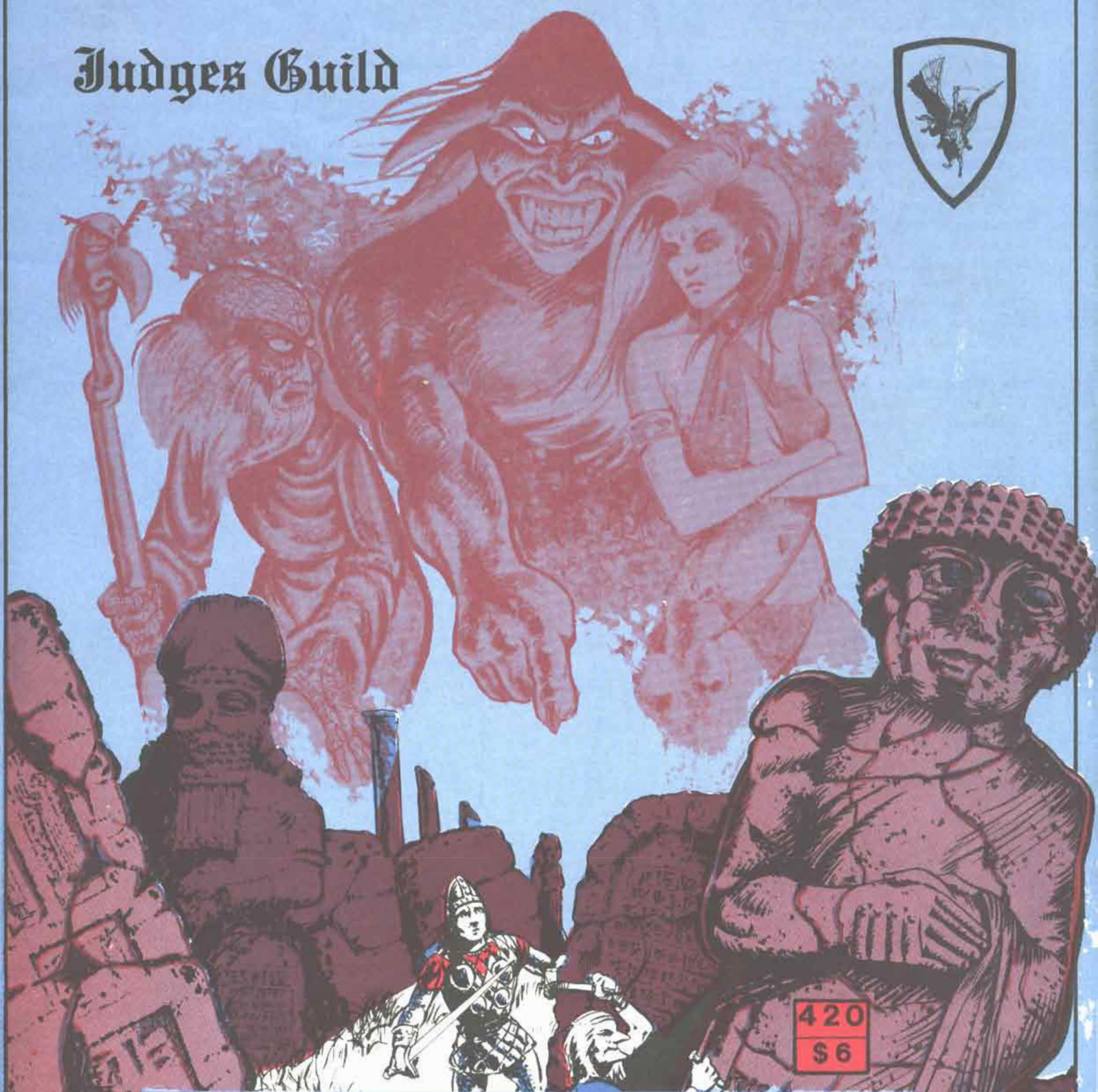


THE UNKNOWN GODS

Judges Guild



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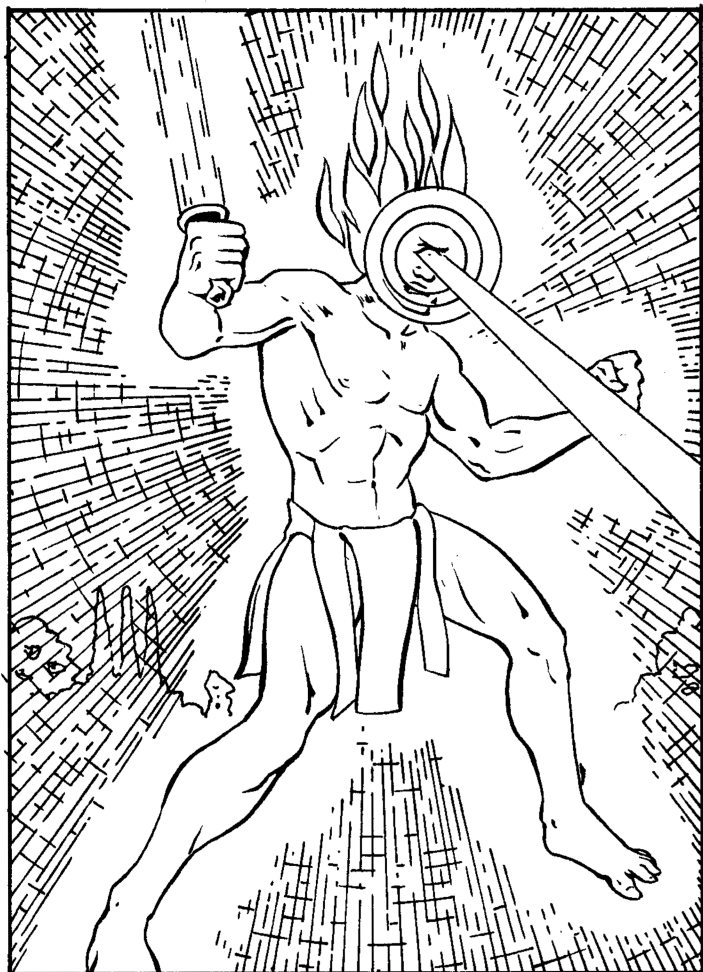
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Credits

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UMANNAH

Umannah, the Sun God, The Radiant Death

AC	4	No. of Attacks	2
Move.	10"	Damage Attack	4 - 24
Hit Points	175	Special Attack.	see below
Magic Ability	see below	Special Defense.	Blinding Light
Fighter Ability	14th lvl	Intelligence	20
Psionic Ability	Class 6	Size	28' tall
Alignment	Lawful Neutral	Symbol	Gold & Red Spiral
Weapon	+5 Sword of Light		

Disposition

- | | |
|--------------|---------------|
| 1) Gentle | 4) Benevolent |
| 2) Indignant | 5) Lonely |
| 3) Merciful | 6) Generous |

Umannah appears as a 28' tall man with golden skin and flaming red hair (his hair is actually flames). When angry, his body radiates a blinding light for 2 - 12 melee rounds (saving throw applicable). Umannah has but one eye in the center of his head which can project a heat ray for 60 points of damage, less half the distance in feet from the eye (saving throw applicable as against Wands). His Sword of Light can cause 4 - 24 points of damage and function as a Wand of *Continual Light*. Umannah can shapechange into any fire-based using creature, but prefers to assume the shape of a superheated ball of sparkling light. In this form, he can light up an area within a 15 mile radius and melt through solid rock (60 - 360 points of damage per round). He may assume this form only once per day.

Pasperus, God of the Southern Stars

AC	-2	No. of Attacks	1
Move.	24"	Damage Attack	5 - 50
Hit Points	105	Special Attack	Nil
Magic Ability	see below	Special Defense	see below
Fighter Ability	15th lvl	Intelligence	20
Psionic Ability	Class 6	Size	6' tall
Alignment	Chaotic Evil	Symbol	Green Star
Weapon	see below		

Disposition

- | | |
|--------------|----------------|
| 1) Helpful | 4) Questioning |
| 2) Plotting | 5) Doubtful |
| 3) Searching | 6) Fearful |

Pasperus appears as a muscular man with a glimmering white robe that will make a 60' ring of *Continual Light*, stopping all spells from affecting him. He teleports from star to star, at night coming to earth, casting spells on anyone out in the dark, causing them to commit a violent act (saving throw applicable). His main attribute is to shapechange, and always to hit his enemies with any weapon for 5 - 50 points of damage. Pasperus prefers to shape change to a Night Hawk.



PASPERUS

**Rashtri, Goddess of Strength
In Revenge, The Green Revenger**

AC.....-1	No. of Attacks1
Move.....24"	Damage Attack12 - 30
Hit Points120	Special AttackGrasp (see below)
Magic Ability ... see below	Special Defense: No surprise
Fighter Ability ... 16th lvl	Intelligence20
Psionic Ability Class 6	Size10' tall
AlignmentNeutral Evil	Symbol Green Apple
Weapon.....+3 Sword	

Disposition

- | | |
|----------------|------------|
| 1) Revengeful | 4) Angry |
| 2) Hateful | 5) Helpful |
| 3) Remorseless | 6) Devious |

Rashtri appears as a 10' tall beautiful, green-skinned woman with long white hair. She is able to lift any object and her grip can never be broken. When she strikes with her +3 Sword for 2 - 20 points of damage +10 points of damage due to her strength. She can fight while invisible and anyone she grasps with her arms will receive 3 - 30 points of damage per melee round. She is never surprised and knows all alignments due to her pair of magical earrings. Rahstri attacks twice per round for six melee rounds if tricked or duped.

RAHSTRI



**Bukera, God of Desert Mountains,
The Silent Scorpion**

AC.....0	No. of Attacks2
Move.....18"	Damage Attack3 - 18
Hit Points120	Special Attack .. see below
Magic Ability ... see below	Special Defense... Absorbs Spells (see below)
Fighter Ability ... 17th lvl	Intelligence20
Psionic Ability Class 6	Size6' tall
Alignment ..Lawful Neutral	Symbol Glass Scorpion
Weapon.....+3 Whip	

Disposition

- | | |
|-------------|-----------------|
| 1) Peaceful | 4) Contented |
| 2) Grim | 5) Hot Tempered |
| 3) Mirthful | 6) Helpful |

Bukera appears as a very large, muscular man with a long beard. He can move silently and hide in the shadows as 12th level Master Thief. He has the ability to shapechange. He can call up a Wind Storm twice the power of a Staff of Wizardry and throw an 8D6 Fireball while in the mountains. He carries a Hammer that will cause an earthquake in a 100' radius when it strikes the ground and is able to absorb all spells. The leather belt he wears allows him to fly. When it is taken off, he can use it as a +3 Whip that does 3 - 18 points of damage. Bukera frequently takes the form of a Scorpion. Glass is sacred to his followers. He can create a Dust Storm or a Mirage once per day.



BUKERA

Shindra, Goddess of Dancing Girls

AC	-2	No. of Attacks	4
Move.	18"	Damage Attack	1 - 6
Hit Points	75	Special Attack	Flute
Magic Ability	see below		(see below)
Fighter Ability	10th lvl	Special Defense	Harp
Psionic Ability	Class 6		(see below)
Alignment	Lawful Evil	Intelligence	20
Weapon	see below	Size6' tall
		Symbol	Drum

Disposition

- | | |
|-------------|-------------|
| 1) Pensive | 4) Spiteful |
| 2) Happy | 5) Amorous |
| 3) Carefree | 6) Helpful |

Shindra is a tremendously tall woman with water-colored hair. She has 4 arms and in 3, she bears a musical instrument that she may play to magic effect. When she plays her Flute, all that can hear must make a saving throw vs. magic or start dancing at top speed. When she strums her Harp, it acts as a *Charm Monster* spell. When she beats her Drums, it acts as a *Confusion* spell. Shindra may also shape change into a Gazelle, Fox or Brown Bear. The goddess has an insatiable desire for jewelry.



SHINDRA

Sinakad, God of Mercy for the Trapped

AC	-2	No. of Attacks	4
Move.	18"	Damage Attack	4 - 24
Hit Points	75		5 - 40
Magic Ability	see below	Special Attack	Net
Fighter Ability	12th lvl		(see below)
Psionic Ability	Class 6	Special Defense	see below
Alignment	Lawful Good	Intelligence	20
Weapon	see below	Size	18' tall
		Symbol	Ram's Horn

Disposition

- | | |
|----------------|--------------|
| 1) Caring | 4) Forgiving |
| 2) Cooperative | 5) Grim |
| 3) Disturbed | 6) Helpful |

Sinakad is approximately 18' tall, has a man's body and the head of a Ram. All Lawful Goods in a 100 yard radius of him will act as *Blessed*. He hates all Chaotic things with a mad, burning passion. In combat against Chaos he fights as if doubly *Hasted*. He can sense Evil within 500' of him and will only take half normal damage when fighting Chaos. He can cast touchable illusions and requires no concentration to maintain them. He can hit with his head for 5 - 40 points of damage or with a hand held weapon for 4 - 24 points of damage. An iron bracelet on his right arm allows him to levitate and makes him impervious to any type of heat damage. Sinakad collects unusual magic Swords of all alignment types. He also uses a Net that will subdue any creature it lands upon.



SINAKAD

Vicon, Goddess of Visions

AC.....-3	No. of Attacks2
Move.....15"	Damage Attack2 - 12
Hit Points95	Special Attack .. see below
Magic Ability ... see below	Special Defense.. see below
Fighter Ability ... 13th lvl	Intelligence20
Psionic Ability ... Class 6	Size5' 9" tall
Alignment ... Lawful Good	SymbolPurple Shield
Weapon..... see below	

Disposition

- | | |
|------------------|------------|
| 1) Compassionate | 4) Helpful |
| 2) Verbose | 5) Jocular |
| 3) Stunning | 6) Jealous |

Vicon is a tall, slender woman who is able to create a vision in anyone's mind with no saving throw allowed. She is so beautiful that all must make their saving throw for *Charm Person* at a -3 roll. She can use all 1st, 3rd, 5th and 7th level Magic User spells. There is only a 50% chance that any weapon hitting her will refuse to damage her (unless chaotically aligned). She will always try to help Lawful Good types, but will always attack Chaotics. Vicon carries a +4 Spear and a +5 Shield. She also wears a beautiful, purple Displacer Cloak +2. She loves parties and will abandon all else to attend one to which she is invited by another of her status. If stunning in disposition, she will cause any viewer to forget all else for 1 - 6 turns.



Rhiannon, Goddess of Witches

AC.....0	No. of Attacks1
Move.....15"	Damage Attackby
Hit Points110	Weapon Only
Magic Ability 16th lvl	Special AttackNil
Fighter Ability ... 10th lvl	Special Defense.. see below
Psionic Ability ... Class 6	Intelligence20
AlignmentNeutral	Size5' 2" tall
Weapon..... see below	Symbol 1 two-faced woman - one comely, one ugly

Disposition

- | | |
|---------------|---------------|
| 1) Outraged | 4) Melancholy |
| 2) Passionate | 5) Whimsical |
| 3) Boasting | 6) Angry |

Rhiannon is 5' 2" tall and can appear beautiful or ugly whenever she wishes. She wears a gray Displacer Cloak +2 and also an unusual looking ring on her right hand. It is of platinum, but has been burnt black and has a ruby in the center and two emeralds on either side. It is a Ring of Spell Storing, Invisibility, three Wishes, X-ray Vision, Regeneration (5 points per round) and Water Walking. Rhiannon is continually looking for the Sacred Wand of Witches, which she lost when Wargs attacked her in a huge forest. Rhiannon attempts to entrap monsters and make them search for her Wand.

The Sacred Wand of Witches works as a Rod of Absorption but can be recharged after all spell levels are used up. It also serves as a Staff of Striking by pressing a hidden button on the bottom of the Wand. As a Staff of Striking it does 3 dice of damage instead of 2 and has 21 charges left.



