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Credits
Designed by Bob Bledsaw, Mark Holmer, Paul Jacques, and Mike Petrowsky
Artwork by Paul Janzen and Sheryl England

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UMANNAH

Pasperus, God of the Southern Stars

AC ..................... 2  
Move ..................... 24" 
Hit Points ..................... 105 
Magic Ability ........ see below 
Fighter Ability ........ 15th lvl 
Psionic Ability ........ Class 6 
Weapon ........ see below 

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<th>Disposition</th>
<th>1) Helpful</th>
<th>2) Plotting</th>
<th>3) Searching</th>
<th>4) Questioning</th>
<th>5) Doubtful</th>
<th>6) Fearful</th>
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Pasperus appears as a muscular man with a glistening white robe that will make a 60' ring of Continual Light, stopping all spells from affecting him. He teleports from star to star, at night coming to earth, casting spells on anyone out in the dark, causing them to commit a violent act (saving throw applicable). His main attribute is to shape-change, and always to hit his enemies with any weapon for 5 - 50 points of damage. Pasperus prefers to shape change to a Night Hawk.

UMANNAH, the Sun God, The Radiant Death

AC ..................... 4  
Move ..................... 10"  
Hit Points ..................... 175  
Magic Ability ........ see below 
Fighter Ability ........ 14th lvl 
Psionic Ability ........ Class 6 
Alignment ........ Lawful Neutral 
Weapon .......... +6 Sword of Light 

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<th>Ne. of Attacks</th>
<th>2</th>
<th>Damage Attack</th>
<th>4 - 24</th>
<th>Special Defense</th>
<th>Blinding</th>
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| Size | 28' tall |
| Symbol | Gold & Red Spiral |

Disposition | 4) Benevolent | 6) Generous |

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

AC .......... 1
Move .......... 24" Damage Attack .......... 12-30
Hit Points .......... 120 Special Attack .......... Grasp
Magic Ability .......... see below Special Defense .......... No surprise
Fighter Ability .......... 15thlvl Poiotic Ability .......... Class 6 Intelligence .......... 20
Alignment .......... Neutral Evil Size .......... 10' tall
Weapon .......... +3 Sword Symbol .......... Green Apple

Disposition
1) Reverentful
2) Hateful
3) Remorseless
4) Angry
5) Helpful
6) Devious

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

RABSTRI

Bukera, God of Desert Mountains,
The Silent Scorpion

AC .......... 0 Damage Attack .......... 3-18
Move .......... 18" Special Attack .......... see below
Hit Points .......... 170 Special Defense .......... Absorbs
Magic Ability .......... see below Spells (see below)
Fighter Ability .......... 17th lvl Poiotic Ability .......... Class 6 Intelligence .......... 20
Alignment .......... Lawful Neutral Size .......... 6' tall
Weapon .......... +3 Whip Symbol .......... Glass Scorpion

Disposition
1) Peaceful
2) Grim
3) Mirthful
4) Concepted
5) Hot Tempered
6) Helpful

Bukera appears as a very large, muscular man with a long beard. He can move silently and hide in the shadows as 12th level Master Thief. He has the ability to shapeshift, He can call up a Wind Storm twice the power of a Staff of Wizardry and throw an 80D Fireball while in the mountains. He carries a Hammer that will cause an earthquake in a 100' radius when it strikes the ground and is able to absorb all spells. The leather belt he wears allows him to fly. When it is taken off, he can use it as a -3 Whip that does 3-18 points of damage. Bukera frequently takes the form of a Scorpion. Glass is sacred to his followers. He can create a Dust Storm or a Mirage once per day.
Shindra, Goddess of Dancing Girls

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

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

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

Sinhaak, God of Mercy for the Trapped

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

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

Sinhaak is approximately 18' tall, has a man's body and the head of a Ram. All Lawful Goods in a 100 yard radius change into their corresponding item. He is inoffensive and can sense evil within 500' of him and will only take half normal damage when fighting Chaos. He can cast touchable Illusions and requires no concentration to maintain them. He can hit with his head for 5 - 40 points of damage or with a hand held weapon for 4 - 24 points of damage. An iron bracelet on his right arm allows him to levitate and makes him impervious to any type of heat damage. Sinhaak collects unusual magic Swords of all alignment types. He also uses a Net that will subdue any creature it lays upon.
Vicon, Goddess of Visions

AC ......................: 3
Move ...................: 15’
Hit Points .............: 95
Magic Ability ............: see below
Fireball Ability ........: 13th lvl
Potion Ability .........: Class 6
 Alignment ..........Lawful Good
Weapon ................: see below

No. of Attacks ........ : 2
Special Attack .........: see below
Size ...................: 5’ 9” tall
Symbol ................: Purple Shield

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

Vicon is a tall, slender woman who is able to create a vision in anyone’s mind with no saving throw allowed. She is so beautiful that all must make their saving throw for Charms Person at a -3 roll. She can use all 1st, 3rd, 5th and 7th level Magic User spells. There is only a 50% chance that any weapon hitting her will not be damaged by her (unless chaotically aligned). She will always try to help Lawful Good types, but will always attack Chaotics. Vicon carries a +4 Spear and a +5 Shield. She also wears a beautiful, purple Displacer Cloak +2. She loves parties and will aban-
don all else to attend one to which she is invited by another of her status. If stunned in disposition, she will cause any viewer to forget all else for 1 - 6 turns.

Rhiannon, Goddess of Witches

AC ......................: 0
Move ...................: 15’
Hit Points .............: 110
Magic Ability ............: 16th lvl
Fighter Ability ........: 10th lvl
Psionic Ability .........: Class 6
Alignment ........Neutral
Weapon ................: see below

No. of Attacks ........ : 1
Special Attack .........: Nil
Size ...................: 5’2” tall
Symbol ................: 1 two-faced woman - one comely, one ugly

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

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

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

AC .................. 3 No. of Attacks ................. 1
Move ................ Water 24” Damage Attack ... see below
Land 18” Special Attack .......... Nil
Hit Points ............. 160 Special Defense ... see below
Magic Ability ........ 10th lv Intelligent ............. 20
Fighter Ability ... 10th lv Symbol .......... Wandering River
Psiionic Ability .... Class 6 Size ............ 8’2” tall
Alignment ........... Neutral Symbol .......... Tridents
Weapon .......... Trident Symbol .......... (see below)

Disposition
1) Irresponsible
2) Generous
3) Ruthless
4) Beneficial
5) Grim
6) Injurious

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

Kadrim, God of Small Birds

AC .................. 1 No. of Attacks ................. 5
Move ................ Water 32” Damage Attack ... 1-10d4
Hit Points ............. 125 Special Attack .......... Nil
Magic Ability ........ Nil Special Defense ......... 100%
Fighter Ability ... 15th lv Intelligence .......... 20
Psiionic Ability .... Class 6 Symbol .......... Falcon
Weapon .......... Talons, Beak

