Gods of the Flannae Pantheon for RuneQuest

The People

The Flannae people typically have skin tones that are best described as bronze; variations range from light copper to deep brown. Eye color is commonly dark, browns, black, or amber predominating. Hair is typically black, often wavy or curly.

Ancient Flannae typically wore little more than loincloths and body paints, though in some regions more developed tribes wore dyed leather clothing in solid primary colors.

The Flan tongue of old is primarily spoken only in Tenh today, although the version spoken there shows strong signs of drift.

The Flannae were the original inhabitants of the land known today as the Flannaess. Their oldest written history stretches back nearly 2800 years, but many of their older historical records perished with the fall of the empires of the region.

While most historians picture the Flan as being overall a peaceful, naturalistic folk, closely allied with the demi-humans they shared the land with, a true account of their history holds tales of empires every bit as dark and decadent as the other major races that occupy the Flannaess today.

Unremembered is the fact that oft whispered names such as Vecna and Kreptaris were at one point Flannae Mage-Kings, ruling vast empires of unfettered evil. It is no wonder that the survivors of their rule sought peaceful coexistence?

Unlike the other folk, however, the ancient Flannae empires left little behind themselves when they ultimately fell, and what little did remain was often purposefully scattered to the winds so that no memory of them could survive.

Important Dates in Flannae History

0001 - The founding of the Kingdom of Blackmoor, on the shores of the Icy Sea.

0142 - Founding of the island nation known as the Isles of Woe in and around the Nyr Dyv.

0161 - The Flan wizard, Galap-Dreidel builds Inverness to protect his "Soul Gem."

0294 - The Seven Tribes of the Sheldomar Valley unite to form the Kingdom of Nerask-Harad.

0370- The Archmage Tunrafe of Nerask, cousin to the King, journeys west to the lands of the Suel to study magic at their great universities.

0395 - Tunrafe returns to Nerask-Harad, bearing with him a mysterious golden mask.

0400 - Tunrafe, soon to be dubbed "the Bloody Handed", murders his cousin and declares himself King of Nerask-Harad.

0480 - Blackmoor and the Empire of Woe clash over control of the lands surrounding Whystil Lake.

Tunrafe vanishes, leaving his son, Xecantha, to rule his lands.

0502 - Baron Lum of Blackmoor fields his infamous Machine, scattering the armies of Woe and forcing them back to their own borders.

0510 - General Leuk-O, commander of Baron Lum's armies, begins fielding his own Machine.

0518-0525 - The Kingdom of Blackmoor is cast into ruins as Leuk-O turns on his former liege, and the devastation wrought by their two engines of destruction leave naught but rubble behind.

0610 - Prince Vecna is born to Xecantha's heir, Voldask, who celebrates his son's birth by murdering his father and taking the reigns of kingship for himself.

0622 - Vecna is sent to study magic among the elves of Calissa. Later that same year, the armies of Woe invade Nerask-Harad, capturing the lands of modern-day Pomarj.

0635 - Nerask-Harad and Woe battle again in what will someday be known as Bissel. Midyear, the forces of Woe retreat, as they are needed to repel an invasion from the jebline empire of Kragun on their northeast border.

0640 - Prince Vecna returns from his time among the olves.

0640-0651 - Sometime during this period, Vecna turns to the service of Tharizdun.

0651 - Vecna murders his father to become the fourth King of Nerask-Harad. At his direction, a new capitol city, Ykrath, is constructed where the Sheldomar and Kewl rivers meet.

0657 - Vecna officially moves the seat of his Kingdom to Ykrath, and begins experimenting (at first on captured enemies, but soon on his own people) with a planned breeding program the results in a variety of monstrosities, many of which survive to this day.

0666 - Vecna discovers the formulae required to become a liche, and transforms himself into one.

0699 - Ykrath is completed. Secure in his new capitol, Vecna and his armies ride west and crush the forces of Woe holding the Pomarj.

0702-0718 - Vecna marches against the olven Kingdom of Calissa, leading an army of monsters, undead and humanoids. The olves retreat to their

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mountain fortresses in the nearby Kingdom of Aliador.

0719 - Yagrax, Last Emperor of Woe, attempts to use the Codex of the Infinite Planes to defeat the Kragun, and instead sinks his island nation beneath the Nyr Dyv. Vecna's army occupies their lands, and he declares himself Emperor of the Spidered Throne.

0721-0742 - Vecna's forces continue to drive those olves that remain further afield, sweeping the central plains east of Nyr Dyv and North, until they hold the plains to the feet of the Griff Mountains.

0804 - The first of the Gray Olven mountain cities falls to Vecna's armies. This is the beginning of the 400 Year War.

0988-0994 - The Mountain Campaigns. The Olves force Vecna's armies out of the mountains, only to be destroyed on the plains. Unopposed, Vecna's forces march into the olven cities and leave not one stone atop another. Four cities, however, cloak themselves against detection, and survive. In the end, however, the bulk of Aliador lies in ruins at Vecna's feet.

0995 - Vecna receives the first embassadors from Erelhei-Cinlu at his court in Ykrath. Trade in both slaves and information are welcomed by both sides.

0997 - Drow agents reveal the location of The City of Summer Stars in exchange for certain considerations. Vecna's forces are rebuked initially, but in the end, The City of Summer Stars is pillaged and razed. The remnants of the olven force located there flee south to what will someday become the Spindrift Isles.

1000-1400 - Vecna's Empire quickly expands to stretch from Jeklea Bay to the Icy Sea. Unopposed by any worthwhile enemies, Vecna turns his interests back towards his research, and his Empire slowly shrinks in response. Eventually his Empire slowly withdraws to encompass only those lands in the Sheldomar valley.

1006 - A great fireball is seen to fall from the sky and crash into the mountains near modern day Geoff. Thousands flee the devestation, as smoke, ash, and strange, foul gasses permeate the region. Many strange, new monsters are reported in the region, spurring Vecna's forces to capture samples. A vast cloud of dust persists, permiting drow traders to travel openly for several years afterwards.

1117 - Founding of the Flannae Kingdom of Sulm in what will become the Bright Desert.

1165-1200 - War erupts between Sulm and Vecna's Empire; in the end Sulm is conquered.

1345 - After 145 years of rule by Vecna's Empire, Sulm is abandoned to it's own fate.

1583 - Shattados, mage-king of Sulm and his entire people are translated into Scorpion Men.

1656 - Kas of Gorak is born.

1693 - Bands of migrating Oeridians begin crossing

into traditional Flannae lands, sometimes in peace, but more often coming into conflict with established tribes. Vecna's forces war with those that intrude on his territory.

1694-1729 - Suel bands join the Oeridians on their drive east, along with scattered Bakluni. Flannae tribes outside Vecna's Empire are either extinguished or absorbed as the warring nations of the west spill out into the east.

1700 - Kas becomes Vecna's lieutenant.

1729 - Many things happen this year. To the west, the Suloise and Bakluni destroy each other in the Twin Cataclysms; some part of the energy released here is used to bind Tharizdun into a prison henceforth fueled by his own power. With his imprisonment, Vecna loses his patronage, weakening him slightly.

The province of Mara, near the heartland of Vecna's Empire, refuses to give tribute, suspecting that with the Dark God missing, Vecna will be too weak to retaliate. To prove them wrong, Vecna and Kas journey there alone, and he levels their city with a wave of his hand. Sensing the toll this had on his liege, Kas chooses the time of their return to Ykrath to strike, but both perish in the destruction wrought.

1729-1800 - With the passing of Vecna. his empire splinters into a thousand petty kingdoms, most desiring a return to the simple lives of their ancestors. Many are conquered and/or absorbed by Oeridian, Suel, or Bakluni refugees.

2630 - Iuz takes control of the lands that now bear his name.

2663 - Last remnants of pure Flannae kingdoms located in the Pomarj fall to humanoid domination.

2726 - Present Day.

Flannae Mythology

Before the Dawn, there was Beory Earth Mother and Boccob the Uncaring. Seeing that they were alone, they mated, and born from that union were Bright Pelor and Dark Tharizdun, the absolute powers of Light and Darkness

Beory would have taken both to her breast, but the two brothers could not dwell in peace together. They fought, and in the end the only peace they knew was when but one of them ruled the sky, and so we have day and night.

For many years after that, there was peace in the world. Boccob withdrew from Beory, content in his studies, so Beory and Pelor knew one another, and in due time she bore him many children; first born were Obad Hai of the Wilds & Berai of the Homestead, soon followed by Rao the Serene & Joramy the Quarreler. Rao knew Joramy, who bore

him Zodal and Lirr. Next came Allitur and Myhriss, born of Berai and the Shalm. On surface of the Oerth, the flowering of life mimicked the Divine; animals and plants abounded, growing wild and unfettered.

Far from Beory's Court, however, Tharizdun brooded in the darkness. An unnamed demoness had bore him a child, but was devoured by the child in the process. Born of Death, Nerull excelled in it's practice. It would be many years before Tharizdun would make his bid for absolute power, and be bound for his arrogance, but the Nocturne Court would make many converts before that day would happen. At least one of the mortal empires that counted Tharizdun as their ultimate liege would fall with him, and be as completely forgotten as he.

Modern Flannae Viewpoints

Duchy of Tenh What Your Father Told You

Who are you? - I am Gilath Harduun, a calvaryman in the service of our Duke.

Who are we? - We are called the Flan. We were the original inhabitants of this land, before the invaders came and overran us.

What makes us great? - Our history in this land stretches back many centuries. Our ancestors tamed this land, and we have thrived here.

Where do we live? - We live in the Duchy of Tenh, bounded by the Zumker and Yowl Rivers to the east and west, and by the Griff Mts. to the north. Winters are harsh here, but the summers are gentle enough.

What is important in my life? - When you are old enough, I expect that you will take service in our Duke's militia; if you ride well enough, you'll be selected for the cavalry like I was.

Who rules us? - His Radiance, Duke Ehyeh of Tenh.

What is evil? - Evil come in many forms, my son. The humanoids who thrive in the Griffs are but one sort of evil. Those Blinking Zealots to the east that serve Pholtus are another evil. The Rovers, the Bandit Kings... anyone who seeks to rob us of our birthright, wealth, or land... that is evil.

What is my lot in life? - If a soldier's lot is not to your liking, there are always the mines. Or you could farm, or take up a trade; there are many opportunities for a strong young man.

How do we deal with others? - We hold to our own, lad. When others invade, we repel them. Now the humanoids of the mountains, those we must make occasional raids against, lest they become too numerous, but otherwise we'd rather our neighbors left us alone.