RHIANNON

Zarkon, God of Long Rivers

AC -3	No. of Attacks 1
Move. Water 24"	Damage Attack . . see below
Land 18"	Special Attack Nil
Hit Points 160	Special Defense . . see below
Magic Ability 10th lvl	Intelligence 20
Fighter Ability . . . 16th lvl	Size 8' 2" tall
Psionic Ability Class 6	Symbol . . . Wandering River
Alignment Neutral	
Weapon Trident	
(see below)	

Disposition

- | | |
|--------------|---------------|
| 1) Insincere | 4) Beneficial |
| 2) Generous | 5) Grim |
| 3) Rude | 6) Injurious |

Zarkon is 8' 2" tall and rides a giant white Pegasus that swims and flies. He carries a platinum Trident that hits as a Staff of Striking. He lives under the Longest River. He will occasionally attack ships no matter what the alignment of the crew. He can command any creature living in the rivers and is accompanied by 1 - 6 water creatures at all times while in the water. Zarkon's Pegasus can shift into the Ethereal Plane (with any rider) once per week.



ZARKON

Kadrim, God of Small Birds

AC 1	No. of Attacks 5
Move. 32"	Damage Attack . . 1 - 10(x4),
Hit Points 125	2 - 12
Magic Ability Nil	Special Attack Nil
Fighter Ability . . . 15th lvl	Special Defense 100%
Psionic Ability Class 6	Magic Resistant
Alignment . Lawful Neutral	Intelligence 20
Weapon Talons, Beak	Size 6' 3"
	Symbol Falcon

Disposition

- | | |
|---------------|----------------|
| 1) Helpful | 4) Brusque |
| 2) Unruffled | 5) Generous |
| 3) Charitable | 6) Domineering |

Kadrim has the head, wings, talons and beak of a Falcon. He has the body and limbs of a man. His face is white, his wings are red and his body is golden. He is resistant to any and all magic even though he possesses no magic ability himself. He will attack any Chaotic creature within a radius of 2 miles of his lair in the mountains. Kadrim despises men that cage birds and will seek a way to free all birds. His sharp talons strike four times per melee round doing 1 - 10 points of damage each. His beak can strike but once each round for 2 - 12 points of damage.



KADRIM

LIMTRAM

Limtram, Goddess of Meadows

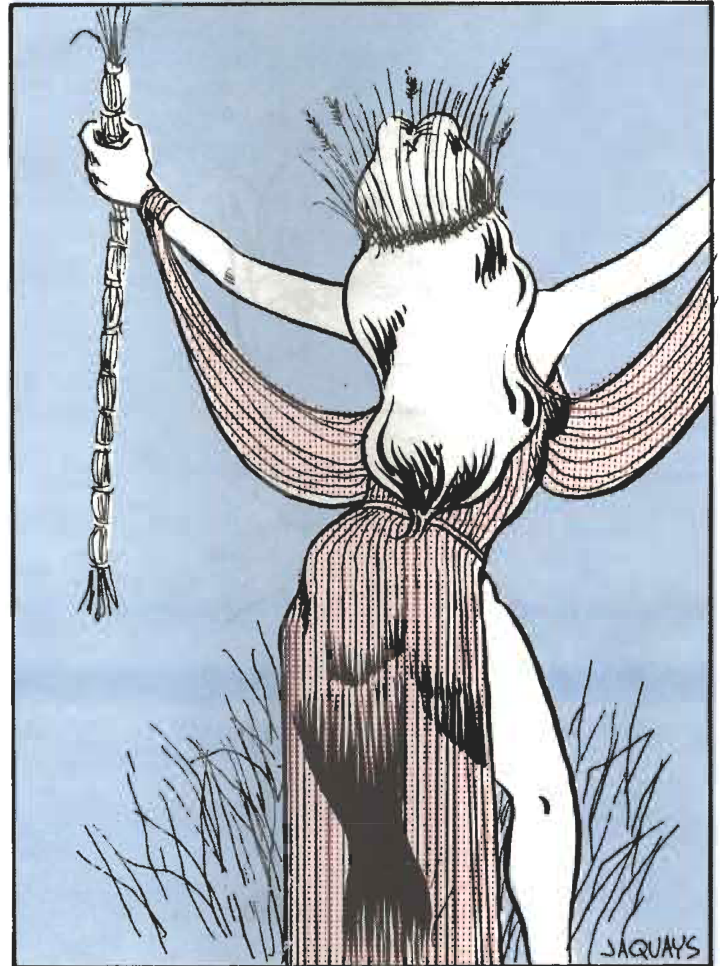
AC -2	No. of Attacks 1
Move. 24"/48"	Damage Attack By
Hit Points 125	Weapon Type
Magic Ability . 9th lvl Cleric	Special Attack Nil
6th lvl Druid	Special Defense Nil
Fighter Ability . . . 12th lvl	Intelligence 20
Psionic Ability . . . Class 6	Size 5' 2" tall
Alignment Neutral	Symbol Sheaf of
Weapon Staff	Grass

Disposition

- | | |
|------------|--------------|
| 1) Hurried | 4) Busy |
| 2) Passive | 5) Intrigued |
| 3) Cool | 6) Helpful |

Limtram inhabits meadows, plains and all open country. Shunning closed-in places, she will not enter buildings or caves and only rarely will she venture into forests or under trees. Limtram exists for the open lands and the creatures living there. She carries a Pipe (musical) that can summon all surrounding meadow animals to aid her. Dressed in flowing robes, Limtram roams the meadows and fields, watching over her realm. For protection, she carries a Staff of bound grass which combines the abilities of *Staves of Power*, *Healing* and *Snakes*.

Limtram is also known as Sister of the Earth, Meadow Mother and Spirit of the Plains. She is often worshipped by Druidical sects.



TANGADORN



Tangadorn, God of the Sky Dwellers The Blue Thunderer

AC	see below	No. of Attacks	2
Move.	36"	Damage Attack	2 - 20
Hit Points	95	Special Attack.	Air Missiles (see below)
Magic Ability	see below	Special Defense	Cannot be Surprised
Fighter Ability	20th lvl	Intelligence	20
Psionic Ability	Class 6	Size	25' tall
Alignment	Neutral	Symbol	Clouds
Weapon	see below		

Disposition

- | | |
|------------|----------------|
| 1) Sleepy | 4) Languid |
| 2) Hurried | 5) Mischievous |
| 3) Angry | 6) Happy |

Tangadorn has no certain or specific form but appears to his worshippers on the Material Plane as a 25' tall giant blue man with two huge ears, four eyes in his head and an eye on the palm of each hand. During the daylight hours he sees and hears everything. Even a whisper sounds as loud as thunder to the sky, and nothing escapes his eyes. At night, he is gone from the heavens to his palace on the North Star and will not reappear until daylight. Tangadorn hates the dark and any creature who frequents darkness is no friend of his. Every place he goes must have light equal to daylight, or Tangadorn will cast a *Continual Light* spell (as a 25th level Magic User) and demand the most prized magic item from any or all within a one mile radius. Tangadorn can not be hit by any weapon, but he is affected by spells. He can shapechange into any object that has been in daylight. The eyes in his head can act as Gems of Brightness upon his command. He fights with Air Missiles which he forms into balls with each hand, every melee round doing 2 - 20 points of damage (save vs. magic).

Bachontoi, God of Red Wisdom

AC	-2	No. of Attacks	1
Move.	16"	Damage Attack	3 - 36
Hit Points	80	Special Attack	see below
Magic Ability	20th lvl	Special Defense	Regeneration (see below)
Fighter Ability	10th lvl	Intelligence	20
Psionic Ability	Class 6	Size	5' tall
Alignment	Lawful Good	Symbol	Open Book
Weapon	+5 Sword		

Disposition

- | | |
|------------------|---------------|
| 1) Concerned | 4) Interested |
| 2) Disinterested | 5) Distracted |
| 3) Curious | 6) Whimsical |

Bachontoi appears as a very old man with a long gray beard, garbed in a white robe. He can regenerate 25 Hit Points per melee round and causes anyone who looks upon his face to drop his weapon in fear (saving vs. magic applicable). He knows the answer to all problems and questions and often makes a person solve a riddle before he will offer any assistance. He always carries a +5 Sword of Wisdom that does 3 - 36 points of damage and subtracts one Wisdom point per hit. His other constant possession is the Book of Knowledge that will raise the Wisdom of anyone reading it by 2. However, Bachontoi will only permit Clerics who have performed some great act of kindness in his service to read from the book. He is also known as Bachontoi the Omniscient, and the God of Sages.



BACHONTOI

MARGONNE



Margonne, God of Evil Plans

AC.....	4	No. of Attacks.....	4
Move.....	24"	Damage Attack.....	2 - 20
Hit Points.....	200	Special Attack ..	see below
Magic Ability.....	18th lvl	Special Defense.....	Anti-Magic Shell
Fighter Ability	22nd lvl		
Psionic Ability	Class 6	Intelligence	20
Alignment.....	Lawful Evil	Size	10' tall
Weapon.....	+4 two-handed Sword	Symbol	Black Circle

Disposition

- | | |
|------------------|---------------|
| 1) Unsympathetic | 4) Unmerciful |
| 2) Neglectful | 5) Crafty |
| 3) Terrifying | 6) Solemn |

Margonne is depicted as Humanoid, 10' tall wearing a black cloak, though he has never been seen by any living creature. He has a 20' radius anti-magic shell at his command. He can strike 4 times per melee round with his +4 two-handed Sword. If by chance (10% per round) a person should glance or stare directly at his face, then that person will be under the god's control for one game year (no saving throw applicable). Margonne may call upon 7 - 42 Ghouls at any time and has a body guard of two 20th level Fighters that follow him everywhere. Margonne is fascinated by elaborate and complex plans to achieve Evil purposes.

Bandorack, God of Feline Animals

AC.....	-2	No. of Attacks.....	2
Move.....	28"	Damage Attack.....	3 - 18
Hit Points.....	100	Special Attack	Whistle (see below)
Magic Ability.....	Nil	Special Defense.....	Fear (see below)
Fighter Ability	12th lvl		
Psionic Ability	Class 6	Intelligence	20
Alignment.....	Neutral	Size	10' tall
Weapon.....	2 Claws	Symbol	Feline Eyes

Disposition

- | | |
|--------------|--------------|
| 1) Disturbed | 4) Helpful |
| 2) Friendly | 5) Deceptive |
| 3) Curious | 6) Angry |

Badorack appears as Human, with the trunk and head of a golden-skinned man and the body and paws of a Lion. At any time, he may call to his aid 12 - 24 non-magical Felines (Lions, Tigers, Panthers, etc.). His main weapon is the Whistle he carries. He can blow the Whistle and stun all opponents for 1 - 6 melee rounds (no saving throw applicable). His two paws can cause 3 - 18 points of damage each. Bandorack causes Fear within 60' of all non-feline creatures (no saving throw).



BANDORACK

Hercon, Goddess of Directional Magic

AC	-4	No. of Attacks	2
Move.	15"	Damage Attack ..	see below
Hit Points	70	Special Attack ..	see below
Magic Ability	22nd lvl	Special Defense	Nil
Fighter Ability	3rd lvl	Intelligence	20
Psionic Ability	Class 3	Size	5' 7" tall
Alignment	Neutral	Symbol	Wand
Weapon	+2 Dagger		

Disposition

- | | |
|-------------|-------------|
| 1) Wanton | 4) Grateful |
| 2) Generous | 5) Wicked |
| 3) Deadly | 6) Helpful |

Hercon is a beautiful woman who is both powerful and dangerous. She carries a Wand of Cold and wears a Ring of Spell Turning. She can cast two spells per round in a daylight situation, only one per round in darkness. Hercon can ignite any combustionable material by merely breathing on it (saving throw applicable).



HERCON

Vernaha, Pixie Goddess

AC	-5	No. of Attacks	1
Move.	Flying 24"	Damage Attack	by
	Walking 6"		Weapon
Hit Points	50	Special Attack ..	see below
Magic Ability	10th lvl	Special Defense	Invisi-
Fighter Ability	10th lvl		bility
Psionic Ability	Class 6	Intelligence	20
Alignment .	Lawful Neutral	Size	2' 1" tall
Weapon	+5 Dagger	Symbol	Hummingbird
	(see below)		

Disposition

- | | |
|-------------|------------|
| 1) Fearful | 4) Playful |
| 2) Friendly | 5) Helpful |
| 3) Happy | 6) Jealous |

Vernaha appears as an ordinary Pixie. She is invisible unless one employs a spell to make her visible. She can attack while in the invisible state. Vernaha carries a beautifully sculptured, +5 platinum Dagger that was given to her by Tardome, the God of War, when she once saved his life. Dust from her wings can cause the heaviest objects to float in the air.



VERNAHA

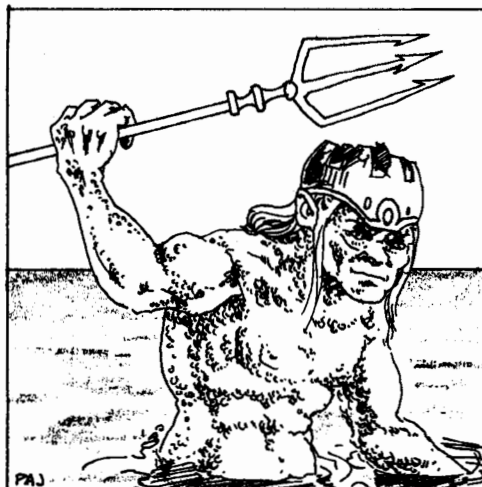
Trameron, God of the Five Seas

AC	-3	No. of Attacks	1
Move.	24"	Damage Attack	4 - 24
Hit Points	180	Special Attack ..	see below
Magic Ability	Nil	Special Defense	Nil
Fighter Ability ...	22nd lvl	Intelligence	20
Psionic Ability ...	see below	Size6' 4" tall
Alignment	Neutral	Symbol	Dolphin
Weapon	+5 Trident		

Disposition

- | | |
|-------------|---------------|
| 1) Careless | 4) Cheerful |
| 2) Stubborn | 5) Portentous |
| 3) Helpful | 6) Passionate |

Trameron appears as a green, heavily scaled man with webbed hands and feet, standing 6' 4" tall. He wears a golden helm that has telepathic capabilities (radius 25 miles). Trameron rides in a chariot of gold pulled by 8 Dolphins at a speed of 48" per turn. He carries a platinum Trident. He can command any sea creature in a 5 mile radius. When in a portentous mood, Trameron will predict the immediate future.



TRAMERON



TIKA-NAHU

Tika-Nahu, the Flaming One God of Campfires

AC	-2	No. of Attacks	1
Move.	12"	Damage Attack ..	see below
Hit Points	80	Special Attack ..	see below
Magic Ability	17th lvl	Special Defense ..	see below
Fighter Ability	6th lvl	Intelligence	20
Psionic Ability	Class 6	Size3' 7" tall
Alignment ..	Chaotic Good	Symbol	Fire
Weapon	see below		

Disposition

- | | |
|------------------|------------|
| 1) Gluttonous | 4) Lenient |
| 2) Helpful | 5) Naive |
| 3) Inconsiderate | 6) Serious |

The Tika-Nahu appears as a small child that has three arms and wears a suit of +4 Flaming Armor which causes 1 - 12 points of damage whenever it is touched. He can make smoke roll out of his head and in one full turn the smoke will turn to fire and cause 2 - 20 points of damage on anyone within 20' of the god. Tika-Nahu's fingernails can be plucked out and used as 5D6 Fireballs that can be thrown 25 feet. Fire has no effect on him, but weapons of cold have a +3 chance of hitting and do double damage. He regenerates 20 points of damage per melee round but only 10 points if damage was inflicted by cold. Tika-Nahu can reforge broken Swords (at a loss of 50% of the Sword's former characteristics) although he must be in a helpful mood and well compensated for doing so.

Sashu, God of Justice and Blind Beggers



SASHU

AC -2	No. of Attacks 1
Move. 18"	Damage Attack . . see below
Hit Points 100	Special Attack . . see below
Magic Ability 20th lvl	Special Defense . . see below
Fighter Ability . . . 12th lvl	Intelligence 20
Psionic Ability Class 2	Size 20' tall
Alignment . . . Lawful Neutral	Symbol A Balance, Measuring Scales
Weapon . . . Sword of Judge- ment (see below)	

Disposition

- | | |
|--------------------------|--------------|
| 1) Helpful | 4) Lecturing |
| 2) Disinterested | 5) Advising |
| 3) Righteously Indignant | 6) Outraged |

Sashu appears as a 20' tall blind man who knows every move and desire of every creature within a 25' radius. Spells thrown in the air and normal weapons will not affect him. Anyone striking him will drop 1 point on their prime requisite permanently and the weapon used will disintegrate (no saving throw). He carries the Sword of Judgement. Any Chaotic creature touched by it will be sent to hell (or some other plane of infernal punishment) for a year and a day unless a saving throw vs. magic is made. A Neutral type will be subdued when touched by the Sword (no saving throw applicable) and all Neutrals seeing the Sword will have to check morale.

