

MYSTARA

CODEX IMMORTALIS

by Marco Dalmon te



BOOK ONE

Guide to the Immortals



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BY
MARCO DALMONTE

BOOK ONE GUIDE TO THE IMMORTALS

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PREFACE AND ACKNOWLEDGEMENTS

The work of compilation and drafting of this manual began in January 2004 and it finished with the version that you are reading in April 2006. The *Codex Immortalis* was inspired by the old 70 page supplement wrote by me and by Matteo Barnabè in far-off 2002 and entitled *Guide to the Immortals of Mystara*. Now more than ever that product appears to me so dated and full of awful oversights, often dictated by the wish of integrating at all costs the non-canonical material that circulated on the net at that time. It's been a long time since the beginning of the revision work, and to this end the editor of the aforesaid *Codex* has preferred to remain faithful to the original information about the Immortals found in all the official Mystaran supplements, since as I have made critical observations in various forums on the net, it isn't possible to create a common setting if we don't start from all the data available in all official manuals, however incongruous and improbable they are. Because here in this supplement all that are the ideas of the author or of the other non-canonic authors is deliberately highlighted in a different type (in *italics*), in order to help the reader tell that which was derived from the official sources and that which instead has been added arbitrarily in order to fill embarrassing gaps or give more exhaustive explanations about the piecemeal changes or conflicts quoted in the canonic manuals.

This premise, always enforced is the first rule of every fan of Role-playing: is the Master to have the last word in his own group. Therefore if you think that in your version of Mystara something related here isn't appropriate, don't hesitate to ignore it or modify it at your pleasure. I place the *Codex Immortalis* at your disposal for free and without other ends, to the only aim of increasing your knowledge of the wonderful setting of Mystara and give rise to the creation of new adventures and characters, but it is to you, players and referees, to use this instrument *with a grain of salt* in order to improve your game and enhance the fun in your sessions. If the present supplement satisfies at least one of these objectives, I will be able to say of being fully satisfied.

I would like say a warm thank you for the participation given in these two years all the lads who frequent the 25 Edition and of Wizards of the Coast forums dedicated to Mystara. Here are the URLs of these temples of knowledge:

<http://boards1.wizards.com/forumdisplay.php?f=291>

(Mystara Forum Wizards of the Coast Message Boards)

http://www.25edition.it/forum/forum.asp?FORUM_ID=98&CAT_ID=23&Forum_Title=Mystara

(Mystara Forum in the Italian site of 25 Edition)

In particular, I want to remember those who have helped me the most in the drawing up of this manual, bringing constructive comments and brilliant inspiration to my suggestions, who have allowed me to refine the product to its current state. The list is presented in alphabetical order (like most others in this tome) and includes between parentheses the Internet nicknames used by these excellent experts of Mystara:

Giampaolo Agosta (Agathokles)

Matteo Barnabè (Ekrenor)

Axel Boucher (Aia)

Michele C. (LoZompatore)

Stefano Caire (Verro Diabolico)

Massimiliano Contatore (Contemassi)

Håvard R. Faanes (Havard)

Federico Kaftal (Fkaftal)

Simone Neri (Zendrolion)

Andrew Theisen (Cthulhudrew)

Naturally, I haven't published their email addresses in order to avoid filling their email inboxes with SPAM, but if somebody should need it, I have left my e-mail address at the disposal of all for any possible questions, clarifications or comments relating to this and to the other manuals I have written.

Now let's go and increase our number, and spread the word of Mystara, since while there is someone who reads and appreciates the works pertaining to the Known World, this fabulous setting will never die. LONG LIVE MYSTARA!

MARCO DALMONTE

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RAVENNA, 30/04/2006

NOTES ON THE ENGLISH TRANSLATION

I started this mainly to finish off the Immortal descriptions that Marco hasn't got around to, but one thing led to another and I've ended up translating both volumes of the Tome. Hopefully the translation will be of some use to those, like myself, who cannot read the Italian original.

I've mainly used the online services of Babelfish and WordReference.Com in addition to the Freelang Dictionary (which you can download at www.freelang.net as well as a couple of Italian/English books. I would also like to thank all those who gave their suggestions when I got struck. I have also used the English translations of various Immortals that Marco posted on the Wizards of the Coast message boards and I would also like to thank him for his original work.

Additional thanks go to the guys who have kindly proofread the results, and turned the garbled mess Babelfish sometimes produced into readable English:

CmdrCorsiken, Val.S, and anyone else who commented either on the WotC or Piazza Mystara forums. Not forgetting, of course, Agathokles, LoZompatore, and others for their help with the original Italian. Apologizes to anyone I've not mentioned but one of my hard drives, lost some data, amongst which was a list of contributors. If you get in touch, I'll happily add your name to the list.