Who are our enemies? - The Rovers of the Barrens raid us, as do the so-called Bandit Kings. The Pale war with us from time to time, over land and borders. The humanoids of the Griffs only do we make war upon with a vengeance.

Who are our gods? - While our neighbors to the east revere their Pholtus, we follow the teachings of the True Lord of Light, Pelor. We also revere Beory, Rao, Allitur, Zodal, Berai, and Boccob. Tritherion's Avengers keep watch over our rulers, lest they grow onerous, and the Sainted Ones watch over the rest.

Grand Duchy of Geoff What Your Father Told You

Who are you? - I am Riddel Encara, a jeweler in the fine city of Gorna.

Who are we? - We are the citizens of Geoff; one part Flannae, one part Oerid, one part Suel. We are counted olve-friends by those of Hornwood and the Dim Forest, and the humanoids of the mountains tremble at our approach.

What makes us great? - Our nation is free from war, as our pikemen and archers are feared by all who have met them in battle. We have the richest farmlands, and the deepest mines; gold, silver and gems to work into beauteous jewelry.

Where do we live? - We live in the plains defined by the Crystalmist Mts., the Stark Mounds, and the Dim Forest.

What is important in my life? - Well, I would expect that your future in the family business was important to you, but I have seen the care you lavish on that bow of yours. If it's a military career you're thinking of, I'll not stand in your way, as we need all the good bowmen we can find.

Who rules us? - His High Radiance, Owen I, Grand Duke of Geoff rules us. May the Saints watch over him.

What is evil? - Evil dwells in the mountains, my son. If it's not humanoids or eigar, it's giants or minions of that mad mage who rules the Valley north of here.

What is my lot in life? - If you decide not to serve in the military, then it's a fine life here in the shop, crafting jewelry for nobles and wealthy foreigners. But it is your decision, my son.

How do we deal with others? - We try to deal fairly with all our neighbors, but the giants and their eigar lackeys give us no room for peaceful solutions. They raid our grazelands, steal from our silos; so in turn we fill them with arrows and burn down their steads. They simply give us no other choice.

Who are our enemies? - We fight regularly with the giants; none of our other neighbors give us much trouble. We have had border skirmishes with

the folk of the Gran March, true, but not in any but the oldest men's memories.

Who are our gods? - We follow a rich smattering of gods, taking the best of the three cultures that live among us. Zilchus, Rao, and Kord are among our most popular faiths, with many folk worshipping gods from any of the three pantheons.

Rovers of the Barrens What Your Father Told You

Who are you? - I am Danni Runs with Beasts, a footman in the service of Yamarah Tonguecleaver, a mighty chief among the Wardogs.

Who are we? - We are the true children of Flan, and we bow to no citified Lords! Our land is harsh, and our way of life breeds strong warriors. None shall ever push us off these lands, though many have tried.

What makes us great? - We fought the Wegwiur, and sent them fleeing back to their lands. We raid the Furyondans, and the Tenh, and the Bandit Kingdoms, not for wealth, lad, but for sport! We have had setbacks at the hands of Iuz's cruel host, but once we have regained our strength, we will sweep down on his foul lands and wipe them clean with our righteous fury!

Where do we live? - We live in the harsh land defined by the Dulsi and Veng rivers, the Icy Sea, and the Fellreev Forest. Enemies surround us on all sides, but they fear our cavalry and footmen too much to strike deeply into our lands.

What is important in my life? - You were born to fight, so learn well what the weapon masters teach you. We have no place for men who cannot fight, unless you count the White Handed priests. Learn to ride, if you can steal a horse, or get used to running alongside the horsemen. I've done it all my life, lad, and there's no pleasure like hamstringing an enemies' mount and seeing him trampled underfoot!

Who rules us? - Ultimately, we serve His Mighty Lordship, Ataman of the Standards, Kishwa Dogteeth, Chief of Chiefs among the Wardogs.

What is evil? - Sloth is evil, boy. We run with the wind, on horseback or on foot. True evil dwells only in the hellish lands of Iuz, which we will soon ride to crush beneath our heels and hooves!

What is my lot in life? - A glorious death in battle against worthy foes is the best end you can hope for, my lad. Make them pay for your death with a dozen of their own, lest you have no standard bearers to welcome you to Nerull's court.

How do we deal with others? - We take what we want from others, it is as simple as that.

Who are our enemies? - We have fought the Wegwiur, and the Fists. Tenhas fight well, as do the

Furyondans. Iuz's legions fight like cowards, but they win against us. May Nerull take Iuz in his sleep.

Who are our gods? - We know Obad Hai and Allitur, Beory and Myhriss. Ralishaz and Nerull are known to us too, but our heart of hearts lies with Trithereon, the Liberator, for there are none so free as we are.

A Note on Runes, Spell Stacking, and Power Levels

For game purposes, gods are defined by the Runes they hold. Ownership of a specific Rune enables a god to grant certain types of spells, and in most cases defines the Virtues that god will require. Characters who are away from a region where their own gods are worshipped may, in certain circumstances, renew appropriate spells in a temple of another god, if that deity shares at least two Runes in common with their own deity. (Note that this means that followers of a 1 Rune deity cannot renew spells except at their own temples).

Spell Stacking

The number of Runes a deity holds also defines the spell stacking/variable spell limits for that deity. In general, a deity's stacking limit is equal to the number of Runes he is defined by plus one.

[Example: Kelanen, the Sword Lord, possesses the Rune of Death. His followers could learn Bladesharp 2, a variable spirit spell, or stack 2 castings of the Banish Spirit spell (even though it is loaned by Zodal, this rule applies).]

A special case exists where the deity in question has the Rune in question doubled: this means that the deity is the absolute owner of that Rune, and can grant his followers unlimited levels of variable spells or has no stacking limits on the divine spells linked to that Rune.



Allitur (aka Stern Alia) is the god of Ethics and Propriety.

Cult in the World

Allitur is the son of Berai & Obad Hai, and he epitomizes all that is right and proper in the world. He is the Lawgiver, and in ancient times it was his

priests who stood beside the Flan Chieftains when they would pronounce judgment on those who sought justice.

Allitur's High Holy Day is the 4th of Needfest, with lesser holy days the 4th of each month. Services are commonly held outdoors, in a fire circle similar to the ones the ancient tribes used.

Allitur's priests commonly wear plain gray robes under a cloak of blue trimmed white.

Lay Membership

Requirements: Allitur's lay membership is primarily composed of folk involved in lawmaking; judges, lawyers, and legislators.

Skills taught by the cult include Orate, Speak Languages, Lawspeaking, Lores (Flan, Human, and World), Read/Write, Ceremony, and Longsword attack/parry.

Initiate Membership

Requirements: Standard. Allitur's initiates are expected to serve their communities as legal counsels for Low Justice, as to assist their superiors in researching the finer points of law.

Spirit Magic: Admonish, Detect Enemy, Endurance, Mindspeech, Second Sight.

Acolyte Membership

Requirements: as per Priests. Acolytes commonly serve as judges for cases of Low Justice, and as counsel in cases of Middle Justice.

Rune Lord Membership

Requirements: Standard. Most centers of Allitur's cult do not have active Rune Lord level followers. (The last known one, centered in the city of Medegia, worshipped Allitur in the guise of "Stern Alia", was extensively martial in outlook, and was eventually torn apart from within by agitators from the cult of Hextor, who did not wish for a another strong law-oriented militant cult to encroach on their domains).

Allitur's Rune Lords, where they exist, serve the cult as elite soldiers, actively seeking out those who try to avoid justice, and by traveling the land looking for wrongs to right.

Priesthood

Requirements: Standard. Allitur's priesthood is greatly respected for their knowledge of the customs and laws of their people. They serve as judges in cases of Middle Justice, and are the only ones certified to act as counsel in cases of High Justice (the local Lord being the only one entitled to mete out High Justice).

Virtues for Allitur include Honorable, Modest, Prudent, and Suspicious.

Common Divine Magic: all

Special Divine Magic: Clever Tongue, Command Audience, Detect Truth, Oath, Truespeak

Associated Gods

Pelor: provides Shield **Rao:** provides Community **Zodal:** provides Restore INT



Beory is the Great Oerth Mother. She is also mother to most of the major Flannae gods and goddesses. In addition to her title as the Fountain of Life, she is also revered as the goddess of Fertility, Nature, and Rain.

Cult in the World

Beory was one of the Gods of the Dawn; existing at the beginning of the world, nay, she defined the world. From herself she created Bright Pelor and Dark Tharizdun, the powers governing not only Day and Night, but Life and Death. When Tharizdun retreated before Pelor, she took Pelor as her consort and bore many sons and daughters, all of whom would define life, living, and joy in the world.

Beory's High Holy Day is the 4th of Growfest, with lesser holy days on the 4th of each festival and normal services conducted on the 14th of each month. Weather permitting, services to Beory are conducted outdoors, skyclad.

Otherwise, priestesses and worshippers alike don simple robes of tan or brown.

Lay Membership

Requirements: Lay members of Beory's cult are generally farmers, midwives, and other folk who live close to the soil.

Skills taught to members include Sing, Speak Languages, various Crafts, Lores (Animal, Flan, Human, Plant, Spirit and World), Read/Write, Listen, Scan, and Ceremony.

Initiate Membership

Requirements: Standard. Initiates of Beory are also expected to own at least an acre of land that they

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farm themselves. Female initiates of Beory can also study the arts of Shamanism, if they so desire.

Spirit Magic: Heal, Second Sight, Shimmer, Strength, Vigor, Visibility.

Acolyte Membership

Requirements: as per Priests. Males are permitted to serve as acolytes if they are also initiates of one of her sons cults (Pelor, Obad Hai, or Rao, for example.).

Priesthood

Requirements: Only women can become full priestesses in Beory's service. Such women are accorded the greatest respect as healers, nurturers, midwives, and oracles.

Virtues for Beory include Altruistic, Calm, Joyous, Pragmatic, and Spiritual.

Common Divine Magic: all

Special Divine Magic: Bless Crops, Cloud Call, Command (Gnomes, Domestic animals), Earthpower, Heal Body, Regrow Limb, Restore Health (STR, CON), Summon Gnome, Tilling Enchantment

Shamanic Taboos

Must practice duality (i.e. if taking Life Affinity, must also take Death Affinity at the same time).

May only dwell within one's own house, on one's own land (i.e. cannot sleep or eat inside the dwelling of another, though they may do so outdoors in a "wild" area).

Associated Gods

Berai: provides Fertility **Pelor:** provides Shield **Rao:** provides Community **Zodal:** provides Resurrect



Berai is the goddess of Home, Family, and Agriculture.