Vivistat, God of Doom Unexplained



VAVISTAT

AC -3	No. of Attacks 1
Move. 24"	Damage Attack 4 - 24
Hit Points 110	Special Attack . . see below
Magic Ability 10th lvl	Special Defense . . . Regener- ation
Fighter Ability . . . 10th lvl	Intelligence 20
Psionic Ability Class 6	Size 8' tall
Alignment . . . Chaotic Evil	Symbol Black Skull
Weapon +3 Mace (see below)	

Disposition

- | | |
|------------|--------------|
| 1) Dooming | 4) Angry |
| 2) Vicious | 5) Bored |
| 3) Grim | 6) Intrigued |

Vavistat appears as an 8' tall man garbed in a long black robe. When in battle, he regenerates 10 points of damage per melee round. He will never cease fighting until his opponents are destroyed. In his presence, every creature's saving throw against magic is reduced by 4 and their Dexterity is dropped 5 points until all melee is done. Any creature hit by Vavistat's +3 Mace will also undergo time stop for one full turn (no saving throw applicable). The Mace itself will do 4 - 24 points of damage.



FRANTILLA

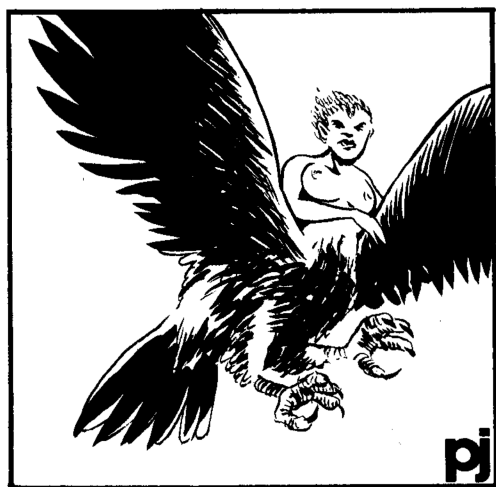
Frantilla, Goddess of Flying

AC	0	No. of Attacks	1
Move.	36"	Damage Attack	6 - 48 (8D6)
Hit Points	75	Special Attack	see below
Magic Ability	15th lvl	Special Defense	Nil
Fighter Ability	10th lvl	Intelligence	20
Psionic Ability	Class 6	Size	4' 3" tall
Alignment	Neutral Good	Symbol	A Bird Wing
Weapon	The Winged Staff		

Disposition

- | | |
|-------------|-------------|
| 1) Cheerful | 4) Bored |
| 2) Bubbly | 5) Bothered |
| 3) Sedate | 6) Hurried |

Frantilla appears as a small, thin woman wearing long, white, silk robes and winged ivory helm. A pair of large, silver and gold feathered wings sprout out of her back. Very seldom is she seen on the ground, due to the fact that she never tires when flying. She may shapechange freely into a large, white Eagle. As a weapon, she carries a curved Staff known as the Winged Staff. It will do 3 - 30 points of damage to any creature struck by it, negate all flying ability in that creature and fire up to 6 Lightning Bolts each day at a range of 120'.



CRONDUSSA

Crondussa, Goddess of Eagles

AC	0	No. of Attacks	2
Move.	24"	Damage Attack	1 - 20
Hit Points	60	Special Attack	Nil
Magic Ability	Nil	Special Defense	+2 Shield
Fighter Ability	12th lvl	Intelligence	20
Psionic Ability	Class 6	Size	20' Wing Span
Alignment	Lawful Neutral	Symbol	Eagle
Weapon	2 Claws		

Disposition

- | | |
|----------------|--------------|
| 1) Annoyed | 4) Mirthless |
| 2) Purposeful | 5) Helpful |
| 3) Interrupted | 6) Merciful |

Crondussa is a Giant Eagle with the head, bust and arms of a woman. Small blue feathers cover her head instead of hair. In her powerful arms she bears a +2 Shield made of feathers. Her huge black wings propel her through the air. She attacks with two claws that will do 1 - 20 points of damage each.

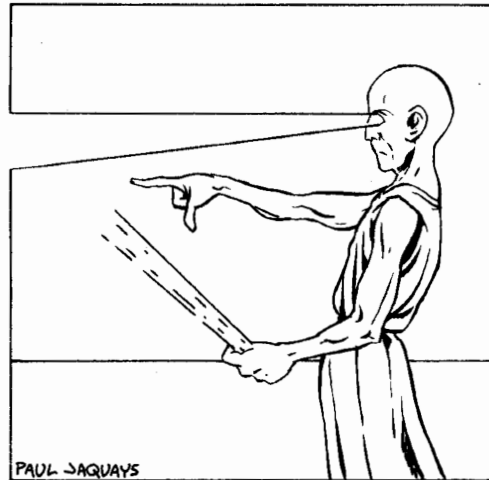
Tyrebill, God of Light

AC	-2	No. of Attacks	2
Move.	18"	Damage Attack	2 - 24
Hit Points	80		and 1 - 10
Magic Ability	10th lvl	Special Attack	see below
Fighter Ability	8th lvl	Special Defense	see below
Psionic Ability	Class 4	Intelligence	20
Alignment	Lawful Good	Size	10' tall
Weapon	+3 Dagger (see below)	Symbol	Lamp

Disposition

- | | |
|-------------|------------------|
| 1) Peaceful | 4) Disinterested |
| 2) Vengeful | 5) Distracted |
| 3) Helpful | 6) Happy |

Tyrebill has the form of a man, ten foot tall, and has no hair on his body. His pale skin gives off a phosphorescent glow in a 5' radius around him. He is able to cast rays of light from his eyes that will 2 - 24 points of damage to any cause in their glare and also the eyes will act as a *Continual Light* spell. Lightning Bolts will *Cure Serious Wounds* on him. Fire will cause only half damage to him. A small ray of light is held in his left hand that he uses as a +3 Dagger to do 1 - 10 points of damage.



TYREBILL

TORRCHAS



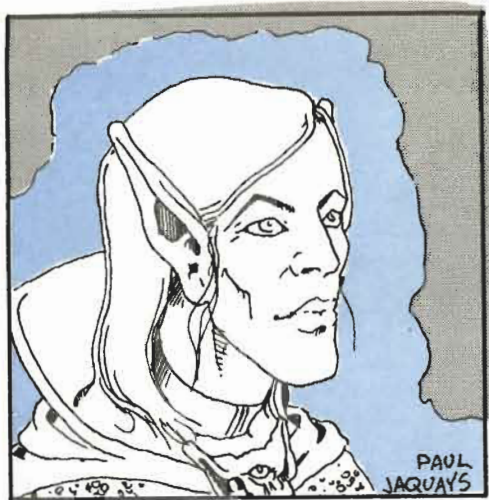
Torrchas, God of Fools

AC	2	No. of Attacks	1
Move.	12"	Damage Attack	1 - 10
Hit Points	50	Special Attack	see below
Magic Ability	12th lvl	Special Defense	see below
Fighter Ability	4th lvl	Intelligence	20
Psionic Ability	Class 5	Size	4' tall
Alignment	Chaotic Neutral	Symbol	Jackal
Weapon	Gedar		

Disposition

- | | |
|--------------|----------------|
| 1) Mirthful | 4) Sly |
| 2) Mocking | 5) Helpful |
| 3) Depressed | 6) Mischievous |

Torrchas appears as a Jackal-headed Halfling with a long bushy tail. A small Jade rod, Gedar, is attached to his leather sash. When the rod is waved over his head, spells do not affect him. The touch of the rod will do 1 - 10 points of damage and paralyze the victim with laughter for 2 - 12 melee rounds. He also carries an ancient Book of Thought that when read out loud will cause every listener to drop two points from both Wisdom and Intelligence (no saving throw).



Cilborith, God of the Elves

FENINVA

Partressa, Goddess of Deep Water Fish

AC	-4	No. of Attacks	1
Move.	24"	Damage Attack	By
Hit Points	80		Weapon
Magic Ability . .	16th lvl MU	Special Attack	Nil
Fighter Ability . .	16th lvl	Special Defense	Aura
Psionic Ability . .	Class 6		see below
Alignment . . .	Lawful Good	Intelligence	20
Weapon	Sword	Size6' 6" tall
	and Spear	Symbol . . .	Glowing Sword

Disposition

- 1) Rude 4) Hurried
2) Helpful 5) Sad
3) Disinterested 6) Pious

Cilborith, the Elvish god stands 6' 6" tall in his Mithril Armor and emits a glowing amber-colored aura to a radius of 3' from his body. His face is fair to behold and his hair and eyes are silver. When Cilborith is in a battle rage, the aura extends outward to 10' and becomes brilliant red. All Evil creatures who gaze upon the god of the Elves must save vs. Spells or turn and flee in route.

Cilborith bears a Sword named Thramrakmar or "Slayer of Trolls" and the Spear, Bithcor or "Dragonslayer". Both weapons have special abilities. The Sword strikes with a +5 bonus, does 3 - 18 points of damage and sheds light in a 50' radius that is equal to full daylight. Thramrakmar will slay a Troll with a single blow. The Spear has the range of a Long Bow when thrown. It is +5 to hit and does 2 - 20 points of damage when it hits. Bithcor will slay a Dragon with a single blow.

AC	-3	No. of Attacks	3
Move.	see below		(see below)
Hit Points	90	Damage Attack	3 - 30
Magic Ability	12th lvl		or 4 - 24
Fighter Ability . . .	12th lvl	Special Attack	see below
Psionic Ability . . .	Class 6	Special Defense . . .	see below
Alignment	Chaotic Evil	Intelligence	20
Weapon	see below	Size5' 1" tall
		Symbol	Shark

Disposition

- 1) Flippant
- 2) Indifferent
- 3) Angry
- 4) Vicious
- 5) Intolerant
- 6) Supportive

Partressa appears as a small woman with seaweed-like hair and the mouth of a Barracuda. Her teeth are as sharp as shards of volcanic glass and her bite will do 3 - 30 points of damage. She is able to breathe both in water and air. In the water, she moves 48" and fights as if triply *Hasted*. On land, she moves 18" and fights at normal speed. No spells will affect her as long as she is within 1 mile of a large body of water (read as ocean or sea). Her armor is made of black pearls that prevent all Missile Fire from affecting her. In normal combat she strikes with the jawbone of a White Shark, doing 4 - 24 points of damage. She will never miss an opponent that has struck her on the same melee round. Partressa has an obsessive, unreasoning fear of yellow flowers and hates the color passionately. She can summon 2 - 12 Sharks to aid her in deep-sea battles.

Feninva, Goddess of Blood

AC	2	No. of Attacks	1
Move.	16"	Damage Attack	Nil
Hit Points	50	Special Attack	see below
Magic Ability	12th lvl	Special Defense	see below
Fighter Ability	4th lvl	Intelligence	20
Psionic Ability	Class 6	Size5' 4" tall
Alignment	Chaotic Evil	Symbol	Drop of Blood
Weapon	None		

Disposition

- 1) Hungry 4) Irritated
2) Amorous 5) Langorous
3) Spiteful 6) Helpful

Feninva appears as a well-proportioned woman with a face so beautiful that it paralyzes anyone who looks at her (no saving throw). Her hair is bright red (blood red) matching her gown. Anyone sacrificing Human blood to her (preferably still warm) will be rewarded by a blood-draining kiss that will cause death. However, the victim will then rise within a day with Strength raised by 2 (no Constitution drop).



BONDORR

Bondorr, God of Swords

AC	-8	No. of Attacks	2
Move.	16"	Damage Attack	2 - 20
Hit Points	60	Special Attack	Nil
Magic Ability . . .	see below	Special Defense . .	see below
Fighter Ability . .	18th lvl	Intelligence	20
Psionic Ability . .	Class 6	Size6' 2" tall
Alignment	Neutral	Symbol . .	Crossed Scimitars
Weapon	2 Scimitars (see below)		

Disposition

- | | |
|---------------|---------------|
| 1) Feisty | 4) Interested |
| 2) Violent | 5) Concerned |
| 3) Thoughtful | 6) Passionate |

Bondorr appears as a powerfully built man with blue skin and long white hair. He fights with a gold Scimitar in his left hand that will parry with a 60% chance every weapon attempting to strike him and will break any weapon it parries with. Bondorr can not be injured in any way by a Sword, however other weapons will do full damage. The silver Scimitar in his right hand is so light that he can swing it twice per turn with a +4 chance of hitting. Any Sword held in his hands becomes a +1 Magic Sword permanently.

Kodeus, God of Dexterity Patron of Thieves

AC	-2	No. of Attacks	2
Move.	18"	Damage Attack	4 - 24 and 2 - 12
Hit Points	50	Special Attack . .	see below
Magic Ability . . .	10th lvl	Special Defense . .	see below
Fighter Ability . .	10th lvl	Intelligence	20
Psionic Ability . .	Class 6	Size3' 6" tall
Alignment . . .	Neutral Evil	Symbol	Hand
Weapon . . .	+2 Short Sword and +2 Dagger		

Disposition

- | | |
|--------------|------------------|
| 1) Tricky | 4) Disinterested |
| 2) Conniving | 5) Helpful |
| 3) Busy | 6) Mirthful |



KODEUS

Kodeus takes the form of a small Halfling with a hideous face that causes opponents to make a saving throw against fear or flee in panic. Weapons have a difficulty in hitting him. His opponent must make a saving throw vs. magic each round before attempting to hit Kodeus. An unsuccessful throw indicates that the weapon can not strike the Halfling deity. He always attacks first and is able to fight with 2 weapons. Usually he is armed with Poker and Sticker, his +2 Short Sword and Dagger.



Mondorent, Goddess of Tombs

AC.....0	No. of Attacks.....2
Move.....16"	Damage Attack.....1 - 10
Hit Points.....75	Special Attack... Fireball (5D10)
Magic Ability.....8th lvl	Special Defense.. see below
Fighter Ability... 10th lvl	Intelligence.....20
Psionic Ability.... Class 6	Size.....5' 9" tall
Alignment..... Lawful Evil	Symbol.....A Bone
Weapon..... Fireball, 2 Hooves	

Disposition

- | | |
|------------|---------------|
| 1) Mocking | 4) Placated |
| 2) Grim | 5) Morbid |
| 3) Hateful | 6) Interested |

Mondorent appears as a woman with a Dragon's head, Elephant's ears, Bat wings, and Cloven hooves. She can shoot a 5D10 Fireball out of her mouth 4 times daily. Her large ears allow only a 5% chance of the goddess being surprised, since they allow her to hear even the slightest noise. She can even hear a *Silence* spell. Her main weapon is her hooves, with which she can lash out for 1 - 10 points of damage each. Mondorent will only be found underground. Any form of light will cause her to leave.

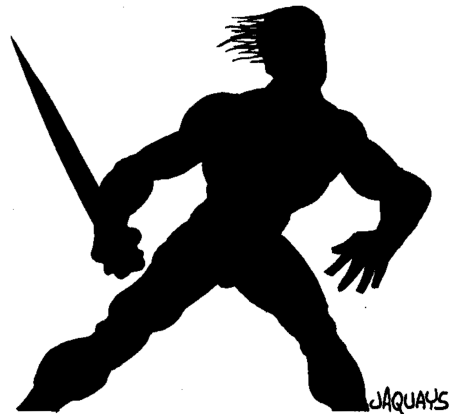
Mawdorn, God of Shadows

AC.....-2	No. of Attacks.....1
Move.....18"	Damage Attack.....2 - 12
Hit Points.....40	Special Attack... see below
Magic Ability... see below	Special Defense.. see below
Fighter Ability.... 8th lvl	Intelligence.....20
Psionic Ability.... Class 2	Size.....Variable
Alignment... Chaotic Evil	Symbol... A Cast Shadow
Weapon..... Touch	

Disposition

- | | |
|-------------|------------------|
| 1) Brooding | 4) Thoughtful |
| 2) Distant | 5) Inconsiderate |
| 3) Vehement | 6) Helpful |

Mawdorn can shapechange into any form he desires, but he can only form a black outline. Upon looking at the god, a saving throw vs. Fear must be made. He can only be seen when there is light present. He attacks by his chilling Touch for 2 - 12 points of damage. Only the physical attacks of fire and lightning will affect him. He gets a +3 saving throw against all magic used on him.



