name: Stronmaus

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Storm & Cloud Giants, Sun, Sky, Weather, Joy

Titles: The Storm Lord, The Smiling God, The Thunderhead

Holy Symbol: Forked lightning bolt descending from a cloud obscuring the sun

Alignment: NG

Origin of Worship: Giant

Core Worshippers: Storm and Cloud Giants

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons:

Weapon of the Deity Spell: *+1 shock warhammer*

Domains: Air, Good, Protection, Sky* (RotW), Sun, War, Weather* (CD).

Special Notes:

Description:

Name: Surtr

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Fire Giants, Fire, War

Titles: Lord of the Fire Giants

Holy Symbol: Flaming sword

Alignment: LE

Origin of Worship: Giant

Core Worshippers: Fire Giants

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Greatsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming greatsword

Domains: Destruction, Evil, Fire, Law, Purification* (CD), Strength, War.

Special Notes:

Description: Surtr stands ever alert, brandishing his sword that shines brighter than the sun. He is the lord of fire giants. He appears as an enormous fire giant, with red-orange flaming hair and coal black skin. Surtr teaches respect for fire, its use as a tool, and its danger when uncontrolled. Fire is a cleansing agent, says Surtr, as evidenced by the new growth after every forest fire. Surtr is primarily concerned with the fate of his fire giants in the world. Surtr's temples are normally hidden affairs; those that are not hidden are enormous fortresses that ring with the sound of the forges day and night. His temples store weapons in preparation the final battle at the end of the world.

Name: Syrul

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Lies, Deceit, Treachery, False Promises

Titles: The Forked Tongue, Night Hag, Oathbreaker

Holy Symbol: A forked tongue

Alignment: NE

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: *dagger of venom*

Domains: Domination* (CD), Evil, Knowledge, Mind* (CD), Trickery.

Special Notes:

Description: Syrul (SIGH-rul) appears as a dirty, smelly old hag in tattered clothing (an illusion covers her non-descript appearance). She is never without Small Lie (a dagger of venom made from an evil unicorn's horn) and Harsh Truth (a rod of withering made from a gold dragon's crystallized soul), and rides a great nightmare called Flamedevil. See can see from any deception or illusion, and her holy symbol is a forked tongue. Syrul avoids other deities except for Pyremius, whom she partners with many things. "The best way to protect what you know is to shield it in a lie. Speech is deadlier than any weapon; the greatest and smallest fall with a well-spoken untruth. Give your word to advance your cause, and break it when it is no longer of use. Trust is for fools, and betraying a fool is the greatest gift and lesson you can give them. Honesty and straightforwardness are for the dull-witted." Her churches get along well despite their communication obstacles. Her clerics use their ability to lie effectively in situations where they can cause the most trouble: markets, courtrooms, embassies, and fortunetellers' booths. Many are skilled actors; performing in self-written plays that slander authority figures. They engage in debate, and are hired by leaders to confuse and misdirect spies and unwarranted foreign dignitaries. They travel to escape persecution, to find rumors to escalate, and to exploit the trust of greedy and foolish explorers. Her temples are strange affairs made of gnarled wood and tortured-looking stone. The walls are carved with weird designs that resemble one thing from one angle, and a different from another. Unusual paintings hang from the walls, such as two dark figures standing between a pair of trees which - if observed long enough - resolves into the image of a skull. Spinning wooden disks with pleasant and ugly images on either side hang from the ceiling. Syrul's followers are called forktongues. The eleventh day of each month is a holy day for the forktongues, although there is no formal ceremony at these times. Instead, the forktongues are not allowed to tell any truths that day, though they must craft true-sounding lies and get others to believe them. Any forktongue speaking a truth on this day has his legs broken and reset askew as a warning. Ceremonial garb includes golden robes - often sewn with actual gold thread - adorned with a forked-tongue symbol; the inner lining of these robes ranges from medium brown to near-black. This garb is complemented by an elaborate wooden staff that cleverly conceals an ornate dagger. A forked-tongue amulet of red metal, preferably red gold or lacquered rusted iron, is worn over the robe. Adventuring clerics wear golden-yellow robes with a red forked-tongue symbol. Even when these robes become ragged or dirty, the tongue-symbol must remain recognizable.

Name: Telchur

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Winter, Cold, North Wind

Titles: Icebrother

Holy Symbol: A leafless tree in a field of snow

Alignment: CN

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Spear

Other Preferred Weapons: shortbow (m)

Weapon of the Deity Spell: +1 frost spear

Domains: Air, Chaos, Cold* (CD, Fb), Strength, Winter* (Fb).

Special Notes:

Description: Telchur (TEL-chur) is the bitterest of Procan's children. Resenting being assigned the coldest and bleakest months of the year, he shuns his family to associate with strange beings (including noble slaadi, the Wolf Lord, and the arch-devil Belial). Shown as a gaunt man with dark eyes and an icicle beard, he wields an icy shortspear and is accompanied by a winged, albino bull. He is extremely good at his work; because he wishes no rivals to blight his reputation, he urged his greatest clerics trap his rival Vatun in a magical prison seven hundred years ago. He prefers the tranquility of a frozen forest to the screams of an icy wind through a mountain pass; his symbol is a leafless tree in a field of snow. "While life blossoms in the spring and flourishes in the summer, winter always comes and causes it to die, freezing the ground so that even the strongest shoot cannot break free. The cold wind covers all like a shroud, sucking the life from man and beast, blowing out the fires of his hope, and leaving nothing but endless white silence." Telchur's clerics are brooding and withdrawn. They dislike noise and pleasantries, preferring to focus on the grim necessities of survival, even in times of prosperity. They pray just after dark. They preside over winter funerals, help the fit survive the coldest parts of winter, and adventure to spread the gloom of the Icebrother to distant people.

Name: Tezcatlipoca [also known as Apocatequil]

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Sun, Moon, Night, Scheming, Betrayals, Lightning (as Apocatequil)

Titles:

Holy Symbol: Jaguar

Alignment: CE (NE)

Origin of Worship: Olman

Core Worshippers: Olman

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock longsword

Domains: Air, Chaos, Evil, Mysticism* (CD), Sun, Trickery, War, Weather* (CD).

Special Notes:

Description: Tezcatlipoca is another dual-aspect Olman god, ruling over the sun as well as its absence. He and Quetzalcoatl are rivals, and the servants of the jaguar-god never support those of the feathered serpent. He spreads disorder and war, and taught the Olman that wealth equals power. Like the priests of Quetzalcoatl, Tezcatlipoca's priests are politically active, although they tend to use underhanded methods if straightforward actions are ineffective. His priests sacrifice to him to bring gentle sunlight to crops and parching heat to the crops of their enemies. Every year, they pamper a perfect young male from midsummer to midsummer before sacrificing his heart to their god. They also encourage war with other cities. Ceremonial garb includes a jeweled helm and kilt of golden feathers. In parts of the Amedio Jungle, he is worshipped as a god of the moon and lightning; there he is known as Apocatequil.

Name: Tharizdun

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Eternal Darkness, Decay, Entropy, Malign Knowledge, Insanity

Titles: The Dark God, He of Eternal Darkness

Holy Symbol: A dark spiral or inverted pyramid

Alignment: NE

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen dagger

Domains: Chaos, Destruction, Dream* (CD), Evil, Force* (CD), Knowledge, Madness* (CD), Rune* (Ss).

Special Notes: Divine spellcasters cannot prepare or cast spells unless they are in contact or close proximity to an object or site imbued with some of Tharizdun's power or enabled in some magical way to connect to their deity in some fashion. This is because of Tharizdun's imprisonment by the other deities.

Description: Tharizdun (tha-RIZ-dun) is an old and evil god of uncertain origin, imprisoned by the concerted effort of all of the gods. He has not been heard from in over one thousand years. If freed, it is said that the gods would again unite to lock him away, for he wishes no less than to unravel the fabric of the universe. Sites keyed to him still exist, and his relics still hold power. Although no true depictions of him remain, he is thought to be an utterly black entity without a solid form, leaving cold, decay, and insanity in his wake. His modern worshipers (such as the Scarlet Brotherhood, many say) carry a symbol of a dark spiral or inverted pyramid. "Light must be snuffed, perfection decayed, order dissolved, and minds fragmented." All sorts of evil are described in the few remaining texts - foul rituals of sacrifice, destruction, and horrors from beyond the world unleashed upon the innocent. The current teachings of this faith revolve around the number three, the discovery of items relating to his power (keys to contacting him), and the means to free him from his confinement. Many of his clerics are mad. The rest are deluded enough to think that his release will grant them privilege when he remakes the world. They are very secretive and learn to trust only other members of the cult. They conduct bizarre rituals and explore ancient sites for keys to his chains. Because of their god's imprisonment, his clerics must be in contact with an object or site imbued with some of Tharizdun's power to prepare or cast spells. Clerics of Tharizdun wear black or violet robes. They carry an obex - a symbol that resembles a black, angular, inverted two-step pyramid. The leaders of Tharizdun's cult are called doomdreamers. They dress in violet robes and wear spiked helmets that conceal their faces.

Name: Thrym

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Frost Giants, Cold, Ice, War

Titles: Lord of the Frost Giants

Holy Symbol: White double-bladed greataxe

Alignment: CE

Origin of Worship: Giant

Core Worshippers: Frost Giants

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Greataxe (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 frost greataxe

Domains: Chaos, Cold* (CD, Fb), Destruction, Earth, Evil, Strength, War.

Special Notes:

Description: Thrym is a hulking menace of a deity, the father of the frost giants and a scourge of frosty terrain. He appears as a massive frost giant with white eyes, blue hair, and a constant snarl. His priests are destructive and cruel and have little patience for diplomacy. Thrym teaches that while Surtr's fire will presage the end of the world, it will end with a cold, endless winter. Thrym's temples are hidden affairs for the most part; the non-hidden ones are enormous fortresses that ring with the sound of the forges day and night. His temples store weapons in preparation the final battle at the end of the world.

Name: Tiamat

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Evil Dragons, Conquest, Greed

Titles: The Chromatic Dragon, Creator of Evil Dragonkind

Holy Symbol: Five-headed dragon

Alignment: LE

Origin of Worship: Dragon

Core Worshippers: Dragons

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Heavy pick (m) or bite

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming heavy pick or bite

Domains: Destruction, Dragon* (Dr), Evil, Greed* (Dr), Law, Trickery, Tyranny* (CW).

Special Notes: Clerics/favored souls are restricted to one of two alignments: LE or NE.