Cult in the World

Berai is sometimes known as Queen of the Hearth, as her cult is the one given dominion over the home and hearth. She is mainly worshipped by women, specifically housewives. She is a guardian, protectress, and nurturer.

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Berai's High Holy Day is the 11th of Planting, with lesser celebrations held throughout the year on the anniversaries of each couple in the community. (Most communities have, by dint of custom, several days a year set aside as "wedding days", when all couples wishing to be joined do so on the same day, so that every day does not become a holiday!) Observances of Berai's faith are held indoors, with a large hearth serving as the backdrop for the ceremonies.

Berai's priestesses wear yellow trimmed white gowns while leading services.

Lay Membership

Requirements: Berai's cult appeals to housewives and small farmers, as well as young couples wishing to start a family. They also offer counseling to married couples, and advice to young people seeking to make a life together.

Skills taught by the cult include Sing, Speak Languages, Crafts (cooking, farming, homemaking, preserving, etc.), First Aid, Lores (Animal, Flan, Human, Plant and World), Devise, Listen, and Ceremony.

Initiate Membership

Requirements: In addition to the standard requirements, prospective initiates of Berai must be married and own a plot of land with at the least a home on it.

Spirit Magic: Banish Spirit, Ease Pain, Extinguish, Improve Cooking, Protection, Repair.

Priesthood

Requirements: Standard. Berai's priesthood is open to both men and women. Priests of this cult provide a variety of services, including performing marriage ceremonies, blessing crops and homes, and midwifery.

Virtues for Berai include Altruistic, Energetic, Loyal, and Social.

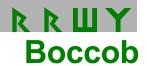
Common Divine Magic: all

Special Divine Magic: Bless Crops, Control Child, Fertility, Household Harmony, Marriage Oath.

Associated Gods

Beory: provides Tilling Enchantment

Zodal: provides Restore CON



Boccob was originally the husband of Beory, and the father to Pelor and Tharizdun. He is known by many titles, but most commonly as the "Archmage of the Deities", for he is among the Dawn Lords, the deities present at the creation of the world.

He is also revered as the Master of Arcane Knowledge, because it is said that there is no fact he does not know. Finally, he also bears the appellation 'The Uncaring' because it is his curse to know such things; in fact to know ALL things, because his vision encompasses all places, and all times, in one massive panorama. This leaves him little room in his heart for sentiment with regards to lesser beings..

Cult in the World

Boccob's faith exists to teach magic and to gather knowledge. His followers routinely search ancient ruins for lost magics, create new applications for knowledge, and expand the frontiers of magical knowledge in the world. His followers try to emulate the same detached air their deity maintains with regards to how that knowledge is used, with varying degrees of success. They will provide access to the information they have gained to anyone willing to pay for it.

Boccob's High Holy Day is the 1st of Needfest, with lesser services on the 1st of each Festival throughout the year. Services are generally conducted within the labyrinth halls of a Temple/ College dedicated to Boccob. Shrines to this god seldom exist, except in individual Wizard's towers across the Flanaess.

Boccob's colors are purple with gold trim; robes of priests often have glyphs or full Runes emblazoned upon them in silver or gold thread.

Lay Membership

Requirements: Lay members of this faith are considered students in training.

Boccob offers training in a variety of skills, including Orate, Speak Languages, Evaluate, Lores (any), Read/Write, Listen, Ceremony, *Enchant, and *Summon. (Skills marked with an * are not available to Lay members.) Sorcerous Arts are gained by invoking Saint Maldas (Intensity, Maintain, Multispell, Range, Banish, Ease, Force, Hold, Minimize, and Reinforce are available).

Boccob's High Vow is fairly un-restrictive. His followers are enjoined to seek Illumination, so as to be able to see the Reality behind the Veil of Illusion,

and that his followers should resist the spells or magical effects of any but their own god; to gather knowledge to themselves, and to master any knowledge skill they have the opportunity to learn.

Initiate Membership

Requirements: Initiates of Boccob, unlike most other faiths, must have already demonstrated mastery (90%+ skill) of at least one of the following: any Lore, Evaluate, Read/Write or any Magic skill.

Note: Boccob does not provide standard spirit magic to his followers, only magick, sorcery and divine magics. Initiates are expected to study sorcery in preparation for higher ordinations.

Acolyte Membership

Requirements: Acolytes of Boccob must have mastered at least two Lore skills and must qualify as a journeyman sorcerer.

Note: Acolytes of Boccob gain access to his common divine magics reuseably, but his special spells remain one use.

Priesthood

Requirements: Priests of Boccob must have mastered at least three Lores, and must qualify as an Adept. Virtues are Calm, Creative, Curious, Spiritual, and Uncaring.

Common Divine Magic: all

Special Divine Magic: Analyze Magic, Boccob's Radiant Disc, Clairvoyance, Knowledge, Mind-Read, Reconstruction, Translate, Truespeak.

Sorcery Notes: Common Vows include Abjure (Alcohol, Armor (2)), Adulation (2), Celibacy (2), Ilumination, Lawspeaker (2), Rituals (3), Sacrifice (CON, STR), Seclusion (2), Shun Immortality, Shun Tap, and Tend Familiar.

Common Specialties include Autotheist, Conjurer, Enchanter, Monitor, Warlock (any).

Saints of Boccob

Bantho the Strong -- Bantho's Blessing (6 POW, temporal): Bantho may be invoked to increase the potency of one's spells. The user's INT may be added to the Intensity of all spells cast. The normal MP price is paid for the extra Intensity, but this blessing does allow the user to violate the normal limit on Art levels.

Crosius the Life-Linked -- Crosius's Blessing (8 POW, temporal): spiritually links the supplicant to a target within view. That target cannot die so long

as the invoker is alive. If the target is reduced to 0 or fewer HP, he goes unconscious and inert, but retains a hold on life. A Sever Spirit or similar effect does disunite the target's soul from its body, but the (untenanted) body keeps breathing and living, though immobile. On the other hand, if the invoker is killed, the target drops dead on the spot, regardless of damage or hit points. Only divine intervention can save him. He can, of course, be resurrected. The effect lasts until one of the two participants dies, or until dawn, whichever comes first.

Dethek the Patient -- Dethek's Blessing (4 POW): Permits the supplicant to ignore the passage of time. He remains immobile and is not bored or injured in any way by any ensuing tedium. He is aware of his surroundings, and at any time he chooses to take action, Dethek's Blessing ends. It also ends if the supplicant is moved or injured by someone else. Until then, he can wait forever without sleeping, eating, or drinking. Even if he decides to wait for an extremely long time, no harm will come to him; however this timeless effect does not apply articles held by or on him. Spells will expire, food rot, spiders weave webs over his form, etc.

Killian the Steadfast -- Killian's Blessing (4 POW, temporal): the supplicant doubles his resistance against emotion-affecting magic and spirits, such as Demoralize, Dominate, Madness, Mindblast, or Stupefy.

Kodast the Puissant -- Kodast's Blessing (3 POW): When invoked, the supplicant's POW doubles, and remains thus for a full day. At the end of the day, POW drops back to normal, but MPs may remain higher than the user's POW. Kodast was the first priest of Boccob.

Maldas the Enabler -- Maldas' Blessing (1 POW): Maldas can be invoked for these purposes:

- * When casting a spell, Maldas can be invoked to reduce the spell's MP cost to 0. The spell goes off at the caster's DEX SR.
- * Once a year, on the High Holy Day, a supplicant can name a sorcerous Art, which he then acquires.

Pelor of the Dawn -- Pelor's Blessing (4 POW, temporal): this invocation creates an unmoving circle of light 10m in diameter per MP spent when the invocation occurs. The light is rosy-golden as at dawn. It is true daylight, so creatures who dislike daylight, such as euroz or jebline, have problems with it. Also, creatures which undergo certain effects at dawn (such as ghouls) suffer said effects upon first entering the circle. This effect also operates on other magic effects as if it were dawn.

Pezon the Knowledgeable -- Pezon's Blessing (3 POW): The user's mind is expanded. For the next week, all research & experience checks automatically succeed, plus the amount of increase

is always the maximum possible (this last also applies to training). Thus, if the user does research in Mace Attack, and invokes Pezon's Blessing, not only does he automatically increase, he gets 4 full points.

Podeen the Fanatical -- Podeen's Blessing (3 POW, temporal): the supplicant becomes unaffected by despair, terror, nightmares, and other demoralizing emotions. He can withstand any mental anguish, resist any torture, and bear any grief with fortitude.

Ridole the Wise -- Ridole's Blessing (3 POW): the user receives a sudden inspiration, uncovering possible solutions to whatever problem has been bedeviling him.

Solon the Artful -- Solon's Blessing (7 POW): Invoked only when a sorcery spell is cast. The user gets to add his INT to the permitted Art total used in the spell at no additional MP cost. For instance, if he has an INT of 17, and knows Venom 70%, he could use up to 24 Art levels in a casting of Venom.

Associated Gods None





Born of the Necromancer Iggwilv and the Demon Prince Graz'zt, Iuz was originally just a cambion half-breed with a love of magic, deceit, and the suffering of others. He dreamed of ruling an empire, and so built/stole/killed for himself a worldly empire. As he grew in power both magically and temporally, he began to attract worshippers, and as he did so, the call of the Hero beckoned him onwards.

Cult in the World

Iuz's principal tenet is this: "Rule Through Fear". While a junior in the ranks of the Gods of Oerth, Iuz is a junior with an entire nation of followers, and an expansionist streak a league wide to bring ever more worshippers into his lands. Iuz bridges many species gaps, being worshipped as often by humans as by euroz, jebline, celbits, or fiends of his own kind.

Iuz's faith is opposed by many, but primarily by that of St. Cuthbert. Nerull is the only other faith that directly opposes Iuz with any regularity.

Iuz's cult can be seen as a great pyramid, with Iuz at the apex and lines of power and authority traveling downwards from that point. For all his seeming invulnerability, in living memory Iuz has been bound/imprisoned, and various schemes of his

have been foiled by mortals.

Iuz's High Holy Day is the 4th of Needfest, with lesser holidays each Godsday. Services are held in ancient stone crypts, cisterns, or temples where light doesn't shine, and which have never been cleaned.

Iuz's priesthood wear hooded cloaks of deep black or bloodstained white when conducting services.

Lay Membership

Requirements: Lay members of this cult gather in the myriad black edifices that are the centers of his worship.

Lay members are not taught skills, but are used as the muscle the cult needs to exert it's power over non-believers.

Initiate Membership

Requirements: Standard. At this level of involvement, members are taught the skills they will need to excel as they move up the ladder of power in the cult. Those who do not learn their lessons well generally wind up under the sacrificial daggers of those who paid a bit more attention in class.

