
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:* + 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: 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 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: 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.

CRITICAL EVENTS

Report these critical events for Chaoticon '07 and Conflag '07 only.

1) Were the elven and gnome bodies buried?

2) Was the thinaun sword given to Sithari? Was the thinaun sword given to someone else? If so who?

3) Was the Volverdyva Queen raised?

4) Was Sithari killed? Was he captured? If he was captured, was he turned over Clan Moonbow? Fifth District? Someone else?