Description: Also called the Chromatic Dragon, Tiamat (tee-ah-mat) is a thick-bodied dragon with a wyvern's tail and five heads: black, blue, green, red, and white. Her massive body is striped in those colors. All evil dragons pay homage to Tiamat; green and blue dragons acknowledge her sovereignty the most readily. Good dragons have a healthy respect for her, though they usually avoid mentioning her or even thinking about her. She urges her followers—mostly other dragons, but some humanoid cults—to conquer as much as they can, gathering the spoils of war in rich hoards. No cruelty is beyond her desire for plunder and victory in battle. The Chromatic Dragon has enough dark mystique that humanoid cults often worship her. Sometimes she sends a dragon or two to teach new clerics the way of rapacious conquest. Would-be clerics try their utmost to please their instructors, because students who fail are eaten by their teachers. Tiamat cares about treasure, cruelty, and conquest—and she's not even particular whether something conquered is retained thereafter. Her followers form cabals that secretly rule cities, raid the treasure-hoards of metallic dragons, and engage in great wars to conquer some new portion of the lower planes, sending its looted wealth back to Tiamat. Prayers to Tiamat are always spoken in firstperson plural, even if the worshiper is alone. They also tend to grovel a lot. "Chromatic Dragon, conquer our weakness..." is a common prayer opening. Vast, gloomy caverns stocked with treasure and sacrifice are Tiamat's favorite temples. These caverns draw temple raiders like flies when their location becomes known, but are often guarded by dragons. Sacrifices are common elements in Tiamat's few rituals, which almost always bless some new plan of conquest. Her dragon followers generally consume the sacrificial victims. Tiamat has many consorts, including great wyrm dragons of the white, black, green, blue, and red varieties. Tiamat concerns herself with spreading evil, defeating good, and propagating evil dragons. She enjoys razing the occasional village, city, or country, but only as a diversion from more subtle, world-spanning plots. She is the villain who lurks in the shadows. Her presence is felt but seldom seen. Tiamat constantly seeks to extend the power and dominion of evil dragons over the land, particularly when her subjects find themselves embroiled in territorial disputes with good dragons. Tiamat unfailingly demands reverence, homage, and tribute from her subjects. Tiamat's clerics, like Tiamat herself, seek to place the world under the domination of evil dragons. Though most evil dragons honor Tiamat, few keep shrines dedicated to her in their lairs because they don't want Tiamat's greedy eyes gazing at their treasure hoards. Instead, they dedicate vast, gloomy caverns to their deity and keep them stocked with treasure and sacrifices. Tiamat claims not to need allies, though most believe she has bargains with many archdevils and LE deities such as Hextor. Her enemies are numerous, including Heironeous, Moradin, and, of course, Bahamut.

Name: Tlaloc

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Rain

Titles:

Holy Symbol: Black reptilian head with bulging eyes and huge tusks

Alignment: LE

Origin of Worship: Olman

Core Worshippers: Olman

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Javelin

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock javelin

Domains: Air, Evil, Law, Pestilence* (CD), Plant, Water, Weather* (CD).

Special Notes:

Description: Tlaloc looks like a black-clad humanoid with bulging eyes and huge tusks. He requires sacrifices of children every month to grant rain, and numerous annual sacrifices to encourage a prosperous season. If angered, he smites the crops with blight, cold fronts, or rot. He is a relatively peaceful deity, content to rule over his specific domain. In addition to the above sacrifices, Tlaloc's priests pray daily to their god in hopes of retaining his favor. They lord their god's power over the commonfolk and expect gratitude and obedience from any who make their living off the land. Ceremonial garb includes clothes of all black with a necklace of white feathers, jade, or metal.

Name: Tlazoteotl

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Earth Mother, Agriculture, Nature

Titles: Mother Goddess of the Earth

Holy Symbol: Ear of corn

Alignment: N

Origin of Worship: Olman

Core Worshippers: Olman

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Sickle

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending sickle

Domains: Animal, Community* (CD), Earth, Plant, Water.

Special Notes:

Description:

Name: Trithereon

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Individuality, Liberty, Retribution, Self-Defense

Titles: The Summoner

Holy Symbol: The rune of pursuit

Alignment: CG

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons: longsword (m), greatclub (m)

Weapon of the Deity Spell: +1 shock spear

Domains: Chaos, Good, Liberation* (CD), Mysticism* (CD), Protection, Strength, Summoner* (CD).

Special Notes:

Description: Trithereon (tri-THEH-ree-on) is shown as a tall well-built young man with red-gold hair, clad in a chainmail shirt and blue or violet clothes. His symbol is the rune of pursuit, representing his relentlessness in hunting down oppressors and tyrants. He is famous for his three great magic weapons (the shortspear Krelestro, the Harbinger of Doom; the sword Freedom's Tongue; and the scepter called the Baton of Retribution) and his three summoned animals (Nemoud the Hound, Harms the Falcon, and Carolk the Sea Lizard). He fights evil and oppressive law, so he sometimes opposes other good-aligned deities such as Heironeous and Pholtus. "All deserve life and the ability to choose their own place in the world, and those who would place others in shackles or control them with oppressive laws must be toppled. Train the common folk to defend themselves and their property should another wish to take their freedoms. If you are wronged, you are right to exact vengeance yourself, especially if none will help you." Because the faith praises individuality over standardized doctrine, each church has a different focus but is allied with all others. Trithereon's clerics are rugged individualists, never afraid to question authority. Those in cities instruct commoners in self-defense and recruit like-minded rogues and rangers for the cause of individual liberty. Those in rural areas act as scouts or spies against despotic lords or murderous nonhumans. Both sorts keep close watch on Lawful religions lest they become too powerful. The Summoner's clerics travel far and wide in search of those in need of their help.

Name: Tsolorandril

Gender: ?

Rank: Hero-God

Areas of Concern/Portfolio: Wave Motions

Titles: The Ethereal Walker

Holy Symbol: A sphere with a simple wave-shape repeating along its circumference

Alignment: LN

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Spiked chain (e)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending spiked chain

Domains: Knowledge, Law, Oracle* (CD).

Special Notes:

Description: Tsolorandril (so-lo-RAND-ril) is a sexless alien being, a native of another plane. How or why it first came to Oerth is unknown, but it frequents the Ethereal plane rather than using a more permanent residence on Oerth or the outer planes. It has few allies save the powerful mortal wizard Elayne Mystica of Irongate, herself an outcast of a lost tribe of Suel refugees. Tsolorandril sees its role as a record keeper, noting the peaks and valleys of natural cycles of politics, time, and nature, then making predictions based on those patterns. It appears as a tall androgynous humanoid with very white skin, muted features, and silver-blue hair, carrying a length of metal rope that bends as if it were liquid. Its odd appearance and interest in cycles leads some to think it was sponsored by Cyndor. Its symbol is a sphere with a simple wave-shape repeating around its circumference. "Every action causes changes in the world, like ripples spreading across a pond. These changes always have a rise, a peak, and a decline, repeating until stability is reached. By studying the effects of these changes, you can see what will happen in the future as the next peak occurs. Use this knowledge to prevent Chaos from stepping beyond its bounds. Sometimes these ripples begin on one plane and spread to others, causing greater chaos than local events alone could." Tsolorandril's clerics work as seers and advisors, using their abilities to predict the outcome of events set into motion by great and terrible deeds. They adventure so they can be closer to people of power who might cause such world-ripples, or to thwart the advances of Chaos. They also study nearby planes and watch people known for plane-travelling or relying upon extraplanar aid.

Name: Ulaa

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Hills, Mountains, Gemstones

Titles: The Stonewife

Holy Symbol: A mountain with a ruby heart

Alignment: LG

Origin of Worship: Unknown

Core Worshippers: Oeridians and Dwarves and Gnomes

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Warhammer (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming warhammer

Domains: Earth, Good, Law, Liberation* (CD), Mysticism* (CD), Protection, Summoner* (CD).

Special Notes:

Description: Ulaa (OO-lah) is the wife of the Oeridian god Bleredd, but is herself of unknown origin. Built like a dwarven woman but with the facial features of a gnome, she is worshiped by both of those races and humans. Her enchanted hammer Skull Ringer was forged on the same anvil as her husband's weapon. Earth elementals serve her, she can pass through stone, and can commune with the Oerth Mother. Her holy symbol is a mountain with a ruby heart; she places rubies in the earth as gifts to those who do her husband's work. "The hills and mountains are sacred and beautiful places, whether on the surface or within tunnels that hole them like veins. Working with stone for any good purpose is a blessed task, but cutting rock out of pure greed or evil intent is an abomination. The greatest gift the earth gives are gemstones, each a tiny part of the earth's power and beauty reflected a thousand times upon itself." Ulaa's clerics live on or in the mountains, protecting them from those who would enter for the sake of greed or evil. They protect their community, root out dens of evil nonhumans, and teach miners and quarrymen how to spot the best places to work. They act as guides for those passing through their lands, travel to see other stony examples of the earth's beauty, and abhor slavery.

Name: Urdlen

Gender: ?

Rank: Intermediate Deity

Areas of Concern/Portfolio: Greed, Bloodlust, Evil, Hatred, Blind Destruction

Titles: The Crawler Below, The Evil One

Holy Symbol: White mole

Alignment: CE

Origin of Worship: Gnome

Core Worshippers: Gnomes

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spiked gauntlet

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen spiked gauntlet

Domains: Chaos, Destruction, Earth, Evil, Greed* (Dr), Madness* (CD), Pestilence* (CD).

Special Notes:

Description:

Name: Urogalan

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Earth, Death, Protection of the Dead

Titles: He Who Must Be, The Black Hound, Lord in the Earth, The Protector, The Shaper

Holy Symbol: Silhouette of a dog's head

Alignment: LN

Origin of Worship: Halfling

Core Worshippers: Halflings

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Any flail (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 ghost touch heavy flail

Domains: Earth, Law, Protection, Repose* (Ss).

Special Notes:

Description:

Name: Uvot

Gender: m

Rank: Greater Deity

Areas of Concern/Portfolio: Prosperity

Titles:

Holy Symbol: Fruit

Alignment: NG (LG)

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Scythe (m)

Other Preferred Weapons: dagger, quarterstaff, sickle

Weapon of the Deity Spell: +1 defending scythe

Domains: Community* (CD), Creation* (CD), Good, Knowledge, Luck, Plant, Protection.

Special Notes:

Description: Uvot is the creator and leader of the Touv pantheon. He personifies the bounty of the land and the prosperity to be gained by utilizing its gifts. He is the antithesis of destruction, and his priests are never allowed to use spells that cause wanton destruction. He is normally portrayed as a Touv child surrounded by fruits, grains, and crafted items, or as a giant Touv man carrying these items in his arms. Priests of Uvot are resourceful individuals who use their talents and knowledge to help their people prosper. They teach medicine, bless marriages, and give advice on crops, finding water, hunting, and utilizing available resources. Their advice is not always asked for but it is almost always right. Ceremonial garb includes fine animal skins and cloth garments.

Name: Vaprak

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Ogres, Combat, Greed, Destruction, Aggression, Frenzy, Trolls

Titles: The Destroyer

Holy Symbol: Taloned claw

Alignment: CE

Origin of Worship: Giant

Core Worshippers: Ogres and Trolls

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Greatclub (m)

Other Preferred Weapons:

***Weapon of the Deity* Spell:** +1 mighty cleaving greatclub

Domains: Chaos, Destruction, Evil, Greed* (Dr), Madness* (CD), Strength.

Special Notes:

Description:

Name: Vara

Gender: f

Rank: Demigod

Areas of Concern/Portfolio: Nightmares, Fear

Titles:

Holy Symbol: Necklace of mummified animal feet

Alignment: NE (LE)

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Javelin

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock javelin

Domains: Destruction, Dream* (CD), Evil, Trickery.

Special Notes:

Description: Vara is the first child of the evil spirit Meyanok, and she considers herself superior to her siblings. She uses her birth-status and her powers to get them to do her bidding. Vara shares her father's hatred of the other great spirits of the Touv pantheon, and relishes the opportunity to twist their minds. She prefers to be depicted as a Touv woman with stars in her hair and red eyes. The priests of Vara rule through fear and oppression. Those who follow them willingly are people who enjoy making the lives of others miserable. They are tyrants or bullies, often acting as the enforcement agents of a cruel leader. Ceremonial garb includes necklaces of mummified animal feet.

Name: Vathris

Gender: m

Rank: Hero-God

Areas of Concern/Portfolio: Anguish, Lost Causes, Revenge

Titles: The Transfixed

Holy Symbol: A black spear

Alignment: LN

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longspear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 keen longspear

Domains: Destruction, Law, War.