Skills taught to initiates include Spitting, Interrogate, Orate, Speak Languages, Craft (Torture), Lores (Flan, Human, Magic, Demon, Spirit and World), Read/Write, Search, Ambush, Hide, Sneak, Ceremony, Enchant, Summon. Sorcery is quite common among Iuz's priesthood, it is not something that is taught as part of the cult rituals.

Spirit Magic: Countermagic, Demoralize, Fanaticism, Protection, Second Sight, Torture. Visibility.

Acolyte Membership

Requirements: Iuz rewards treachery, so it is not uncommon for potential Acolytes to prove themselves by offering up their superiors as a first sacrifice, or more rarely by offering up a priest of St. Cuthbert or Nerull if they crave special attention.

Priesthood

Requirements: Standard, but the applicant must have qualified as above, by offering up as sacrifice a priest of a rival cult.

Virtues for Iuz include: Deceitful, Manipulative, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Break Body, Command Pain Spirit, all Illusions, Spittle, Summon Pain Spirit.

Associated Gods

Graz'zt: provides Slave Link **Zuggotomy:** provides Molder



Joramy is the goddess of Fire, Volcanoes, Quarrels, and Anger.

Cult in the World

Joramy is the daughter of Beory and Pelor, and the wife of Rao. In mythology, she stands between her parents, child of Earth and Fire, and represents "the angry Oerth", who must be placated lest her anger consume everything in flame.

Where her husband delights in calm, reasoned debate, Joramy is the Lady of Tempestuous Quarrels and arguments, the two of them are the parents of Zodal and Lirr.

Joramy's High Holy Day is the 3rd of Wealsun, with additional holidays the third of each month. Services to Joramy are held indoors, in temples built of fused earth.

Joramy's priests favor rainments of brown and orange, with short capes of deep scarlet.

Lay Membership

Requirements: Strangely enough, lay members of this cult are taught how to argue effectively, as well as how to put their anger to constructive uses. Many also seek her blessings before entering into any sort of union, (familial or business), in the hopes that by placating this goddess, they may be spared a tumultuous partnership.

Skills taught by the cult include Argue, Debate, Fast Talk, Speak Languages, Lores (Flan, Human, and World), Read/Write, Conceal, Listen, and Ceremony.

Initiate Membership

Requirements: Standard. Initiates of Joramy are expected to offer their services in counseling men and women who have difficulty dealing with their anger, or whose arguments are causing their marriages to suffer. In regions where volcanoes are common, initiates climb their slopes to hurl wreathes of flowers or other minor sacrifices to placate their fiery goddess.

Spirit Magic: Firearrow, Ignite, Improve Arguement (Joramy's Fiery Tongue), Protection.

Priesthood

Requirements: Standard. Joramy's priesthood contains some of the Flannaess' most impassioned debators. Their mercurial arguments are designed to browbeat their opposition into accepting their viewpoint as the correct one; the stubbornness of a Joramite, once he's taken a position to defend, is as legendary as the quarrels of their goddess.

However, priests of Joramy are also sought out to moderate debates when servants of Rao are unavailable, so long as they do not become personally involved in the argument; fights have been known to break out when this becomes the case.

Virtues for Joramy include: Angry, Energetic, Rebellious, and Stubborn.

Common Divine Magic: all

Special Divine Magic: Command (Gnome, Salamander), Discord, Earthwarm, Shake Earth, Summon (Gnome, Salamander).

Associated Gods

Rao: provides Oath

Zodal: provides Restore INT

Kelanen

The Sword Lord is the Hero Cult of swordsmen across the Flanaess, who attempt to emulate their Lord by their own mastery of the sword.

Cult in the World

Kelanen's faith extends to nearly every part of the known lands, except perhaps among some of the northern barbarians and the savages of the Ameido & Hepmonoland jungles. Wherever the arts of war are practiced, shrines to Kelanen can be found, and wherever swordplay is revered as an art, temples and more can be found, as well.

Kelanen's High Holy Day is the 28th of Reaping, with lesser holidays on the 1st of each festival. Services to Kelanen are always conducted in specially constructed halls where multiple fighting circles exist for followers of the Sword Prince to hone their skills.

Kelanen's priesthood generally wear their swords suspended from a deep blue sash with silver trim.

Lav Membership

Requirements: Lay members of this cult are taught the art of the sword; training in every type of sword is available, as are the skills of dodge, tumble, leap, and maneuver.

Some temples offer training in skills such as Fast Talk or Poetry, as well.

Initiate Membership

Requirements: Standard. Initiates of Kelanen are forbidden the use of shields, and of any missile weapons except the thrown dagger.

Spirit Magic: Bladesharp, Bladeweave, Countermagic, Heal, Protection.

Priesthood

Requirements: Standard. Virtues for Kelanen include: Energetic and Warlike.

Common Divine Magic: all

Special Divine Magic: Charm Sword, Living Blade,

Nine of Blades, Truesword.

Associated Gods

Trithereon: provides Retrieve Weapon

Zodal: provides Banish Spirit





The Hero Cult of Krovis is one that is little known to the majority of the inhabitants of the Flanaess; he appears at best every millennium or so, rising from his hidden temple to keep the lands of the central Flanaess free from oppression.

Cult in the World

Krovis was one of the mortal sons of Trithereon the Summoner, born to champion the cause of freedom in the Flanaess. His cult, and the cults of his brothers, are kept alive by a secret society that exists inside the normal hierarchy of Trithereon's temples, that venerate the names of the Sleepers, and work to keep their temples a secret, as well as to build secure caches of supplies for the day when they must rise to do battle for freedom.

Krovis's High Holy Day is the 2nd of Growfest, with lesser holidays on the 2nd of each of the other festivals. Services are held either in the lower reaches of Tritherion's temples, or in the hidden

shrines to Krovis that dot the Pomarj.

Priests of Krovis do not have a distinctive ceremonial garb.

Lay Membership

Requirements: Krovis has no real lay membership. At best, non-initiates are only told of his existence mere days before being officially initiated into his service.

Initiate Membership

Requirements: Any Initiate of Trithereon's is eligible to become a member of Krovis' cult, at least in theory. In truth, they are recruited only after years of careful scrutiny, by other members of the Sleeper Society, for criteria that have more to do with a sense of fraternity than with piety.

Spirit Magic: Bladesharp, Fanaticism, Hibernation, Standfast.

Priesthood

Requirements: Standard. Because Krovis' cult is effectively a sub-cult of Trithereon's, the duties and responsibilities of being a priest of this cult do not preclude active status as a Grand Avenger. Should the need ever arise, the Sleeper Society of Krovis serves as both the nucleus of a guerrilla army, drawing to themselves men-at-arms and the supplies needed not only to fight a war against oppression, but to win it, and as a pool of potential vessels for Krovis' avatar when it is deemed necessary that he walk the world of mortals again..

Virtues for Krovis are Rebellious and Warlike.

Common Divine Magic: all

Special Divine Magic: Morale.

Additional Notes

Krovis' cult is uncommon in that it is one of the few that routinely summon avatars of their god. Cult records indicate that Krovis and his six bothers were sons born to the priestesses of the Kalsan Temple of Trithereon (located on the isle of Kalsan, once part of the chain which formed the Isles of Woe, now vanished) when he was incarnated as an avatar in 139 FT (2012 BC). All of the seven were exceptional, and went on to carve out niches for themselves on the Heroplane.

During Vecna's rule, priests of Trithereon were ruthlessly persecuted, so much so that none ever managed to reach their hidden Crypt to awaken the avatar of their god; however, the Crypt was never located by Vecna's servants, either.

When the priests of Krovis feel that he is again

needed in the world, the senior priests draw lots among themselves, and the winner is selected as the vessel for their god. While the other priests go out and swell the membership of the cult by bringing in more initiates, the chosen one meditates and prays. When all is in readiness, the ceremony is conducted and if all goes well, Krovis incarnates in the body of the chosen priest.

Among those outside the faith who are aware of the cult, it is believed that Krovis has but a single avatar, that slumbers between the ages, and the cult encourages this belief, as much as they can be said to want outsiders to be aware of them at all.

The Temple of Krovis actually contains a warded crypt that contains a golem resembling a man, that will attack anyone who disturbs the crypt or it's contents. Destroying this golem has no effect on the cult whatsoever.

Associated Gods

Trithereon: provides Truespeak



Lirr is the goddess of Prose, Poetry, Literacy, and Art.

Cult in the World

Daughter of Rao and Joramy, she combines the best elements of both of her parents. In mythology, she was the first storyteller, and while her cousin Allitur is the keeper of law, Lirr is the keeper of the history, mythology, and customs of her people.

Lirr's High Holy Day is the 19th of Coldeven, with regular services on the Godsday of every week. Services are held indoors, and priests of Lirr traditionally wear brown capes trimmed in silver.

Lay Membership

Requirements: Lirr's lay membership is comprised primarily of actors, bards, storytellers, historians, and anyone with an interest in the spheres Lirr rules over.

Skills taught by the cult include: Dodge, Jump, Orate, Speak Languages, Storytelling, Craft (Poetry, Prose), Lores (Flan, Human, and World), Read/Write, Listen, and Ceremony.

Initiate Membership

Requirements: In addition to the standard requirements, potential initiates of Lirr must compose a work of poetry or prose of sufficient

length to please the review committee (typically requiring three successful checks against the requisite skill, one of which must be a critical success).

Spirit Magic: Befuddle, Lirr's Engaging Tale (Improve Storytelling), Light, Shimmer.

Priesthood

Requirements: In addition to the standard requirements, the potential priest must compose an epic poem or story (requiring five successful checks, 2 of which must be specials or criticals).

Lirr's priesthood maintain the records for their communities, keeping track of marriages performed, children born, deaths, memorable events, and so on.

Virtues for Lirr include: Creative, Modest, Social, and Trusting.

Common Divine Magic: all

Special Divine Magic: Community, Enthrall,

History.

Associated Gods

Allitur: provides Command Audience

Zodal: provides Absorption



Mayaheine

Mayaheine was once the mortal daughter of Pelor, but as she grew to adulthood, she felt the blood of her divine sire coursing through her, and it called her first to the Heropath, and through that fire to her heritage as a member of her Father's Court, and finally to stand as his right hand, and be his steady Sword. She serves her Bright Father as the active Protector to his more passive stance, and as She-Who-Survives.

Cult in the World

Though a young cult, Mayaheine has the backing of one of the world's oldest and best-established ones, that of Pelor. While her followers are also cast in a Protective role, when there is questing to be done, it generally falls upon the shoulders of the followers of Mayaheine to do it, while Pelor's faith remains to hold the walls.