I would also like to add the following forum to the couple Marco listed above. It is (as I write) much more popular than the Mystara board on the Wizards of the Coast site. This is the forum I can most likely be found on, under the username – Mortis. So if anyone has any questions I can be found there, or I have also included my email address below

<http://www.thepiazza.org.uk/bb/viewforum.php?f=3>

(Mystaran Forum on the Piazza site)

GARY DAVIES

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06/09/2011

THE GREAT COSMIC CYCLE

Life doesn't end, or begin. There are only cycles, the eternal and endless change that permeates all of the Multiverse.

Long ago Chaos filled the universe and it established the natural order of things. The Immortals then were different: the four Spheres of Matter, Energy, Thought and Time comprised part of Entropy that encompassed the Multiverse, and as such they were opposed to the Sphere of Integration (also called Sphere of Life), since they are afraid the order that will bring in Chaos sovereign. However, Life was the legitimate daughter born from the primordial Chaos, and for this Chaos is hated and feared, because know that will one day enslave its own father and conquer the universe.

And when at last Life prevails over Death, the domination of Chaos was reversed and established the supremacy of Order that still today governs the Multiverse. The majority of Immortals who belong to the Sphere of Integration together reformed the four Spheres of Matter, Energy, Thought and Time allied with Order, while those who remained faithful to Chaos constituted the Sphere of Entropy. Those Immortals who aligned with neither of the two fronts became instead deprived of a great part of their own powers and became the Faerie People, condemned to a lesser form of Immortality until Order rules the Multiverse.

For now Entropy is a single Sphere that is opposed to the other four representatives of current cosmic Order. However, as is logical, from order derives stagnation, and from it finally Death. Here since the four Spheres now combat Entropy (the Sphere of Death) and fear: it is become their daughter, although Order was born from Chaos, and know that eventually the fates will again reverse. As the daughter Life has prevailed over the parent Chaos, as the daughter Death prevails over father Order, and the wheel continues to turn.

CHAPTER I

THE IMMORTALS & THE SPHERES OF POWER

WHAT ARE THE IMMORTALS

Within the Multiverse where the planet Mystara (Official setting of D&D) is found, there exist creatures of supernatural power that govern the lives of mortals. From the Outer Planes in which they live¹, they interfere in a more or less direct way with the events of the Prime Plane (the common universe of player characters). These beings are the Immortals, the divinities worshipped, feared and loved (or hated) by the inhabitants of Mystara and by the majority of sentient creatures in all of the Multiverse. The Immortals have various specific aims that differentiate them, and different dictates that signify to their faithful that which the Immortal judges to be the true path and nature of existence. All, however, have a common Quest: gaining power (or better Power Points), which allows them to improve their own position and prestige within the hierarchy of the Sphere to which they belong. In order to gain power, an Immortal must explore and expand the Multiverse and pursue the objectives of his Sphere. He will seek to increase the prestige of his own Sphere, maintain the balance between the powers and hinder the actions of all the other groups of power (in particular those of the opposing Sphere). [For more details see the following section, *Spheres of Power and the Immortal Hierarchy*.]

Many of the Immortals begin their existence as (more or less) mortal creatures of various species (either of the

Prime or of the other planes of existence), who during their life distinguish themselves in some particular way. Whether by their personal magical and intellectual capacity, by their audacious and impossible deeds, or for their dedication to a particular cause or people they become legendary leaders and heroes or infamously ruthless and blood-thirsty mercenaries. Thanks to these qualities, they successfully discover the means to seek Immortality [see the paths of Immortality described in the section *Paths of Immortality*, as well as the manual of *Wrath of the Immortals* for further information on the rules for becoming Immortal and playing a PC Immortal], effectively abandoning their own empty mortality to be reborn in body and spirit as eternal and quasi-omnipotent divinities.

Some Immortals however, have never been shackled to a mortal existence. These beings belong instead to the so-called First Generation of Immortals, born at the dawn of time, when death had still to make its appearance in the Multiverse. The origins of other Immortals remain totally obscure and if any of their fellows know more, they choose not to share. In many cases, these Immortals will occupy the highest posts of the Immortal hierarchy, but they are not considered superior to other Immortals simply by right of birth. Any Immortal can aspire to achieve the zenith of power within the hierarchy of the Celestial Spheres, should he successfully accumulate enough power to do so.