Disposition
1) Helpful
2) Unmuffled
3) Charismatic
4) Brusque
5) Generous
6) Dominating

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

AC: 2  No. of Attacks: 1
Move: 24'48"  Damage Attack: By
Hit Points: 125  Weapon Type: Staff
Magic Ability: 9th lvl Cleric  Special Attack: Heil
Fighter Ability: 12th lvl  Special Defense: Heil
Psalonic Ability: Class 8  Size: 5'2" tall
Alignment: Neutral  Symbol: Sheaf of Grass
Weapon: Staff  Staff:

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

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

Lirtram is also known as Sister of the Earth, Meadow Mother and Spirit of the Plains. She is often worshiped by Druidical sects.
Tangadorn, God of the Sky Dwellers
The Blue Thunderer

AC .......... see below No. of Attacks ......... 2
Move .......... 36" Damage Attack ....... 2 - 20
Hit Points .......... 85 Special Attack .... Air Missiles
Magic Ability .......... see below Special Defense .... Cannot
Fighter Ability .... 20th lvl Special Defense .... Cannot be Surprised
Psionic Ability .... Class 9 Intelligence .......... 20
Alignment .......... Neutral Size .......... 25' tall
Weapon .......... see below Symbol .......... Clouds

Disposition
1) Sleepy 4) Lazoid
2) Hurried 5) Mischievous
3) Angry 6) Happy

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

Bachontoi, God of Red Wisdom

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

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

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

AC
Move
Hit Points
Magic Ability
fighter Ability
Psionic Ability
Alignment
Weapon
 24
 200
 18th lvl
 22nd lvl
 Class 6
 Lawful Evil
 +4 two-handed Sword

No. of Attacks
Damage Attack
Special Attack
Special Defense
Anti-Magic Shell
Intelligence
Size
Symbol
 4
 3 - 18
 see below
 see below
 20
 10' tall
  BlaCK Circle

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

Bandorack, God of Feline Animals

AC
Move
Hit Points
Magic Ability
Fighter Ability
Psionic Ability
Alignment
Weapon
 2
 28' 100
 Nil
 12th lvl
 Class 6
 Neutral
 2 Claws

No. of Attacks
Damage Attack
Special Attack
Special Defense
Intelligence
Size
Symbol
 2
 3 - 18
 Whistle
 Fear
 (see below)
 20
 10' tall
 Feline Eyes

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

AC .................. 4 No. of Attacks ............ 2
Move .................. 15” Damage Attack ... see below
Hit Points .......... 70 Special Attack ... see below
Magic Ability .... 22nd lvl Special Defense .... Nil
Fighter Ability .... 3rd lvl Intelligence ........ 20
Psionic Ability ...... Class 3 Size ............... 5’7” tall
Alignment .......... Neutral Symbol .......... Wand
Weapon .......... +9 Dagger Disposition

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

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

Verna, Pixie Goddess

AC .................. 5 No. of Attacks ............ 1
Move ........... Flying 24” Damage Attack .... by
Walking 8” Weapon
Hit Points .......... 50 Special Attack ... see below
Magic Ability .... 10th lvl Special Defense .... Invis-
Fighter Ability .... 10th lvl ibility
Psionic Ability ...... Class 6 Intelligence ........ 20
Alignment , Lawful Neutral Size ............... 2’1” tall
Weapon .......... +5 Dagger Symbol .......... Hummingbird
(see below) Disposition

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

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

AC: 3
Moves: 24" 24" 4-24
Hit Points: 180
Special Attack: see below
Magic Ability: Nil
Special Defense: Nil
Fighter Ability: 22nd lvl
Intelligence: 20
Psionic Ability: see below
Size: 6'4" tall
Alignment: Neutral
Symbol: Dolphin
Weapon: +8 Trident

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

Trameron appears as a green, heavily scaled man with webbed hands and feet, standing 6'4" tall. He wields a golden helm that has telepathic capabilities (radius 25 miles). Trameron rides in a chariot of gold pulled by 8 Dolphins at a speed of 40" per turn. He carries a platinum Trident. He can command any sea creature in a 5 mile radius. When in a portentous mood, Trameron will predict the immediate future.

Tika-Nahu, the Flaming One
God of Campfires

AC: 2
Move: 12"
Hit Points: 80
Special Attack: see below
Magic Ability: 17th lvl
Special Defense: see below
Fighter Ability: 6th lvl
Intelligence: 20
Psionic Ability: Class 6
Size: 3'7" tall
Alignment: Chaotic Good
Symbol: Fire
Weapon: see below

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

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

<table>
<thead>
<tr>
<th>AC</th>
<th>2</th>
<th>No. of Attacks</th>
<th>1</th>
</tr>
</thead>
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<tr>
<td>Move</td>
<td>.25&quot;</td>
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<tr>
<td>Fighter Ability</td>
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<tr>
<td>Psionic Ability</td>
<td>Class 2</td>
<td>Size</td>
<td>100' tall</td>
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<tr>
<td>Alignment</td>
<td>Lawful Neutral</td>
<td>Symbol</td>
<td>A Balance, Measuring Scales</td>
</tr>
<tr>
<td>Weapon</td>
<td>Sword of Judgement</td>
<td>(see below)</td>
<td></td>
</tr>
</tbody>
</table>

**Disposition**

1) Helpful  
2) Uninterested  
3) Righteously Indignant  
4) Lecturing  
5) Advising  
6) Outraged

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

**Vavistat, God of Doom Unexplained**

<table>
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<tr>
<th>AC</th>
<th>1</th>
<th>No. of Attacks</th>
<th>1</th>
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<tr>
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<tr>
<td>Magic Ability</td>
<td>10th lvl</td>
<td>Special Defense, Regeneration</td>
<td>see below</td>
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<tr>
<td>Fighter Ability</td>
<td>10th lvl</td>
<td>Intelligence</td>
<td>10</td>
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<tr>
<td>Psionic Ability</td>
<td>Class 6</td>
<td>Size</td>
<td>8' tall</td>
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<tr>
<td>Alignment</td>
<td>Chaotic Evil</td>
<td>Symbol</td>
<td>Black Skull</td>
</tr>
<tr>
<td>Weapon</td>
<td>+3 Mace</td>
<td>(see below)</td>
<td></td>
</tr>
</tbody>
</table>

**Disposition**

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

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

AC 0
Hit Points 75
Magic Ability 15th lvl
Fighter Ability 10th lvl
Alignment Neutral Good
Weapon The Winged Staff