Mayaheine's High Holy Day is the 1st of Wealsun, known as Goodrhys, a celebration of her ascension, with lesser observances on the 1st of each month. Services are held indoors in temples consecrated to either Mayaheine (or more often) Pelor. Priests generally wear highly polished brass plated platemail while conducting services.

Lay Membership

Requirements: Lay members of Mayaheine's cult assist those of Pelor's (indeed, as the two cults often share the same temples, they are likely to be the same people) in their giving aid to the needy. But where the followers of Pelor are reactive, the followers of Mayaheine believe in taking the fight to their enemies, over waiting for it to come to them.

Skills taught include Sing, Speak Languages, First Aid, Lores (Flan, Human, World), Read/Write, Listen, Scan, Ceremony, 1H Sword attack/parry, 2H Sword attack/parry (for use of the bastard sword), as well as Longbow attack and Shield parry.

Initiate Membership

Requirements: Standard, but Initiates of Mayaheine are generally required to be Initiates of Pelor as well (though in areas where this cult has established temples of it's own this is less common). Mayaheine's initiates belong to the Sword of Light, an auxiliary to the Knights of Pelor. Whereas the Knights remain in their own communities to protect them, the Swords will ride forth to relieve communities under siege nearby.

Spirit Magic: Bladesharp, Endurance, Fireblade, Firearrow, Heal, Light, Speedart, Strength.

Priesthood / Rune Lords

Requirements: Mayaheine's priests are also Rune Lords. Must have 90% in both sword attacks, shield parry, and Longbow attack.

Virtues for Mayaheine are the same as for Pelor, i.e. Altruistic, Loyal, and Warlike.

Common Divine Magic: all

Special Divine Magic: Sun Sword, Sureshot

Associated Gods

Pelor: provides Shield

Zodal: provides Intervention



Myhriss is the goddess of Love and Beauty.

Cult in the World

Daughter of Berai and Obad Hai, sister to Allitur, Myhriss is the loveliest goddess of the pantheon, the eternal Maiden to Berai's role as Matron and Beory's role as the Crone. In modern myths, she has been courted by many of the younger gods of the other known pantheons, but none have won her heart as yet.

Myhriss' High Holy Day is the 14th of Readying, with lesser holidays whenever Luna reaches her waxing phase. Services are conducted indoors, in temples sanctified to Myhriss, though shrines are far more common.

Priestly garments generally consist of white or black robes, close-fitting and revealing. Both males and females serve Myhriss' cult.

Lay Membership

Requirements: Lay members of Myhriss's cult are lovers of all sorts and ages; indeed, Myhriss stresses that the more one loves, the more one CAN love. It should be noted that the full worship services to the goddess are closed to lay members on days other than the High Holy Day (though many pair off and return home to "worship in private").

Skills taught by the cult include: Climb, Dance, Tumble, Seduction, Sing, Speak Languages, First Aid, Lores (Flan, Human, and World), Read/Write, Sleight, Play Instrument, Listen, and Ceremony.

Initiate Membership

Requirements: In addition to the standard requirements, potential initiates of Myhriss' cult must possess an APP of at least 15.

Myhriss' initiates are generally professionals who make their living either on the basis of or with their looks. Courtesans, bards, troubadours, and actors are all known to gain initiation into this cult.

Initiates are permitted to experience the full ceremonies sacred to their goddess whenever they occur, and are eligible to learn the skill of Craft (Courtesan)..

Spirit Magic: Befuddle, Endurance, Glamour, Honeyed Tongue of Myhriss (Improve Seduction)

Acolyte Membership

Requirements: As per priests. Acolytes of Myhriss are often used as missionaries for the cult,

spreading it's doctrine to lands where Myhriss is unknown, or at least thought to be underworshipped. (There is a fairly strong rivalry between the cults of Myhriss and Atroa/Sotillion in lands where they coexist).

Priesthood

Requirements: In addition to the standard requirements, the applicant must roll under their APP on a 1d100. Myhriss' priests lead the services that celebrate their goddess' full bounty; generally requiring the use of Endurance and Protraction spells.

Virtues for Myhriss include: Energetic, Indulgent, Joyous, and Social.

Common Divine Magic: all

Special Divine Magic: Command (Passion Spirit), Enchant Beauty, Erotocomotose Lucidity, Panhandle, Protraction, Summon (Passion Spirit).

Associated Gods

Berai: provides Fertility **Lirr:** provides Community **Zodal:** provides Intervention



Hater of Life, Bringer of Darkness, Gloom-King, Reaper of Flesh... all these and more are the titles ascribed to Nerull, Lord of the Dark. As befits his title, he is worshipped only in darkness, by those who embrace evil for enjoyment or gain. Son of Tharizdun and an unremembered demoness who died bearing him, Nerull is the Prince of Death.

Cult in the World

Nerull's faith appeals to those who revel in the darkness, such as thieves, assassins, and their ilk. Altars to Nerull are typically dark stone dyed red with the blood of myriad sacrifices, and the relics of the order are crafted from copper or malachite. Beyond his powers over darkness and death, Nerull is also the judge of the spirits of the dead, especially of those over whom no other god has dominion (i.e. non-initiates of any faith, or those who, for whatever reason, find themselves with nowhere else to go once death has claimed them).

Nerull's High Holy Day occurs on 11th of Goodmonth, known to many as Walpurgis or Darkest Night. Lesser holidays are celebrated whenever one or the other of the moons is dark with the other in crescent, the "Lesser Darks". Ceremonies are conducted in dark basalt temples, or in subterranean shrines and vaults in complete darkness.

Typical priestly garb consists of rust-red or blackish-rust colored robes with the skull and scythe symbol emblazoned upon them.

Lay Membership

Requirements: Lay members gain no particular benefits, but are allowed to train in those skills that the cult deems worthwhile, i.e. Orate, Speak Languages, Craft Stone, Lores (Darkness, Flan, Human, Spirit, Undead, and World), Read/Write, Conceal, Listen, Hide, and Ceremony.

Initiate Membership

Requirements: Standard. Training in Enchant and Summon becomes available to Initiates, as does training in the use of sickles and scythes as melee weapons.

Nerull's followers can train in the arts of shamanism, if they so desire.

Spirit Magic: Bladesharp, Control (Shades, Ghosts, Ghouls, Wraiths), Countermagic, Darkwall, Extinguish, Second Sight.

Acolyte Membership

Requirements: as per Priests.

Priesthood

Requirements: Standard. Nerull's priests are generally feared, as they are always seeking fresh sacrifices for their bloody altars.

Superstition follows them almost as closely as the scent of death, as it is rumored that beneath the cloaks of some, there resides a Darkness that leads straight to the depths of Hell.

Virtues for Nerull include: Calm, Deceitful, Prudent, Spiritual, and Uncaring.

Common Divine Magic: all

Special Divine Magic: Absorption, Create (Ghost, Ghoul, Wraith), Dark Walk, Nerull's Ebony Tendrils, Sever Spirit, Speak with Dead, Summon (Ghost, Ghoul Spirit, Shade), Sweat Acid, Turn Undead.

Shamanic Taboos

Must take Death Affinity first.

Never reveal cult secrets or membership to outsiders.

Deal only with darkness spirits.

All duels (magical or physical) must be to the death.

Associated Gods

Tharizdun: provides Bleak



Also known as "The Shalm", Obad Hai is the god of Nature, the Hunt, and Wild Beasts.

Cult in the World

Obad Hai is among the most ancient of the Flannish deities, firstborn son of Beory and Pelor. The Shalm is revered by woodsmen of all sorts, as well as by those who protect forests and wild areas from those who would despoil them.

The Shalm's High Holy Day is the 4th of Richfest, and seasonal holidays are observed on the 4th of each Festival, as well. Obad Hai's temples are always built of rough timbers, set on the outskirts of settled lands.

Priests of the Shalm wear cloaks or robes of a deep russet shade.

Lay Membership

Requirements: Lay members of the Shalm's cult simply attend services and make donations of coin, living wildflowers, or herbs. Since most lay members do not have the particular dedication to the preservation of the forest that higher initiates do, not much is expected or asked of them.

Those who care to may train the skills of Climb, Jump, Speak Languages, Lores (Animal, Flan, Human, Plant, and World), Read/Write, Conceal, Listen, Scan, Track, Hide, or Ceremony. Staff parry (only) is taught as well.

Initiate Membership

Requirements: Standard. Initiates of the Shalm are taught Staff attack, as well as the skills of Enchant and Summon. The Shalm's initiates are often referred to as Lesser Druids (usually called just plain "Druids"), organized into groupings known as Groves.

These druids are responsible for the protection and/or defense of the area of forest they reside in, by culling the woodlands of sick or dying trees, and watching for diseases among the animals who dwell there. They are also responsible for curbing the incursions of humans, demi-humans, or humanoids into new areas of the forest, watching for and helping to fight undesired or "accidental" fires that threaten the woods.

Spirit Magic: Befuddle, Bludgeon, Dullblade,

Extinguish, Mobility, Protection, Slow, and Visibility.

Acolyte Membership

Requirements: Obad Hai's acolytes are known as Elder Druids, and they have much the same responsibilities as initiates, but in addition they coordinate the efforts of the various Groves in their forest.

Priesthood

Requirements: Standard. Known as Grand Druids, the priests of Obad Hai organize the Elder and Lesser Druids into a coordinated whole that watches over and protects a single forest. The High Priests of the cult, known by various "Heirophant" titles, coordinate the Grand Druids beneath them to insure the survival and spread of forests in a nation or region. The single most important prerequisite for joining the priesthood of this cult is that there be a need for a new Grand Druid; reigning Grand Druids generally groom their chosen replacements for several years before stepping aside.

In the event that the Grand Druid of a forest should step aside (or more likely, die) without choosing a successor, the regional Heirophant will arrange to interview all of the eligible Elders of the forest, and make his own selection.

Common Divine Magic: all

Special Divine Magic: Accelerate Growth, Animate War Tree, Chameleon, Command (forest creatures), Create War Tree, Draw Beast, Plant Spy, Tanglethicket.

Associated Gods

Beory: provides Command Gnome **Zodal:** provides Heal Body



Pelor is the Sun God; regarded as the Creator of most of the world, through the use of his powers of Light and Harmony.

Cult in the World

As the Sun God, Pelor's worship has two aspects. In some areas he is seen as a peaceful figure concerned with relieving the suffering of others, while in others he is seen as a more martial figure, actively using his Solar might to drive back the

forces of Darkness. In the areas where Pelor is seen as a more martial force, the cult of his once mortal, now divine, daughter, Mayaheine is also common.