MAWDORN

Scodem God of the Hunt

AC.....2	No. of Attacks.....2
Move.....16"	Damage Attack.....1 - 10
Hit Points.....70	Special Attack.....Nil
Magic Ability... see below	Special Defense... see below
Fighter Ability... 10th lvl	Intelligence.....20
Psionic Ability.... Class 6	Size.....4' 5" tall
Alignment... Lawful Neutral	Symbol..... Arrow
Weapon..... +2 Bow	

Disposition

- | | |
|--------------|----------------|
| 1) Grumpy | 4) Interrupted |
| 2) Intrigued | 5) Beneficial |
| 3) Outraged | 6) Suspicious |

Scodem appears as a small, hump-backed man with an extremely long nose and very large ears. All his senses are exceptionally good, preventing him from being surprised (only a 5% chance). He tracks as a 20th Level Ranger and can hide in cover as a 10th Level Thief. Nothing can evade him. Out-of-doors, he is 100% Magic Resistant. When he shoots his Magic Bow, he never misses.



SCODEM



LOSBORST

Losborst, God of Wine

AC.....1	No. of Attacks.....1
Move.....9"	Damage Attack.....2 - 20
Hit Points.....74	Special Attack... see below
Magic Ability... see below	Special Defense.....Nil
Fighter Ability... 8th lvl	Intelligence.....20
Psionic Ability.... Class 2	Size.....14' tall
Alignment... Chaotic Good	Symbol..... a Bunch of Grapes
Weapon..... Fists	

Disposition

- | | |
|----------------|-------------|
| 1) Drunk | 4) Violent |
| 2) Mischievous | 5) Peaceful |
| 3) Very Drunk | 6) Helpful |

Losborst appears as a roly-poly Giant who wears a crown of grapes upon his head. He is often seen singing and dancing. He seems to always have an endless supply of wine on hand. By waving his hands over his head, a spell of *Drunkenness* is cast on any creature desired within a 100' radius. The spell has a -2 saving throw. The grapes that grow on his head act as a potion of longevity if eaten.

Mosinylo, God of the North Wind

AC 0	No. of Attacks 1
Move. 36"	Damage Attack 2 - 12
Hit Points 80	Special Attack . . Cold Wind
Magic Ability . . . see below	see below
Fighter Ability . . . 10th lvl	Special Defense . . see below
Psionic Ability . . . Class 6	Intelligence 20
Alignment Neutral	Size 5' 6"
Weapon Touch	Symbol Icicle

Disposition

- | | |
|---------------|---------------|
| 1) Frigid | 4) Vague |
| 2) Unfriendly | 5) Interested |
| 3) Bothered | 6) Helpful |

Mosinylo appears as a very old man with a long gray beard. His Touch is so cold that it causes 2 - 12 points of damage. He can shapechange into an Aerial Servant or Air Elemental and may summon 1 - 2 small Air Elementals to his aid. His most powerful attack is to create icy winds up to 60 mph. that will freeze solid any creature within 75' of the god if a saving throw vs. magic is not made. All saving throws are made a a -2.



MOSINYLO

Mururlu, God of Assassins

AC 2	No. of Attacks 2
Move. 18"	Damage Attack 2 - 12
Hit Points 50	and 1 - 20
Magic Ability . . . see below	Special Attack . . see below
Fighter Ability . . . 8th lvl	Special Defense . . see below
Psionic Ability . . . Class 6	Intelligence 20
Alignment Lawful Evil	Size 12' tall
Weapon . . . Tail, +4 Dagger	Symbol Dagger

Disposition

- | | |
|-------------|--------------|
| 1) Ugly | 4) Intrigued |
| 2) Brooding | 5) Depressed |
| 3) Silent | 6) Outraged |

Mururlu is a 12' tall Orc with a long tail that has a stinger that will do 2 - 12 points of damage. He will always try to strike from behind with a +4 Dagger that does 1 - 20 points of damage. He can turn water into a virulent poison (1 - 10 points of damage if saved against or death in 1 - 10 turns if not) by dipping his hand into it. He operates as a 10th level Thief in all aspects.



MURURLU

Promehene, God of Time

AC 0	No. of Attacks 1
Move. 15"	Damage Attack . . see below
Hit Points 65	Special Attack Aging
Magic Ability 10th lvl	see below
Fighter Ability 8th lvl	Special Defense . . see below
Psionic Ability Class 1	Intelligence 20
Alignment . . Neutral Good	Size 3' 5" tall
Weapon . Hands (see below)	Symbol Olive Branch

Disposition

- | | |
|---------------|-------------|
| 1) Vague | 4) Annoyed |
| 2) Complacent | 5) Jubilant |
| 3) Intrigued | 6) Hurried |

Promehene appears as a young child wrapped in a silk robe. He carries an olive branch that prevents spells from affecting him. He will regenerate 6 Hit Points per melee round. His left hand can Age a being 1 - 10 years when laid upon the head. His right hand will restore 1 - 10 years of youth. He can see into a being's future by gazing into its eyes. If asked specifically, 50% of what he predicts will come to pass.



PROMEHENE

BRAZ-KAZEN



Braz-Kazen, God of Smoke

AC 2	No. of Attacks 1
Move. 16"	Damage Attack 7 - 42
Hit Points 50	Special Attack . . see below
Magic Ability . . . see below	Special Defense . . see below
Fighter Ability . . . 12th lvl	Intelligence 20
Psionic Ability Class 6	Size 24' tall
Alignment . Chaotic Neutral	Symbol . . . Cloud of Smoke
Weapon . +2 Flaming Sword	

Disposition

- | | |
|-----------------|------------------|
| 1) Turbulent | 4) Disinterested |
| 2) Hot Tempered | 5) Helpful |
| 3) Placid | 6) Vengeful |

Braz-Kazen appears as a Giant Berserker and will fight as a Storm Giant. He wears a magical belt of fire that can produce a cloud of smoke in a 10' radius around him. While he is encased in smoke, all attacks against him are at -2. He carries a +2 Flaming Sword and is able to levitate twice per day. Fire will *Cure Serious Wounds* on him, but cold will do double damage.

Beytnorn, God of Trees

AC	0	No. of Attacks	3
Move.	15"	Damage Attack	4 - 24,
Hit Points	75		4 - 24, 1 - 6
Magic Ability	10th lvl	Special Attack	Leaves
	Druid	Special Defense . .	see below
Fighter Ability	9th lvl	Intelligence	20
Psionic Ability	Class 6	Size	20' tall
Alignment	Neutral	Symbol	Tree
Weapon	Fists, Leaves		

Disposition

- | | |
|---------------|---------------|
| 1) Distracted | 4) Grim |
| 2) Outraged | 5) Suspicious |
| 3) Annoyed | 6) Helpful |

Beytnorn, a large Treant with an Intelligence and Wisdom of 20, is Lord of the Forests and protector of the trees. When in battle, his leaves can be shot one at a time at a range of 30' for 1 - 6 points of damage. Fire and cold have no effect on him, but lightning does double damage. His touch can *Cure Disease* on any type of plant and the sap that runs down his bark can *Cure Light Wounds* on Elves once per day if eaten.



BEYTNORN



CORRNO

Corrno, God of the Thief

AC	-3	No. of Attacks	1
Move.	18"	Damage Attack	1 - 10
Hit Points	65	Special Attack . .	see below
Magic Ability . . .	see below	Special Defense . .	see below
Fighter Ability . . .	10th lvl	Intelligence	20
Psionic Ability . . .	Class 4	Size	5' 0" tall
Alignment	Neutral	Symbol	Lock Pick
Weapon	+1 Mace		

Disposition

- | | |
|---------------|----------------|
| 1) Sly | 4) Patronizing |
| 2) Conniving | 5) Simpering |
| 3) Suspicious | 6) Helpful |

Corrno will appear as a small sneaky looking character. He will always have on ragged clothes. He has all the abilities of a 24th Level Thief and when cornered in a fight, will fight like a madman with a +2 hit probability. He will use his magical Mace, "Sapper", which will knock out an opponent for three turns.



TAR-ARK

Tar-Ark, God of Invisible

AC	2	No. of Attacks	1
Move.	15"	Damage Attack	2 - 12
Hit Points	70	Special Attack	see below
Magic Ability	9th lvl	Special Defense	see below
Fighter Ability	4th lvl	Intelligence	20
Psionic Ability	Class 6	Size6' 1" tall
Alignment	Neutral Good	Symbol	Glass
Weapon	Morning Star		Human Figurine

Disposition

- | | |
|--------------|-------------|
| 1) Timid | 4) Lonely |
| 2) Depressed | 5) Bothered |
| 3) Brooding | 6) Helpful |

Tar-Ark will appear in the form of a man with the tail of a monkey. He will help those who call and ask for his help. Usually he would rather turn invisible than face a fight. But if he is properly encouraged, Tar-Ark can use his Touch of Instability against a foe that will cause his opponent to become ethereal every time it tries to strike a blow but when Tar-Ark returns attack, the creature will be as if it was only a maximum of AC: 9. The Touch lasts for 1 - 10 melee rounds. He has unlimited use of his Touch. Tar-Ark may also fight while invisible without penalty.

Hei, God of Giants

AC	0	No. of Attacks	1
Move.	18"	Damage Attack	10 - 40
Hit Points	80	Special Attack	see below
Magic Ability	see below	Special Defense	Nil
Fighter Ability	16th lvl	Intelligence	16
Psionic Ability	Class 6	Size	16' tall
Alignment	Neutral	Symbol	Gnarled Fist
Weapon	+5 Club		

Disposition

- | | |
|--------------|---------------|
| 1) Disturbed | 4) Morbid |
| 2) Odious | 5) Bored |
| 3) Calm | 6) Interested |

Hei is the god of all the Giant races. He is 16' tall. He is extremely muscular and slightly hairy. His +5 magic Club will strike for 10 - 40 points of damage and cause his opponents to drop any weapon they hold. He may also throw the Club and it will explode like a 8d6 Fireball. After exploding, it will return to him like a Warhammer.

HEI





JEDAHAD BIRD

Jedahad Bird, God of Summer Storms

AC	-3	No. of Attacks	1
Move.	48"	Damage Attack	5 - 50
Hit Points	130	Special Attack . . .	Lightning Bolt - 10D6
Magic Ability	15th lvl	Special Defense. . .	see below
Fighter Ability	13th lvl	Intelligence	18
Psionic Ability	Class 6	Size	150' Wingspan
Alignment	Chaotic Evil	Symbol	Silver Feather
Weapon.	see below		

Disposition

- | | |
|-------------|--------------|
| 1) Hungry | 4) Tranquil |
| 2) Angry | 5) Windy |
| 3) Brooding | 6) Grumbling |

Jedahad is an awesome bird with a 150' wingspan of silver and blue feathers. The great bird often tries to destroy enemies and opponents with the high winds and thunder created by his wings when they flap. He also shoots a 10D6 Lightning Bolt out of his beak and creates rain by sweat dripping from his giant body while in flight. He can strike with his claws for 5 - 50 points of damage and cause anyone within 100 yards of him to make a saving throw against fear. Missile Fire doesn't affect him. Only +3 or better weapons will hit him for half normal damage.

Montintra, Goddess of Lightning and Mirrors

AC	0	No. of Attacks	2
Move.	24"	Damage Attack	1 - 6
Hit Points	120	Special Attack . . .	Lightning (see below)
Magic Ability	12th lvl	Special Defense.	Nil
Fighter Ability	8th lvl	Intelligence	20
Psionic Ability	Class 6	Size5' tall
Alignment	Lawful Evil	Symbol	Mirror
Weapons	Mirrors		

Disposition

- | | |
|-------------------|------------------|
| 1) Beneficial | 4) Intrigued |
| 2) Splendid | 5) Disinterested |
| 3) Uncompromising | 6) Annoyed |

Montintra appears as an ordinary, middleaged woman, except that she is magnificently robed in green, red, blue and white. She wears a large green-feathered head-dress that enables her to shape change, teleport and fly. She creates Lightning by holding a Mirror in each hand and letting the reflections cross. Each Lightning Bolt she creates is cast into the sky and returns to her when she claps her hands. Her Lightning Bolts do 6 - 60 points of damage and drain one energy level if the victim does not make his saving throw. Montintra will venture forth only on overcast days and never underground. If in a splendid mood, Montintra will blind anyone not making their saving throw vs. magic for 3 - 18 days. Although they do not appear to be deadly, Montintra's Mirrors can be used as hand-to-hand weapons if necessary, doing 1 - 6 points of damage each upon contact. If both Mirrors are held in the hands of a single person other than Montintra, 3 - 6 Lightning Bolts will spring from the sky to strike the holder, doing 6 - 60 points of damage each.

MONTINTRA



England/B.

Midor, Orc God

AC 0	No. of Attacks 2
Move. 12"	Damage Attack 2 - 20
Hit Points 80	Special Attack 1 - 8
Magic Ability 12th lvl	Special Defense . . see below
Clerical	Intelligence 18
Fighter Ability . . . 16th lvl	Size 8' tall
Psionic Ability . . . Class 6	Symbol . . . Crossed Daggers
Alignment . . . Chaotic Evil	
Weapon +2 Sword	
+4 Poisoned Dagger	

Disposition

- | | |
|------------|----------------|
| 1) Nasty | 4) Grumbling |
| 2) Hateful | 5) Hungry |
| 3) Angry | 6) Mischievous |

Midor is an unusually large Orc. He can regenerate 4 points per melee round. He hates anything that uses his Orcs. Midor has a body guard of two Orcs that function as 8th Level Fighters.

MIDOR



Dorak, God of Peace

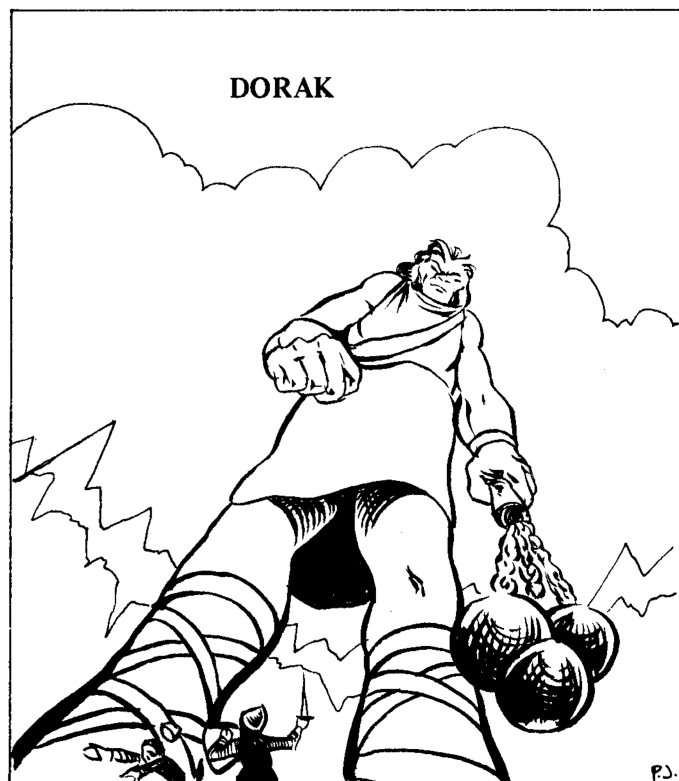
AC -1	No. of Attacks 2
Move. 15"	Damage Attack 4 - 40
Hit Points 80	Special Attack Charm
Magic Ability 10th lvl	Special Defense . . see below
Fighter Ability . . . 20th lvl	Intelligence 20
Psionic Ability . . . Class 6	Size 100' tall
Alignment . . . Chaotic Good	Symbol Olive Branch
Weapon +4 Flail	

Disposition

- | | |
|--------------|------------------|
| 1) Friendly | 4) Helpful |
| 2) Tranquil | 5) Irritated |
| 3) Concerned | 6) Disinterested |

Dorak appears as a tremendously large man garbed in a leather tunic. Dorak enjoys peace and will go to great lengths to preserve it, even if it means destroying an entire army. His body acts as a Ring of Spell Turning. He will never let a battle of any size continue in his presence. His Flail is so massive that it has a 12' diameter. However, because he is so large, Dorak is less corporeally solid and thus does less damage when he hits than would seem normal.