Special Notes:

Description: A thousand years before the Twin Cataclysms, the land now known as the Bright Desert was a fertile (if somewhat arid) basin contested by a half-dozen semi-nomadic Flan states. Necromantic Ur-Flan adepts bolstered the dominant kingdom of Sulm. Their primary rival Itar honored Vathris, a demigod of Progress and Ingenuity who had walked their lands for centuries. When the two nations clashed in an inevitable conflict that lasted more than three decades, Vathris stood at the heart of the final battle. There, the godling and his army were annihilated. For more than a thousand years, Flan dervishes ranged the dunes of the now-despoiled desert, venerating a god who would not answer their prayers. Responding to a terrible vision seen by the Qolat Sisterhood in 562 CY, thirty six ranking dervish priests gathered at the Plain of Spears and enacted a ritual to resurrect their fallen god. What emerged from the chaos of their casting was hardly the hero of their ancestors. Ancient carvings depict Vathris as a shirtless copper-skinned muscular man standing half again as tall as a human and wearing metal and clay beads in his long dark hair. Since his "death," he appears with a grisly torso wound, which seeps black poisonous bile. Vathris wields the wickedly barbed onyx longspear that killed him, using the object of his own defeat to exact revenge upon his enemies. In this way the black spear has become his holy symbol and the favored weapon of his clergy. His once-bright eyes are now empty, hollow sockets. Vathris once stood for the future. Now, he is obsessed with redressing the past. He manifests perhaps once or twice a year, wandering the desert for days in a weakened, delirious state, violently dispatching monsters and ignoble men, and offering guidance and seeding ideas of revenge among the wronged. Within a matter of weeks, he collapses and dies once again. "Fear not your own suffering and death, for those who fall on the side of right will rise again on the Day of Vindication, and take their place among the righteous tribes who forever torment the malign. Break not the laws of our people, but bide your time, striking when fate allows it." The Flan dervishes who worship Vathris are broken into two factions. The unpopular priests who follow the god's original manifestation as interpreted from centuries of oral tradition act as clerics who attempt to elevate the desert folk from their nomadic lifestyles, frequently overseeing oases or caravansaries. The more militant dervishes, often warrior priests, venerate Vathris as the Great Talion who rights wrongs perpetrated upon the tribes by local monsters, northerners from Urnst, and (increasingly) the forces of Rary of Ket.

Name: Vatun

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Northern Barbarians, Cold, Winter, Arctic Beasts

Titles: The North God

Holy Symbol: The sun setting on a snowy landscape

Alignment: CN

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Battleaxe (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 frost battleaxe

Domains: Air, Animal, Chaos, Cold* (CD, Fb), Strength, Winter* (Fb).

Special Notes: Divine spellcasters cannot prepare or cast spells unless they are within ten feet of a torch-sized or larger flame. This is because of Vatun's imprisonment by Telchur.

Description: Vatun (VAY-tun) is largely forgotten outside the Thillonrian peninsula. Not worshiped by the Suel Imperium, Vatun is included in that pantheon because of his worship by the Suel-descended northern barbarians. Vatun was imprisoned by clerics of Telchur about the time of the Battle of a Fortnight's Length. He wields an ice battleaxe called Winter's Bite. When free, Vatun was a whirlwind of cold rage and energy, inspiring his followers to raid south as often as possible. Dalt and Llerg are his only allies. He is shown as a huge Suel man wearing polar bear skins and a beard of ice and snow, with frozen fog coming from his mouth. His holy symbol is the sun setting on a snowy landscape. "Winter is a time for culling the weak so that the strong may survive. Snow shall cover cowards and they shall be forgotten by all. The people of the north are the true survivors and will inherit the world when the Great Winter comes to cover the land." Vatun's clerics preach violence against Telchur's faith, help their tribes survive in winter, heal the injured, and aid their people in battle. Level-headed clerics are sent to search for the Five Blades of Corusk, which if united will free Vatun from his prison (or so say the legends). Recent lore indicates a diabolical connection to Vatun's prison, and so his clerics have become ardent foes of devils. Because of his imprisonment, Vatun's clerics must be within ten feet of a torch-sized (or larger) flame to prepare or cast spells. Ceremonial garb includes white furs.

Name: Vecna

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Destructive and Evil Secrets

Titles: The Arch-Lich, Master of the Spider Throne, The Whispered One, The Maimed Lord, The Master of All That is Secret and Hidden

Holy Symbol: A left hand clutching a human eye

Alignment: NE

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Dagger

Other Preferred Weapons: quarterstaff

Weapon of the Deity Spell: +1 frost dagger

Domains: Destiny* (RoD), Dream* (CD), Evil, Knowledge, Madness* (CD), Magic, Mind* (CD), Oracle* (CD), Tyranny* (CW).

Special Notes:

Description: Vecna (VEK-nah) was a terrifying and evil Flan lich-king who gained a foothold on godhood thousands of years ago. Betrayed by his lieutenant Kas, the Whispered One disappeared from Oerth, leaving behind his legend and his two great artifacts, the Eye and Hand of Vecna. He recently became a lesser god after freeing himself from an extraplanar prison and now plots the destruction of all other gods so that he may take Oerth for himself. He has a great hatred for luz and is hated and feared by other deities. His symbol is a left hand clutching a human eye. "No matter how powerful a being is, there exists a secret that can destroy him. In every heart is a seed of darkness hidden from all others; find that evil seed, and your enemies are undone. Strength and power come if you know and control what others dare not show. Never reveal all that you know, or your enemies will take your seed, too." Vecna's clerics subvert governments, seduce good folk to evil, and plot the eventual takeover of all Oerth. So hated is this cult that these clerics' lives are forfeit if they are discovered. They are very secretive as a result but can be found anywhere, spreading evil or looking for items that date back to their master's ancient empire. Of particular interest are Vecna's two artifacts, which once again are lost. New clerics of Vecna are so carefully groomed that they often don't know what they're being trained for. Many think that they're joining an obscure sect of Boccob or Wee Jas. The truth revealed to them only after they've proved their willingness to do anything in exchange for power and knowledge. Vecna's followers spy on the merchant-princes of a port city, blackmail the high priests of other religions, and encourage corruption among the king's advisors. Periodic attempts to recover the Eye and Hand of Vecna are common as well. Vecna's worshipers always whisper their prayers. Many clerics reflexively start sentences with the phrase, "You know that ...;" Which figures prominently in their psalms as well. When secrets are your portfolio, you naturally don't have public temples. But those who know the secret location of Vecna's temples find them to be good sources for death magic and (especially) divinations. Vecna's rites are never performed in front of those of other faiths, and the Maimed one's followers often establish secret passwords and hidden shrines for particularly important ceremonies. Black and red are the favored colors of clerics of Vecna.

Name: Velnius

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Sky, Weather

Titles: The Rainshroud, The Elder Breeze

Holy Symbol: A bird perched on a cloud

Alignment: N (NG)

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Spear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance spear

Domains: Air, Travel, Water, Weather* (CD).

Special Notes:

Description: Velnius (VEL-nee-us) is the most responsible member of his family. As Procan's oldest child, he is the leader of the Oeridian wind gods and is called in to support or take over for them when they are overwhelmed or lax in their duties. He is shown as tall man of middle age with white hair and a cloak of feathers from which pours water and lightning. He is allied with his family members, friendly with neutral or druidic deities, and opposes Kurell. His symbol is a bird perched on a cloud. "The sky is the dome of heaven from which flow the necessities of life. The desert and the parched field cry out for rain while the road and swamp ask for the drying sun, and the request of each is answered. No matter which direction the wind blows, it is all part of the weather that Velnius controls. Weather is a blessing, for even if a storm or drought brings hardship, it will continue on its way to where it is needed." Velnius's clerics are used to speaking on the behalf of others (even if such intervention is not needed). They prefer talk to conflict, but can be very aggressive when provoked. They pray for rain when crops need water and call for temperance when the weather deviates too far from the norm. As mobile as their god, they travel far, and adventure to counteract weather disruptions caused by heretical agents or when Velnius is too busy.

Name: Vergadain

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Wealth, Luck

Titles: The Merchant King, The Trickster, The Laughing Dwarf, The Short Father

Holy Symbol: Gold piece

Alignment: N

Origin of Worship: Dwarf

Core Worshippers: Dwarves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending longsword

Domains: Knowledge, Luck, Mind* (CD), Pact* (CD), Trickery.

Special Notes:

Description:

Name: Vhaeraun

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Drow Males, Thievery, Evil Surface Activity

Titles: The Masked Lord, The Shadow

Holy Symbol: A pair of black glass lenses that form a mask

Alignment: CE

Origin of Worship: Drow

Core Worshippers: Drow

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: *short sword of venom (as dagger)*

Domains: Celerity* (CD), Chaos, Evil, Mysticism* (CD), Travel, Trickery.

Special Notes: Divine spellcasters must be male and are never granted spells from the summoning or calling subschool.

Description:

Name: Vogan

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Weather, Storms

Titles:

Holy Symbol: A rain cloud

Alignment: CG (NG)

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Shortspear

Other Preferred Weapons:

Weapon of the Deity Spell: +1 shock shortspear

Domains: Air, Chaos, Good, Healing, Sky* (RotW), Water, Weather* (CD).

Special Notes:

Description: Vogan is the temperamental Touv god of rain, storms, and water, and the need of living things for moisture. He is worshipped to bring necessary rains and to stave off the worst storm. He is shown as a Touv man with laughing eyes and hair made of cascading water. Vogan's holy men clean befouled stream and pond, discover sources of clean water, and arrange marriages between families, clans, and tribes - the god's roving eye and wandering nature is mirrored by his priests, who note which people might be good matches. Ceremonial garb includes bracelets and armbands of metal and green stones.

Name: Wastri

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Amphibians, Bigotry, Self Deception

Titles: The Hopping Prophet, Hammer of False Humans

Holy Symbol: A grey toad

Alignment: LN (LE)

Origin of Worship: Unknown

Core Worshippers: Humans and Bullywugs and Amphibian Races Only

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Glaive (m) or guisarme (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 mighty cleaving glaive or guisarme

Domains: Animal, Law, Purification* (CD), War.

Special Notes: Only humans and amphibian races are permitted as followers of Wastri. PCs may never worship him.

Description: Wastri (WAH-stree) is a violent proponent of human supremacy, causing many to believe he has ties to the Scarlet Brotherhood. Wearing clothes of gray and yellow, Wastri uses his great glaive-guisarme, Skewer of the Impure, to impale his favorite targets: dwarves, gnomes, and halflings. He looks like a human with toad features, and is accompanied by gray-clad followers and giant toads. Living in the Vast Swamp, he is amiable to any human god save Zagyg, whose mortal self once trapped him in a magical prison. His symbol is a gray toad. The fact that he dislikes nonhuman races, yet is only barely human himself, is an irony lost on the godling. "Humans are superior to all other races. Ores, goblins, bullywugs, and such are sufficient to serve humans, but creatures such as elves, dwarves, gnomes, and halflings deserve only death. Those who disagree with you are wrong and must be convinced of their error, with a weapon if need be. Those who live in the water and on land deserve respect, for having a refuge when one of your realms becomes too dangerous is clever and resourceful." Wastri's clerics preach the superiority of humankind, seek out enclaves of inferiors to slay, and search for new species of amphibians to collect and study. Their bodies are gradually altered by Wastri's presence, and the most powerful clerics become less human and more toadlike with time. They raise, tame, and train amphibians, favoring toads; some sell poisonous toads to wizards, alchemists, and assassins. His clerics serve as intermediaries to the many bullywug tribes that revere him.

Name: Wee Jas

Gender: f

Rank: Intermediate Deity

Areas of Concern/Portfolio: Magic, Death, Vanity, Law

Titles: The Witch Goddess, Ruby Sorceress, Stern Lady, Death's Guardian

Holy Symbol: A red skull, sometimes wreathed in flame

Alignment: LN (LE)

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons: wizard weapons

Weapon of the Deity Spell: *dagger of venom*

Domains: Domination* (CD), Inquisition* (CD), Law, Magic, Mind* (CD), Repose* (Ss).