Though they have enormous power, the Immortals are, nevertheless, neither omniscient nor omnipotent. They

¹ For further details on the Inner and Outer Planes refer to the *Companion* and *Master* sets, *Rules Cyclopedia* and *Wrath of the Immortals* supplement.

have need of faithful worshippers, in order to increase their own vigour, and to enhance their ability to exert influence on the Multiverse and the mortals therein. To do this they impart some of their energy upon special groups of faithful (called priests or clerics) who go out amongst their fellows, preaching their patron's ideas and seeking converts, and thus increasing the importance of the Immortal within the Multiverse. The Immortal will seek to advance his plans (whether covertly or overtly) throughout the planes of existence. Immortals do, however, show a preference for influencing the Prime Plane (and in particular Mystara). This is perhaps because that world is found at the centre of the Multiverse, a place in which the Five Spheres are perfectly balanced. Ultimate success, it is therefore believed, depends upon achieving supremacy over that world.

It must also be noted that the Immortals are unable to sire an Immortal race. The few times they tried creating offspring whilst in mortal form, the resulting progeny proved no better than any other common mortal, with no particular powers or any greater probability of succeeding in the climb to Immortality. Over the course of millennia this kind of interference created many problems, so to avoid upsetting the balance on the Prime these attempts were (by common accord) abandoned long ago. Given that they cannot expand their numbers by reproduction amongst themselves, the Immortals are therefore required to seek candidates amongst those mortals who show themselves worthy. The Immortals attempt to inspire their chosen candidates to step beyond the barrier of their body and essence, and become an Immortal themselves. The Immortals believe it particularly important to recruit new candidates for Immortality within their own Sphere, but well know that not all are capable, and that the path to achieving transcendence is both long and difficult. The various Spheres therefore try to protect all mortal species throughout the Multiverse in order to have the greatest possible choice and variety of candidates, whilst Entropy seeks to spread destruction and corruption among the mortal races, both to increase the chaos that they revel in and to weaken the efforts of the other Spheres. In the mean time, Entropy recruits its own exponents among those people that have shown themselves the most brutal and manipulative.

Finally, an Immortal can be hurt and may even die, though there is a big difference between the death of the material body of any particular Immortal and the ultimate destruction of that same being. Indeed, it's possible to physically meet with an Immortal and to prevail over it (in this last case, the probabilities of doing so are much higher when the Immortal has assumed a mortal identity, rather than when he appears in his more resistant and powerful celestial form, the so-called manifestation form), but it is not enough to simply slay the body that the immortal currently inhabits. An Immortal's essence (as the name implies) is not subject to the same laws that bind the body and soul of mortal beings. So long as a small spark of his

vital essence remains, the immortal can exist in an incorporeal form and is able to grant clerical powers to his priests. Should the physical body be destroyed, the vital essence of the Immortal can use magic in order to create a new one, though he uses up part of his personal power in the process. The Immortal may then return, fully as powerful as before, or begin anew elsewhere.

There are only two ways to actually kill an Immortal. The first and most difficult is by eliminating the Immortal's manifestation form (having made sure that he hasn't invested some of his power into an avatar, which is a physical body that contains part of his Immortal essence). This form is found in his Home Plane (where he is even more powerful) and at the same time the Immortal's power must be drained (by reducing his Power Points to below 100), preventing him from regenerating, and thus destroying him forever.

The second method instead disperses the essence of an Immortal reducing it to an immaterial state. This can be achieved if an Immortal can be deprived of all his followers: without followers giving power to him, the Immortal begins to slowly fade away. A year after the loss of the last follower, the Immortal begins to steadily lose part of his essence every month, until after ten years he has been totally extinguished. Initiate Immortals (whose initial power is gifted to them by their patron) must make sure that they secure an independent body of worship or risk vanishing entirely when the basis of their immortality dissipates. An Immortal that loses his *own* essence in this way is not considered dead, but continues to exist within his Home Plane as a weak spiritual force, though it will be impossible to isolate it from the plane's own signature. If the Plane is also destroyed, then the Immortal will cease to exist. It is possible for an Immortal in this immaterial state to return to life in the moment when any being rediscovers his cult and creates a base of at least ten followers. In this case, the Immortal returns to life in his old body as an Initiate of 1st level.

In any case, any Immortal consciously attempting to prevent his disappearance creates at least one avatar (an alternative corporeal manifestation that's invested with part of his Power, becoming to all intents his duplicate) or a particular artefact (a powerful magic item created with Immortal magic) that allows his priests to receive the spells they expect to even when the Immortal is not present in the Multiverse (and this can happen often, especially to those Immortals that normally explore alternative dimensions and planes in which magic doesn't function or when an Immortal is imprisoned for any violation of the Immortal laws). Naturally, if one of these artefacts should come into the possession of hostile Immortals or even of a mortal, the cult of the Immortal could be set for serious danger.

To this point, there have been few Immortals who have vanished without trace from the Multiverse. Some of them have effectively been defeated by a heroic mortal, and following their disappearance, their priests have also

abandoned them and are now devotees of other Immortals. Others instead have simply dispersed their own energy in their Home Plane in order to be reincarnated as normal mortals and try again the emotional mortal life, possibly tiring of the monotony of their own power and hoping to retrace the steps they had taken among the Celestial Spheres. Only a pair of Immortals has successfully achieved this feat, and the deed has brought them great fame and power.