DORAK



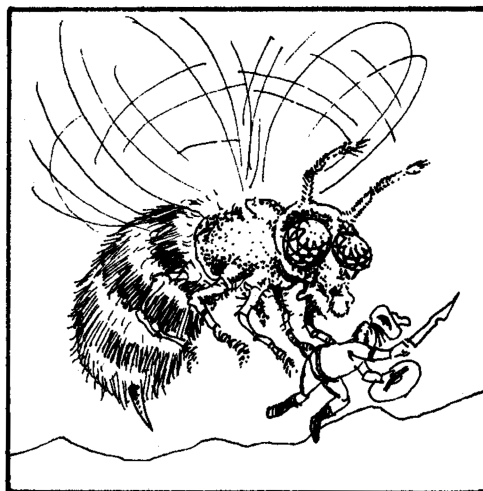
Vidmor, Bee Goddess

AC	2	No. of Attacks	1
Move.	45"	Damage Attack	2 - 20
Hit Points	50	Special Attack	see below
Magic Ability	6th lvl	Special Defense	see below
Fighter Ability	14th lvl	Intelligence	20
Psionic Ability	Class 6	Size	10' tall
Alignment	Neutral	Symbol	Honeycomb
Weapon	+2 Reusable Stinger		

Disposition

- | | |
|-----------------|--------------|
| 1) Helpful | 4) Angry |
| 2) Distrustful | 5) Curious |
| 3) Hot Tempered | 6) Energetic |

Vidmor is a large Bee. When stung by her, one also has to make a saving throw vs. poison or fall into a deep paralytic sleep for 1 - 20 hours. Twice per day, she can summon 10 - 100 Bees. She can also *Teleport* once per day.



VIDMOR

Dacron, God of Craftsmen

AC	0	No. of Attacks	4
Move.	12"	Damage Attack	Hammer 5 - 30; Spear 4 - 24
Hit Points	200	Special Attack	Nil
Magic Ability	3rd lvl	Special Defense	Takes only ¼ damage from blows
Fighter Ability	15th lvl	Size5' 8" tall
Psionic Ability	Class 6	Symbol	Stone Hammer
Alignment	Neutral		
Weapon	+3 Hammer +4 Spear		

Disposition

- | | |
|------------------|---------------------------------|
| 1) Angry | 4) Interested |
| 2) Busy | 5) Helpful |
| 3) Disinterested | 6) Overwhelmingly
Interested |



DACRON

The extremely clever and skillful Dacron, god of all craftsmen, has no permanent home. He is ever on the move. By constantly travelling the earth, Dacron has long been able to construct any implement, magical or otherwise that exists. Due to Dacron's acute Dexterity and Skill, he takes only ¼ damage from any blow he receives. He attacks with Hammer and Spear twice each round (total of 4 attacks). Dacron recognizes no causes or beliefs, but instead loves and serves all items that are crafted by mortal creatures. He loves buildings, tools, art and gadgets of all kinds. In this way, through the offering of implements or other devices, Dacron's assistance can be gained.

Kolrak Mar, Troll God

AC	0	No. of Attacks	1 - 3
Move.	18"	Damage Attack	Bong 3 - 18
Hit Points	80		2 Claw 2 - 8, Bite 2 - 16
Magic Ability	Nil	Special Attack	Nil
Fighter Ability	16th lvl	Special Defense	<i>Regeneration, Lightning Bolt</i>
Psionic Ability	Class 6	Intelligence	15
Alignment	Chaotic Evil	Size	10' tall
Weapon	Bong, Slayer of Elves see below	Symbol	Severed Human Hand

Disposition

- | | |
|-------------|-----------------|
| 1) Wrathful | 4) Hungry |
| 2) Angered | 5) Bored |
| 3) Annoyed | 6) Evil Purpose |

Appearing as a massive Troll, 10' tall and with dark, mottled gray skin, Kolrak Mar is a terrible visage to behold. The Troll god's temples are usually beneath the surface and it is in those places that his clergy performs the Human sacrifices that he demands. Kolrak Mar has several special abilities. He may *Regenerate* 5 Hit Points per turn, *Teleport* as an 18th Level Wizard and use the spell power word Stun up to 3 times daily. His Mace, Bong, does 3 - 18 points of damage and gives him a +4 bonus to hit (in addition to his fighting ability). The Mace will also cast *Lightning Bolts* as per a Wand (up to 50 charges).

Kolrak Mar is worshipped by Trolls and other deep dwelling befouled races. Occasionally one may find a cult of Human worshippers. The Troll god is also known as The Dweller in the Deeps and Demon of the Bloody Hand.



KOLRAK MAR

Suthak, Goddess of Fertility

AC	4	No. of Attacks	1
Move.	12"	Damage Attack	By
Hit Points	65		Weapon Type
Magic Ability	14th lvl MU	Special Attack	Nil
	10th lvl Cleric	Special Defense	Nil
Fighter Ability	3rd lvl	Intelligence	20
Psionic Ability	Class 6	Size5' 7" tall
Alignment	Chaotic Good	Symbol	Exaggerated
Weapon	None		Human Female Figure

Disposition

- | | |
|----------------|---------------|
| 1) Interrupted | 4) Interested |
| 2) Bored | 5) Helpful |
| 3) Passive | 6) Overjoyed |

Suthak's form on the material plane is one of an extremely beautiful woman of medium height with long, flowing dark hair and dark brown eyes. She wears a long white gown with a gold chain around her waist and gems that sparkle like stars in her hair. All non-Evil life is friendly to her and she is able to walk most of the earth with very little trouble. Suthak has the power to cause all life within 10 miles of her to bloom, grow, heal up to full Hit Points or *Cure Disease* as whatever the case may be, once per day.

She is also known as The Spring of Life, Goddess of Spring, and the Bringer of Life.



SUTHAK

Grismal, Guardian of the Underworld

AC.....-3	No. of Attacks.....1
Move.....18"	Damage Attack... see below
Hit Points.....90	Special Attack... see below
Magic Ability... 8th lvl MU	Special Defense... Surprised
Fighter Ability... 17th lvl	only on 1 in 20
Psionic Ability... Class 6	Intelligence.....20
Alignment.....Neutral	Size.....8' tall
Weapon.....Mudza	Symbol....A Greek Cross
(see below)	with the symbol of
	one of the 4 Elements
	at each Point

Disposition

- | | |
|------------------|---------------|
| 1) Angry | 4) Helpful |
| 2) Disinterested | 5) Passive |
| 3) Forgetful | 6) Interested |

The most distinctive feature of this 8' tall god is his two heads that allow for only a 5% chance of surprising him. His eyes allow him to see into all planes at once. Grismal's skin is reddish in color, with the texture of metal. Grismal has no body hair and his only garb is a Mithril loin cloth.

His weapon is the Flail, Mudza. The Flail has four balls that are each composed of the essence of one of the four Elements, Fire, Water, Earth and Air. Each ball must be rolled for separately to see if it hits for each has a special attack. Grismal may also choose which ball he desires to hit. The ball of Air does 1 - 8 points of damage when it hits and the victim must save vs. Spells or be blinded for 2 - 12 turns. The ball of Fire does 2 - 12 points of damage and the victim must save vs. Staves or anything flammable on his person will ignite. The ball of Water does 2 - 12 points of damage and the victim must save vs. Spells or be aged 10 years. The ball of Earth does 3 - 18 points of damage and the victim must save vs. Dragon's Breath or be rooted to the ground for 10 - 100 turns.

Grismal is also known as the Door Guard of Death.

Tel Star, God of the Northern Stars

AC.....-1	No. of Attacks.....1
Move..... see below	<i>Lightning</i>
Hit Points.....73	Damage Attack....10 - 60
Magic Ability... 15th lvl	Special Attack.....Nil
Fighter Ability... 10th lvl	Special Defense.....Nil
Psionic Ability... Class 6	Intelligence.....20
Alignment... Chaotic Neutral	Size.....6' 2" tall
Weapon..... Golden Lance	Symbol..... Golden Star

Disposition

- | | |
|------------|------------------|
| 1) Happy | 4) Disinterested |
| 2) Helpful | 5) Angry |
| 3) Passive | 6) Interrupted |

Tel Star appears as a 6' 2" tall man with golden skin and faintly glowing silver hair. His eyes look like deep space with the Northern Stars twinkling brightly in them. He rides a golden chariot pulled by two Pegasi. He can *Teleport* and *Dimension Door* with unlimited range and 100% accuracy. Tel Star moves at speeds up to the speed of light. His weapon is a Golden Lance that fires *Lightning Bolts* for 10d6 of damage. Because he serves Chaos, Tel Star will attack all Lawful types.

GRISMAL



TEL STAR

PHELONIUS

Phelonious, God of Ancient Kings

AC.....0	No. of Attacks.....1
Move.....16"	Damage Attack.....2-20
Hit Points.....76	Special Attack.....Nil
Magic Ability...see below	Special Defense.....Nil
Fighter Ability...16th lvl	Intelligence.....20
Psionic Ability...Class 6	Size.....7' 1" tall
Alignment.....Neutral	Symbol.....Black Crown
Weapon...+3 Flaming Sword	

Disposition

- | | |
|------------|--------------|
| 1) Angry | 4) Careful |
| 2) Mocking | 5) Helpful |
| 3) Grim | 6) Forgiving |

Phelonious, the god of Ancient Kings can call forth from the dead, any King who has lived and passed away. The Kings will appear with the same statistics as Spectres but without the life-draining ability. The god himself appears as a tall, gaunt man with flowing gray hair and beard. He is garbed in black tunic, +2 Mithril Armor and a midnight blue cape. Upon his head is the Crown of Crowns. The Crown appears to shift as he moves taking on the aspect of all the Crowns ever worn by the dead Kings he represents. Phelonious appears only at night.



MUNGO



Mungo, God of Nightmares

AC.....0	No. of Attacks.....1
Move.....12"	Damage Attack.....4-24
Hit Points.....56	Special Attack...Nightmares
Magic Ability...10th lvl	Special Defense.....Nil
Illusionist	Intelligence.....20
Fighter Ability...11th lvl	Size.....5' 3" tall
Psionic Ability...Class 4	Symbol.....Dark Cloud
Alignment...Neutral Evil	
Weapon.....+4 Halberd	

Disposition

- | | |
|-------------|--------------|
| 1) Outraged | 4) Sarcastic |
| 2) Mad | 5) Drunk |
| 3) Spiteful | 6) Sleepy |

Mungo appears as a 5' 3" tall man with dark skin, dressed in clothing that is deep purple in hue. If Mungo comes into contact with a sleeping person or persons, he will cause them to have a nightmare more terrible than they have ever had before. The victims will not awaken until the nightmare is over or until Mungo awakens them himself. If the god decides that he does not like a member of an adventuring party (1 in 6 chance), he will attack that person immediately. If Mungo kills his victim, that person will disappear.



KAZADARUM

Kazadarum, God of Dwarves

AC 0	No. of Attacks 1
Move. 12"	Damage Attack 4 - 24
Hit Points 120	Special Attack see below
Magic Ability see below	Special Defense 99%
Fighter Ability 12th lvl	Magic Resistance see below
Psionic Ability Class 6	Intelligence 20
Alignment Neutral	Size 5' tall
Weapon Zule Kar (+5 Battle Axe)	Symbol Gold Hammer on Purple Field

Disposition

- | | |
|------------------|---------------|
| 1) Angry | 4) Interested |
| 2) Annoyed | 5) Helpful |
| 3) Disinterested | 6) Involved |

Kazadarum stands 5' tall and 3' wide at the shoulders. He has brilliant red hair, beard and eyes. The Dwarf god involves himself mainly in the affairs of Dwarves but will, at times, help other races. He is 99% Resistant to Magic and has the following special abilities: *Teleportation* as a 14th Level Magic User and *Regeneration* as a Troll (3 Hit Points per melee round). The bejeweled Belt of Kazadarum gives him the power and damage of a Storm Giant when using his bare hands in battle or for feats of Strength. His Shield has the herald of a Gold Hammer on a purple field and gives him the ability to withstand the heaviest blows if they strike his Shield (50% if attacked from the front). Kazadarum's mighty Battle Axe, Zule Kar (meaning Demon Slayer), is a gruesome weapon that will do 4 - 24 points of damage. It is +5 to hit and can be thrown like a War Hammer so that it will return within a 120 ft. range. With one blow, it will slay any Demon excepting a Lord or Prince.

Kazadarum is worshipped as a battle god by most Dwarf clans, and is often referred to as Rock-Father, Red Slayer and Demon Bane.

Penelopania, Goddess of Music

AC 0	No. of Attacks 1
Move. 24"	Damage Attack By
Hit Points 50	Weapon
Magic Ability 11th lvl	Special Attack see below
Illusionist	Special Defense Nil
Fighter Ability 4th lvl	Intelligence 20
Psionic Ability Class 6	Size 4' 9" tall
Alignment Chaotic Good	Symbol Mithril Harp
Weapon Harp	

Disposition

- | | |
|----------------|-------------|
| 1) Confused | 4) Happy |
| 2) Sleepy | 5) Playful |
| 3) Mischievous | 6) Cheerful |

This goddess of Music appears as a sultry looking woman, about 4' 9" tall with long wavy black hair bound in a bandana with large hoop earrings dangling from her ears. Penelopania carries a Mithril Harp that when played with intent will cause every living creature in a mile radius to save vs. Spells at a -2 or fall asleep. She does not appear often, but when she meets someone, the goddess will play a song for them and ease their mind from their travels. The song will also restore one lost level of Experience and cure Insanity.

PENELOPANIA



Molna, God of Travellers

AC 1	No. of Attacks 5 for
Move. 24"	every 2 rounds
Hit Points 80	Damage Attack 4 - 16
Magic Ability . 8th lvl Cleric	Special Attack . . see below
Fighter Ability . . . 12th lvl	Special Defense . . see below
see below	Intelligence 20
Psionic Ability None	Size 6' 0" tall
Alignment . . . Lawful Good	Symbol A Receding
Weapon . Staff of Travelling	Road (see illustration)
see below	

Disposition

- | | |
|------------------|---------------|
| 1) Angry | 4) Playful |
| 2) Disinterested | 5) Interested |
| 3) Busy | 6) Beneficial |

The god, Molna, appears to beings on the Prime Material Plane as a middleaged, male traveller, dressed in a long cloak and wide-brimmed hat. Both hat and cloak appear to be of shifting colors and always seem to match his surroundings. Molna's cloak gives him an Armor Class of 3 and will protect him completely from the effects of weather (his actual Armor Class of 1 comes from his Fighting Ability). His Amulet of Travelling gives him unlimited stamina and alertness. It may also be used to *Create Food and Drink* for three persons twice a day.

The three-legged dog, Brol is Molna's constant companion. Brol is able to *Dimension Door* like a Blink Dog. Brol will never allow Molna to be surprised. The Raven, Tanor, also travels with Molna and can speak to Molna alone. Tanor has the ability to see invisible things.

Molna loves all travellers and wayfarers, but seldom comes to their aid, for Molna's care is of the "hands-off" variety. The god is assisted in his own travels by his Staff of Travelling, a unique artifact that functions as *Boots of Travelling* and *Leaping*, *Boots of Speed* and can *Cure Serious Wounds* (2 dice +2) twice daily. From the Staff, Molna also receives the abilities to *Find the Path*, *Walk on Water*, *Speak with Plants*, *Control Weather* and *Control Plants* (each once per day). Molna's Staff will even perform as a *Broom of Flying* and allow him to use its special "Pole Trick", that functions much the same as the spell *Rope Trick*, only that Molna may remain hidden unharmed for up to 20 turns.