Special Notes: LN clerics must be more proficient at wielding negative energy; thus they convert to inflict spells and rebuke or command undead. Divine spellcasters may not restore a weak or chaotic being to life without gaining the permission of Wee Jas (via a commune or similar spell, DM decides the response). Likewise, they may not command chaotic undead without Wee Jas' permission; they can rebuke chaotic undead without permission though. Failure to abide by these restrictions is considered a gross violation of the code of conduct.

Description: Wee Jas (WEE jas) is portrayed as a stunning woman dressed in a beautiful gown, wearing some piece of jewelry with a skull motif. She promotes the utilization of spells and magic items (though many of her Suel followers insist she favors the creation of such things). She gained her death aspect when the survivors of the Rain of Colorless Fire looked to their goddess of magic for assurance that the dead were being escorted to the afterworld. Wee Jas protects a departing Suel soul on its way to the afterlife, and the clerics of Wee Jas are greatly respected because of this. Her allies are the lawful Suel gods while the chaotic ones are her enemies (except Norebo, who is her lover despite their philosophical differences). Her love affair is supposedly secret, although word of it has spread to the rest of the pantheon and even to her followers. It is rumored that the divine couples first argument caused the southern Crystalists to erupt in flames, earning their current name, the Hellfurnaces. She respects Boccob, dislikes the beauty goddess Myhriss, and ignores most other deities. Her symbol is a red skull, sometimes in front of a fireball. "Magic is the key to all things. Understanding, personal power, security, order, and control over fate come with the study of magic. Respect those who came before you, left their knowledge, and died to make room for you; there will come a time when your life is over and those who come after will honor your learning and your memory." Clerics of Wee Jas arbitrate disputes, give advice on magic, investigate magical curiosities, create magic items, and administer funerals. The more powerful clerics use their magic to fortify their temple and city. Clerics of lower level are expected to defer to ones of higher level at all times. Her clerics must get her permission before restoring a weak or chaotic being to life. Wee Jas trains her clerics in academic fashion, offering classroom instruction punctuated by increasingly difficult examinations. Her academies are not unlike boarding schools, where small infractions of grooming and uniform regulations are punished with a system of demerits. The followers of Wee Jas are fascinated with magic, especially magic that breaks the boundary between death and life. Rebuilding a plundered tomb, resurrecting an ancient sage, and braving Limbo to ask questions of a long-dead wizard are the sorts of quests the Ruby Goddess sponsors. More so than most deities, Wee Jas venerates a series of deceased "honored ancestors." Worshippers rarely speak of the will of Wee Jas, instead attributing commandments to ancestors such as "Yag the Many-Eyed Traveler says..." or "Grant me the calm of Queen Ochtho XI V..." Wee Jas's temples are covered with funerary trappings, and many have shrines and catacombs where powerful spellcasters are buried—sometimes with a spellbook, staff, or magic regalia. The Wee Jas clergy casts spells on behalf of anyone not obviously opposed to Wee Jas's alignment or agenda, but they often demand service or information in addition to a donation to their church. Funerals are obviously important rites to Wee Jas followers; in addition, many followers have monthly Rites of Accumulated Lore, where clergy or lay leaders read aloud from musty tomes about magic, ancient history, or other esoteric topics. Wee Jas' temples are built like mage towers and are often guarded by charmed monsters. The temples are decorated with artful statuary and unobtrusive skull motifs; they often store lore and records of local law, so each temple has an extensive library. A few even have permanent magical fires burning atop the highest point of the temple. The followers of Wee Jas are known as the Jasadin. Nights when a moon is waxing are holy nights to Wee Jas. Coldeven 4th (when both moons are waxing) is called the Goddess' Blush by her followers; on this night, the most valuable piece of jewelry discovered in the previous year is sacrificed to her in a great magical fire. Ceremonial garb includes layered full-length robes, alternating grey and black. The robes always have hoods but are normally drawn back to reveal the wearer's head, which is normally adorned in jewelry. Other jewelry showing skulls and gems are worn on the arms and neck, and they carry ornate staves. Adventuring clerics wear gray or black robes, adorning them with runes or jewelry as they see fit. Wee Jas is a demanding deity who expects obedience from her followers. She reminds them that death is inevitable, but she promises that their learning and memory will be honored by those who come after.

Name: Wenta

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Autumn, West Wind, Harvest, Brewing

Titles: The Alewife, Harvest Daughter

Holy Symbol: A large mug of beer

Alignment: CG

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Club

Other Preferred Weapons:

Weapon of the Deity Spell: +1 distance club

Domains: Air, Chaos, Creation* (CD), Good, Liberation* (CD), Plant.

Special Notes: Divine spellcasters make their holy water from blessed beer or ale.

Description: Wenta (WEN-tah) is the youngest Oeridian wind god. She always appears as a buxom, rosy-cheeked woman with straw in her hair and a large mug of beer (her holy symbol). She has no permanent ties to any one being, preferring to go where her heart takes her, and as such has been linked to many deities. The week of Brewfest is a holy time for her, although she prefers that people spend it cavorting and drinking rather than praying. She dislikes only her brother Telchur, seeing him as the black sheep always on her heels. "The cool winds of autumn are Wenta's sign that it is time to reap. Winter's cold can be delayed with the warmth of ale and beer, and brewing deserves as much care as you would give your lover. A day of hard work in autumn is repaid with pleasantly cool nights, good friends, and plenty of good drink to loosen your tongue and quicken your heart." Wenta's clerics are friendly, outgoing, and unafraid to talk to strangers. Their time of prayer is a brief interval before sundown. They organize gatherings, particularly those involving alcohol, and direct harvest procedures so that work is shared fairly by all and finished early. Many work as brewmasters and travel to other parts of the world to enjoy the weather and local spirits. They adventure to meet new people and spend time with friends, or because they agreed to do so while intoxicated. Their holy water is actually blessed ale or beer.

Name: Xan Yae

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Twilight, Shadows, Stealth, Mental Power

Titles: Lady of Perfection

Holy Symbol: Black lotus blossom

Alignment: N

Origin of Worship: Baklunish

Core Worshippers: Baklunish

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Falchion (m)

Other Preferred Weapons: monk weapons

Weapon of the Deity Spell: +1 defending falchion

Domains: Knowledge, Mind* (CD), Trickery, War.

Special Notes:

Description: Xan Yae (zan YAY) is a Baklunish goddess with some measure of popularity in the Flanaess. She has temples scattered in hidden places across the land. Having little patience for petty divine rivalries, she has only a few like-minded allies but places herself in opposition to Pyremius and Pholtus, whose lights destroy her beloved shadows. She appears to be Baklunish, of any age or sex but always slender and graceful, wielding a pair of magic falchions that can shrink to the size of table knives. "Reality depends upon three metaphysical ideals: the Universal Mind (the universe and all things in it exist because the mind created them and maintain them), the Perpetual Harmony (life is balanced, symmetry is in all things, achieving a similar state puts one in harmony with nature), and Internal Peace (martial and mental activities must be mastered to attain a higher level of existence). Flamboyance and wasted energy have no place in the Lady's realm. The extremes of evil and good must be sought out and tempered with harmony to maintain balance." Xan Yae's clerics are agents of harmony and discipline. They seek out radical factions, alignments, and politics and bend them toward balance. They train others in the simple arts of war, hone the minds of those open to mental challenges, scour the world to find evidence of the Universal Mind, and seek gurus of advanced physical and mental abilities for knowledge of self-elevation. They are not passive beings, but actively seek change to ensure the stability of the universe. Their prayer time is at dusk.

Name: Xanag

Gender: f

Rank: Lesser Deity

Areas of Concern/Portfolio: Metals, Beauty

Titles:

Holy Symbol: A circle with seven lines radiating from it

Alignment: N (LN)

Origin of Worship: Touv

Core Worshippers: Touv

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 flaming short sword

Domains: Creation* (CD), Domination* (CD), Earth, Fire.

Special Notes:

Description: Xanag represents the bounty of earth transformed by fire - metal - and the beauty of things made from it. She is an indifferent goddess, often distracted by superficialities. She is always shown as a Touv woman seemingly made of gold, surrounded by a radiant light. Priests of Xanag are workers of metal or appreciate fine things and objects of beauty. They teach the secrets of metal-smithing and the crafting of jewelry. Poets and lovers pray to Xanag, and priests of Xanag officiate marriages. Ceremonial garb includes a gold helm that exposes the face but covers the cheekbone.

Name: Xerbo

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Sea, Sailing, Money, Business

Titles: The Sea Dragon

Holy Symbol: A dragon turtle

Alignment: N

Origin of Worship: Suel

Core Worshippers: Suel

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Trident (m)

Other Preferred Weapons: sailor weapons, aquatic creature weapons

Weapon of the Deity Spell: *trident of fish command*

Domains: Animal, Knowledge, Pact* (CD), Water.

Special Notes: Divine spellcasters cannot cast spells with the fire descriptor; they are not restricted, however, from casting a spell that has been modified by an item or feat (like Energy Substitution) so that its fire descriptor is completely changed to another descriptor. Xerbo does not tolerate extended forays on land, especially for foolish pursuits such as exploring ruins and dungeons. Divine spellcasters of Xerbo who undertake missions away from the sea are expected to do so only in defense of the interests of their deity - to protect the sea or sea trade. Divine spellcasters of Xerbo who spend more than two days on land, and who are not doing so in defense of the interests of Xerbo, suffer a -1 sacred penalty to all saving throws for as long as they are on the mission and a mile or further from the nearest sea. Divine spellcasters of Xerbo are not permitted to restore anyone killed in or crossing the sea, unless a non-sea creature did the killing. Repeated acts of this nature are considered a gross violation of their code of conduct.

Description: Xerbo (ZER-boh) is a stern and indifferent god. He is shown as a large man with matted kelp-like hair, wearing dragon turtle armor and shield. His trident, Murky Deep, enchants and grants him dominion over all ocean life and can enchant his opponents. Xerbo is also a mercantile god, where his stern demeanor represents the drive for a hard bargain. Most revere him as a merchant's god and placate him as a sea god. He avoids other gods except his estranged wife Osprem, battles Procan regularly, and sulks whenever Zilchus encroaches on his followers. His symbol is a dragon turtle. "The law of the sea states that no sea creature should be favored over another. Land creatures, including intelligent ones, have no place in the water; it is a place to be feared and respected, not exploited. Land creatures in danger on the sea deserve no help unless they act to protect sea creatures or the sea itself. Do not let one's emotions get in the way of making trade; no person should be favored over another." This last thought makes him popular with smaller merchants and disliked by unions and guilds. Xerbo's clerics are expected to protect the sea and sea life. They watch over merchant vessels on trade routes or facilitate business meetings in port cities. The god does not tolerate extended forays on land, especially for foolish pursuits such as exploring ruins and dungeons. Ceremonial garb includes vestments of blue and green (resembling waving sea vegetation).

Name: Ye'Cind

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Music, Magical Songs

Titles: The Bard

Holy Symbol: A recorder

Alignment: CG

Origin of Worship: Elf

Core Worshippers: Elves

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 spell storing longsword

Domains: Chaos, Good, Knowledge, Magic, Travel.