Finally, other Immortals have disappeared into what is known as the Dimensional Vortex, or the Barrier, a sort of enormous, formless cloud that enfolds some outer planes and which cannot be penetrated by the power of the Immortals. Some suspect that behind the Barrier is concealed the truth of the Multiverse and the secret of creation, possibly the creators of the entire known and unknown universe gifted with an unparalleled knowledge: the Old Ones. Their existence hasn't been proved, but more than a few Immortals argue for this theory, even if it's not clear whether the Immortals that have so far vanished into the Barrier have effectively achieved a superior state of existence, or have simply vanished forever. What is certain is that the place known as the Dimensional Vortex or Barrier is as dangerous to Immortals as it is to mortals, and those few Immortals who have been lucky enough to return from beyond the Barrier don't remember anything of their experience inside it. It is as if their memories have been deliberately erased by some higher power. In any case, the Immortals prefer not to take the risk and rarely venture into the Vortex...

THE VORTEX AND THE SECRETS OF THE OLD ONES

Whatever lies beyond this barrier that has existed for millennia and the history of its creation is unknown to the current Immortals. If one of the more powerful and ancient Immortals has any memory of the events relating to the appearance of the Dimensional Vortex he has never divulged his knowledge.

In truth the Vortex was created by the entities called Old Ones in order to separate their dimension, the Sixth, from the rest of the Multiverse. This allows them to enjoy a privileged position from which to observe their most important experiment: the creation of Immortals in the Multiverse. The Old Ones are extremely few and the only way to expand their standing is to spur on the Immortals to overcome their own barrier and ascend to a superior form of existence. The journey to be made is extremely arduous, seeing as it involves achieving the summit of Immortality not once but twice, further requiring that the candidate achieve the rank of Hierarch of their Sphere on both occasions. Only at this point is the memory of the Hierarch's previous life returned. He is called by the Old Ones to join them in the Sixth Dimension. Blackballs appear from the Vortex, approach and disintegrate the body of the candidate (in reality transferring its essence

across the Barrier).

It isn't known what the true plans of the Old Ones are, nor if they are fighting against other unknown forces beyond the Barrier. What is certain is that they patiently observe everything that happens in the Multiverse, and that its preservation represents a priority to them. As to the ultimate nature of the Old Ones and their goals however, the mystery continues.

SPHERES OF POWER AND THE IMMORTAL HIERARCHY

All the Immortals draw power from two principal sources: from the veneration that they receive from their own followers and in particular from the bond they share with their Sphere. Because of this their ultimate aim is to increase their number of followers in the Multiverse, in order to rise up the hierarchy and reach the zenith of power. However at the same time, they must put before their personal designs the importance of their Sphere of power, and try their best to increase the Sphere's influence in the Multiverse. These are the two principal goals of life for every existing Immortal.

The entire universe can be divided into five components called Spheres of Power. These are the Spheres of Matter, Energy, Time, Thought and Entropy (or Sphere of Death). Every existing thing in the Multiverse is made up from these five components, mixed in varied percentages. The Spheres of Power are not a defined place in reality, but rather the five primal forces that make up the universe, being invisible and immeasurable. The Spheres link all the existing things in the Multiverse and manifest with more or less intensity in the many planes of existence.² They also represent a series of concepts, philosophical essences and ways of seeing the universe that distinguishes their Immortal adherents. They are a common denominator by which the Immortals are recognized and to which they are joined, since the Sphere shares with each the ideas that are its basis. Everyone embodies these aspects to a greater or lesser extent and, in the case of the Immortal, the element that holds dominance distinguishes his essence and allegiance.

Every Immortal can serve just one Sphere of Power, trying to increase its influence, or to maintain the *status quo* in the relationships between the various Spheres. The main aim of the Multiverse is in fact the balancing of the Spheres of Power. If a Sphere should gain an excessive dominance over the others, the final victory would be that of Entropy, since all Spheres are essential to maintaining harmony. Although each Sphere constantly strives for its

² The Spheres are exactly balanced in the Prime Plane, a condition that all the Immortals with the exception of the Entropics seek to maintain, while each is dominant in the corresponding elemental planes (Energy in Fire, Matter in Earth, Thought in Air and Time in Water) and in other outer planes (for example Pyts is the stronghold of Entropy, Draesten of Energy, Brynn of Matter, Entrem of Time and Mirage of Thought). Finally, the Ethereal and Astral planes are dominated by the Sphere of Thought.

own predominance and growth, the other Spheres try to keep it in balance, impeding or at least delaying the ascension.