No. of Attacks 1
Damage Attack 6-48 (B/6)
Special Attack see below
Special Defense Nil
Intelligence 20
Size 4' 3" tall
Symbol A Bird Wing

Disposition
1) Cheerful
2) Bubbly
3) Sedate
4) Bored
5) Bittered
6) Hurried

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

Cronduenna, Goddess of Eagles

AC 0
Move 30"
Hit Points 60
Magic Ability Nil
Fighter Ability 12th lvl
Alignment Lawful Neutral
Weapon 2 Claws

No. of Attacks 2
Damage Attack 1 - 20
Special Attack Nil
Special Defense +2 Shield
Intelligence 20
Size 20' Wing Span
Symbol Eagle

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

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

<table>
<thead>
<tr>
<th>AC</th>
<th>No. of Attacks</th>
<th>Move</th>
<th>Damage Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
<td>18”</td>
<td>2 - 24</td>
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<table>
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<tr>
<th>Hit Points</th>
<th>80</th>
<th>and 1 - 10</th>
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<tbody>
<tr>
<td>Magic Ability</td>
<td>10th lv</td>
<td>Special Attack</td>
</tr>
<tr>
<td>Fighter Ability</td>
<td>8th lv</td>
<td>Special Defense</td>
</tr>
<tr>
<td>Psionic Ability</td>
<td>Class 4</td>
<td>Intelligence</td>
</tr>
<tr>
<td>Alignment</td>
<td>Lawful Good</td>
<td>Size</td>
</tr>
</tbody>
</table>

| Weapon | +3 Dagger | Symbol | Lamp |

(see below)

Disposition

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

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

Torchas, God of Fools

<table>
<thead>
<tr>
<th>AC</th>
<th>No. of Attacks</th>
<th>Move</th>
<th>Damage Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
<td>12”</td>
<td>1 - 10</td>
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</table>

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>50</th>
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<tbody>
<tr>
<td>Magic Ability</td>
<td>12th lv</td>
<td>Special Attack</td>
</tr>
<tr>
<td>Fighter Ability</td>
<td>4th lv</td>
<td>Special Defense</td>
</tr>
<tr>
<td>Psionic Ability</td>
<td>Class 5</td>
<td>Intelligence</td>
</tr>
<tr>
<td>Alignment</td>
<td>Chaotic Neutral</td>
<td>Size</td>
</tr>
</tbody>
</table>

| Weapon | +6 Spear | Symbol | Cedar |

Disposition

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

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

| AC | Move | Hit Points | Magic Ability | Fighter Ability | Psionic Ability | Alignment | Weapon | Size | Symbol | Disposition | No. of Attacks | Damage Attack | Hit Points | Magic Ability | Fighter Ability | Psionic Ability | Alignment | Weapon | Size | Symbol | Action |
|----|------|------------|---------------|----------------|---------------|------------|--------|------|--------|-------------|---------------|----------------|------------|-------------|---------------|----------------|---------------|----------|--------|------|--------|---------|
| 4  | 24"  | 80         | 16th lv | 16th lv | Class 6       | Lawful Good | Sword   | 6" 6" tall | Glowing Sword | 1             | 1              | 1           | 1           | 1             | 1           | 1          | 1       | 1     |

**Disposition**
- 1) Rude
- 2) Helpful
- 3) Disinterested

(4) Surrived
(5) Sad
(6) Pious

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

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

### Feninya, Goddess of Blood

| AC | Move | Hit Points | Magic Ability | Fighter Ability | Psionic Ability | Alignment | Weapon | Size | Symbol | No. of Attacks | Damage Attack | Hit Points | Magic Ability | Fighter Ability | Psionic Ability | Alignment | Weapon | Size | Symbol | Disposition |
|----|------|------------|---------------|----------------|---------------|------------|--------|------|--------|---------------|----------------|------------|-------------|---------------|---------------|------------|----------|--------|------|--------|-------------|
| 2  | 16"  | 50         | 12th lv | 4th lv | Class 6       | Chaotic Evil | None    | -    | Drop of Blood | 1             | 1           | 1           | 1             | 1           | 1          | 1       | 1     |

**Disposition**
- 1) Hungry
- 2) Amorous
- 3) Spiteful

(4) Irritated
(5) Langorous
(6) Helpful

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

### Pantessa, Goddess of Deep Water Fish

| AC | Move | Hit Points | Magic Ability | Fighter Ability | Psionic Ability | Alignment | Weapon | Size | Symbol | No. of Attacks | Damage Attack | Hit Points | Magic Ability | Fighter Ability | Psionic Ability | Alignment | Weapon | Size | Symbol | Disposition |
|----|------|------------|---------------|----------------|---------------|------------|--------|------|--------|---------------|----------------|------------|-------------|---------------|---------------|------------|----------|--------|------|--------|-------------|
| 3  |      | 90         | 12th lv | 12th lv | Class 6       | Chaotic Evil | Sword   | 5' 1" tall | Shark        | 1             | 1           | 1           | 1             | 1           | 1          | 1       | 1     |

**Disposition**
- 1) Flipant
- 2) Indifferent
- 3) Angry

(4) Vicious
(5) Intolerant
(6) Supportive

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

AC: 8  
Move: 16"  
Hit Points: 60  
Magic Ability: see below  
Fighter Ability: 18th lvl  
Psiionic Ability: Class 6  
Alignment: Neutral  
Weapon: 2 Scimitars  

No. of Attacks: 2  
Damage: 2 - 20  
Special Attack: Nil  
Special Defense: see below  
Intelligence: 20  
Size: 6' 2" tall  
Symbol: Crossed Scimitars

**Disposition**
1) Feisty  
2) Violent  
3) Thoughtful  
4) Interested  
5) Concerned  
6) Passionate

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

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**Kodeus, God of Dexterity**

Patron of Thieves

AC: 2  
Move: 18"  
Hit Points: 50  
Magic Ability: 10th lvl  
Fighter Ability: 10th lvl  
Psiionic Ability: Class 6  
Alignment: Neutral Evil  
Weapon: +2 Short Sword and +2 Dagger

No. of Attacks: 2  
Damage: 4 - 24 and 2 - 12  
Special Attack: see below  
Special Defense: see below  
Intelligence: 20  
Size: 3' 6" tall  
Symbol: Hand

**Disposition**
1) Tricky  
2) Cunning  
3) Busy  
4) Disinterested  
5) Helpful  
6) Mirthful

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

AC .............. 0
Move .............. 18'
Hit Points ......... 75
Magic Ability ......... 8th lvl
Fighter Ability ........ 10th lvl
Psionic Ability ......... Class 6
Alignment ........ Lawful Evil
Weapon ........ Fireball, 2 Hooves

No. of Attacks ........... 2
Damage Attack ........... 1 - 10
Special Attack ....... Fireball (SD10)
Special Defense ....... see below
Intelligence ............. 20
Size .................. 5' 9" tall
Symbol ........... A Bone
Disposition

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

Mondorent appears as a woman with a Dragon's head, Elephant's ears, Bat wings, and Glover's hooves. She can shoot a SD10 Fireball out of her mouth 4 times daily. Her large ears allow only a 5% chance of the goddess being surprised, since they allow her to hear even the slightest noise. She can even hear a Silence spell. Her main weapon is her hooves, with which she can lash out for 1 - 10 points of damage each. Mondorent will only be found underground. Any form of light will cause her to laugh.