Pelor's High Holy Day is the 4th of Richfest, or Midsummer's Day. Seasonal holidays are observed on the 4th of each Festival, as well. The 7th of Ready'reat is also considered especially sacred, as priests of Pelor and Zodal come together on the latter's High Holy Day to offer healing to the poor free of charge. Temples to Pelor are generally constructed of white marble, and kept lit at all times.

Priests of Pelor generally wear either white robes trimmed in gold with the Solar Rune in yellow, or in gold-washed chainmail armor.

Lay Membership

Requirements: Lay members of Pelor's cult are charged with giving aid to those less fortunate than themselves, ministering to the sick, the needy, and the dispossessed.

They are taught the skills of Orate, Sing, Speak Languages, First Aid, Lores (Flan, Human, Plant and World), Read/Write, Treat Disease, Treat Poison, Devise, Listen, Ceremony, 1H Sword attack/parry and 2H Sword attack/parry (for use of the bastard sword).

Initiate Membership

Requirements: Standard. Training in Enchant and Summon becomes available to Initiates. Initiates are considered to be junior members of the Knights of Pelor, a semi-militant organization that does more in the ways of good works than fighting battles. Rather than serve as front line troops, the Pelorians serve as Home Guards, reinforcements, and garrison troops.

Spirit Magic: Bladesharp, Control Eagles, Demoralize, Endurance, Fireblade, Heal, Light, Strength, Vigor.

Acolyte Membership

Requirements: as per Priests.

Priesthood

Requirements: Standard. Priests of Pelor serve as senior Knights, taking the lead in keeping the lands under their protection safe.

Virtues for Pelor include: Altruistic, Energetic, Loyal, Prudent, and Warlike.

Common Divine Magic: all

Special Divine Magic: Call Shanasse, Cloud Clear, Phoenix, Produce Light, Shield, Sky Sanctuary, Sun

Beam

Associated Gods

Beory: provides Heal Body **Mayaheine:** provides Sun Sword **Zodal:** provides Turn Undead



Rao is the god of Peace, Reason, and Serenity.

Cult in the World

Known as the Peacemaker, the Civilizer, and the Shepherd, Rao is the son of Beory and Pelor, and father to Lirr & Zodal. The Threefold Sainted Ones, Carmichael, Cuthbert, and Trowbane were mortal servants of his in the ancient past, who rose to serve their Lord as Aspects of his Presence.

Rao opposes evil whenever and wherever he finds it; while he is known for his calm, reasoned style of debate, and for his unending crusade for peace, in the face of pure evil he stands ready to do battle.

Rao's faith teaches that peace and serenity are the most desirable states for living, and that Reason is the tool by which they can be best achieved. However, Rao's faith also teaches that peace is worth fighting for, and his cult struggles endlessly with this dichotomy in their doctrine.

Rao's followers strive to serve as examples to their communities, exemplifying the attributes of their god in all things.

The High Holy Day for this cult is the 4th of Needfest, with lesser holidays on the 4th of each of the other Festivals. Local churches also celebrate the dates of treaties signed in their region, as well. Services are almost always conducted in temples built of white stone on a grand scale, surrounded by extensive gardens of flowers and/or stone.

Raotian priests wear white robes trimmed in blue, sometimes with quotations of holy scripture embroidered along the neckline, sleeves, or hem.

Lay Membership

Requirements: Lay members Rao's cult come from many walks of life. Surprisingly, this cult is quite popular among members of the so-called "criminal underworld" who genuinely seek redemption and reform.

Rao's faith teaches that a return to the simple ways of old is essential towards bringing true contentment. Lay members of the faith are encouraged to assist the priests maintain the

buildings and grounds of their temples, through such simple acts as gardening, carpentry, and painting.

Skills taught by the cult include Debate, Orate, Sing, Speak Languages, Craft (carpentry, gardening, painting, masonry), First Aid, Lores (Flan, Human, and World), Read/Write, Listen, Ceremony, and Staff attack/parry.

Initiate Membership

Requirements: Standard. Known as Soothing Words, Rao's initiates serve as temple guardians, greeting passerby's and giving aid to anyone who seems to need it.

When not serving the temple directly, Soothing Words are encouraged to travel and learn of other lands, and to give good account of themselves and their faith, in their capacity as emissaries.

Spirit Magic: Befuddle, Demoralize, Ease Pain, Magic Push, Sustain

Acolyte Membership

Requirements: as per Priests. Acolytes are known as the Rebutters. When not mediating disputes brought before them at their own temples, they travel the land performing the same service wherever they find they are needed.

Rune Lord Membership

Requirements: as per priests. Rao's Lords are known as Peacekeepers. More than elite temple guards (Peacekeepers officially form the core of that branch of the temple hierarchy), Peacekeepers can often be found traveling the lands under their protection preventing violence, protecting the weak, and doing their best to serve as living examples of the way of life their faith expouses.

Rao's Peacekeepers are sworn to fight only as a last resort, though once the first blow has been struck against them, they fight with righteous fury.

Priesthood

Requirements: Standard. Rao's priests are known as his Impassioned Voices, or usually just the Impassioned.

Skilled debaters, they are popular advisors to local nobility, sometimes filling in as legal counsels or judges when followers of Allitur are not available.

Most priests, however, prefer to spend their time in simple meditation, quietly contemplating the world around them, and seeking inspiration.

Virtues for Rao include: Calm, Conservative, Honorable, Modest, and Social.

Common Divine Magic: all

Special Divine Magic: Absorption, Banish Spirit, Community, Oath, Restore INT, Shield, Soothing Word, Summon Archon

Spirit of Retribution

Thollisk the Mediator was one of Rao's first and most highly respected priests, who still serves his lord as the spirit of retribution for this cult. Thollisk generally manifests not to punish worshippers, but to aid them. In times of great need, when all other attempts at mediation between parties have failed, he comes in the guise of someone both sides trust, and makes a final plea for peace.

In his capacity as the retributor, Thollisk appears whenever the recalcitrant worshipper is in a position where others decide his fate. Thollisk will pit his formidable debating skills against anyone to argue for the most grievous punishment warranted by the situation, even unto death, if such is possible.

Thus, an excommunicant follower of Rao, captured by goblins, may find that Thollisk has taken the form of a goblinoid warrior who argues skillfully that rather than holding him for ransom, he should be put right in the cookpot!

Archons

Archons are said to be the spirits of all the mortals who have ever fallen in the service of Rao. They continue to serve their Lord in spirit form, by answering the calls of mortals in need of aid.

Archons come in several forms, representing various levels of "purity" or perhaps rank in Rao's service.

Most common are the Lanterns, softly glowing spheres of light, who will come to the aid of any who call them by means of the Summon Archon spell.

Next most common are the Warden Archons, who resemble Lanterns in form, but are usually larger, and more blocky in appearance. Wardens will not usually answer the call of initiates, sending Lanterns to aid them instead.

Least common are the Sword Archons, that take the form of a glowing warrior with a sword; Swords will only answer the summons of priests. Other forms of Archons are known to exist, but these are the ones that answer summons most often.

Lantern Archons							
SIZ:	2	MV:	20				
INT:	4d6	HP:	3d6+6				
MP	equal to hit points						
AP	equal to hit points						

(Lantern Archons are effectively the same as Hellions. Their entropic attack weakens and tires

opponents, but does not kill. See the RQ3 creature book for more detailed information.)

Warden Archons						
Charact	eristics	Average				
STR	1d6+2	3-4				
SIZ	1 cubic meter					
POW	1d6	3-4				
HP	1d6+2	3-4				
Move	10					
AP	equal to hp / 3					

Warden Archons do not possess an attack form; rather, they either impose themselves between the summoner and harm, or can encircle and entrap 10 SIZ worth of opponents for each cubic meter of SIZ it possesses. Victims trapped within a Warden can be grasped by it's STR (match STR vs. STR to overcome) if they attempt escape, and anyone so held loses 2d6 fatigue points per DEX strike rank in their struggle to escape.

When performing either function, the Warden takes on the appearance of a wall or fence, and either encircles the target or keeps itself between the caster and his enemies. (Think of a gnome turned inside out; rather than a pit, it forms a cell above ground.)

Sword Archons				
Attribute	Equals			
SIZ	POW			
INT	4d6			
POW	varies			
DEX	POW			
Move	POW			
Armor	MP			
Hit Points	MP			
Attack/Parry%	5xMP			
Weapon Damage	MP			

Sword Archons are so named because they alone will fight for the cause of peace. Sword Archons are beings of pure force; possessing only INT and POW. Most of their stats are based on their POW or current magic points.

As Sword Archons accrue damage, they become weaker, but they cannot be truly destroyed unless their POW somehow is reduced to zero.

Associated Gods

Pelor: provides Produce Light **Zodal:** provides Resurrect



St. Carmichael

St. Carmichael is the god of Peace.

Cult in the World

St. Carmichael is part of a trinity of three ascended mortals who followed Rao in life, yet took separate paths emulating their Lord.

Carmichael trod the Path of Peace, and as such he now embodies the sentiments of all those who cry out for peace in the world.

Carmichael's High Holy Day is the 17th of Planting, his Day of Ascension. Services to St. Carmichael are generally held in temples built of white marble, though few exist dedicated to Carmichael alone. Temples to Rao or St. Cuthbert nearly always contain a shrine to Carmichael and Trowbane.

Carmichael's priesthood wear simple robes of clean white linen.

Lay Membership

Requirements: Lay members of Carmichael's faith come from all walks of life, though his services swell in times of war.

Skills taught by the cult include Dodge, Debate, Orate, Speak Languages, Lores (Flan, Human, World), Read/Write, Listen, and Ceremony.

Initiate Membership

Requirements: In addition to the standard requirements, initiates of St. Carmichael must take vows of poverty and humility, and while they may defend themselves, they are forbidden to permit themselves to take part of in a battle if they can see one coming.

Spirit Magic: Admonish, Befuddle, Demoralize, Dullblade, Protection, Suppleness.

Priesthood

Requirements: Standard. Priests of St. Carmichael are expected to renew the vows taken as initiates, and are expected to work in conjunction with the priests of Rao and Allitur to promote the ideals of peace. Rather than debate the issue, or fight, Carmichael's priests specialize in passive resistance.

Virtues for Carmichael include: Altruistic, Calm, and Stubborn.

Common Divine Magic: all

Special Divine Magic: Courage, Peace, Reflection,

War Fetter

Associated Gods

Allitur: provides Command Audience **St. Cuthbert:** provides Detect Truth

St. Trowbane: provides Undetectable to Humans

Rao: provides Shield Zodal: provides Resurrect



St. Cuthbert of the Cudgel is the god of Wisdom, Common Sense, Dedication, and Zeal.