All the alignments are present in each Sphere, but one of them is dominant. Each being is philosophically associated to an element and these elements are symbolic of a particular type of alignment, each favouring a certain class of mortals for ascension into the divine hierarchy (see the section dedicated to the *Paths of Immortality* for further details), and each by virtue of its philosophy is directly opposed to at least one other Sphere.

The Spheres of Power into which the Multiverse is divided are explained more thoroughly as follows:

Energy: for the denizens of this Sphere, magic, the vital energy of life, the imponderables of the universe are the most important things that exist, and therefore they simultaneously preserve, worship, and enhance energetic activity by any means. They seek to create and exploit the energy present in Matter and in Chaos, and at the same time are opposed to any attempt at rationalising and imprisoning the final and immeasurable essence of the universe. The Sphere's principal aim is the creation of new energy and activity. Energy is extremely active and dynamic: pursuing the modification and the transformation of things by the means of consuming Matter, the slowing down of Time and the attempt to constrain Thought in order to liberate more Energy. Energy is extremely creative and has the capacity to channel the magical essence to directly create and mould real items. Energy is associated with the element of Fire, represents the Chaotic alignment (disorder and diversification) and favours the arcane classes. It is opposed to Thought's efforts to tighten its control, and attempts to transform Matter, whilst resisting the devastations of Time.

Entropy: for the denizens of this Sphere, chaos, destruction and anarchy are the fundamental laws of the universe, and the only ones acknowledged and respected. They do their best to increase entropy and confusion in the Multiverse, subvert and destroy the constituted order thus return the universe to its natural state of chaos, and admire all the inventive ways that the various mortal races pursue destruction and the subjugation of the weak. The other four Spheres are opposed to Entropy, yet acknowledge its importance to the functioning of each of them. Entropy is the weakness of the universe, the waste and the ruin, it is the attempt to bring everything to its end; at the same time, and Entropy's existence would be neither possible nor conceivable without that of the other powers. Now it seeks to subdue them, before bringing total destruction. The Immortals of this Sphere represent, for the majority of mortals, the faithless, despicable and demonic creatures, whilst for others they are leaders to follow or imitate in order to achieve power and the ultimate freedom. Entropy is opposed to all four of the other Spheres (destroying Matter, draining Energy,

arresting the passage of Time and preventing coherent Thought) and is associated with the Void. Entropy doesn't favour any class in particular for ascension towards Immortality, though they gravitate towards Evil and Chaotic creatures.

Matter: for the denizens of this Sphere, what counts is order and immutability. They try to bring a definite form to the universe, to Matter, Thought and Energy, to contain chaos in the mesh of logic and immutable laws, and especially to stand against the corruption of Matter caused by Time. The aim of Matter is to resist ruin and destruction and it is therefore characterised by a tendency to strength and stability. Matter, in its three forms, represents the constituent elements of all things and also, in ruin, uses the elements for the creation of new orderly forms. Matter is associated with the element of Earth, represents the Lawful alignment (order and form in all things) and favours the warrior classes. It opposes the efforts of the Sphere of Time to alter creation and supplies to Thought the existing order.

Thought: for the denizens of this Sphere, the capacity for comprehending the unknown and of rating any experience should be the ultimate goal of life for any being. They try to make the mind and Thought prevail over Matter and Energy and seek to escape the passage of Time and the degradation that it brings to things and to knowledge. The ultimate aim of Thought is the application of category to all that exists and the reduction of the other Spheres to its instruments. Thought is the real essence of the Immortals: it is realisation, philosophy and knowledge. Thought tries to analyze everything and can manipulate the other powers of the universe. It doesn't represent any one alignment, but the understanding of all three, and favours the thief class, which is theoretically more eclectic. Thought is associated with the element Water, is opposed to the chaotic excesses of the Sphere of Energy and tries to manipulate the effects of Time towards creating order and form in Matter.

Time: for the denizens of this Sphere, the flow of Time rules the life of the universe, and it promotes a continuing and regular change. Its aim is the promotion of change in all things and the maintenance of the passage of Time. Time is everywhere, running and flowing, recycling the lessons of the past in order to make them relevant in the present. It is a creative force that gives birth to the new and makes obsolete older things. For this is the hammer that brings change within Matter and Energy, necessary in order to avoid total destruction from the ravages of entropy, which would stop any further change. Time is associated with the element of Water, represents the Neutral alignment, since this is a balance between change and stability, and favours the cleric class. It is opposed to the endeavours of the Sphere of Matter that try to withstand change, causes a loss of Energy through the passage of Time and supplies to Thought the lessons of history.