Except for his Staff, Molna is unarmed. In combat, he fights as a 12th Level Martial Arts Monk. He gains all combat benefits of a Monk of that level.

Molna is also known as The Wanderer, Molna the Landless, The Eternal Wayfarer.

Brol: Molna's 3-legged Dog, AC: 6, Move: 24", Hit Points: 30, 1 Bite for 1 - 6 points of damage.

Tanor: Molna's Raven, AC: 8, Move: 24", Hit Points: 6, one Peck for 1 - 2 points of damage.





LORD SKORTCH



KUVARTMA

Lord Skortch, God of Pillage, Rapine and Thoughtless Acts

AC.....-3	No. of Attacks1
Move.....15"/48"	Damage Attack2 - 20
Hit Points108	Special Attack .. see below
Magic Ability ..16th lvl MU	Special Defense.....60%
Fighter Ability ... 12th lvl	Magic Resistant
Psionic Ability Class 6	Intelligence20
Alignment ... Chaotic Evil	Size8' tall
Weapon... +3 Two-handed	Symbol Burning Skull
Sword	

Disposition

- | | |
|----------------|-------------|
| 1) Merciless | 4) Mirthful |
| 2) Hungry | 5) Annoyed |
| 3) Destructive | 6) Brooding |

Lord Skortch appears as an 8' tall cadaverous, gaunt, gray-skinned man with glowing red eyes and pointed teeth. He is garbed in ragged, black robes that appear to be caked with dried blood. His hair seems to crackle like black fire. He rides a gaunt, winged black horse that breathes fire and drains 1 Energy Level (saving throw against Magic) from all creatures within 20'. Skortch uses his +3 two-handed Sword, Prevailer, to do 2 - 20 points of damage to opponents. Any creature struck by Prevailer must save vs. Paralyzation or be rooted to the spot for 2 - 12 melee rounds. Skortch may only be affected by +2 or better magic weapons and is 60% Magic Resistant. When in a destructive mood, the touch of his hand or Sword will act as a *Death* spell (saving throw applicable).

Kuvartma, God of the Moon

AC.....1	No. of Attacks1
Move.....24"	Damage Attack3 - 18
Hit Points65	Special Attack .. see below
Magic AbilityNil	Special Defense.. see below
Fighter Ability ... 12th lvl	Intelligence20
Psionic Ability Class 6	Size9' 1" tall
Alignment ... Lawful Evil	Symbol ... Crescent Moon
Weapon..... Fists	

Disposition

- | | |
|----------------|---------------|
| 1) Angry | 4) Mirthful |
| 2) Destructive | 5) Restive |
| 3) Hungry | 6) Interested |

Kuvartma appears as a giant Ape with huge red Bat wings on his back and strikes as a Stone Giant. He carries with him a Shield that changes shape as the moon does. When the moon is full, the Shield will be a perfectly round, +3 Shield. Otherwise it will be no more than a +2 Shield. At night he can cause any being to change alliance for one hour if his eyes gaze upon them. Saving throw applicable at a -2.

Skortch's Horse "Hellbearer": AC: -2; Move: 48"; HP: 60; Align: CE; Weapon: 2 Hooves, Firey Breath; Number of Attacks: 3; Damage: 1 - 10 x 2, Breath: 8d6; Special Attack: Firey Breath (5 times daily); Special Defense: 40% Magic Resistant; +1 or better magic weapons to hit; Intelligence: 12; Size: Large.

Firey Breath takes form of a 2" long cone from mouth, 1/2" wide up to 1" wide.

Teros, God of the Forest

AC 0	No. of Attacks 3 (4)
Move. 24"	Damage Attack 1 - 6,
Hit Points 80	1 - 6, 1 - 8, 2 - 12
Magic Ability 10th lvl	Special Attack Nil
Druid	Special Defense Nil
Fighter Ability . . . 12th lvl	Intelligence 18
Psionic Ability Class 6	Size 9' tall
Alignment . . Chaotic Good	Symbol Bear Claws
Weapon 2 Claws,	
Bite, Hug	

Disposition

- | | |
|---------------|-----------------|
| 1) Hurried | 4) Angry |
| 2) Languid | 5) Apprehensive |
| 3) Beneficial | 6) Resentful |

Teros appears as a 9' tall Brown Bear. He can speak in the Common tongue or in the guttural language of Bears. Teros is the protector of all forests. If some creature chops down a tree for firewood, or deliberately tears up bushes and plants, Teros will have a 60% chance of appearing before them in a definitely angry disposition. All forest animals obey his commands because they know him as a protector. Teros carries a platinum necklace valued at 20,000 GP about his neck.

Teros is often allied with Druids and is known as The Bear God, The Woodland Avenger, and Bearwalker.



TEROS

Aladantle, Goddess of Beauty

AC 0	No. of Attacks 1
Move. 32"	Damage Attack By
Hit Points 135	Weapon
Magic Ability . . 13th lvl MU	Special Attack Nil
Fighter Ability 9th lvl	Special Defense Nil
Psionic Ability Class 6	Intelligence 20
Alignment . . Lawful Good	Size 5' 4" tall
Weapon see below	Symbol Glowing Gem

Disposition

- | | |
|----------------|---------------|
| 1) Interrupted | 4) Interested |
| 2) Bored | 5) Helpful |
| 3) Passive | 6) Overjoyed |

Aladantle appears as a very beautiful woman of about 20 Charisma, approximately 5' 4" tall with long honey-golden hair. She will leave if a character is war-like and/or has a Charisma below 6. If Aladantle comes across a Lawful Good type, she will completely heal any lost Hit Points. She carries a small Scabbard on her belt containing a +3 Golden Dagger valued at 50,000 GP. If she is attacked, it is most likely that she will *Teleport* before the creature can strike.



ALADANTLE

Dyrantril, God of Alchemy

AC	3	No. of Attacks	1
Move.	12"	Damage Attack . . .	see below
Hit Points	72	Special Attack . . .	Element
Magic Ability	10th lvl	Change (see below)	
Fighter Ability	8th lvl	Special Defense	Nil
Psionic Ability	Class 6	Intelligence	20
Alignment	Neutral	Size	5' 1" tall
Weapon	Staff of Alchemy	Symbol	Silver Erlenmyer Flask

Disposition

- | | |
|----------------|---------------|
| 1) Angry | 4) Interested |
| 2) Interrupted | 5) Intrigued |
| 3) Bored | 6) Helpful |

Dyrantril, the patron god of Alchemists all over the world, will at times lend aid and/or advice to his followers. Otherwise, Dyrantril involves himself little in the affairs of men. This god has the power to transmute Elements from one to another; such as iron to copper or copper to gold. These Elemental changes are permanent and the change itself can not be detected except by another god.

Dyrantril is 5' 1" tall with a dark complexion, fiery blue eyes, and a beard that is shot through with whiskers that appear to be formed of gold, silver, copper, iron and other elements. He is garbed in a brown robe embroidered with the symbols of Alchemy and wears a low, wide-brimmed hat that matches his robe in color.

Dyrantril defends himself with his Staff of Alchemy, which at his will may do one of three things, either 4 - 32 points of damage, 1 - 8 points of damage and a 10th level Poison (10d8 of damage) (saving throw applicable), or change the victim to stone (saving throw applicable).

DYRANTIL



Alinah, Goddess of the Moon

AC	-2	No. of Attacks	4
Move.	24"	Damage Attack . . .	see below
Hit Points	175	Special Attack	+6 Hit
Magic Ability . . .	see below	Probability	
Fighter Ability . . .	15th lvl	Special Defense . . .	see below
Psionic Ability	Class 2	Intelligence	20
Alignment	Lawful Neutral	Size	5' 8" tall
Weapon	see below	Symbol	Crescent Moon

Disposition

- | | |
|---------------|-------------|
| 1) Cool | 4) Jubilant |
| 2) Smoldering | 5) Vengeful |
| 3) Amorous | 6) Helpful |

Alinah appears as a tall slender woman with very pale skin. She has 4 arms, 2 of which are only seen when she is in battle. Alinah is goddess of the creatures of the night, and has the ability to find any creature as long as it is night time. Alinah is fond of Lycanthropes. She shall aid them above all others. She has the power to assume the shape and power of any Lycanthrope and in that form attains a +6 hit probability. The damage that she does is twice that of the normal were-creatures' damage. When changing to a were form, she will lose 60% of the damage that has been done to her. In changing back to her original form, she will lose an additional 50% of the damage that has been sustained. Alinah has little use or respect for followers who call upon her during the daylight hours. Her domain is that of night. Alinah is very fond of both silver and platinum. Offerings of gold, bronze, copper, etc. will be taken but not valued. Alinah rides a flying chariot pulled by two very old Silver Dragons. The Dragons will always be near to protect Alinah. When asked for aid, there is a 40% chance that the goddess will send one of her Dragons to aid her followers. Alinah is in constant conflict with the sun for dominion of the sky and will send her followers to overthrow temples of sun gods. To speak of the sun or a sun god in one of Alinah's temples is to invoke her wrath.



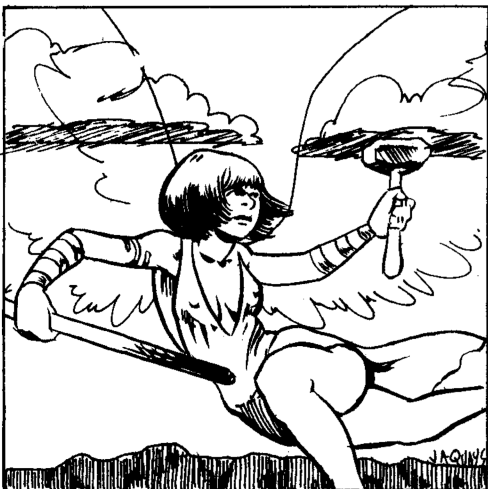
Aniu, Lord of Time

AC -9	No. of Attacks 1
Move. . . Infinite (see below)	Damage Attack . . see below
Hit Points 125	Special Attack . . see below
Magic Ability 20th lvl	Special Defense . . see below
Fighter Ability . . . 15th lvl	Intelligence . Unmeasurable
Psionic Ability Class 1	Size 6' 1" tall
Alignment Neutral	Symbol Hourglass
Weapon . . . Temporal Staff	
see below	

Disposition

- | | |
|------------------|---------------|
| 1) Disinterested | 4) Mysterious |
| 2) Grim | 5) Ominous |
| 3) Brooding | 6) Intrigued |

The Lord of Time will manifest himself as a tall, slender man, shrouded in a gray, hooded cloak. Aniu doesn't seem to walk or run, but to vanish and reappear a short distance from his former position. He is very short and direct in his speech with Mortals. In fact, he rarely will have anything to do with lesser beings or the affairs of the Planes. Aniu knows the total history of the universe and the possible destinies of every creature therein. However, he will not speak of the fate of any creature. Aniu has bound himself by several powerful oaths not to directly interfere with time. Only if the balance of Law and Chaos, Good and Evil is severely threatened will he intervene. If so desired, Aniu may altar time. Aniu carries a Shepard's Staff known as the Temporal Staff. It has the power of longevity and withering and its touch may alter the age of any living creature by 10 - 200 years. Aniu has the ability to stop time up to a month in duration. However this is a breaking of one of his oaths and will require great sacrifices, usually of lives or service to rectify. He can further grant the ability of movement within the warped time to any individuals(s). Aniu has unlimited movement through time.



AYU



ANIU

Ayu, Goddess of the Winds

AC -2	No. of Attacks 2
Move. 48"	Damage Attack . . . 10 - 60
Hit Points 120	3 - 36
Magic Ability . . . see below	Special Attack . . see below
Fighter Ability . . . 15th lvl	Special Defense . . see below
Psionic Ability Class 3	Intelligence 20
Alignment . . Chaotic Good	Size 5' 6" tall
Weapon see below	Symbol . . Flying White Bird

Disposition

- | | |
|------------------|---------------|
| 1) Flirting | 4) Capricious |
| 2) Stormy | 5) Amorous |
| 3) Disinterested | 6) Helpful |

The corporeal manifestation of Ayu is that of a blue-skinned woman with transparent Bird wings. Her eyes are like finely crafted jade. The white robes that she wears give her the power to nullify any Psionic power or mental spell directed at her. She is also 55% Magic Resistant. In her right hand she carries Zian, the Staff of Lightning that will cast a bolt of non-magic lightning 180' for 10 - 60 points of damage. In her left hand, she holds Ohm, the +4 Mallet of Thunder that will do 3 - 36 points of damage upon striking and has a 60% chance of stunning the victim and all within 20' radius with the resounding crack of thunder that results. Stunning will last 1 - 6 melee rounds. Once per day, she may control weather and twice per day she may summon up a tornado force wind that will attack as 3 times the power of the largest Air Elemental.

CORIPTIS



Coriptis, Goddess of Battle The Berserker Goddess

AC	-8	No. of Attacks	4
Move.	18"	Damage Attack	4 - 40
Hit Points	160	Special Attack	Level Drain
Magic Ability	see below	Special Defense	see below
Fighter Ability	30th lvl	Intelligence	20
Psionic Ability	Class 4	Size	7' tall
Alignment	Chaotic Neutral	Symbol	Red Sword
Weapon	Mal Kazi		
	see below		

Disposition

- | | |
|---------------|------------|
| 1) Touchy | 4) Playful |
| 2) Haughty | 5) Angry |
| 3) Beneficial | 6) Grim |

The goddess of Battle appears as a tall woman dressed in Golden Chain Mail with Sword and Shield. Her long red hair seems to glow when she is in battle. Coriptis is 90% Magic Resistant. She can strike 4 times each round and do 4 - 40 points of damage per blow. Coriptis when in battle is usually overcome with battle lust and will attack any friend or foe who has caused her to take offense. She is often worshipped as the goddess of berserkers. To followers who have performed extraordinarily brave deeds, she will grant a level of Experience. Mal Kazi, the Sword of Coriptis, is a +5 Dancing Sword that hits for 4 - 40 points of damage and drains 3 Energy Levels. It also has a 45% chance of charming the victim with each blow. It will also act as a Vorpal Blade. Her Shield acts as a Ring of Spell Turning while her armor Regenerates 20 points per melee round. Coriptis will watch over all battles involving her followers and give a +1 to their moral if they are outnumbered.

Eqni, the Earth God

AC	-5	No. of Attacks	1
Move.	18"	Damage Attack	10 - 60
Hit Points	150	Special Attack	see below
Magic Ability	see below	Special Defense	see below
Fighter Ability	16th lvl	Intelligence	20
Psionic Ability	Class 6	Size	18' tall
Alignment	Neutral	Symbol	Diamond
Weapon	Trident +4		

Disposition

- | | |
|---------------|-------------|
| 1) Good Cheer | 4) Grim |
| 2) Joyous | 5) Brooding |
| 3) Mirthful | 6) Helpful |

The Earth god appears as a heavily muscled Titan. His skin is a dark, earthy brown. His eyes appear as flaming stars and have the power to *Polymorph* any person, creature or object to whatever he desires. This power has an 80% chance of working, no saving throw applicable. Eqni's armor is constructed of living diamonds and will give him an Armor Class of -10 when worn. However, he wears this protection only when combating other gods. His main weapon is the +4 Trident, Skyshaker. The Trident will do 10 - 60 points of damage. Although Eqni is usually in a good mood, when angered he has the full power of the earth at his whim. He may summon 1 - 4 Earth Elementals to do his bidding without continuing control. He may cause earthquakes 4 times the power of the Clerical spell. He can cause a small volcano to erupt in the space of 4 turns, spewing forth molten lava that will move at a rate of 30' a round and do 10 - 60 points of damage per round to whatever it touches. Anything flammable will immediately burst into flame.