Mawdorn, God of Shadows

AC .............. 2
Move .............. 18'
Hit Points ........ 40
Magic Ability .......... see below
Psionic Ability ......... Class 2
Alignment ........ Chaotic Evil
Weapon ........ Touch

No. of Attacks ........... 1
Special Attack ....... see below
Special Defense ....... see below
Intelligence ............. 20
Size .................. Variable
Symbol ........... A Cast Shadow
Disposition

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

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

AC: 2
No. of Attacks: 2
Move: 16' / 70
Magic Ability: see below
Fighter Ability: 10th lvl
Psionic Ability: Class 6
Alignment: Lawful Neutral
Weapon: +2 Bow

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

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

Losborst, God of Wine

AC: 1
No. of Attacks: 1
Move: 3' / 70
Hit Points: 74
Magic Ability: see below
Fighter Ability: 8th lvl
Psionic Ability: Class 2
Alignment: Chaotic Good
Weapon: Fists of Grapes

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

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

AC .......... 0  No. of Attacks .......... 1
Move .......... 30"  Damage Attack .......... 2 - 12
Hit Points .......... 80  Special Attack .......... Cold Wind
Magic Ability .......... see below  see below
Fighter Ability .......... 10th lvl  Special Defense .......... see below
Poisonic Ability .......... Class 6  Intelligence .......... 20
Alignment .......... Neutral  Size .......... 5' 6"
Weapon .......... Touch  Symbol .......... Icicle

Disposition
1) Frigid  4) Vogue
2) Unfriendly  5) Interested
3) Bothered  6) Helpful

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

Mururlu, God of Assassins

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

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

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

MOSINYLO

MURURLU
Prometheus, God of Time

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

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

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

BRAZ-KAZEN

AC .................. 2  No. of Attacks ............... 1
Move .................. 16”  Damage Attack ....... ?-42
Hit Points .................. 50  Special Attack ....... see below
Magic Ability ............... see below  Intelligence ............. 20
Fighter Ability ............... 12th lvl  Size ................. 24’ tall
Psiionic Ability ............... Class 6  Symbol .............. Cloud of Smoke
Alignment ............... Chaotic Neutral
Weapon: 2 Flaming Sword

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

Braz-Kazen appears as a Giant Berserker and will fight as a Storm Giant. He wears a magical belt of fire that can produce a cloud of smoke in a 10’ radius around him. While he is encased in smoke, all attacks against him are at -2. He carries a v2 Flaming Sword and is able to levitate twice per day. Fire will Cause Severe Wounds on him, but cold will do Double damage.
Beytnorn, God of Trees

AC ............. 0  No. of Attacks ........ 3
Move ........... 15"  Damage Attack ....... 4 - 24.
Hit Points ....... 75  4 - 24, 1 - 6
Magic Ability ... 10th lvl Special Attack .... Leaves
Druid  Special Defense, see below
Fighter Ability ... 9th lvl Intelligence .......... 20
Psiionic Ability ... Class 6 Size ............. 26" tall
Alignment ........ Neutral Symbol ............ Tree
Weapon ........ Fist, Leaves

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

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

Correno, God of the Thief

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

Disposition
1) Sly 4) Patronizing
2) Cunniving 5) Simpering
3) Suspicious 6) Helpful

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

AC: 2  No. of Attacks: 1
Move: 15"  Damage Attack: 2 - 12
Hit Points: 70  Special Attack: see below
Magic Ability: 9th lvl  Special Defense: see below
Fighter Ability: 8th lvl  Intelligence: 20
Psionic Ability: Class 6  Size: 6'1" tall
Alignment: Neutral Good  Symbol: Glass
Weapon: Morning Star  Human-Figure

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

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

Hei, God of Giants

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

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

Hei is the god of all the Giant races. He is 18' tall. He is extremely muscular and slightly hairy. His +5 magic Club will strike for 10 - 40 points of damage and cause his opponents to drop any weapon they hold. He may also throw the Club and it will explode like a Bb8 Fireball. After exploding, it will return to him like a Warhammer.

23
Jedahad Bird, God of Summer Storms

AC \ Move \ Hit Points \ Magic Ability \ Fighter Ability \ Psionic Ability \ Alignment \ Weapon
-3 \ 48\” \ 130 \ 12th lvl \ 13th lvl \ Class 6 \ Chaotic Evil \ see below

No. of Attacks \ Damage Attack \ Special Attack \ Bolt \ Size \ Wingspan
-1 \ 5-50 \ Lightning \ Bolt \ 100yds \ 153’

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

Jedahad is an awesome bird with a 153’ wingspan of silver and blue feathers. The great bird often tries to destroy enemies and opponents with the high winds and thunder created by his wings when they flap. He also shoots a 100yd Lightning Bolt out of his beak and creates rain by sweat dripping from his giant body while in flight. He can strike with his claws for 5-50 points of damage and cause anyone within 100 yards of him to make a saving throw against fear. Missle Fire doesn’t affect him. Only +3 or better weapons will hit him for half normal damage.

Montintra, Goddess of Lightning and Mirrors

AC \ Move \ Hit Points \ Magic Ability \ Fighter Ability \ Psionic Ability \ Alignment \ Weapons \ Symbol
0 \ 24\” \ 120 \ 12th lvl (see below) \ 12th lvl \ Class 6 \ Lawful Evil \ \ Mirrors

No. of Attacks \ Special Attack \ Lightning \ Special Defense \ Intelligence \ Size \ Symbol
-1 \ -2 \ -1-6 \ -N/1 \ -20 \ 5’ tall \ \ Mirror

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

Montintra appears as an ordinary, middle-aged woman, except that she is magnificently robed in green, red, blue and white. She wears a large green-feathered headdress that enables her to shape change, teleport and fly. She creates Lightning by holding a Mirror in each hand and letting the reflections cross. Each Lightning Bolt she creates is cast into the sky and returns to her when she claps her hands. Her Lightning Bolts do 6-80 points of damage and drain one energy level if the victim does not make his saving throw. Montintra will venture forth only on overcast days and never underground. If in a splendid mood, Montintra will blind anyone not making their saving throw vs. magic for 3-18 days. Although they do not appear to be deadly, Montintra’s Mirrors can be used as hand-to-hand weapons if necessary, doing 1-6 points of damage each upon contact. If both Mirrors are held in the hands of a single person other than Montintra, 3-6 Lightning Bolts will spring from the sky to strike the holder, doing 5-60 points of damage each.