Within each Sphere, the Immortals measure their own power based on a hierarchical scale made up of ranks and levels. The lowest rank is that of **Initiate**, to which belong all the “novices”, (a being who has recently achieved Immortality and still hasn’t begun to expand their own influence in the Multiverse), or those that, despite being ‘old’ by Immortal standards, prefer to limit their activity within the universe and concentrate their attention on modest projects.

The following rank is that of **Temporal**, within which a large slice of the Immortal population can be found; they are mainly active in the Prime but can often be found advancing themselves by personally exploring the outer planes and participating in missions given them by their hierarchic superiors.

The rank of **Celestial** contains those Immortals whose position has been consolidated for a long time (usually centuries), wisely manoeuvring their own faithful on the Prime and in the Outer Planes, and attempting to climb the summit of power by personally engaging in many projects throughout the Multiverse. However, many of them are by now fixed in the hierarchical scale because of an indolent complaisance with their status, which causes them to not risk anything in order to not lose anything.

The rank of **Empyreal** is populated by Immortals recognised for centuries by mortals; they are creatures that inspire veneration and respect, who are active in the entire Multiverse with different projects, and that happily leave to the Initiates and Temporals the exploration of the Multiverse. They are concentrated instead on the games of power with the other members of a higher standing, ultimately risking their mortal identities on the Prime Plane in order to increase their own sphere of influence. They climb higher before reaching the top rank of **Eternal**, occupied only by a few Immortals for each Sphere of Power (even if there isn’t a ‘fixed number’ in this regard); millennia old divinities that are able to accumulate power thanks to their great skill at the manipulation of the mortals and of their equals, an ability that has the rest frightened but also envious. They are usually at the centre of grand multiplanar projects, of epic and age old quests, and many of them rarely remain inactive for long. They are so close to the summit that they are seen as dangerous rivals by the hierarchs, who try to control and check them, and at the same time they are objects of envy for the lesser ranks, who try to take advantage of their influence and knowledge in order to be able to reach their level.

The rank of **Hierarch** is held by a privileged few of the oldest Immortals, often identified with some elemental force and known by the majority of the existing cultures in the Multiverse. All the existing members of the First Generation of Immortals have the rank of Hierarch (like Thanatos, Hel, Odin, Ixion and Valerias) and in most cases they are Supreme Hierarchs (Immortals of 36th level as head of the Sphere of Power) of their respective Sphere.

There exist innumerable Immortals of each level, but

only one **Supreme Hierarch** (of 36th level), and each time that an Immortal becomes as powerful he must challenge the current head of his Sphere, the result is a duel (at times physical, but much more often hard-fought strokes, projects and machinations that weaken the rival in the Multiverse) by which one of the two inevitably loses out and is reduced in power (effectively losing a level). This however happens very rarely (as happened to Hel ultimately in the *Wrath of the Immortals* campaign, in 1009 AC, when she was replaced by Thanatos at the zenith of Entropy), this event never brings great disruption within the Sphere (given that the objectives of a Supreme Hierarch coincide with the interests of the Sphere, and they are immutable).

IMMORTALS ON THE PRIME PLANE

The Immortals take particular interest in the Prime Plane, the only one that abuts with all other planes of existence. The Prime exists in the heart of the astral and ethereal network allowing access to all the planes of existence and is the only place in which all the elements and the powers are represented. Many Immortals travel via the Prime, which represents the main connection between the native planes of the majority of the Immortals and the infinite Outer Planes, where the powers are in constant flux. The Prime is treated as neutral territory for all the powers; if one of the Spheres tried to invade the Prime Plane the other Spheres would unite to repulse the attack.

Because of the special importance that the Prime Plane embodies, *all the Immortals* (including the Hierarchs) know they must respect the Laws of Existence, which obliges them to not abuse their powers on the Prime and to maintain the balance in the Multiverse. They can be summed up thus:

1. On the Prime Plane, he is prohibited from using any direct action against a mortal;
2. On the Prime Plane, he is prohibited to use any forms of Power;
3. On the Prime Plane, he is prohibited to reveal his own Immortal nature to any groups of mortals.

The first law proscribes any intervention by an Immortal against or in favour of a mortal creature, where such intervention involves the use of powers to physically affect the Prime or its inhabitants. It is the most important law among the three, and the one that is normally sanctioned with the heaviest punishments (usually threatened by a special council of hierarchs or by the Hierarch of the Sphere to which the Immortal belongs). The second law refers to the use of any form of Power (or Immortal magic) within the Prime Plane, whatever the purpose may be. The third refers to the prohibition against revealing the divine nature behind one's mortal identity within a group or organisation (allowing them to become aware that they are working for/being manipulated by an Immortal or otherwise making them cognisant of Immortal activity on the Prime). These last

two are certainly the most difficult violations to discover and also the less important, unless they create sensitive imbalances within the fabric of the Prime. Punishment is usually sanctioned by a Hierarch of the Sphere to which the guilty Immortal belongs.

