



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 elves 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 ambassadors 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 devastation, 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, permitting 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 Crystallmist 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





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 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, skylad.

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

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.

Beraí'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 Beraí'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, Lore (Animal, Plant, Human, 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





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 jeblane, 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, jeblines, 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





## Priesthood

**Requirements:** Standard. Joramy's priesthood contains some of the Flannaess' most impassioned debaters. 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.

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

## Lay 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



# Krovis

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

Kroviss 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.

Krovís'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 Godsdays 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

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

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 Goodrhy's, a celebration of her ascension, with lesser observances on the 1st of each month. Services are held indoors in temples consecrated to



† ● ♀ †  
Nerull



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 Heiropant 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

















coordinates the activities 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