Cult in the World

St. Cuthbert is part of a trinity of three ascended mortals who followed Rao in life, yet took separate paths emulating their Lord.

Cuthbert trod the Path of Reason, and along the way he gained the Rune of Truth, as well, making him the most successful of the three Sainted Ones, as well as the most martially inclined.

Cuthbert's faith is a strict one, nearly as strict as the cult of Pholtus. Those who refuse to see Reason or Truth can expect to have it pounded into them, until they "see the error of their ways".

Cuthbert's High Holy Day is the 28th of Fireseek, his mortal birthday, as well as his Day of Ascension. The 9th and 10th of Goodmonth are known as the Nights of the Staves, where the followers of St. Cuthbert spend the two nights hunting for evil folk before Walpurgis falls. Lesser services are held each Godsday, as well. St. Cuthbert's places of worship run from small shrines in rural settings to rude chapels in more civilized lands. Temples (where they exist) are generally constructed of white marble or limestone, and contain shrines to Carmichael, Trowbane, and Rao.

Priests of St. Cuthbert generally wear a variety of garb, depending on their status and position in the church.

Lav Membership

Requirements: Lay members of Cuthbert's faith generally sport a lot of lumps. Doctrine is very important to this cult, and failure to get things right the first time often results in correction with a wooden billet.

Skills taught by the cult include Dodge, Debate,

Orate, Speak Languages, First Aid, Lores (Flan, Human, and World), Read/Write, Listen, Scan, Ceremony, Mace attack/parry, and Doctrinal Discipline.

Initiate Membership

Requirements: In addition to the standard requirements, the candidate must possess a Doctrinal skill of at least 50%, and must succeed in 3 out of 5 rolls against that skill. Known as Billets, they dress in simple brown and russet garments, carry a stout bronzewood billet, and serve their communities as ministers and protectors of the faithful.

Spirit Magic: Admonish, Banish Spirit, Bludgeon, Mind Delve*, Protection

* - only available to Stars (priests).

Acolyte Membership

Requirements: Applicants to the order of the Chapeaux must, in addition to the standard requirements, possess a Doctrinal skill of 75%.

The Chapeaux are charged with seeking converts to the faith, and with watching the Billets beneath them for backsliding. Their garments vary, but they all wear crumpled hats as a symbol of their order.

Rune Lord Membership

Requirements: as per priests, below.

St. Cuthbert's crusaders are known by a variety of names, but they are officially known as the Correctors. They are charged with carrying the message of their Lord to those who have rebuffed all other messengers. They are trained to meet violence against their faith with violence, but refrain from engaging in mayhem for mayhem's sake.

Correctors have no particular garb, though they favor heavy armor and wield maces in combat. The forces of Iuz are a particularly hated foe.

Priesthood

Requirements: In addition to the standard requirements, candidate priests must possess a 90% skill in Doctrinal Discipline, as well as vows of charity and celibacy.

Priests of St. Cuthbert are known as Stars, and wear dark green robes adorned with the Holy Starburst of their order. Their ultimate goal is to insure doctrinal purity among their flocks, a task they are aided in by their use of the Mind Delve spell.

Virtues for Cuthbert include: Energetic, Honest, Loyal and Stubborn.

Common Divine Magic: all

Special Divine Magic: Command Worshippers, Cuthbert's Beguiling, Detect Truth, Turn Undead.

Associated Gods

St. Carmichael: provides Courage **St. Trowbane:** provides Awaken

Rao: provides Shield

Zodal: provides Intervention



St. Trowbane is the god of Serenity.

Cult in the World

St. Trowbane is part of a trinity of three ascended mortals who followed Rao in life, yet took separate paths emulating their Lord.

Trowbane trod the Path of Serenity, and as such he now embodies the sentiments of all those who quest for order and predictability in their own lives.

Trowbane's High Holy Day is the 4th of Sunsebb, the day of his Ascension. Lesser holidays are observed on the second Godsday of each month, as well. Services honoring Trowbane are generally conducted at shrines located within Temples dedicated primarily to Rao or St. Cuthbert.

Priests of St. Trowbane wear robes of emerald green chased with copper strands.

Lay Membership

Requirements: Lay members of Trowbane's cult are taught means of organizing and settling their lives. While Trowbane is mainly popular among the elderly, he has many adherents among refugees, widow(er)s, and condemned criminals as well.

Skills taught by the cult include Orate, Sing, Speak Languages, Craft (various, mainly "calming" crafts such as needlework, etc.), Lores (Flan, Human, and World), Devise, Listen, and Ceremony.

Initiate Membership

Requirements: Standard. Trowbane's initiates seek stability in all things, and try to help others to do the same.

Spirit Magic: Countermagic, Glue, Protection.

Priesthood

Requirements: Standard. Priests of Trowbane must take vows of both chastity and poverty, as well. Many also take on vows of silence, and enter special monasteries located far from civilized lands.

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Virtues for St. Trowbane include: Altruistic, Calm, and Modest.

Common Divine Magic: all

Special Divine Magic: Awaken, Catatonia, Command Mentality Spirit, Divination Blank, Summon Mentality Spirit, Undetectable to Humans

Associated Gods

St. Carmichael: provides War Fetter **St. Cuthbert:** provides Turn Undead

Rao: provides Shield Zodal: provides Resurrect



If Tharizdun were still unbound, he would likely be the most powerful deity on Oerth. The double rulership of Darkness and Chaos inherent in his runes once gave his followers full benefit, but in his bound state he acts as though he possessed only singular Runes. His most common appellations include the Dark God, Lord of Decay, and Alpha/Omega.

At some point in the past, Tharizdun was bound into a prison fueled by his own power, so that he could not effect his own escape. But his servants (both mortal and divine) can work towards his release, and the very nature of his binding waxes and wanes so that there are times when he is more able to direct them in these efforts than others.

Cult in the World

Followers of Tharizdun strive to effect his release through the use of three powerful artifacts that when brought together, they believe, will release Tharizdun from his prison. Since nearly every sane being opposes the return of Tharizdun to power, they must work in secret, or face the stiffest of mundane punishments.

Tharizdun no longer has a High Holy Day, but his followers universally observe the 11th of Goodmonth for this purpose, with lesser services whenever one or the other moons enter their New phase. Services are conducted in secret, either underground or in abandoned temples of other cults (suitably despoiled and unconsecrated, of course).

Tharizdun's colors are mauve, purple, or black.

Lay Membership

Requirements: There are no true "lay members" of this cult. Most people who claim to be followers of

Tharizdun are pretenders or worse, generally they seek to impress the jaded by the supposed excess of their own depravity. Often as not, exposed cultists of Tharizdun are found to either be serving another Power altogether, or simply being duped by some fell sorcerer to fuel his experiments.

However, sometimes a true follower of Tharizdun will stumble across one of these false dens of wickedness, and will subvert the existing leadership in order to use the false cultists as informants, builders, and hired muscle. They are largely seen as expendable, and are primarily composed of thieves, assassins, and folk who enjoy posing as members of an "evil cult".

When such fools have served whatever purpose the Initiate had in mind, those with real promise are brought before his Priest as applicants, while the rest are generally sacrificed en masse in a true ceremony honoring the Lord of the Dark.

Initiate Membership

Requirements: The Initiation Ritual of Tharizdun differs significantly from the norm. Rather than prove competence in those skills deemed important by the cult, the supplicant is brought before a the Altar, and a spirit known as Nahjinna the Black is summoned.

Nahjinna is effectively a large Shade with a STR of 16, SIZ 3 cu.m., POW 15, HP 18, AP 3, and a move of 12. Nahjinna will envelope the applicant, hold him with her STR, and on the first round attempt to Fearshock the applicant. Whether she succeeds or not, in the following melee round spirit combat will ensue between the applicant and the shade, while said applicant takes 1 point of general HP damage per round from the freezing cold embrace of the Shade. If the applicant wins, Nahjinna's final act before returning to the Spirit world will be to imbue him with the Mark of Tharizdun. If the applicant fails, Nahjinna possesses the body of the applicant, pronounces the displeasure of Tharizdun at bringing such a weak convert before her, freezes the body of the applicant solid, and departs.

The Mark of Tharizdun manifests as a Chaos feature. As the Initiate rises through the ranks, he will receive further Marks, but will not have to face Nahjinna again.

Skills taught by Tharizdun's followers include Orate, Speak Languages, Craft Obsidian, Evaluate, Lores (Darkness, Flan, Human, Spirit and World), Conceal, Listen, Search, Ambush, Hide, Sneak, Ceremony, Enchant, and Summon.

Spirit Magic: Befuddle, DarkMaul, Darkwall, Demoralize, Endurance, Shimmer, Spirit Screen, Visibility.

Acolyte Membership

Requirements: as per Priests. Another Mark must be accepted (75% beneficial, 25% Detrimental. (Those Acolytes who receive a detrimental feature are considered to have lost the favor of Tharizdun, and are sacrificed at the next Blackest Night.)

Priesthood

Requirements: Standard. Priests of Tharizdun are genuinely scary people. Another Mark is taken (50/50%, those Cursed, as above) in the final ceremony of Ordainment.

Virtues for this power include Destructive, Manipulative, Prudent, Uncaring, and Vengeful.

Common Divine Magic: Binding Enchantment, Call Followers, Command (Cult Spirits, Shades, Passion Spirits), Group Casting, Sanctify, Soul Sight, Summon (above spirits), Wards, Worship Tharizdun

Special Divine Magic: Attack Soul, Bleak, Curse of Tharizdun, Dark Walk, Suppress Aether, Wither, Wrath of Darkness

Spirit of Reprisal

Nahjinna the Black is also the spirit of Reprisal for this cult. In this role she is much larger, with a STR of 22, SIZ 5 cu.m., POW 21, HP 24, AP 5, and a move of 18. Nahjinna will envelope the applicant, hold him with her STR, and will continue to Fearshock the wayward cultist until he either slays Nahjinna, or is slain by her (she does 3 points of general hit point damage per round in this incarnation).

Associated Gods

Nerull: provides Speak with Dead **Vecna:** provides Reflection



Known as "The Summoner", Trithereon is the god of Liberty, Individuality, Self-Protection, and Retribution. He is the son of Rao.

Cult in the World

Followers of Trithereon are sworn to defend the ideals of liberty, thwarting the plans of slavers, press gangs, and fanatics of all types. Even governments are not immune to the scrutiny of Trithereon's followers, if such governments are oppressive to the people they rule.

Because of this, Trithereon's followers are always on the move, seeking new wrongs to right, and new causes to champion.