There are however ways of circumventing the three laws without incurring the ire of the other Immortals, and each Immortal is aware of them. The subtlest form is the use of signs or omens of a determined event or an imminent danger, to drive mortal proxies to accomplish certain tasks. Another form, almost equally common, involves inspiring mortal action by the manipulation of inanimate objects or non-intelligent creatures to suggest a course of action. When attempting to change the course of history, an Immortal may resort to more direct methods. The most common is the use of an agent: a servant or follower of the Sphere of power. Sometimes, an agent can be given an artefact, or a specific quest to achieve by his own ability and resources. However, the agent will find he faces mortally dangerous risks in attempting to carry out his task. The agent can also take a less risky approach, by attempting to convince a powerful mortal to take on the task in question. Finally, in cases of extreme necessity, an Immortal can personally commit himself: always in disguise and trying at all costs to avoid revealing his Immortal nature. His personal appearance, however, always involves the risk of him losing powers, or risking his status within of the divine hierarchy and sometimes even his Immortal nature. He can of course act on the Prime by using intermediary mortals (followers or heroes inspired by dreams or prophecy) or exalted creatures (demons, celestial beings or similar, which must nevertheless pay attention to avoid too much notice), or by directly manipulating events whilst in a mortal body (called *identity*), without revealing his true nature to the surrounding world. This interference is much more directly controllable by an Immortal, but exposes him to major risks, since if his mortal form is killed he would be exiled on his Home Plane for a number of days equal to his Hit Points (without considering the danger of being unmasked in front of numerous witnesses); and if he is later defeated again by the same mortal, this would mean his immediate fall of a rank in the Immortal hierarchy (loss of a level). In these cases therefore, the Immortal's interference is always planned and calculated, with much care taken to avoid being unmasked or identified by the Immortal guardians. The use of mortal identities by the Immortal is tolerated by the hierarchs as long as it doesn't create a disruption of any great proportion in the universe. Should such occur other Immortals will be tasked to investigate the matter (using mortals or assuming for a time their mortal identities), until such time as the guilty are discovered and adequately punished by the Immortal hierarchs. It stands to reason that the majority of the intolerable interferences are caused by Immortals of Entropy, who unlike others preach direct action on the Prime to increase the power of their Sphere and sweep

away their opposition.

There are a few exceptions to the rules that each Immortal acknowledges and approves of. Firstly, when all the Immortals unanimously accept the necessity of an action. Usually such decisions are taken in order to protect the balance of the Prime Plane or the existence of a culture or planet, as happened with Blackmoor during the Great Rain of Fire and with the experiment of the Hollow World, or as happens when they ask an Immortal to ensnare another Immortal guilty of having broken one of the three rules mentioned above.

Secondly, an Immortal can directly intervene on the Prime Plane when he is punishing a follower who has been proven disrespectful or a traitor. Normally, when he verifies a want on the part of a priest or another member of his cult, the Immortal is limited to not granting spell-casting powers until the piety of the guilty party is again unquestioned or he atones for his deficiency. However, in exceptional cases in which a particularly important follower openly denies the Immortal and his doctrine and begins to betray or thwart him, the Immortal is authorised to intervene directly on the Prime Plane (or wherever the traitor is found) and personally chastise him, even in the presence of other mortals, without being condemned by his fellows. This provision is necessary to the Immortals so that they can maintain discipline, fear and reverence in their own followers, and convey the image of omnipotence that their status requires.

Thirdly and finally, each Immortal can send to the mortals a set of prophecies and act directly to bring them to pass. Before doing so however, he must notify the Immortals tasked with creating respect for the Laws of Existence, informing them of the full detail and goal of the prophecy and clear his intervention with them. Following their authorization, the Immortal can intervene on the Prime, sending celestial signs to his followers (for example a comet that suddenly crosses the sky, or a rain of frogs, etc.). To clarify, this means that the Immortal can secretly manipulate events and mortals to fulfil their predictions, but he requires the authorization of the observers to send divine signs to the Prime ("signs" which directly result in the death of a mortal, an enemy of the Immortal, or worse mass destruction, would not be considered acceptable).

THE PATH TO IMMORTALITY

As he acquires experience and begins to comprehend how the Multiverse functions, the character begins to learn of powers that go beyond mortal perception. He becomes familiar with the existence of superior beings that manipulate the world, and maybe the entire universe, pursuing their own mysterious aims, and ever more frequently comes into direct contact with them or their powerful followers, until, in the minds of the more audacious, the idea of achieving the same level of power as, or indeed becoming, an Immortal is born. From this desire spring epic sagas, that measure the worth of these mortals as they pursue mysterious (Immortal set)

objectives, forging a new legion of individuals that one-day, perhaps, will inherit the Multiverse.