24
Midor, Orc God

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

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

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

Dorak, God of Peace

AC -1 No. of Attacks 2
Move, 16" Damage Attack 4 - 40
Hit Points 80 Special Attack Charm
Magic Ability 10th lvl Fighter Ability 20th lvl
Special Defense see below Intelligence 20
Alignment Chaotic Good Size 100' tall
Weapon +4 Flail Symbol Olive Branch

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

Dorak appears as a tremendously large man garbed in a leather tunic. Dorak enjoys peace and will go to great lengths to preserve it, even if it means destroying an entire army. His body acts as a Ring of Spell Turn Up. He will never let a battle of any size continue in his presence. His Flail is so massive that it has a 13' diameter. However, because he is so large, Dorak is less corporeally solid and thus does less damage when he hits than would seem normal.
Vidmor, Bee Goddess

AC 2
Move 40'
Hit Points 60
Magic Ability 6th lvl
Fighter Ability 14th lvl
Pionic Ability Class 6
Alignment Neutral
Weapon 4 x Reusable Stinger

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

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

VIDMOR

Dacron, God of Craftsmen

AC 0
Move 12' 
Hit Points 200
Magic Ability 3rd lvl
Fighter Ability 15th lvl
Pionic Ability Class 6
Alignment Neutral
Weapon x3 Hammer

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

The extremely clever and skilful Dacron, god of all craftsmen, has no permanent home. He is ever on the move. By constantly travelling the earth, Dacron has long been able to construct any implement, magical or otherwise that exists. Due to Dacron's acute Dexterity and Skill, he takes only 1/4 damage from any blow he receives. He attacks with Hammer and Spear twice each round (total of 4 attacks). Dacron recognizes no causes or beliefs, but instead loves and serves all items that are crafted by mortal creatures. He loves buildings, tools, art and gadgets of all kinds. In this way, through the offering of implements or other devices, Dacron's assistance can be gained.
Kolrak Mar, Troll God

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<th>AC</th>
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<th>No. of Attacks</th>
<th>1 - 3</th>
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<td>Bong 3 - 18</td>
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<td>Hit Points</td>
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<td>2 Claw 2 - 8, Bite 2 - 16</td>
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<td>Special Defense</td>
<td>Regeneration, Lightning Bolt</td>
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<td>Psionic Ability</td>
<td>Class 6</td>
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<tr>
<td>Alignment</td>
<td>Chaotic Evil</td>
<td>Size</td>
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<tr>
<td>Weapon</td>
<td>Bong, Slayer of Elves</td>
<td>Symbol</td>
<td>Severed</td>
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</table>

Disposition

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

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

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

KOLRAK MAR

Suthak, Goddess of Fertility

<table>
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<tr>
<td>Weapon</td>
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<td>Human Female Figure</td>
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</tr>
</tbody>
</table>

Disposition

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

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

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

AC .......... 3
Move .......... 18’
Hit Points ....... 90
Magic Ability .. 8th lvl MU
Fighter Ability ...... 17th lvl
Psionic Ability .... Class 6
Alignment ........ Neutral
Weapon .......... Mudza

No. of Attacks ...... 1
Damage Attack ...... see below
Special Attack ...... see below
Special Defense ...... Surprised
only on 1 in 20
Intelligence ...... 20
Size .......... 8’ tall
Symbol ...... A Greek Cross

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

His weapon is the Flail, Mudza. The Flail has four balls that are each composed of the essence of one of the four Elements, Fire, Water, Earth and Air. Each ball must be rolled for separately to see if it hits for each has a special attack. Grimal may also choose which ball he desires to hit. The ball of Air does 1 - 8 points of damage when it hits and the victim must save vs. Spells or be blinded for 2 - 12 turns. The ball of Fire does 2 - 12 points of damage and the victim must save vs. Spells or be blinded for 2 - 12 turns. The ball of Water does 2 - 12 points of damage and the victim must save vs. Spells or be blinded for 2 - 12 turns. The ball of Earth does 3 - 18 points of damage and the victim must save vs. Spells or be blinded for 2 - 12 turns.

Grimal is also known as the Door Guard of Death.

Tel Star, God of the Northern Stars

AC .......... 1
Move .......... see below
Hit Points ....... 73
Magic Ability .. 15th lvl
Fighter Ability ...... 10th lvl
Psionic Ability .... Class 6
Alignment ........ Chaotic Neutral
Weapon .......... Golden Lance

No. of Attacks ...... 1
Lightning
Damage Attack ...... 10 - 60
Special Attack ...... Nil
Special Defense ...... Nil
Intelligence ...... 20
Size .......... 6’2” tall
Symbol ...... Golden Star

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

Tel Star, a 6’2” tall man with golden skin and faintly glowing silver hair, his eyes look into deep space with the Northern Stars twinkling brightly in them. He rides a golden chariot pulled by two Pegasi. He can Teleport and Dimentional Door with unlimited range and 100% accuracy. Tel Star moves at speeds up to the speed of light. His weapon is a Golden Lance that fires Lightning Bolts for 1000 of damage. Because he serves Chaos, Tel Star will attack all Lawful types.
Phelonus, God of Ancient Kings

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

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

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

Mungo, God of Nightmares

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

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

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

AC: 0
Damage Attack: 4-24
No. of Attacks: 1

Move: 12" Special Attack: see below
Hit Points: 120
Special Defence: 99%
Magic Ability: see below
Magic Resistance

Fighter Ability: 12th lv
Psionic Ability: Class 6
Alignment: Neutral
Intelligence: 20

Weapon: Zule Kar
(+5 Battle Axe)
Symbol: Gold Hammer
on Purple Field

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

Kazadarum stands 5' tall and 3' wide at the shoulders. He has brilliant red hair, beard and eyes. The Dwarf god involves himself mainly in the affairs of Dwarves but will, at times, help other races. He is 99% Resistant to Magic and has the following special abilities: Teleportation in a 14th Level Magic User and Regeneration as a Troll (3 Hit Points per melee round). The bejeweled Belt of Kazadarum gives him the power and damage of a Storm Giant when using his bare hands in battle or for feats of strength. His Shield has the herald of a Gold Hammer on a purple field and gives him the ability to withstand the heaviest blows if they strike his shield (50% if attacked from the front). Kazadarum's mighty Battle Axe, Zule Kar (meaning Demon Slaying), is a gruesome weapon that will do 4-34 points of damage. It is +5 to hit and can be thrown like a War Hammer so that it will return within a 120 ft. range. With one blow, it will slay any Demon excepting a Lord or Prince. Kazadarum is worshiped as a battle god by most Dwarf clans, and is often referred to as Rock-Father, Red Slayer and Demon Bane.