Special Notes:

Description: Ye'Cind (yee-SIND) was once a skilled elven wizard and master bard. After a flawless performance on his Recorder in front of agents of the Seldarine, Corellon Larethian manifested to the musician and offered him the gift of divinity as a reward for his diligence. He accepted and was infused with a spark of Corellon's power, which changed Ye'Cind so that he was like Corellon himself, with elements both male and female. Ye'Cind is shown as an attractive elf in blue and green, playing a recorder (his holy symbol). His allies include Olidammara, Lydia, and the good powers of the Seldarine, while he opposes powers of evil magic. "Music is a mirror of the patterns and energy of the universe. The rush of a waterfall, wind through the trees, the crackle of a fire, and the thunder of an avalanche are all parts of the world's music. It transcends languages and race, promoting understanding or inspiring the rage of vengeance. Enhanced by magic, a song can alter the world or change the course of history, and tying music and magic together creates something more powerful and fundamental than either alone." Ye'Cind's clerics are scholars of music. They are versant in the use of many instruments and many dabble in other sorts of magic. They seek out songs, exotic noises of nature, magical lore, and master performers in the hopes of increasing their musical repertoire and understanding of the chords of magic that exist under the surface of everything in the world. Many are talented songwriters, weaving subtle magic into their works.

Name: Yondalla

Gender: f

Rank: Greater Deity

Areas of Concern/Portfolio: Halflings, Protection, Fertility

Titles: The Protector and Provider, The Nurturing Matriarch, The Blessed One

Holy Symbol: Cornucopia

Alignment: LG

Origin of Worship: Halfling

Core Worshippers: Halflings

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Longsword (m) or short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending longsword or short sword

Domains: Animal, Community* (CD), Creation* (CD), Good, Law, Mysticism* (CD), Plant, Protection.

Special Notes:

Description: Yondalla (yon-dah-lah) appears as a strong female halfling, with a proud bearing. She dresses in green, yellow, and brown, and always carries a shield. Yondalla's clerics train new followers by borrowing a wagon from a halfling caravan, then "borrowing" the would-be clerics from their families for a month or two. The cleric and her disciples then wander the back roads of the land, seeking sights that none of the pilgrims-teacher and students alike have ever seen before. The safety of the hauling people is Yondalla's first concern, but she's eager to chart new territory for halfling caravans to visit. Her followers act as guards and guides for caravans and trading companies, capture the raiders that plague the highways, and lead expeditions to unexplored lands. Yondalla's prayers are models of understatement. A prayer for healing might begin, "I am in such fine health, yet..." and a prayer for intercession might begin, "A minor annoyance is visited upon me..." Yondalla's temples are gathering places for the halting population, which is otherwise seminomadic. They're storehouses of food, weapons, and everything else needed to equip a caravan for a long journey. They'll help a halfling in need, and her nonhalfling friends as well, if they seem trustworthy. Yondalla's rites center around family and community, with weddings having particularly elaborate and joyous ceremonies. When a halting caravan pulls into a town near harvest time, it's a sure bet that Yondalla's worshipers plan to hold a carnival-like Pageant of the First Fruit.

Name: Yurtrus

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Death, Disease

Titles: White Hands, The Lord of Maggots, The Rotting One

Holy Symbol: White hands on a dark background

Alignment: NE

Origin of Worship: Orc

Core Worshippers: Orcs

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Unarmed strike

Other Preferred Weapons:

Weapon of the Deity Spell: +1 improved unarmed strike, ghost touch

Domains: Death, Destruction, Evil, Madness* (CD), Pestilence* (CD).

Special Notes:

Description:

Name: Zagyg

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Humor, Eccentricity, Occult Lore, Unpredictability

Titles: The Mad Arch-Mage

Holy Symbol: Rune of insanity

Alignment: CN (CG)

Origin of Worship: Unknown

Core Worshippers: Humans

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Club

Other Preferred Weapons:

Weapon of the Deity Spell: +1 spell storing club

Domains: Chaos, Knowledge, Madness* (CD), Magic, Trickery.

Special Notes:

Description: Zagyg (ZA-gig) was once Zagig Yragerne, the most famous lord mayor of the city of Greyhawk. Part of his apotheosis required the capture of nine demigods of opposing alignments (including Iuz, Merikka, Wastri and Rudd). While some of these demigods were freed by a group of adventurers, their temporary confinement (and Boccob's sponsorship) was sufficient to allow Zagyg's ascendance. Eccentric and likely insane when a mortal, he chose the rune of insanity as his symbol. He favors dark blue and silver but has little constancy in his physical depictions. He serves his divine sponsor and has been known to associate with Celestian. "All deserve and need to be entertained and surprised by humor, although preferably in a manner that leaves them wondering for some time; to provide this service is of the highest priority. The quest for odd bits of information on magic is of the utmost importance, and above all one should live a life of unpredictability and abstain from repetitive habits." The various small clusters of his faith focus on one type of humor for a time, then abandon it when they believe it perfected, only to take it up again after a seemingly random interval. Zagyg's few clerics enjoy bringing strangeness and humor to the lives of those around them, especially those in need of comedy to lift up their dulled souls. Many work as bards, travel far when their jokes are misunderstood or cause offense, and try to uncover lost magical knowledge. Most have at least one odd personal quirk, although whether this is an actual trait or one affected solely for the observer is debatable.

Name: Zilchus

Gender: m

Rank: Intermediate Deity

Areas of Concern/Portfolio: Power, Prestige, Money, Business, Influence

Titles: The Great Guildmaster, The Money Counter

Holy Symbol: Hands clutching a bag of gold

Alignment: LN

Origin of Worship: Oeridian

Core Worshippers: Oeridians

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Dagger

Other Preferred Weapons:

Weapon of the Deity Spell: +1 defending dagger

Domains: City* (RoD), Knowledge, Law, Mind* (CD), Pact* (CD), Trickery.

Special Notes:

Description: Zilchus (ZIL-chus) is a popular Oeridian god, depicted as a well-dressed Oeridian man of plain appearance but great wealth. Husband of Sotillion, brother of Kurell, ally of Rao, Zilchus has many contacts that reflect his ability to establish relationships that are vital to any businessman. A busy god, he has little time for frivolous pursuits, but is knowledgeable in such things because it allows him to influence others. He acts as a dealmaker between gods, finalizing agreements once Rao convinces warring parties to talk. His symbol is hands clutching a bag of gold. "In the world of men, the desire for money can be overwhelming. Control that desire in yourself and exploit it in others - that is the key to success and power. Anything done in the world can be done better for a profit, and those who recognize these opportunities are one step ahead of any competition. Politics and war are simply two other forms of trade, one using a currency of words and the other, lives; the trick is to spend yours more efficiently than your opponent." Zilchus' clerics are ruthless in business and often seen as emotionless. They are heavily involved in business and politics, and conduct deals above or below the table depending on their disposition. They work for powerful merchants, trade and crafts guilds, politicians, or nations, for themselves and their employers. Neophytes get less glamorous jobs, such as managing caravans or remote businesses, but some are hired to participate in high-risk but potentially profitable enterprises such as smuggling contraband and adventuring.

Name: Zinzerena

Gender: f

Rank: Hero-God

Areas of Concern/Portfolio: Drow, Deception, Humiliation, Ambush, Assassination

Titles: The Princess of the Outcasts

Holy Symbol: The draped sword

Alignment: CN

Origin of Worship: Drow

Core Worshippers: Drow

Common Worshippers:

Uncommon Worshippers:

Favored Weapon(s): Short sword (m)

Other Preferred Weapons:

Weapon of the Deity Spell: short sword of venom (as dagger)

Domains: Chaos, Luck, Trickery.

Special Notes:

Description: Zinzerena (zin-zuh-RAY-nuh) is a rebellious heroine venerated by the dissidents and outcasts of drow society. She appears as a cloaked and masked drow rogue who moves with astounding agility. Her cloak has the powers of displacement and protection, while her shortsword produces a paralyzing venom. She also carries a black-handled crop, which she uses to stun her victims. The great artifact also has the powers of a wand of wonder. Her sponsor to divinity was Keptolo, though she gained a fraction of his power as a ruse, for which he hates her. Her symbol is the draped sword, representing her hidden menace. "Raise yourself up by bringing others down. Don't reveal your strength, or your hatred, until your victim is helpless. Don't strike until you have the advantage; the only fair fight is the one you win. Once the trap is sprung, make time to gloat before the kill. The legs of the spider are made to be broken." The liturgy of Zinzerena is passed on in the form of folk-tales, for her faith has no place among the leadership of drow society. Her tales usually describe her hiding and waiting until her foes are weakened or lax in their attention before she attacks, and stories of her origin always describe her as local to the region in which they are told. Clerics of Zinzerena often multi-class as fighters or rogues. They are much more common in the decadent cities of the drow, but may be encountered almost anywhere, for even the noble estates have servants and staff drawn from among the commoners. Only the most bohemian of nobles would enter her priesthood, though some have done so; inevitably, when they are discovered they are cast out as traitors to their social class. Ironically, such downcast nobles often become the greatest leaders of Zinzerena's clergy, for they are the best educated and most politically experienced. Her clerics work as anything from simple rogues, to laborers, guides, physicians, poets, prostitutes, or nearly any other profession. What they all share is a rebellious spirit and a desire for change. Little knowledge of Zinzerena's cult has spread to the surface world.

Name: Zodal

Gender: m

Rank: Lesser Deity

Areas of Concern/Portfolio: Mercy, Hope, Benevolence

Titles: The Gray Son, The Gentle Hand

Holy Symbol: A man's hand partially wrapped in grey cloth

Alignment: NG

Origin of Worship: Flan

Core Worshippers: Flan

Common Worshippers: Others

Uncommon Worshippers:

Favored Weapon(s): Hand of Zodal (unarmed strike - inflicts nonlethal damage)

Other Preferred Weapons: monk weapons

Weapon of the Deity Spell: +1 improved unarmed strike, defending

Domains: Community* (CD), Good, Healing, Liberation* (CD), Protection.

Special Notes:

Description: Zodal (ZOH-dal) is a servant of Rao. He espouses kindness and compassion in situations of anger and vengeance, and diffuses negative emotions of those around him. Depicted as a man in simple gray robes with large careworn hands, he considers even the most hateful and destructive gods his friends, for he believes that with enough effort on his part they might change their ways. He continues his ministrations despite the evil and pain in the world, believing that his efforts will eventually make change happen. His symbol is a man's hand partially wrapped in a gray cloth. "Only by experiencing kindness and mercy can evil be turned from its path, whether in a single goblin or an entire nation. Despite the world's troubles, press on with faith that your actions bring about a better place. Let the Zodal guide you when you would be pulled into the sea of blood, pain, anger and despair. You are the master of your feelings and by acting upon your positive ones you set an example for those who have known only misery." Zodal's clerics spend their lives in simple circumstances, using their knowledge and abilities helping people in need and alleviating pain. They are drawn to warfare, to minister to the wounded and convince evildoers to change their ways. They adventure to bring attention to their cause, discover artifacts of good like the Crook of Rao, and destroy items that promote woe.

Name: Zuoken

Gender: m

Rank: Demigod

Areas of Concern/Portfolio: Physical and Mental Mastery

Titles: Master of Da'Shon and Edel, Servant of the Lady

Holy Symbol: A striking fist

Alignment: N

Origin of Worship: Baklunish

Core Worshippers: Baklunish

Common Worshippers:

Uncommon Worshippers: Others

Favored Weapon(s): Fist of Zuoken (unarmed strike)

Other Preferred Weapons: monk weapons

Weapon of the Deity Spell: +1 improved unarmed attack, defending

Domains: Celerity* (CD), Mind* (CD), Strength, War.