EQNI



Kala Kala, the Fire God

AC -5	No. of Attacks 1
Move. 24"	Damage Attack . . . 10 - 100
Hit Points 150	Special Attack . . . see below
Magic Ability . . . see below	Special Defense . . see below
Fighter Ability . . . 20th lvl	Intelligence 20
Psionic Ability . . . Class 4	Size 30' tall
Alignment . Chaotic Neutral	Symbol Flame
Weapon see below	

Disposition

- | | |
|-------------|-----------------|
| 1) Boasting | 4) Moody |
| 2) Vain | 5) Hot Tempered |
| 3) Angry | 6) Helpful |

Also known as god of the Flaming Mountains, Kala Kala manifests himself as a 30' tall Fire Elemental. He can often be seen mounted on the back of the great Red Dragon, Shashuk. Kala Kala can use any spell, Clerical, Magical, or Druidical, involving fire or heat. The god is reputedly a child of the sun, but he commands earthly and other worldly fire, being able to summon 1 - 4 Fire Elementals of the largest size to his aid. In combat, Kala Kala hurls huge balls of molten stone which cover an area with a 15' radius, doing 10 - 100 points of damage and leaving a pool of lava in its wake. Kala Kala is very taken with his appearance. It is his nature to boast of his beauty and power. Often, when angered, he is content to produce huge clouds of harmless flames that light up the night skies. In the same respect, Kala Kala is quick tempered. Mortals who displease him may gain a rather hot reception or lose the power to control fire. Before Kala Kala will come to the aid of his followers, a large fire must be built in his honor along with offerings.



KALA KALA

Ragtha, God of the Waters

AC -3	No. of Attacks 1
Move. 36"	Damage Attack . . . 10 - 100
Hit Points 130	Special Attack . . . see below
Magic Ability . . . see below	Special Defense . . see below
Fighter Ability . . . 20th lvl	Intelligence 20
Psionic Ability . . . Class 6	Size 15' tall
Alignment . Lawful Neutral	Symbol Fish
Weapon Fists	

Disposition

- | | |
|--------------|-------------|
| 1) Sulky | 4) Agitated |
| 2) Turbulent | 5) Angry |
| 3) Calm | 6) Helpful |

The god of the Waters appears as a giant Merman. He wears a stone crown set with 5 aquamarines that give him the power to control all sea creatures within a 1 mile radius. The crown, if worn by any other creature will drive them insane as long as it is in their possession. All beings must save vs. Spells or be *Charmed* when within 60' of the god. Ragtha may use any spell, Clerical, Magical or Druidical. He is protected by 1 - 4 Water Elementals at all times. Once per day he may cause a water spout, tidal wave (small) or a whirlpool. Ragtha is closely linked with the sea races. He is Lord Protector of the sea and many of the Humanoid races in the waters will flock to his aid. Ragtha will not aid followers if they are more than 50 miles from a major (read as ocean, sea or mighty lake) body of water. He will grant water-breathing to his followers since all his temples are beneath the waves. However, if angered, he may remove this ability at a most inopportune time. The water god has the power to produce a high pressure wall of water that will keep any creature or spell out for 10 turns. The wall is moveable. Size is limited by the body of water with a maximum of 30' x 180'. Ragtha may also breathe a cloud of high pressure steam into a 30' x 30' x 30' cloud that will do 10 - 80 points of damage, doing this up to 3 times daily. His Strength is immense and he can pull a large Galley beneath the waves in 4 turns.



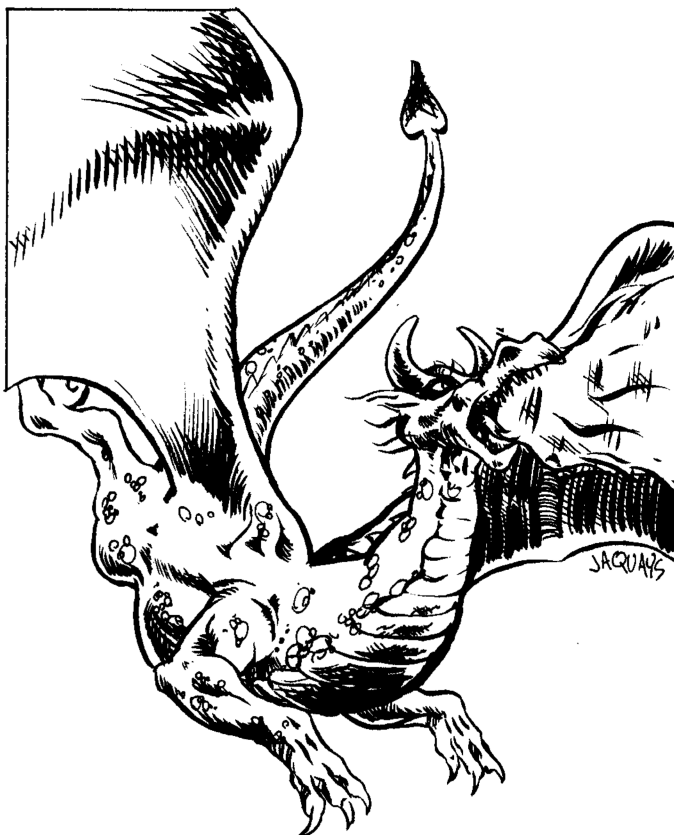
Shashuk, the Great Red Dragon

AC -7	No. of Attacks 1 or 4
Move. 70"	Damage Attack . . . Bite 9 - 90
Hit Points 210	Claws 4 - 40
Magic Ability 9th lvl	Breath 18d10
Fighter Ability . . . 20th lvl	Special Attack . . . see below
Psionic Ability Nil	Special Defense . . . see below
Alignment . . . Chaotic Evil	Intelligence 18
Weapon Bite, 2 Claws, Breath	Size 48' Long
	Symbol Burning Eye

Disposition

- | | |
|--------------|---------------|
| 1) Irritable | 4) Hungry |
| 2) Angry | 5) Restrained |
| 3) Viscious | 6) Grim |

Sashuk the Great Red Dragon, is a servant of Kala Kala, god of Fire and Flaming Mountains. The Fire god rides about the Prime Material Plane on the Dragon's mighty back. His Breath weapon does 180 points of damage with a range of 150'. Cone size is 10' at the base and 50' at the end. Shashuk is 90% Resistant to Magic and has the power to return any spell directed at him or his master. The power works similar to a Ring of Spell Turning. In motion, his wings will create a wind that is strong enough to cause small to medium ships within 100' of him to founder and it will drive all flying creatures from the air in the same radius. There is a 30% chance that Kala Kala will send Shashuk in his stead to aid followers.



Tardome, God of Aerial Warfare and Falcons

AC -3	No. of Attacks 1
Move. 15"/Flying 48"	Damage Attack 5 - 30
Hit Points 175	Special Attack Nil
Magic Ability see below	Special Defense Anti-Magic Shell
Fighter Ability 16th lvl	Intelligence 20
Psionic Ability Class 6	Size 10' 2" tall
Alignment Neutral	Symbol Falcon
Weapon +5 Two-handed Sword	

Disposition

- | | |
|----------------|---------------|
| 1) Inspiring | 4) Harmful |
| 2) Pessimistic | 5) Autocratic |
| 3) Helpful | 6) Raging |

Tardome appears as a very muscular man about 10' 2" tall. He is able to fly and use a *Dimension Door*. Tardome can also shapechange and with Missile Fire, he will never miss his target. He carries a +5 two-handed Sword named Earth-Render. On his head he bears a golden crown that creates an *Anti-Magic Shell* about him. Tardome can remove all damage from his person by shapechanging to a Falcon while in the air. When in an inspiring disposition, he can bless all creatures engaged in aerial combat.

SHASHUK



TARDOME

**Ostyed, God of Natural Disasters,
The Castastrophe Creator**

AC -5	No. of Attacks 1
Move. 18"	(see below)
Hit Points 175	Damage Attack . . see below
Magic Ability . . . see below	Special Attack . . see below
Fighter Ability . . see below	Special Defense . . see below
Psionic Ability Class 1	Intelligence 20
Alignment . . . Chaotic Evil	Size8' tall
Weapon see below	Symbol Horn

Disposition

- | | |
|-----------|-----------------|
| 1) Bitter | 4) Antagonistic |
| 2) Ribald | 5) Reckless |
| 3) Fickle | 6) Lazy |

Ostyed appears as a huge yellow man wearing a blue robe and a wide leather belt that has a horn for a buckle. His main attributes are the power to break anything in his hands and to cause an earthquake for a one mile radius by blowing his horn. He is able to regenerate 10 point of damage inflicted by iron weapons each melee round and cause any fire weapon that hits him to return to the sender at twice the normal damage. He can shoot his eyeballs from his head up to 50' and inflict 6D6 of damage upon impact. A new eyeball will regenerate every other melee round. Ostyed can cause one fire, drought, flood or plague once per month in any 30 mile diameter area.

OSTYED



MABONT

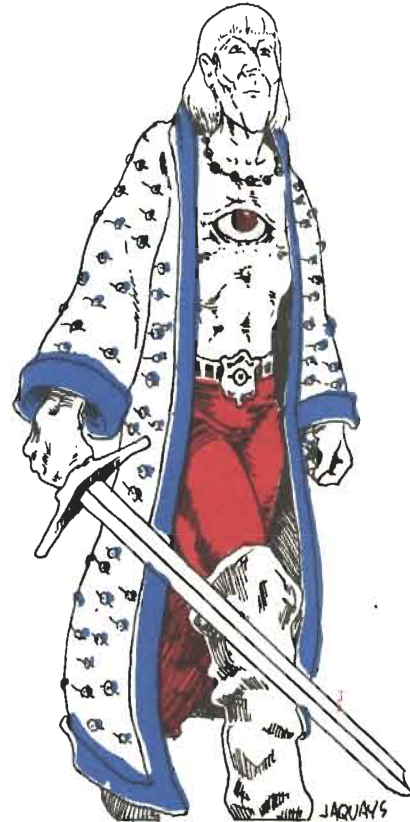
Mabont, God of Sight

AC 0	No. of Attacks 1
Move. 15"	Damage Attack 2 - 20
Hit Points 60	Special Attack see below
Magic Ability 8th lvl	Special Defense see below
Fighter Ability 8th lvl	Intelligence 20
Psionic Ability Class 6	Size 6' 2" tall
Alignment Neutral Evil	Symbol Red Eye
Weapon Sword of Blindness	

Disposition

- | | |
|-------------|----------------|
| 1) Angered | 4) Interested |
| 2) Brooding | 5) Helpful |
| 3) Sly | 6) Interrupted |

Mabont appears in Human form as a chalk white-skinned man with a large red eye in his chest which enables him to see up to 25 miles and gives him infravision and x-ray vision. He wears a necklace of 12 tiger eyes which he can pluck off and throw to create 4 Hit Dice Fireballs. His white robe is speckled with 1000 small blue eyes and allows only a 5% chance of surprising him. His Sword, Eyeblinder, causes 2 - 20 points of damage and victims must save vs. magic or be blinded for a day.



Selyton, God of Pain

AC -2	No. of Attacks 1
Move. 18"	Damage Attack 1 - 20
Hit Points 60	points subdual
Magic Ability see below	Special Attack see below
Fighter Ability 10th lvl	Special Defense Nil
Psionic Ability Class 4	Intelligence 20
Alignment Chaotic Evil	Size 12' tall
Weapon +2 Mace	Symbol Red Cross (Greek)

Disposition

- | | |
|-------------|--------------|
| 1) Sadistic | 4) Intrigued |
| 2) Hungry | 5) Sated |
| 3) Bored | 6) Playful |

Selyton can manifest himself in the form of a Fire Giant or a Troll. In his chest are 3 small Gems, worth 1,750 GP each. When he exposes them to the light, a ray springs forth that does 1 - 20 points of damage with a range of 60'. The ray takes the shape of a cone 1/2" x 3" x 6". Selyton loves to see and cause pain. For this purpose he carries a Mace that does 1 - 20 points of damage to subdue each time that it hits. Selyton is a master of torture and is often worshipped as the God of Torturers.



SELYTON

Pernatem, God of Sculptures
The Image Immortal

AC -4	No. of Attacks 1
Move. 18"	Damage Attack . . . 10 - 100
Hit Points 75	Special Attack . . . see below
Magic Ability . . . see below	Special Defense . . . see below
Fighter Ability . . . 5th lvl	Intelligence 20
Psionic Ability . . . Class 6	Size 40' tall
Alignment Neutral	Symbol Stone Statue
Weapon see below	

Disposition

- | | |
|-----------------|-----------------|
| 1) Surly | 4) Sympathetic |
| 2) Good Natured | 5) Contemptuous |
| 3) Formal | 6) Injurious |

Pernatem appears as a 40' tall bald man with a very muscular body and long hairy arms. He can create any object his wishes by touching rock or clay with his hands. When he breathes on an object he has created, he gives it life for 500 days. Missile weapons have a 25% chance of bouncing off his rock-hard body and weapons that do strike him have a 50% chance of breaking on contact. His eyes cast a *Flesh to Stone* spell and anyone coming within 50' of him moves at half speed and strikes only once every other melee round. A Gold Hammer hangs by his side. When he raises it over his head, everyone in view of it will have to make a saving throw against Fear. He will never throw his Hammer, but when he swings it over his head, it creates a whirlwind twice the power of an Air Elemental. Pernatem is extremely gullible if his works are praised.



IHLWYND

PERNATEM



Ihlwynd, God of Pestilence

AC 0	No. of Attacks 1
Move. 36"	Damage Attack 3 - 30
Hit Points 95	Special Attack . . . see below
Magic Ability 8th lvl	Special Defense . . . see below
Fighter Ability . . . 12th lvl	Intelligence 20
Psionic Ability . . . Class 6	Size 6' 0" tall
Alignment Neutral Evil	Symbol Withered Tree
Weapon +1 Spear	

Disposition

- | | |
|------------|-------------|
| 1) Hateful | 4) Vengeful |
| 2) Angered | 5) Cruel |
| 3) Bilious | 6) Grim |

Ihlwynd, god of Pestilence, the Plague Wind, Enemy of Healers, appears as a gaunt man, with leprosy, mottled green skin and baleful, glowing, red eyes. Wherever he walks, nothing will grow again in his footsteps for a century. Every plant and creature of less than 1 Hit Dice within 20' of him will die instantly of a rapidly spreading fatal disease, rotting away to dust, ashes and bones in minutes. Ihlwynd's Touch must be saved against Magic or the victim will immediately contract a rotting, wasting disease that will sap 1 - 2 Strength points per round and cause death in 2 - 5 days. There is no cure short of a Wish or Divine Intervention. When the god of disease strikes with his Spear, the wound caused will not heal, except by magic. Neither will the blood flow stop, regardless of any first-aid measures taken. Each successive round after the wound is taken, the victim will suffer 1 additional Hit Point of damage until the wound is healed magically or the victim dies. However, if Ihlwynd's Spear can be wrested from him, it can be used to cure any wound or disease caused by the god. It will not bring any creature back from the dead though.

Xirchiriog, Chaos Unbounded

AC see below
 Move. 16"
 Hit Points . 75 + 1D10 x 10
 Magic Ability . . . see below
 Fighter Ability . . see below
 Psionic Ability . . . Class 6
 Alignment . Chaotic Neutral
 Weapon Hands

No. of Attacks 1 - 4
 Damage Attack . . . see below
 Special Attack . . . see below
 Special Defense . . . see below
 Intelligence 16 + 1d6
 Size see below
 Symbol . . the word CHAOS

Disposition

- | | |
|-----------------|-----------------|
| 1) Playful | 4) Vicious |
| 2) Antagonistic | 5) Lighthearted |
| 3) Helpful | 6) Crying |

To determine this god's current powers and attributes at the time of the encounter (you see, they change constantly), roll for each statistic as indicated.

AC Roll 1d6

- | | |
|------|-------|
| 1) 2 | 4) -1 |
| 2) 1 | 5) -2 |
| 3) 0 | 6) -3 |

HP: 75 + 1d10 x 10

Magic Ability Roll 1d6

- 1) 22nd Level Magic User
- 2) 10th Level Magic User + 10th Level Cleric
- 3) 9th Level Druid
- 4) Nil
- 5) 15th Level Cleric
- 6) Unlimited use of only 1st Level Magic User and Cleric Spells

Fighting Ability Roll 1d6

- | | |
|---------------|---------------|
| 1) 4th Level | 4) 8th Level |
| 2) 16th Level | 5) 14th Level |
| 3) 10th Level | 6) 20th Level |

Number of Attacks: Roll 1d4 (1 to 4)

Damage per Attack Roll 1d6

- | | |
|-----------|-----------|
| 1) 5 - 40 | 4) 3 - 30 |
| 2) 2 - 12 | 5) 1 - 20 |
| 3) 1 - 4 | 6) Nil |

Special Attack

Roll 1d10 (No Saving Throw!)