Penelopeania, Goddess of Music

AC: 0
No. of Attacks: 1

Move: 24" By
Hit Points: 60
Weapon
Magic Ability: 11th lv
Special Attack: see below
Illusionist
Special Defense: 11
Fighter Ability: 4th lv
Psionic Ability: Class 6
Alignment: Chaotic Good
Size: 4'9" tall
Symbol: Mithril Harp
Harp

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

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

PENEOLOPANIA
Molna, God of Travellers

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

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

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

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

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

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

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

Brol: Molna’s 3-legged Dog, AC: 8, Move: 24”, Hit Points: 30, 1 Bite for 1 - 6 points of damage.

Tanor: Molna’s Raven, AC: 8, Move: 24”, Hit Points: 6, one Peck for 1 - 2 points of damage.
### LORD SKORTH

**Lord Skrotch, God of Pillage, Rape, and Thoughtless Acts**

| AC (19) | Move (24") | Hit Points | Magic Ability | Fighter Ability | Psionic Ability | Alignment | Weapon | Size | Symbol | No. of Attacks | Damage Attack | Special Attack | Special Defense | Magic Resistant | Intelligence | Alignment | Lawful Evil | Weapon | Fists |
|---------|-------------|------------|---------------|----------------|----------------|------------|---------|------|-------|--------|--------------|---------------|----------------|----------------|----------------|-------------|-------------|------------|--------|---------|---------|--------|-------|
| 3       | 2 - 20      | 108        | 65            | 65             | 20             | Chaotic Evil| +3 Sword| '8'   | Burning Skull | 1              | 2 - 10        | Nil            | 60%             | 20             | 20        | 6         | 20      | 2      | 6      |

**Disposition**

1. Merciless
2. Hungry
3. Destructive
4. Mirthful
5. Annoyed
6. Brooding

Lord Skrotch appears as an 8' tall cadaverous, gaunt, gray-skinned man with glowing red eyes and pointed teeth. He is garbed in ragged, black robes that appear to be caked with dried blood. His hair seems to crackle like black fire.

He rides a gaunt, winged black horse that breathes fire and drains 1 Energy Level (saving throw against Magic) from all creatures within 20'. Skrotch uses his +3 two-handed Sword, Prevailer, to do 2 - 20 points of damage to opponents. Any creature struck by Prevailer must save vs. Paralysis or be rooted to the spot for 2 - 12 melee rounds. Skrotch may only be affected by +2 or better magic weapons and is 60% Magic Resistant. When in a destructive mood, the touch of his hand or Sword will act as a Death spell (saving throw applicable).

### KUVARTMA

**Kuvartma, God of the Moon**

| AC (24") | Move (24") | Hit Points | Magic Ability | Fighter Ability | Psionic Ability | Alignment | Weapon | Size | Symbol | No. of Attacks | Damage Attack | Special Attack | Special Defense | Magic Resistant | Intelligence | Alignment | Lawful Evil | Weapon | Fists |
|----------|-------------|------------|---------------|----------------|----------------|------------|---------|------|-------|--------|--------------|---------------|----------------|----------------|----------------|-------------|-------------|------------|--------|-------|
| 1        | 3 - 10      | 65         | Nil           | 65             | 20             | Lawful Evil| Symbol  | '9'   | Crescent Moan | 1              | 2 - 10        | see below      | 20             | 20        | 6         | 20      | 2      | 6      |

**Disposition**

1. Angry
2. Destructive
3. Hungry
4. Mirthful
5. Restive
6. Interested

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

Kuvartma's Horse "Hellbeard":
- AC: 2
- Move: 48";
- HP: 80;
- Align: CE;
- Weapon: 2 Hooves, Firey Breath;
- Number of Attacks: 5;
- Damage: 1 - 10 x 2;
- Breath: 8d6;
- Special Attack: Firey Breath (5 times daily);
- Special Defense: 40% Magic Resistant;
- +1 or better magic weapons to hit; Intelligence: 17;
- Size: Large;
- Firey Breath takes form of a 2" long cone from mouth, 1/4" wide up to 1" wide.
Taros, God of the Forest

AC ........................ 0  No. of Attacks .......... 3 (4)
Move ......................... 34"  Damage Attack ....... 1 - 6, 1 - 8, 2 - 12
Hit Points ................... 80  1 - 6, 1 - 8, 2 - 12
Magic Ability ....... 10th lvl  Special Attack .......... Nil
Fighter Ability ........ 12th lvl  Special Defense ........ Nil
Psionic Ability ........ Class 6  Intelligence .......... 18
Alignment ........ Chaotic Good  Size .................. 3' tall
Weapon .......................... 2 Claws,  Symbol ............ Bear Claws
  Bite, Hug

Disposition
1) Hurried  2) Languid  3) Beneficial  4) Angry  5) Resentful
  B' Apprehensive

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

Aladante, Goddess of Beauty

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

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

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

AC .................... 3
Move .................... 12'
Hit Points ................ 72
Magic Ability ................ 10th lvl
Fighter Ability ................ 8th lvl
Painful Ability ................ Class 8
Alignment ................ Neutral
Weapon ................ Staff of Alchemy

No. of Attacks ................ 1
Damage Attack ................ see below
Special Attack ................ Element Change (see below)
Special Defense ................ Nil
Intelligence ................ 20
Size ................ 5'1" tall
Symbol ................ Silver Erlenmeyer Flask

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

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

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

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

Alinah, Goddess of the Moon

AC .................... 2
Move .................... 24'
Hit Points ................ 178
Magic Ability ................ see below
Fighter Ability ................ 15th lvl
Painful Ability ................ Class 2
Alignment ................ Lawful Neutral
Weapon ................ see below

No. of Attacks ................ 4
Damage Attack ................ see below
Special Attack ................ +6 Hit Probability
Special Defense ................ see below
Intelligence ................ 20
Size ................ 5'8" tall
Symbol ................ Crescent Moon