Special Notes:

Description: Zuoken (zoo-OH-ken) is an ascended martial artist in the service of Xan Yae. He was a Baklunish man of unremarkable appearance, but he had achieved the highest level of skill in edel ("gift of fate," psionics) and da'shon ("falling hail," a complicated form of unarmed combat practiced by one of Xan Yae's sects). His symbol is a striking fist. In 505 CY, he stopped manifesting to his faithful; investigation has revealed that his essence is held somewhere in the central Flanaess; his followers continue to seek the exact place so that he may be freed. "To learn da'shon is to be on the path to perfection, for the use of weapons is a hinderance to the ability of mankind to attain the goal; once the goal is reached, one can use such things without fear of losing sight of perfection. One must strive to achieve the pinnacle of physical and mental ability. One must pursue harmony to achieve perfection, so every issue must be considered from both sides so that a balance may be struck between the two, allowing a harmonious resolution." Zuoken's clerics teach da'shon and the way of Zuoken and Xan Yae. They wander the land to accelerate their physical and mental advancement, undergo many tests of hardship within and outside their temples in the pursuit of perfection, search for their god's prison, and attack monks of the Scarlet Brotherhood when encountered. As aging and infirmities are concerns for those who perfect their bodies, they care for the elderly to acclimatize themselves with its changes. Although Zuoken is confined in some way, his clerics receive their spells normally.

DEITIES AVAILABLE FOR SELECTION BY PCS

	Areas of Concern/Portfolio	Alignment	Core Worshippers	Other Allowed Worshippers
Aerdrie Faenya	Air, Weather, Avians, Rain, Fertility	CG	Elves	
Al'Akbar	Guardianship, Faithfulness, Dignity, Duty	LG	Baklunish	All
Allitur	Ethics, Propriety	LG (LN)	Flan	All
Arvoreen	Protection, Vigilance, War	LG	Halflings	
Atroa	Spring, East Wind, Renewal	NG	Oeridians	All
Azor'alq	Light, Purity, Courage, Strength	NG	Baklunish	All
Baervan Wildwanderer	Forests, Nature, Travel	NG	Gnomes	
Bahamut	Good Dragons, Wind, Wisdom	LG	Dragons	All
Baravar Cloakshadow	Illusions, Protection, Deception, Hatred of Goblinoids	NG	Gnomes	
Beory	Oerth, Nature, Rain	N (NG)	Flan	All
Berei	Home, Family, Agriculture	NG	Flan	All
Berna	Passion, Forgiveness	CN (N)	Touv	All
Berronar Truesilver	Safety, Truth, Home, Healing	LG	Dwarves	
Bleredd	Metal, Mines, Smiths	N	Oeridians, Dwarves, Gnomes	All
Boccob	Magic, Arcane Knowledge, Foresight, Balance	N	Humans	All
Bralm	Insects, Industriousness	N (LN)	Suel	All
Brandobaris	Stealth, Thieves, Adventuring	N	Halflings	
Breeka	Living Things	N	Touv	All
Celestian	Stars, Space, Wanderers	N (NG)	Oeridians	All
Charmalaine	Keen Senses and Narrow Escapes	N	Halflings, Others	All

DEITIES AVAILABLE FOR SELECTION BY PCS

	Areas of Concern/Portfolio	Alignment	Core Worshippers	Other Allowed Worshippers
Clangeddin Silverbeard	Battle, War	LG	Dwarves	
Corellon Larethian	Elves, Magic, Music, Arts & Crafts, War	CG	Elves	
Cyndor	Time, Infinity, Continuity	LN	Oeridians	All
Cyrrollalee	Friendship, Trust, Home	LG	Halflings	
Daern	Defense, Fortifications	LN	Oeridians	All
Dalt	Portals, Doors, Enclosures, Locks, Keys	CG	Suel	All
Daoud	Humility, Clarity, Immediacy	N	Baklunish	All
Delleb	Reason, Intellect, Study	LG	Oeridians	All
Dugmaren Brightmantle	Scholarship, Discovery, Invention	CG (NG)	Dwarves	
Dumathoin	Mining, Exploration	N	Dwarves	
Ehlonna [Ehlenestra to elves]	Forests, Woodlands, Flora & Fauna, Fertility	NG	Humans, Elves	All
Erevan Ilesere	Mischief, Change, Rogues	CN	Elves	
Fenmarel Mestarine	Wild Elves, Outcasts, Scapegoats, Isolation	CN (CG)	Elves	
Fharlanghn	Horizons, Distance, Travel, Roads	N (NG)	Oeridians	All
Flandal Steelskin	Mining, Smithing, Fitness	NG	Gnomes	
Fortubo	Stone, Metals, Mountains, Guardianship	LG (LN)	Dwarves	All
Gadhelyn	Independence, Outlawry, Feasting, Hunting	CN	Elves	
Gaerdal Ironhand	Protection, Vigilance, Combat	LG	Gnomes	
Garl Glittergold	Gnomes, Protection, Humor, Wit, Gemcutting, Jewelrymaking, Illusion	NG	Gnomes	
Gendwar Argrim	Fatalism and Obsession	LN	Dwarves	
Geshtai	Lakes, Rivers, Wells, Streams	N	Baklunish	All

DEITIES AVAILABLE FOR SELECTION BY PCS

	Areas of Concern/Portfolio	Alignment	Core Worshippers	Other Allowed Worshippers
Hanali Celanil	Love, Romance, Beauty, Fine Arts, Artists	CG	Elves	
Heironeous	Chivalry, Justice, Honor, War, Daring, Valor	LG	Oeridians	All
Heward	Bards, Musicians	NG	Humans	All
Hurakon	Floods, Unrestrained Fury	CN	Olman	All
Istus	Fate, Destiny, Divination, Future, Honesty	N	Baklunish	All
Jascar	Hills, Mountains	LG	Suel, Dwarves	All
Johydee	Deception, Espionage, Protection	NG	Oeridians	All
Joramy	Fire, Volcanoes, Wrath, Anger, Quarrels	N (NG)	Humans	All
Katay	Decay, Inevitability, Order, Time	LN	Touv	All
Kelanen	Swords, Sword Skills, Balance	N	Humans	All
Keoghtom	Secret Pursuits, Natural Alchemy, Extraplanar Exploration	NG	Humans	All
Kord	Athletics, Sports, Brawling, Strength, Courage	CG	Suel	All
Kundo	Building, Noise, Music, Defense	LG (NG)	Touv	All
Kurell	Jealousy, Revenge, Theft	CN	Oeridians	All
Kuroth	Theft and Treasure-Finding	CN	Oeridians	All
Labelas Enoreth	Time, Longevity, History	CG	Elves	
Lendor	Time, Tedium, Patience, Study	LN	Suel	All
Lirr	Prose, Poetry, Literature, Art	CG	Oeridians	All
Llerg	Beasts, Strength	CN	Suel	All
Lydia	Music, Knowledge, Daylight	NG	Suel	All
Mayaheine	Protection, Justice, Valor	LG	Flan, Oeridians	All

DEITIES AVAILABLE FOR SELECTION BY PCS

	Areas of Concern/Portfolio	Alignment	Core Worshippers	Other Allowed Worshippers
Merikka	Farming, Agriculture, Home	LG	Oeridians	All
Moradin	Dwarves, Smithing, Engineering, Creation, War	LG	Dwarves	
Mouqol	Trade, Negotiation, Ventures, Appraisal, Reciprocity	N	Baklunish	All
Muamman Duathal	Expatriates, Urban Dwarves, Travelers, Exiles, Lightning	NG	Dwarves	
Murlynd	Magical Technology	LG	Oeridians	All
Myrhiss	Love, Romance, Beauty	NG	Flan	All
Nazarn	Formal and Public Combat	N	Half-orcs	All
Nola	Sun	NG (LG)	Touv	All
Norebo	Luck, Gambling, Risks	CN	Suel	All
Obad-Hai	Nature, Woodlands, Freedom, Hunting, Beasts	N	Flan	All
Olidammara	Music, Revels, Wine, Rogues, Humor, Tricks	CN	Oeridian	All
Osprem	Sea Voyages, Ships, Sailors	LN	Suel	All
Pelor	Sun, Light, Strength, Healing	NG	Flan	All
Phaulkon	Air, Wind, Clouds, Birds, Archery	CG	Suel	All
Pholtus	Light, Resolution, Law, Order, Inflexibility, Sun, Moons	LG (LN)	Oeridians	All
Phyton	Nature, Beauty, Farming	CG	Suel	All
Procan	Seas, Sea Life, Salt, Sea Weather, Navigation	CN	Oeridians	All
Quetzalcoatl	Air, Birds, Snakes	LN	Olman	All
Ralishaz	Chance, Ill Luck, Misfortune, Insanity	CN	Humans	All
Rao	Peace, Reason, Serenity	LG	Flan	All
Rillifane Rallathil	Wood Elves, Woodlands, Nature, Druids	CG	Elves	

DEITIES AVAILABLE FOR SELECTION BY PCS

	Areas of Concern/Portfolio	Alignment	Core Worshippers	Other Allowed Worshippers
Rudd	Chance, Good Luck, Skill	CN (CG)	Oeridians	All
Segojan Earthcaller	Earth, Nature	NG	Gnomes	
Sehanine Moonbow	Mysticism, Dreams, Far Journeys, Death, Full Moons, Transcendence	CG (NG)	Elves	
Sheela Peryroyl	Nature, Agriculture, Weather	N	Halflings	
Solonor Thelandira	Archery, Hunting, Wilderness Survival	CG	Elves	
Sotillion	Summer, South Wind, Ease, Comfort	CG (CN)	Oeridians	All
St. Cuthbert	Common Sense, Wisdom, Zeal, Honesty, Truth, Discipline	LG (LN)	Humans	All
Stern Alia	Oeridian Culture, Law, Motherhood	LN (LE)	Oeridians	All
Telchur	Winter, Cold, North Wind	CN	Oeridians	All
Tlazoteotl	Earth Mother, Agriculture, Nature	N	Olman	All
Trithereon	Individuality, Liberty, Retribution, Self-Defense	CG	Humans	All
Tsolorandril	Wave Motions	LN	Humans	All
Ulaa	Hills, Mountains, Gemstones	LG	Oeridians, Dwarves, Gnomes	All
Urogalan	Earth, Death, Protection of the Dead	LN	Halflings	
Uvot	Prosperity	NG (LG)	Touv	All
Vathris	Anguish, Lost Causes, Revenge	LN	Flan	All
Vatun	Northern Barbarians, Cold, Winter, Arctic Beasts	CN	Suel	All
Velnus	Sky, Weather	N (NG)	Oeridians	All
Vergadain	Wealth, Luck	N	Dwarves	
Vogan	Weather, Storms	CG (NG)	Touv	All
Wee Jas	Magic, Death, Vanity, Law	LN (LE)	Suel	All

DEITIES AVAILABLE FOR SELECTION BY PCS

	Areas of Concern/Portfolio	Alignment	Core Worshippers	Other Allowed Worshippers
Wenta	Autumn, West Wind, Harvest, Brewing	CG	Oeridians	All
Xan Yae	Twilight, Shadows, Stealth, Mental Power	N	Baklunish	All
Xanag	Metals, Beauty	N (LN)	Touv	All
Xerbo	Sea, Sailing, Money, Business	N	Suel	All
Ye'Cind	Music, Magical Songs	CG	Elves	
Yondalla	Halflings, Protection, Fertility	LG	Halflings	
Zagy	Humor, Eccentricity, Occult Lore, Unpredictability	CN (CG)	Humans	All
Zilchus	Power, Prestige, Money, Business, Influence	LN	Oeridians	All
Zodal	Mercy, Hope, Benevolence	NG	Flan	All
Zuoken	Physical and Mental Mastery	N	Baklunish	All

DEITIES LISTED BY DOMAIN

Air

Aerdrie Faenya, Atroa, Bahamut, Breeka, Elder Elemental Eye [aspect of Tharizdun], Nola, Obad-Hai, Phaulkon, Quetzalcoatl, Sheela Peryroyl, Sotillion, Stronmaus, Telchur, Tezcatlipoca [also known as Apocatequil], Tlaloc, Vatun, Velnius, Vogan, Wenta