- 1) Change Sex
- 2) Become Furry (skin AC: 8)
- 3) Change Alignment
- 4) Part of body mutates to random monster (use hit location)
- 5) Become Scaly (skin AC: 6)
- 6) Gain twice per day usage of one 1st to 3rd Level Magic User Spell
- 7) Random ability is reduced/increased by 2 - 8 points
- 8) Age 10 - 100 years
- 9) Change race: 1) Elf, 2) Human, 3) Halfling, 4) Dwarf, 5) Gnome, 6) Orc, 7) Half Elf, 8) Half Orc
- 10) Suffer effect of random Magic User spell

Special Defense Roll 1d6

- 1) 100% Magic Resistant
- 2) None
- 3) 50% Magic Resistant
- 4) +2 Weapons or better to Hit
- 5) Invisible
- 6) 2 of Above

Intelligence: 16 + 1d6

Size Roll 1d6

- | | |
|------------------------|-----------------------------|
| 1) Man sized (6' tall) | 4) 16' tall |
| 2) 8' tall | 5) 20' tall |
| 3) 12' tall | 6) Roll twice & add results |



Mesha, the Bringer of the Seasons

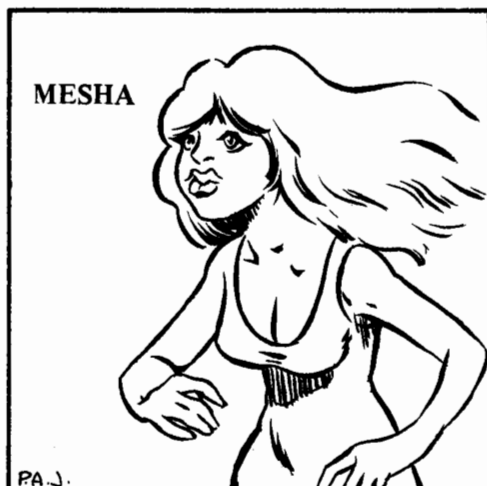
AC -2	No. of Attacks 1
Move. 12"/48"	Damage Attack . . see below
Hit Points 160	Special Attack . . see below
Magic Ability . . . 20th lvl	Special Defense . . see below
Druid	Intelligence 20
Fighter Ability . . . 15th lvl	Size 5' 4" tall
Psionic Ability . . . Class 3	Symbol A Snow-
Alignment . . Chaotic Good	covered Twig,
Weapon see below	Sprouting Leaves

Disposition

- | | |
|----------------|----------------|
| 1) Good Cheer | 4) Bored |
| 2) Indifferent | 5) Inquisitive |
| 3) Capricious | 6) Bountiful |

The goddess Mesha takes the form of a woman of unmatched beauty. Her long hair changes color with the seasons. In the spring her hair is light brown and a single strand will cure any disease. In summer, it is a dark red and filled with the fragrance of jasmin. In autumn, her hair turns to a golden brown and to touch it is to sleep for 1000 days. In the winter, her hair is coal black and has the power to freeze anything that comes into contact with it as it blows in the wind. The olive colored skin of Mesha shimmers with a golden light. This aura protects her from any energy forces, spells or mind attacks, much like an anti-magic shell, however it permits her to use her powers and magic.

Mesha has the power to change the season at will, but the power may be used but 4 times a year and the seasons will change normally at the prescribed time unless otherwise altered. That is to say, winter may be prolonged through spring, but with the coming of summer, it will fade away. It is also in her ability to cure critical wounds 4 times daily and up to 3 diseases may be removed each day. She may also restore one lost life each day and from 1 - 6 lost levels. However, Mesha is extremely unpredictable. When of good cheer, she will aid both man and god, regardless of alignment, but a mood of indifference might allow anything to happen as she can turn quite casually destructive, turning fertile land in arctic waste. To those who have performed brave deeds, Mesha might reward them with a fitting gift. Cowardly followers might be smitten with a potent curse.



Thanatos, God of Death

AC -2	No. of Attacks 2
Move. 24"	Damage Attack . . see below
Hit Points 120	Special Attack . . see below
Magic Ability . . 12th lvl MU	Special Defense . . see below
10th lvl Clerical	Intelligence 20
Fighter Ability . . . 12th lvl	Size 7' tall
Psionic Ability . . . Class 1	Symbol Green Skull
Alignment . . . Lawful Evil	
Weapon . . . +8 Quarterstaff	

Disposition

- | | |
|------------------|----------------|
| 1) Grim | 4) Vengeful |
| 2) Serious | 5) Remorseless |
| 3) Condescending | 6) Intrigued |

Thanatos, god of Death, the Dark One, Bringer of Eternal Night, Father of Doom and Keeper of the Damned, appears as a tall, gaunt, handsome (almost beautiful) young man. His eyes, though, are black as deep space. Any being gazed upon by Death must save vs. Magic or flee in panic and fear. There is an additional 5% chance that any being so gazed upon and failing to save will die from Fear instantly. Thanatos is the keeper of the dead and has the ability to speak with any dead being he desires. His Quarterstaff, "Reaper", is constructed of some shiny, ebony substance. For a Mortal to touch it means instant death, no saving throw. The ends of the Staff are metal shod. One end is Silver and the other Gold. The Silver end will drain 2 Energy Levels. The other end will do 4 - 40 points of damage. The ebony middle will cause instant death. Each strike is determined as follows on a d100: 1 - 45: Silver, 46 - 90: Gold, 91 - 00: Ebony. Thanatos is 80% Magic Resistant and may only be struck by +2 or better magic weapons. Once summoned by Mortals, he will only return to his Plane when he has collected 1 - 20 Mortal lives. Any Mortal creature killed by Thanatos is unresurrectable or reincarnatable.



THANATOS

Phread the Sightless, God of Unseeing

AC -2 No. of Attacks 2
 Move. 15" Damage Attack 1 - 12
 Hit Points 75 Special Attack .. see below
 Magic Ability 15th lvl Special Defense .. see below
 Illusionist Intelligence 20
 Fighter Ability 8th lvl Size 5' 8" tall
 Psionic Ability Class 3 Symbol Pupil-less Eye
 Alignment . Chaotic Neutral
 Weapon. . . +3 Morning Star

Disposition

- | | |
|----------------|------------------|
| 1) Helpful | 4) Bored |
| 2) Impassioned | 5) Inconsiderate |
| 3) Angry | 6) Bountiful |

Phread the Sightless, god of Unseeing appears as a dark-skinned man of medium height with long black hair. His eyes have no pupils or irises and are featureless white orbs. He appears to be unarmed except for the Staff of Illusion which has the following powers: Usable once daily, except the Blinding power which may be used in an unlimited capacity but if more than one creature becomes victim, the effects are only one day in duration. No saving throws are allowed. Powers: Blindness, Unseeing of Enemies (all enemies become undetectable by any means by the victim), Blinding Light (like several flares set off all at once, lasts up to 10 rounds), Permanent Illusion, Night Blindness, Removal of Infravision or Ultravision. Phread is garbed in a +5 Displacer Cloak. His weapon, "Helson, Star of Darkness", is a +3 Morning Star that will appear out of nowhere at his summons and functions like a permanently Dancing Sword (fighting as a 12th Level Fighter) until dismissed. Phread is 60% Resistant to Magic and is immune to all *Detection* spells. He may become invisible at will, but may not attack while in this state. Once per month, the god may grant one of his followers the power of non-detection, which will foil all *Detection* spells of any kind and render the subject undetectably invisible for one full day.

RAHDA



Erion, Dog God, The Crowned Canine

AC 0 No. of Attacks 4
 Move. 24" Damage Attack 1 - 10
 Hit Points 110 Special Attack Howl
 (see below)
 Magic Ability ... see below Special Defense .. see below
 Fighter Ability ... 20th lvl Intelligence 20
 Psionic Ability Class 6 Size 7' tall
 Alignment Neutral Symbol Bone Crown
 Weapon. see below

Disposition

- | | |
|---------------|-----------------|
| 1) Wanderlust | 4) Playful |
| 2) Sleepy | 5) Very Helpful |
| 3) Irritated | 6) Voracious |

Erion appears as a very tall, slender man covered with short, stiff hair. He always travels alone. When in battle, he always fights as if *Hasted*, and when he lets out a howl, everyone hearing it is *Cursed* (saving throw applicable vs. magic). He always makes his saving throws and because of his keen sense of smell he has only a 3% chance of being surprised. Blunt weapons have no effect on him and he can only be hit by +3 or better edged weapons.

Rahda, the Child God

AC -3 No. of Attacks 1
 Move. 18" Damage Attack 6 - 60
 Hit Points 80 Special Attack Poison
 Magic Ability 12th lvl Special Defense .. see below
 Fighter Ability 8th lvl Intelligence 20
 Psionic Ability Class 6 Size 3'/30'
 Alignment . Chaotic Neutral Symbol Snake
 Weapon. see below

Disposition

- | | |
|-------------|--------------|
| 1) Childish | 4) Energetic |
| 2) Spoiled | 5) Curious |
| 3) Playful | 6) Helpful |

Rahda appears as a small child, but when in battle, he will grow to a mighty warrior 30' tall doing 6 - 60 points of damage each round with his hands. He carries no weapons, but wears a green robe that has two large pockets filled with an endless number of small, poisonous snakes, pulling one out per melee turn. He can teleport, shape change and dance upon his hands, making everyone in view fall asleep (no saving throw). No spells or weapons will affect him if he makes his saving throw. Weapon saving throw is an 8 or better.

Teth Tufa, Gnome Goddess

AC -1	No. of Attacks 1
Move. 18"	Damage Attack 3 - 30
Hit Points 100	Special Attack see below
Magic Ability see below	Special Defense see below
Fighter Ability 10th lvl	Intelligence 20
Psionic Ability Class 6	Size 4' tall
Alignment Neutral Good	Symbol Granite Triangle
Weapon +3 Hammer	

Disposition

- | | |
|--------------|-------------|
| 1) Motherly | 4) Outraged |
| 2) Peaceful | 5) Helpful |
| 3) Indignant | 6) Jubilant |

Teth Tufa, Deep Rock Mother of the Gnomes appears as a rather heavy-set, yet still attractive, older Gnome woman, dressed in queenly robes. She is usually cheerful and has a sparkle in her eyes. She is a protector of living rock and loves the Gnomish people. They in turn worship her and always ask her permission before mining or cutting into living rock. Although she is peaceful and loathe to shed blood, Teth Tufa can be a fell opponent and will use her +3 War Hammer to powerful effect. More dangerous are her powers over stone. She may use each of the following powers once per day: *Create a Wall of Stone* (as a 40th Level Magic User), *Rock to Mud*, *Mud to Rock*, *Stone to Flesh*, *Flesh to Stone*, *Heat Rock* (she may heat up to 1000 cubic feet of rock up to 1000 degrees F. for up to 1 turn. Damage at maximum heat will be as per a 10d6 Fireball.), cause up to 5000 square feet of stone to give off *Continual Light*, *Speak with Stones*, seal or repair cracks in stone up to 10 cubic feet, shape up to 100 cubic feet of stone like clay, animate a free-standing stone object, pass through up to 100' of stone, weather stone up to 2000 years, summon an Earth Elemental of the largest size, change 1 cubic foot of stone to lava, cause up to 100' of stone to enlarge up to 10 times its volume and at all times she may Regenerate 6 points per melee round if she is in contact with living stone.

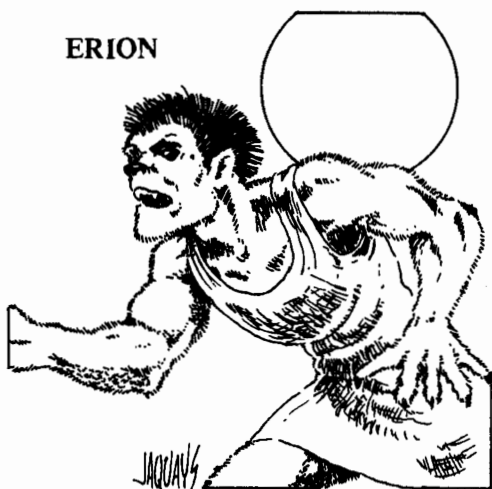
Definition: Living Stone or Rock: Any unmined stone or rock that is not separated or removed from its original bed or resting place in the earth.



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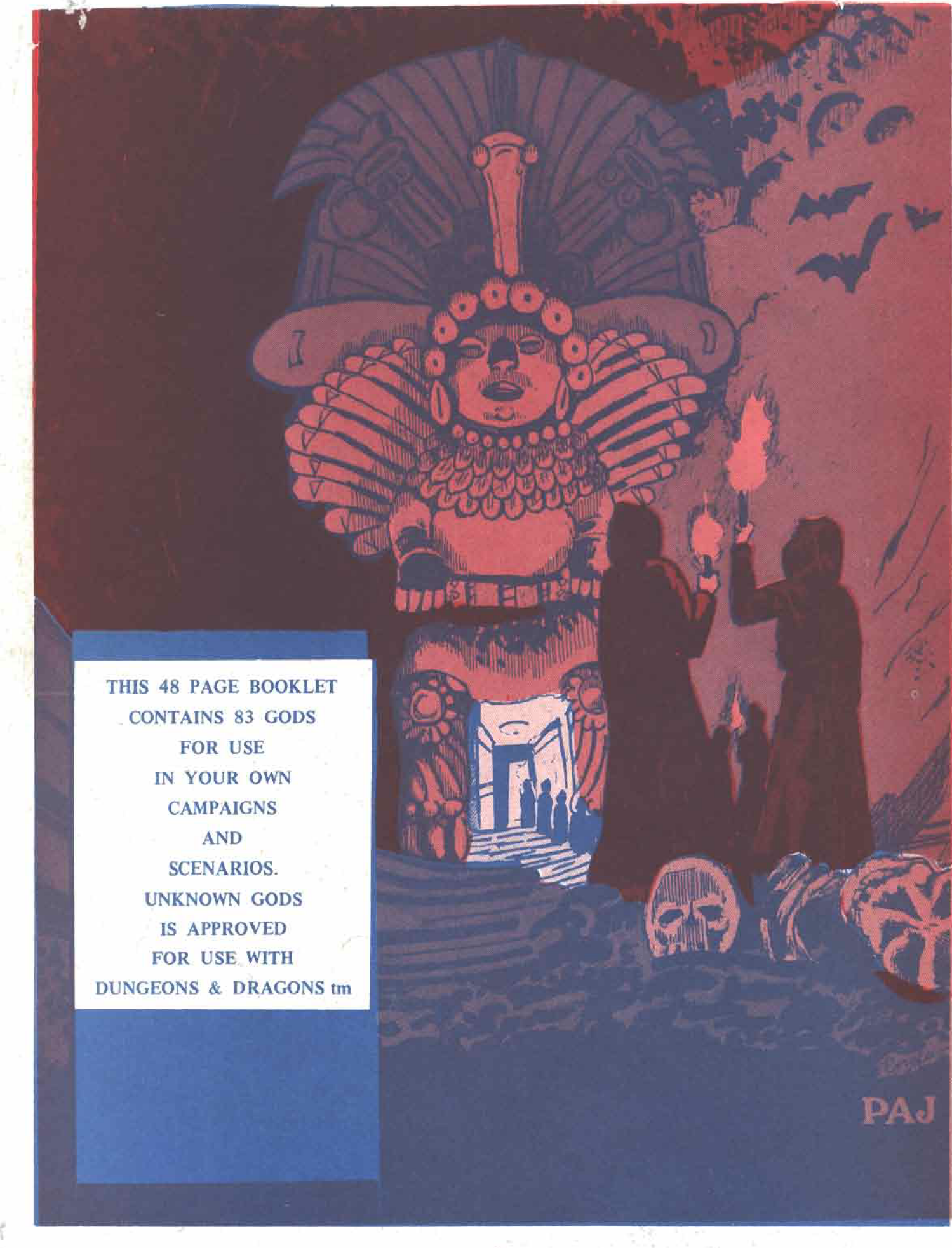
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