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

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

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

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

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

Ayu, Goddess of the Winds

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

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

The corporeal manifestation of Ayu is that of a blue-skinned woman with transparent Bird wings. Her eyes are like finely crafted jade. The white robes that she wears give her the power to nullify any Psionic power or mental spell directed at her. She is also 65% Magic Resistant. In her right hand she carries Zian, the Staff of Lightning that will cast a bolt of non-magic lightning 180' for 10 - 60 points of damage. In her left hand, she holds Ohm, the +4 Mallet of Thunder that will do 3 - 36 points of damage upon striking and has a 60% chance of stunning the victim and within 20’ radius with the resounding crack of thunder that results. Stunning will last 1 - 6 melee rounds. Once per day, she may control weather and twice per day she may summon up a tornado force wind that will attack as 3 times the power of the largest Air Elemental.
The goddess of Battle appears as a tall woman dressed in Golden Chain Mail with Sword and Shield. Her long red hair seems to glow when she is in battle. Coriptis is 90% Magic Resistant. She can strike 4 times each round and do 4 - 40 points of damage per blow. Coriptis when in battle is usually overcome with battle lust and will attack any friend or foe who has caused her to take offense. She is often worshipped as the goddess of berserkers. To followers who have performed extraordinarily brave deeds, she will grant a level of Experience. Mal Kazi, the Sword of Coriptis, is a +6 Dancing Sword that hits for 4 - 40 points of damage and drains 3 Energy Levels. It also has a 45% chance of charming the victim with each blow. It will also act as a Vorpul Blade. Her Shield acts as a Ring of Spell Turning while her armor Regenerates 20 points per melee round. Coriptis will watch over all battles involving her followers and give a +1 to their moral if they are outnumbered.
Kala Kala, the Fire God

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

Disposition
1) Boasting 4) Moody
2) Sulk 5) Hot Tempered
3) Angry 6) Helpful

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

KALA KALA

Ragtha, God of the Waters

AC.............3 No. of Attacks........1
Move...........36" Damage Attack........10 - 100
Hit Points.....130 Special Attack...see below
Magic Ability...see below Special Defense...see below
Psionic Ability...Class 4 Intelligence.........20
Alignment : Lawful Neutral Size...............15" tall
Weapon.........Fists Symbol.............Fish

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

The god of the Waters appears as a giant Merman. He wears a stone crown set with 6 aquamarines that give him the power to control all sea creatures within a 1 mile radius. The crown, worn by any other creature will give them insane as long as it is in their possession. All beings must save vs. Spells or be Charmed when within 60' of the god. Ragtha may use any spell, Clerical, Magical or Druidical. He is protected by 1 - 4 Water Elementals at all times. Once per day he may cause a water spout, tidal wave (small) or a whirlpool. Ragtha is closely linked with the sea races. He is Lord Protector of the sea and many of the Humanoid races in the waters will flock to his aid. Ragtha will not aid follow- ers if they are more than 50 miles from a major (reed as ocean, sea or mighty lake) body of water. He will grant water-breathing to his followers since all his temples are beneath the waves. However, if angered, he may remove this ability at a most inopportune time. The god has the power to produce a high pressure wall of water that will kow any creature or spell out for 10 turns. The wall is moveable. Size is limited by the body of water with a maximum of 30' x 180'. Ragtha may also breathe a cloud of high pressure steam into a 30' x 30' x 30' cloud that will do 10 - 86 points of damage, doing this up to 3 times daily. His Strength is immense and he can pull a large Galley beneath the wave in 4 turns.
Shashuk, the Great Red Dragon

Ac .......................... 7 No. of Attacks .. 1 or 4
Move .......................... 70' Damage Attack .. Bite 9-90
Hit Points .................... 210 Claw 4-40
Magic Ability ............... 9th lv Breath 15/15
Fighter Ability ............. 20th lv Special Attack .. see below
Psionic Ability .............. Nil Special Defense .. see below
Alignment ................. Chaotic Evil Intelligence .... 18
Weapon .................. Bite, 2 Claws Size .......... 48' Long
Breath ...................... Special Symbol ........ Burning Eye

Disposition
1) Irritable 4) Hungry
2) Angry 5) Restrained
3) Vicious 6) Grim

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

Tardome, God of Aerial Warfare and Falcons

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

Disposition
1) Inspiring 4) Harmful
2) Pessimistic 5) Autocratic
3) Helpful 6) Regal

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

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Disposition

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

Ostyd appears as a huge yellow man wearing a blue robe and a wide leather belt that has a horn for a buckle. His main attributes are the power to break anything in his hands and to cause an earthquake for a one mile radius by blowing his horn. He is able to regenerate 10 point of damage inflicted by iron weapons each melee round and cause any fire weapon that hits him to return to the sender at twice the normal damage. He can shoot his eyeballs from his head up to 60' and inflict 6D6 of damage upon impact. A new eyeball will regenerate every other melee round. Ostyd can cause one fire, drought, flood or plague once per month in any 30 mile diameter area.
Mabon, God of Sight

AC 0
Move 16”
Hit Points 60
Magic Ability 8th lv
Fighter Ability 8th lv
Psionic Ability Class 6
Alignment Neutral Evil
Weapon Sword of Blindness

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

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

Selyton, God of Pain

AC -2
Move 18”
Hit Points 60
Magic Ability see below
Fighter Ability 10th lv
Psionic Ability Class 4
Alignment Chaotic Evil
Weapon +2 Mace

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

Selyton can manifest himself in the form of a Fire Giant or a Troll. In his chest are 3 small Gems, worth 1,750 GP each. When he exposes them to the light, a ray springs forth that does 1 - 20 points of damage with a range of 60’. The ray takes the shape of a cone ½” x 3” x 6”. Selyton loves to see and cause pain. For this purpose he carries a Mace that does 1 - 20 points of damage to subdue each time that it hits. Selyton is a master of torture and is often worshipped as the God of Torturers.
Pernatem, God of Sculptures
The Image Immortal

AC: 4  
Move: 18'  
Hit Points: 75  
Magic Ability: see below  
Fighter Ability: 5th lvl  
Psionic Ability: Class 6  
Alignment: Neutral  
Weapon: see below

Disposition
1) Surlly 2) Good Natured 3) Formal 4) Sympathetic 5) Contemptuous 6) Injurious

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

Pernatem is extremely unsuited if his works are praised.