Animal

Aerdrie Faenya, Baervan Wildwanderer, Beory, Bralm, Breeka, Camazotz [also known as Zotzilaha or Zotz], Damaran, Deep Sashelas, Eadro, Ehlonna [Ehlenestra to elves], Fenmarel Mestarine, Gadhelyn, Hiatea, Karontor, Llerg, Meyanok, Obad-Hai, Phaulkon, Procan, Quetzalcoatl, Raxivort, Segojan Earthcaller, Semuanya, Skerrit, Solonor Thelandira, Tlazoteotl, Vatun, Wastri, Xerbo, Yondalla

Celerity* (CD)

Baervan Wildwanderer, Brandobaris, Corellon Larethian, Ehlonna [Ehlenestra to elves], Erevan Ilesere, Fharlanghn, Grankhul, Huhuetotl, Istus, Labelas Enoreth, Olidammara, Rillifane Rallathil, Sheela Peryroyl, Solonor Thelandira, Vhaeraun, Zuoken

Chaos

Aasterinian, Aerdrie Faenya, Bahgtru, Beltar, Berna, Blibdoolpoolp, Camazotz [also known as Zotzilaha or Zotz], Corellon Larethian, Dalt, Deep Sashelas, Diirinka, Doesain, Dugmaren Brightmantle, Elder Elemental Eye [aspect of Tharizdun], Erevan Ilesere, Erythnul, Fenmarel Mestarine, Gadhelyn, Grankhul, Great Mother, Grolantor, Groomsh, Hanali Celanil, Hruggek, Huhuetotl, Hurakon, Istus, Iuz, Keptolo, Kiaransali, Kord, Kurell, Kuroth, Labelas Enoreth, Laogzed, Lirr, Llerg, Lolth, Merrshaulk, Norebo, Olidammara, Phaulkon, Phyton, Procan, Ralishaz, Raxivort, Rillifane Rallathil, Rudd, Sehanine Moonbow, Shargaas, Shekinester, Solonor Thelandira, Sotillion, Telchur, Tezcatlipoca [also known as Apocatequil], Tharizdun, Thrym, Trithereon, Urdlen, Vaprak, Vatun, Vhaeraun, Vogan, Wenta, Ye'Cind, Zagyg, Zinzerena

City* (RoD)

Muamman Duathal, Olidammara, Zilchus

Cold* (CD, Fb)

Bahamut, Karontor, Nerull, Telchur, Thrym, Vatun

Community* (CD)

Al'Akbar, Allitur, Bargrivyek, Berei, Berronar Truesilver, Bralm, Calladuran Smoothhands, Corellon Larethian, Cyrollalee, Dumathoin, Eadro, Fortubo, Garl Glittergold, Hanali Celanil, Hiatea, Iallanis, Kundo, Luthic, Merikka, Muamman Duathal, Myrhiss, Phyton, Rao, Segojan Earthcaller, Tlazoteotl, Uvot, Yondalla, Zodal

Competition* (CD)

Bahgtru, Clangeddin Silverbeard, Grolantor, Hextor, Joramy, Kord, Kurtulmak, Llerg, Maglubiyet, Norebo, Rudd, Sekolah

Courage* (CW)

Arvoreen, Bahgtru, Berna, Clangeddin Silverbeard, Gaerdal Ironhand, Heironeous, Ilneval, Kord, Llerg, Nomog-Geaya, Norebo

Creation* (CD)

Annam, Beory, Berei, Bleredd, Deep Sashelas, Flandal Steelskin, Garl Glittergold, Moradin, Semuanya, Uvot, Wenta, Xanag, Yondalla

Death

Doesain, Falazure, Great Mother, Grolantor, Incubulos, Kiaransali, Kyuss, Laogzed, Memnor, Mictlantecuhtli, Nerull, Shargaas, Yurtrus

Destiny* (RoD)

Celestian, Chronopsis, Cyndor, Huhuetotl, Istus, Labelas Enoreth, Lendor, Rudd, Vecna

DEITIES LISTED BY DOMAIN

Destruction

Bahgtru, Blibdoolpoolp, Camazotz [also known as Zotzilaha or Zotz], Falazure, Gendwar Argrim, Gruumsh, Hextor, Huhueteotl, Hurakon, Ilneval, Incabulos, Joramy, Katay, Laogzed, Lolth, Maglubiyet, Merrshaulk, Meyanok, Mictlantecuhtli, Panzuriel, Pyremius, Ralishaz, Shekinester, St. Cuthbert, Surtr, Tharizdun, Thrym, Tiamat, Urdlen, Vaprak, Vara, Vathris, Yurtrus

Domination* (CD)

Diirinka, Erevan Ilesere, Gruumsh, Hanali Celanil, Hextor, Ilsensine, Keptolo, Khurgorbaeyag, Laduguer, Lolth, Memnor, Merrshaulk, Myrhiss, Quetzalcoatl, St. Cuthbert, Syrul, Wee Jas, Xanag

Dragon* (Dr)

Aasterinian, Bahamut, Chronopsis, Falazure, Io, Tiamat

Dream* (CD)

Diirinka, Gaknulak, Ilsensine, Incabulos, Sehanine Moonbow, Sotillion, Tharizdun, Vara, Vecna

Earth

Beltar, Beory, Bleredd, Breeka, Callarduran Smoothhands, Daern, Deep Sashelas, Dumathoin, Earth Dragon, Elder Elemental Eye [aspect of Tharizdun], Flandal Steelskin, Fortubo, Garl Glittergold, Grolantor, Jascar, Kundo, Kurtulmak, Laduguer, Luthic, Moradin, Obad-Hai, Segojan Earthcaller, Sheela Peryroyl, Skoraesus Stonebones, Thrym, Tlazoteotl, Ulaa, Urdlen, Urogalan, Xanag

Evil

Abbathor, Bahgtru, Bargrivyek, Beltar, Blibdoolpoolp, Camazotz [also known as Zotzilaha or Zotz], Chitza-Atlan, Damaran, Diirinka, Doesain, Earth Dragon, Elder Elemental Eye [aspect of Tharizdun], Erythnul, Falazure, Gaknulak, Grankhul, Great Mother, Grolantor, Gruumsh, Hextor, Hruggek, Huhueteotl, Ilneval, Ilsensine, Incabulos, Iuz, Karontor, Keptolo, Khurgorbaeyag, Kiaransali, Kurtulmak, Kyuss, Laduguer, Laogzed, Lolth, Luthic, Maglubiyet, Memnor, Merrshaulk, Meyanok, Mictlantecuhtli, Nerull, Nomog-Geaya, Panzuriel, Pyremius, Raxivort, Roykyn, Sekolah, Shargaas, Shekinester, Sixin, Squerrick, Surtr, Syrul, Tezcatlipoca [also known as Apocatequil], Tharizdun, Thrym, Tiamat, Tlaloc, Urdlen, Vaprak, Vara, Vecna, Vhaeraun, Yurtrus

Fire

Bleredd, Elder Elemental Eye [aspect of Tharizdun], Flandal Steelskin, Hiatea, Huhueteotl, Joramy, Moradin, Nola, Obad-Hai, Pyremius, Surtr, Xanag

Force* (CD)

Annam, Boccob, Tharizdun

Glory* (CD)

Heironeous, Jascar, Nola, Pelor, Pholtus, Rao

Good

Aerdrie Faenya, Al'Akbar, Allitur, Arvoreen, Atroa, Azor'alq, Baervan Wildwanderer, Bahamut, Baravar Cloakshadow, Berei, Berronar Truesilver, Clangeddin Silverbeard, Corellon Larethian, Cyrrollalee, Dalt, Deep Sashelas, Delleb, Dugmaren Brightmantle, Ehlonna [Ehlenestra to elves], Flandal Steelskin, Fortubo, Gaerdal Ironhand, Garl Glittergold, Hanali Celanil, Heironeous, Heward, Hiatea, Iallanis, Jascar, Johydee, Keoghtom, Kord, Kundo, Labelas Enoreth, Lirr, Lydia, Mayaheine, Merikka, Moradin, Muamman Duathal, Murlynd, Myrhiss, Nola, Pelor, Phaulkon, Pholtus, Phyton, Rao, Rillifane Rallathil, Segojan Earthcaller, Sehanine Moonbow, Shekinester, Skerrit, Solonor Thelandira, Sotillion, St. Cuthbert, Stronmaus, Trithereon, Ulaa, Uvot, Vogan, Wenta, Ye'Cind, Yondalla, Zodal

Greed* (Dr)

Abbathor, Erythnul, Kurell, Tiamat, Urdlen, Vaprak

Healing

Al'Akbar, Berna, Berronar Truesilver, Callarduran Smoothhands, Cyrrollalee, Iallanis, Luthic, Myrhiss, Nola, Pelor, Skerrit, Skoraesus Stonebones, Sotillion, Vogan, Zodal

Hunger* (LM)

Doresain, Incabulos

Inquisition* (CD)

Allitur, Berronar Truesilver, Clangeddin Silverbeard, Cyrrollalee, Heironeous, Khurgorbaeyag, Pholtus, Rao, St. Cuthbert, Stern Alia, Wee Jas

Knowledge

Allitur, Annam, Bargrivyek, Boccob, Celestian, Chronopsis, Delleb, Dugmaren Brightmantle, Dumathoin, Grankhul, Heward, Hruggek, Ilsensine, Io, Istus, Katay, Keoghtom, Keptolo, Labelas Enoreth, Lendor, Lirr, Lydia, Mouqol, Murlynd, Pholtus, Quetzalcoatl, Rao, Sehanine Moonbow, Shekinester, Skoraeus Stonebones, Stern Alia, Syrul, Tharizdun, Tsolorandril, Uvot, Vecna, Vergadain, Xan Yae, Xerbo, Ye'Cind, Zagyg, Zilchus

Law

Al'Akbar, Allitur, Arvoreen, Bahamut, Berronar Truesilver, Bralm, Chitza-Atlas, Clangeddin Silverbeard, Cyndor, Cyrrollalee, Daern, Delleb, Earth Dragon, Fortubo, Gaerdal Ironhand, Gaknulak, Gendwar Argrim, Heironeous, Hextor, Ilsensine, Istus, Jascar, Katay, Khurgorbaeyag, Kundo, Kurtulmak, Laduguer, Lendor, Mayaheine, Merikka, Mictlantecuhtli, Moradin, Murlynd, Nomog-Geaya, Osprem, Pholtus, Quetzalcoatl, Rao, Sekolah, Shekinester, Sixin, Squerrik, St. Cuthbert, Stern Alia, Surtr, Tiamat, Tlaloc, Tsolorandril, Ulaa, Urogalan, Vathris, Wastri, Wee Jas, Yondalla, Zilchus

Liberation* (CD)

Aerdrie Faenya, Corellon Larethian, Dalt, Garl Glittergold, Lirr, Lydia, Ralishaz, Trithereon, Ulaa, Wenta, Zodal

Luck

Aasterinian, Abbathor, Bahamut, Brandobaris, Charmalaine, Erevan Ilesere, Fharlanghn, Istus, Kord, Kurell, Kuroth, Nazarn, Norebo, Olidammara, Procan, Ralishaz, Rudd, Uvot, Vergadain, Zinzerena

Madness* (CD)

Abbathor, Blibdoolpoolp, Diirinka, Elder Elemental Eye [aspect of Tharizdun], Erevan Ilesere, Erythnul, Grolantor, Incabulos, Karontor, Kiaransali, Kurell, Kurtulmak, Laogzed, Panzuriel, Pyremius, Ralishaz, Roykyn, Tharizdun, Urdlen, Vaprak, Vecna, Yurtrus, Zagyg