Tritherion's cult observes few established Holy Days, instead each individual temple sets it's own dates. One celebration universal to all is what is known as the Days of Dedication, held between the 11th and 14th of Ready'reat. The Day of Remembrance, dedicated to those who died defending liberty, begins the festival. The Day of Reflection follows, for followers to reflect on their lives and their goals. Next comes the Day of Retribution, where solemn oaths of vengeance are typicaly sworn against those deserving same, priests publicly judge disputes among the faithful, and special favour may be shown by the deity to those attempting a daring deed in the name of liberty. Finally, the Great Freeday ends the celebration.

Services are conducted indoors, in places sanctified to their god. Traditional garb consists of dark blue or purple robes, trimmed in silver or gold. High ranking priests often add gold and red cassocks, ornamented with the Glyph of Pursuit.

Lay Membership

Requirements: Lay members of this cult are known as the Investigators, and it is their function to provide the cult with information concerning activites of regimes that might require the attention of an Avenger.

Skills taught at this level include: Fast Talk, Orate, Speak Languages, Lores (Flan, Human, and World), Listen, Ceremony, 1H Spear attack/parry, and 1H Sword attack/parry.

Initiate Membership

Requirements: Standard. Training in Summon becomes available to Initiates, who are known as Avengers. It is their responsibility to follow up the leads provided them by the Investigators, and if they find an injustice, to work to eradicate it. Initiates are generally tasked with avenging acts like slavery and its ilk, leaving the more wide-sweeping governmental problems to the Grand Avengers.

Spirit Magic: Bladesharp, Control (Dogs, Falcons, Sea Lizards), Countermagic, Farsee, Fanaticism, Heal, Second Sight.

Acolyte Membership

Requirements: as per Priests. Acolytes are known as the Grand Avengers, and are assigned tasks deemed too dangerous for Initiates to handle.

Priesthood

Requirements: Standard. Trithereon's priesthood

coordinates the activites of the Investigators and Avengers, occasionally taking on the roles of Grand Avengers if the need is great enough.

Virtues for Trithereon include: Altruistic, Energetic, Honorable, Rebellious, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Create Gate, Detect Truth, Fear, Retrieve Weapon, Sureshot, Truespeak

Associated Gods

Kelanen: provides Truesword **Obad-Hai:** provides Tanglethicket



Known variously as The Whispered One, The Maimed Lord, and Master of Dark Secrets, Vecna is one of the youngest of Oerth's divinities. Considered by some to still be a minor Hero Cult, the followers of Vecna, while few in number, have been active in the shadows for several years, slowly and quietly garnering more power for their Shadowed Lord. Treachery and deceit are second nature to Vecna, as are the secrets of magic. Vecna is most revered as the Patron of Black Secrets, especially magical ones.

Cult in the World

Vecna's faith exists in the shadows of other cults, which is precisely the way they want it. Followers of Vecna are expected to do exactly that: follow. Compassion is for the weak, and the weak only exist to provide sustenance for the strong.

Vecna's cult celebrates the 19th of Sunsebb as their High Holy day, with lesser services on the 19th of each month. Services are conducted indoors or underground, depending on the whims of the local priests.

Vecna's priests dress in black, of course.

Lay Membership

Requirements: Lay members of this faith are organized into a number of different orders, cast in a rigid hierarchy. Each of the various levels of this hierarchy are named for various body parts. Laymen are typically permitted to join only the orders of the Teeth, the Fingers or the Blood, depending on the skills the applicant has to offer.

The Teeth are typically sorcerers attached to the cult (since no sacrifice of POW is required to remain

a lay member, this level of sorcery in the cult is regarded as inferior to the upper orders), but the Teeth have the fastest track to further advancement in the cult if they so desire.

The Fingers of Vecna are typically thieves, murderers, and informants, used by the cult to gather information and enforce edicts on non-cult members in ways that the more direct methods of the Blood are unnecessary or unwarranted.

The Blood of Vecna is comprised of mostly of more straightforward fighter-types, who serve the cult as bodyguards and general muscle.

Lay members are not taught any skills by the cult; it is their function to BRING skills to the cult, not vice versa. If they want to learn deeper secrets, they must make a deeper commitment to Vecna's return (i.e. become initiates).

Initiate Membership

Requirements: Standard. Known as the Memories of Vecna, initiates strive to insure that Vecna's name is not forgotten by outsiders. They are trained in subtlety and magic, and used by their priests as spies upon outsiders and each other. What the lay orders cannot accomplish, the Memories are expected to do.

Skills taught to initiates include Climb, Fast Talk, Speak Languages, Lores (Flan, Human, Magic, Spirit, Undead and World), Read/Write, Listen, Track, Hide, Sneak, Ceremony, Enchant, Summon, Intensity, Maintain, Multispell, Range, Force, Hold, Minimize, and Permanence. (All sorcery skills must be studied to obtain them).

Vecna's High Vow requires initiates to work tirelessly to gather power for the Maimed Lord, and includes by default the Vow Shun Light.

Note: Vecna does not possess the ability to provide his worshippers with spirit magics, only magick, sorcery and divine magics. As initiates should already be journeyman sorcerers or better, they gain access to selected spells from their master's grimoires to study and learn from themselves.

Priesthood

Requirements: Standard, plus the Initiate candidate must have successfully betrayed, blackmailed, or assassinated the priest whose role he wishes to fill.

Many priests of Vecna also go on to become Shadowmages, but this process has a 50% fatality rate.

Virtues for Vecna include: Cruel, Deceitful, and Vengeful.

Common Divine Magic: all

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Special Divine Magic: Attack Soul, Create Liche, Dark Walk.

Sorcery Notes: Common Vows include Abjure Day (3), Adulation (2), Celibacy (2), Devotion (2), Flee Sky, Lichedom, POW Gift, Rituals (3), Sacrifice (APP, Eyex2, Handx2), Shun Sky, Seclusion (2), Silence, and Tend Familiar.

Common specialties include Alchemist, Autotheist, Enchanter, Necromancer, or Warlock (Darkness, Earth).

Associated Gods None



Zodal is the god of Mercy, Hope, and Benevolence.

Cult in the World

Son of Rao, Zodal of the White Hand is the ultimate pacifist of the Flannae pantheon. Zodal stands firmly behind the other members of the Bright side of the pantheon, offering his healing hands to aid the others in their struggles, though he prefers not to become directly embroiled in them.

Zodal's High Holy Day is the 7th of Ready'reat, known as the Festival of Hope, with additional services held every Godsday. Services to Zodal are held in churches and temples that double as hospitals in time of need.

Zodal's faithful wear white trimmed in yellow, red, or entwined red and gold.

Lay Membership

Requirements: Zodal's cult appeals to everyone with an interest in healing, hope, or good works. Lay members are expected to assist the priests in their good works, distributing food to the poor, blankets to the cold, or giving shelter to travelers in need.

Skills taught by the cult include Dodge, Swim, Sing, Speak Languages, Craft (various), First Aid, Lores (Animal, Flan, Human, Plant, Poison and World), Devise, Listen, and Ceremony.

Initiate Membership

Requirements: In addition to the standard requirements, potential initiates are expected to take on vows of charity, chastity, and modesty. Initiates are encouraged to travel, so that they may put the skills and magic they are taught to the best

use over the broadest area.

Spirit Magic: Befuddle, Ease Pain, Heal, Hibernation, Sustain, Transfer Wound, Vigor.

Acolyte Membership

Requirements: as per Priests.

Priesthood

Requirements: In addition to the standard requirements, potential priests of Zodal must take a vow of vegetarianism, as well as total pacifism. They may not harm another living creature, even for food.

Virtues for Zodal include: Altruistic, Calm, Spiritual, and Temperate.

Common Divine Magic: all

Special Divine Magic: Absorption, Banish Spirit, Bless Birth, Command (Healing, Mentality Spirits), Forget, Heal Body, Intervention, Regrow Limb, Restore (all except POW), Resurrect, Shield, Summon (Healing, Mentality Spirits), Turn Undead.

Associated Gods

Beory: provides Earthpower **Pelor:** provides Call Shanasse

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Thus concludes my Cultural Guide for the Flan.

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Appendix What the Runes in these writeups stand for, and who rules them.						
6	Air	Air, Storm, Violence VELNIUS	A	Law, Malign	Ordered, Regimented	
\triangle	Alchemy	Alchemy, Transformation	0	Light	Light w/o Heat PELOR	
A	Beast	Animal Life	π	Luck	Luck, Chance, Randomness	
22	Betrayal	Betrayal, Treason, Falsehood SYRUL	R	Magic	Magic, Energy BOCCOB	
\	Chaos	Entropy, Corruption, Chaos THARIZDUN	웃	Man	Humanoid Life	
•	Cold	Cold	Ш	Mastery	Self-Knowledge, Internal Unity, Control	
•	Darkness	Darkness THARIZDUN	*	Mind	Thought, Mental Processes, Psionics	
†	Death	Separation, Conflict, Death NERULL	Φ	Moon	Mysteries, Tides, Luna SEHANINE	
Ĭ	Disorder	Disunity, Trouble, Trickery	•	Half Moon	Seasons, Cycles, Celene CYNDOR	
*	Dragon	Majesty, Power, Dragons	ಒ	Movement	Change, Instability	
	Earth, Light	Earth, Solids (Beneficial) BEORY	\mathbb{H}	Planes, Inner	Elemental & Inner Planes DORGHA	
	Earth, Dark	Earth, Solids (Maleficient)	₩	Planes, Outer	Outer Planes, Hells	
	Evil	Malice, Hatred, Evil ASMODEUS	%	Plant	Vegetable Life	
*	Fate	Fate, Destiny, Status ISTUS	8	Portals	Portals, Doors, Locks, Keys, Passages DALT	
X	Fertility	Love, Life, Growth, Fertility	•	Shadow	Light Within Darkness, Secrets	
0	Fire	Fire, Heat, Sky, Light	*	Slavery	Slavery, Confinement, Subjugation	
III	Harmony	Unity, Cooperation, Healing ZODAL	\$	Spirit	Discorporate Beings, Communication b/w Worlds	
0	Heat	Heat w/o Light		Stasis	Stability, Strength KORAM	
*	Hunger	Unfillable Hunger, Cravings	H	Trade	Exchange, Commerce	
•	Ice	Cold w/o Darkness	Y	Truth	Truth, Knowledge ZANN	
••	Illusion	Tricks, Concealment, Lies	\mathcal{H}	Undeath	Undeath, Living Dead	
∞	Infinity	Unendingness, Time LENDOR	常	Void	Waste, Reversal, Loss ACERERAK	
1	Kinship	Kinship, Family YONDALLA	**	Water	Water, Liquids PROCAN	
Δ	Law	Ordered, Unchanging, Reliable	V	Work	Industry, Labor MORADIN	