Inhwyn, God of Pestilence

AC: 0  
Move: 30'  
Hit Points: 96  
Magic Ability: 8th lvl  
Fighter Ability: 12th lvl  
Psionic Ability: Class 6  
Alignment: Neutral Evil  
Weapon: +1 Spear

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

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

AC ............ see below No. of Attacks ........ 1 - 4
Move ............ 16" Damage Attack ........ see below
Hit Points ....... 75 + 1d10 x 10 Special Attack ........ see below
Magic Ability .... see below Special Defense ........ see below
Fighter Ability ...... see below Intelligence ........ .16 + 1d6
Psionic Ability ...... Class 6 Size ........ see below
Alignment: Chaotic Neutral Symbol ........ the word CHAOS
Weapon, ........ Hands

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

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

AC
Roll 1d6
1) 2
2) 1
3) 0
4) -1
5) -2
6) -3

HP: 75 + 1d10 x 10

Magic Ability
Roll 1d6
1) 22nd Level Magic User
2) 10th Level Magic User + 10th Level Cleric
3) 9th Level Druid
4) Nil
5) 15th Level Cleric
6) Unlimited use of only 1st Level Magic User and Cleric Spells

Fightability
Roll 1d6
1) 4th Level
2) 16th Level
3) 10th Level
4) 8th Level
5) 14th Level
6) 20th Level

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

Damage per Attack
Roll 1d6
1) 5 - 40
2) 2 - 12
3) 1 - 4
4) 3 - 30
5) 1 - 20
6) Nil

Special Attack
Roll 1d10 (No Saving Throw!)
1) Change Sex
2) Become Furry (skin AC: 8)
3) Change Alignment
4) Part of body mutates to random monster (use hit location)
5) Become Scaly (skin AC: 6)
6) Gain twice per day usage of one 1st to 3rd Level Magic User Spell
7) Random ability is reduced/increased by 2 - 8 points
8) Age 10 - 100 years
9) Change race: 1) Elf, 2) Human, 3) Halfling, 4) Dwarf,
    5) Gnome, 6) Orc, 7) Half Elf, 8) Half Orc
10) Suffer effect of random Magic User spell

Special Defense
Roll 1d6
1) 100% Magic Resistant
2) None
3) 50% Magic Resistant
4) +2 Weapons or better to hit
5) Invisible
6) 2 of Above

Intelligence: 16 + 1d6

Size
Roll 1d6
1) Man sized (6' tall)
2) 8' tall
3) 12' tall
4) 16' tall
5) 20' tall
6) Roll twice & add results

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

Masha has the power to change the season at will, but the power may be used but 4 times a year and the seasons will change normally at the prescribed time unless otherwise altered. That is to say, winter may be prolonged through spring, but with the coming of summer, it will fade away. It is also in her ability to cure critical wounds 4 times only and up to 3 diseases may be removed each day. She may also restore one lost life each day and from 1 - 8 lost levels. However, Masha is extremely unpredictable. When of good cheer, she will aid both man and god, regardless of alignment, but a mood of indifference might allow anything to happen as she can turn quite casually destructive, turning fertile land in arctic waste. To those who have performed brave deeds, Masha might reward them with a fitting gift. Cowardly followers might be smitten with a potent curse.

**THANATOS**

Thanatos, god of Death, the Dark One, Bringer of Eternal Night, Father of Doom and Keeper of the Damned, appears as a tall, gaunt, handsome (almost beautiful) young man. His eyes, though, are black as deep space. Any being gazed upon by Death must save vs. Magic or flee in panic and fear. There is an additional 5% chance that any being so gazed upon and failing to save will die from fear instantly.

Thanatos is the keeper of the dead and has the ability to speak with any dead being he desires. His Quarterstaff, "Reaper", is constructed of some shiny, ebeno substance. For a Mortal to touch it means instant death, no saving throw. The ends of the Staff are metal shod. One end is Silver and the other Gold. The Silver end will drain 2 Energy Levels. The other end will do 4 - 6 points of damage. The ebony middle will cause instant death. Each strike is determined as follows on a d100: 1 - 45: Silver, 46 - 90: Gold, 91 - 00: Ebony. Thanatos is 80% Magic Resistant and may only be struck by +2 or better magic weapons. Once summoned by Mortals, he will only return to his plane when he has collected 1 - 20 Mortal lives. Any Mortal creature killed by Thanatos is unsurchatable or reincarnatable.
Phread the Sightless, God of Unseen

AC..............2 No. of Attacks..............2
Move.............15" Damage Attack.............1-12
Hit Points........75 Special Attack............see below
Magic Ability........15th lvl Special Defense........see below
Illusions........see below Intelligence............20
Fighter Ability........8th lvl Size..............5' 6" tall
Poisonic Ability........Class 3 Symbol........Pupil-less Eye
Alignment........Neutral Weapon...........<3 Moaming Star

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

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

Erion, Dog God,
The Crowned Canines

AC..............0 No. of Attacks..............4
Move.............24" Damage Attack.............1-10
Hit Points........110 Special Attack............Howl
Magic Ability........see below Special Defense........see below
Illusions........see below Intelligence............20
Fighter Ability........20th lvl Size..............5' 7" tall
Poisonic Ability........Class 6 Symbol........Bones
Alignment........Neutral Weapon...........see below

Disposition
1) Wanderlust 4) Playful
2) Sleepy 5) Very Helpful
3) Irritated 6) Vorous

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

Raahda, the Child God

AC..............3 No. of Attacks..............1
Move.............18" Damage Attack.............8-60
Hit Points........85 Special Attack............Poison
Magic Ability........12th lvl Special Defense........see below
Fighter Ability........8th lvl Intelligence............20
Poisonic Ability........Class 6 Size..............3' 30' tall
Alignment........Chaotic Neutral Symbol........Snake
Weapon..............see below

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

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

AC 1
Move 18"
Hit Points 100
Magic Ability . see below
Fighter Ability . 10th lvl
Psionic Ability . Class 8
Alignment . Neutral Good
Weapon . . . . . . . . +3 Hammer

Disposition
1) Motherly
2) Peaceful
3) Indignant
4) Outraged
5) Helpful
6) Judicious

Teth Tufa, Deep Rock Mother of the Gnomes appears as a rather heavy-set, yet still attractive, older gnome woman, dressed in queenly robes. She is usually cheerful and has a sparkle in her eyes. She is a protector of 'living rock' and loves the Gnomic people. They in turn worship her and always ask her permission before mining or cutting into living rock. Although she is peaceful and loath to shed blood, Teth Tufa can be a fell opponent and will use her +3 War Hammer to powerful effect. More dangerous are her powers over stone. She may use each of the following powers once per day: Create a Wall of Stone (as a 20th-Level Magic User), Rock to Mud, Mud to Rock, Stone to Flesh, Flesh to Stone, Heat Rock (she may heat up to 1000 cubic feet of rock up to 1000 degrees F. for up to 1 turn. Damage at maximum heat will be as per a 10th Fireball.), cause up to 5000 square feet of stone to give off Continual Light, Speed with Stone, seal or repair cracks in stone up to 10 cubic feet, shape up to 100 cubic feet of stone like clay, animate a free-standing stone object, pass through up to 100' of stone, weather stone up to 2000 years, summon an Earth Elemental of the largest size, change 1 cubic foot of stone to lava, cause up to 100' of stone to enlarge up to 10 times its volume and at all times she may Regenerate 6 points per melee round if she is in contact with living stone.

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