Magic

Annam, Baravar Cloakshadow, Boccob, Corellon Larethian, Daoud, Delleb, Diirinka, Dugmaren Brightmantle, Hanali Celanil, Hruggek, Ilsensine, Io, Laduguer, Lirr, Shekinester, Vecna, Wee Jas, Ye'Cind, Zagyg

Mind* (CD)

Baravar Cloakshadow, Boccob, Delleb, Dugmaren Brightmantle, Ilsensine, Istus, Iuz, Johydee, Labelas Enoreth, Laduguer, Lendor, Memnor, Merrshaulk, Olidammara, Panzuriel, Rao, Shekinester, Squerrik, Syrul, Vecna, Vergadain, Wee Jas, Xan Yae, Zilchus, Zuoken

Mysticism* (CD)

Beltar, Blibdoolpoolp, Erythnul, Fortubo, Great Mother, Grolantor, Groomsh, Hruggek, Huhuateotl, Ilneval, Jascar, Mictlantecuhtli, Nerull, Pyremius, Raxivort, Rillifane Rallathil, Segojan Earthcaller, Sekolah, Shargaas, Tezcatlipoca [also known as Apocatequil], Trithereon, Ulaa, Vhaeraun, Yondalla

Nobility* (CW, Ss)

Arvoreen, Gaerdal Ironhand, Hanali Celanil, Heironeous, Kord, Kundo, Mayaheine, Murlynd, Pelor

Oracle* (CD)

Blibdoolpoolp, Boccob, Celestian, Cyndor, Delleb, Dugmaren Brightmantle, Dumathoin, Flandal Steelskin, Istus, Katay, Labelas Enoreth, Lendor, Lolth, Ralishaz, Sehanine Moonbow, Shekinester, Tsolorandril, Vecna

Pact* (CD)

Abbathor, Bralm, Cyrrollalee, Mouqol, Rao, Vergadain, Xerbo, Zilchus

Pestilence* (CD)

Camazotz [also known as Zotzilaha or Zotz], Chitza-Atlan, Damaran, Doresain, Falazure, Incabulos, Kiaransali, Kyuss, Lolth, Meyanok, Mictlantecuhtli, Nerull, Raxivort, Shargaas, Squerrik, Tlaloc, Urdlen, Yurtrus

Plant

Annam, Atroa, Baervan Wildwanderer, Beory, Berei, Breeka, Ehlonna [Ehlenestra to elves], Fenmarel Mestarine, Gadhelyn, Geshtai, Hiatea, Merikka, Merrshaulk, Obad-Hai, Phyton, Rillifane Rallathil, Semuanya, Sheela Peryroyl, Skerrit, Solonor Thelandira, Sotillion, Tlaloc, Tlazoteotl, Uvot, Wenta, Yondalla

Protection

Al'Akbar, Arvoreen, Bahamut, Baravar Cloakshadow, Bargrivyek, Berei, Berna, Berronar Truesilver, Callarduran Smoothhands, Camazotz [also known as Zotzilaha or Zotz], Celestian, Charmalaine, Chitza-Atlan, Corellon Larethian, Cyndor, Cyrollalee, Daern, Dalt, Deep Sashelas, Dumathoin, Eadro, Earth Dragon, Fharlanghn, Fortubo, Gaerdal Ironhand, Gaknulak, Garl Glittergold, Great Mother, Hanali Celanil, Jascar, Khurgorbaeyag, Kundo, Laduguer, Lendor, Luthic, Mayaheine, Merikka, Moradin, Muamman Duathal, Myrhiss, Osprem, Quetzalcoatl, Rillifane Rallathil, Shekinester, Skoraesus Stonebones, Squerrik, St. Cuthbert, Stern Alia, Stronmaus, Trithereon, Ulaa, Urogalan, Uvot, Yondalla, Zodal

Purification* (CD)

Allitur, Arvoreen, Berronar Truesilver, Ehlonna [Ehlenestra to elves], Pelor, Pholtus, Surtr, Wastri

Repose* (Ss)

Chitza-Atlan, Chronopsis, Katay, Sehanine Moonbow, Urogalan, Wee Jas

Rune* (Ss)

Boccob, Cyndor, Delleb, Dugmaren Brightmantle, Katay, Labelas Enoreth, Lendor, Lirr, Tharizdun

Sky* (RotW)

Aerdrie Faenya, Memnor, Phaulkon, Quetzalcoatl, Stronmaus, Vogan

Strength

Bahgtru, Bleredd, Bralm, Clangeddin Silverbeard, Flandal Steelskin, Great Mother, Gruumsh, Hruggek, Iallanis, Io, Karontor, Kord, Llerg, Maglubiyet, Moradin, Nomog-Geaya, Pelor, Sekolah, Sixin, St. Cuthbert, Surtr, Telchur, Thrym, Trithereon, Vaparak, Vatun, Zuoken

Summer* (Ss)

Sotillion

Summoner* (CD)

Beltar, Callarduran Smoothhands, Eadro, Great Mother, Segojan Earthcaller, Skoraesus Stonebones, Trithereon, Ulaa

Sun

Annam, Atroa, Azor'alq, Ehlonna [Ehlenestra to elves], Hiatea, Iallanis, Lydia, Nola, Pelor, Pholtus, Phyton, Skerrit, Stronmaus, Tezcatlipoca [also known as Apocatequil]

Travel

Aasterinian, Atroa, Baervan Wildwanderer, Bargrivyek, Brandobaris, Celestian, Cyndor, Dalt, Damaran, Daoud, Fenmarel Mestarine, Fharlanghn, Geshtai, Grankhul, Heward, Io, Kelanen, Keoghtom, Keptolo, Lirr, Lydia, Mouqol, Muamman Duathal, Osprem, Procan, Rillifane Rallathil, Sehanine Moonbow, Sixin, Velnius, Vhaeraun, Ye'Cind

Trickery

Aasterinian, Abbathor, Baervan Wildwanderer, Baravar Cloakshadow, Boccob, Brandobaris, Dalt, Diirinka, Erevan Ilesere, Erythnul, Fenmarel Mestarine, Gaknulak, Garl Glittergold, Grankhul, Iuz, Johydee, Kurell, Kuroth, Kurtulmak, Lolth, Maglubiyet, Memnor, Meyanok, Mouqol, Nerull, Norebo, Olidammara, Raxivort, Roykyn, Sehanine Moonbow, Shargaas, Sixin, Squerrik, Syrul, Tezcatlipoca [also known as Apocatequil], Tiamat, Vara, Vergadain, Vhaeraun, Xan Yae, Zagyg, Zilchus, Zinzerena

DEITIES LISTED BY DOMAIN

Tyranny* (CW)

Great Mother, Groomsh, Hextor, Hruggek, Ilsensine, Iuz, Khurgorbaeyag, Maglubiyet, Merrshaulk, Mictlantecuhtli, Nomog-Geaya, Sekolah, Tiamat, Vecna

War

Arvoreen, Azor'alq, Beltar, Clangeddin Silverbeard, Corellon Larethian, Erythnul, Gaerdal Ironhand, Gendwar Argrim, Groomsh, Heironeous, Hextor, Ilneval, Joramy, Kelanen, Kurtulmak, Maglubiyet, Mayaheine, Mictlantecuhtli, Moradin, Nazarn, Nomog-Geaya, Panzuriel, Phaulkon, Sekolah, Sixin, Solonor Thelandira, Stronmaus, Surtr, Tezcatlipoca [also known as Apocatequil], Thrym, Vathris, Wastri, Xan Yae, Zuoken

Water

Beory, Blibdoolpoolp, Breeka, Deep Sashelas, Eadro, Elder Elemental Eye [aspect of Tharizdun], Geshtai, Hurakon, Obad-Hai, Osprem, Panzuriel, Phyton, Procan, Semuanya, Tlaloc, Tlazoteotl, Velnius, Vogan, Xerbo

Weather* (CD)

Aerdrie Faenya, Beory, Earth Dragon, Fharlanghn, Geshtai, Hiatea, Hurakon, Osprem, Procan, Sheela Peryroyl, Solonor Thelandira, Stronmaus, Tezcatlipoca [also known as Apocatequil], Tlaloc, Velnius, Vogan

Winter* (Fb)

Nerull, Telchur, Vatun

DEITIES LISTED BY ALIGNMENT

Lawful Good

Al'Akbar, Allitur, Arvoreen, Bahamut, Berronar Truesilver, Clangeddin Silverbeard, Cyrrollalee, Delleb, Fortubo, Gaerdal Ironhand, Heironeous, Jascar, Kundo, Mayaheine, Merikka, Moradin, Murlynd, Pholtus, Rao, Shekinester, St. Cuthbert, Ulaa, Yondalla.

Lawful Neutral

Cyndor, Daern, Gendwar Argrim, Katay, Lendor, Osprem, Quetzalcoatl, Stern Alia, Tsolorandril, Urogalan, Vathris, Wastri, Wee Jas, Zilchus.

Lawful Evil

Chitza-Atlan, Earth Dragon, Gaknulak, Hextor, Ilsensine, Khurgorbaeyag, Kurtulmak, Laduguer, Mictlantecuhtli, Nomog-Geaya, Sekolah, Sixin, Squerrik, Surtr, Tiamat, Tlaloc.

Neutral Good

Atroa, Azor'alq, Baervan Wildwanderer, Baravar Cloakshadow, Berei, Ehlonna [Ehlenestra to elves], Flandal Steelskin, Garl Glittergold, Heward, Hiatea, Iallanis, Johydee, Keoghtom, Lydia, Muamman Duathal, Myrhiss, Nola, Pelor, Segojan Earthcaller, Skerrit, Stronmaus, Uvot, Zodal.

Neutral

Annam, Beory, Bleredd, Boccob, Bralm, Brandobaris, Breeka, Callarduran Smoothhands, Celestian, Charmalaine, Chronopsis, Daoud, Dumathoin, Eadro, Fharlanghn, Geshtai, Io, Istus, Joramy, Kelanen, Mouqol, Nazarn, Obad-Hai, Semuanya, Sheela Peryroyl, Shekinester, Skoraeus Stonebones, Tlazoteotl, Velnius, Vergadain, Xan Yae, Xanag, Xerbo, Zuoken.

Neutral Evil

Abbathor, Bargrivyek, Damaran, Elder Elemental Eye [aspect of Tharizdun], Falazure, Ilneval, Incubulos, Karontor, Kyuss, Luthic, Maglubiyet, Memnor, Meyanok, Nerull, Panzuriel, Pyremius, Roykyn, Syrul, Tharizdun, Vara, Vecna, Yurtrus.

Chaotic Good

Aerdrie Faenya, Corellon Larethian, Dalt, Deep Sashelas, Dugmaren Brightmantle, Hanali Celanil, Kord, Labelas Enoreth, Lirr, Phaulkon, Phyton, Rillifane Rallathil, Sehanine Moonbow, Solonor Thelandira, Sotillion, Trithereon, Vogan, Wenta, Ye'Cind.

Chaotic Neutral

Aasterinian, Berna, Erevan Ilesere, Fenmarel Mestarine, Gadhelyn, Hurakon, Kurell, Kuroth, Llerg, Norebo, Olidammara, Procan, Ralishaz, Rudd, Telchur, Vatun, Zagyg, Zinzerena.

Chaotic Evil

Bahgtru, Beltar, Blibdoolpoolp, Camazotz [also known as Zotzilaha or Zotz], Diirinka, Doesain, Erythnul, Grankhul, Great Mother, Grolantor, Gruumsh, Hruggek, Huhuetotl, Iuz, Keptolo, Kiaransali, Laogzed, Lolth, Merrshaulk, Raxivort, Shargaas, Shekinester, Tezcatlipoca [also known as Apocatequil], Thrym, Urdlen, Vaprak, Vhaeraun.