Thus begins the journey that promotes the most worthy to fill a post among the Celestial Spheres. Some simply wish to overcome mortal barriers and becoming something more, some thirst only for power, some seek to defend good, evil, order or chaos in the universe, some face the challenge purely because it exists. Not all are able to realize their dream. Only the smallest part of those that begin the journey to Immortality see the dream achieved, those doing so must inevitably become aware that with that absolute power also comes greater responsibility for the welfare of other beings. Once immortal, the character is able to manoeuvre (more or less directly) the course of events, pursuing progress in their Sphere and advancing themselves in the hierarchy, with the ultimate goal of reaching the summits of power.

Since nearly all the Immortals were at one time mortal, and the tasks of candidates seeking advancement are constantly being pursued, the DM can allow characters to research Immortality, undertaking their own long journey to become legend. The most tenacious and heroic characters will prove their worth and achieve Immortality. Once they do so, however, it's extremely likely that they will disappear from the world, living on only in legend and in the words of their priests (since their field of play becomes the broader stage of the Multiverse).

The only reliable way to enter the Celestial Spheres requires the completion of several tasks of extreme difficulty. There are five paths that lead to Immortality, each one of which corresponds to one of the five Spheres of Power. Any intelligent mortal that achieves maximum level can try to achieve Immortality by following one of these paths. The fifth path, the one that leads to entropy, is one that only evil or extremely egotistic individuals would pursue, and is the only one which has four variants (each one of which rests in opposition to one of the paths of the other four Spheres).

PREREQUISITES FOR CANDIDACY

In order to enter onto the path to Immortality, the candidate must be a figure of proven experience and of a certain fame won thanks to his enterprise.³ These paths aren't commonly known, and the DM should use this task as the basis for a long adventure, at the end of which the candidate must have gained at least one level of experience before being ready to encounter his Patron.

Each path for Immortality begins in the way described in the following paragraph: it is assumed that the relative complications of the various paths have been well

³ For the Classic D&D rules (Rules Cyclopeda and Basic-Master sets), for candidacy towards Immortality a human character must have achieved at least 30th level, while a demihuman must have at least to 2,000,000 XP. For the D&D Third Edition rules it's necessary that the total levels of the character be at least 18th and that he has at least 5 levels in a single class (considered his preferred class).

presented before the character makes his choice.

1. Selection of the path for the Sphere of Power that the character desires to serve.
2. Selection of a Patron Immortal of Celestial or higher rank.
3. Obtaining the Patron, by seeking out an Immortal and requesting a petition.

The task of an Immortal and the petition for obtaining his sponsorship constitutes the first of many difficult tasks. The task of a Patron often takes the seeker to the summits of remote peaks, famous for being particularly dangerous and inaccessible places.

Once the location is chosen, the mortal must obtain a treasure of incredible value that is suited to the Immortal's Sphere (this obviously implies that the mortal must be informed on the significance of the Spheres of Power and on their objectives, before he selects which Immortal to devote himself to). This gift must be of particular beauty and have characteristics corresponding to the nature of the Immortal's Sphere. The possibility of a positive response on the part of the Immortal is directly proportional to the value of this gift.

At this point, the journey can begin. It must demand at least one year in game time; also, as previously stated, in the course of the journey the character must advance one level.⁴ The journey must be very treacherous and filled with a series of collateral events that should distract the character from his final quest. The gift must therefore be diligently guarded to avoid theft or damage; should the worst occur, the damage must be fixed or the gift retrieved before the journey can continue. The petitioner's journey is completed only once he has scaled the mountain under his own power, which is obligatory.

During the ascent, the DM must set up seven encounters, each acting as a test of one of the following qualities:

- ❖ Honour and reliability
- ❖ Loyalty to the Sphere of Power
- ❖ Resourcefulness
- ❖ Courage
- ❖ Tenacity in the face of adversity
- ❖ Cleverness and wisdom
- ❖ Mercy and charity (in the case of the Sphere of Entropy these two qualities become "subterfuge and egotism")

These characteristics can be adjusted based on the quester's alignment. It's not always necessary to defeat an encounter, so long as the quester demonstrates possession of the qualities shown above. Reaching the summit, the character must meditate for 1-6 days, praying with fervour to the Immortal. The invocation will have immediately made the Immortal aware of the petitioner but, before responding, they will carry out an appraisal of the

⁴ Or by gaining at least 150,000 XP in the case of the Classic D&D (Rules Cyclopeda and Basic-Master sets) rules system.

character's nature. To establish the Immortal's response, roll 1d10, applying the following modifiers:

Modifiers to the Petition	
-5	If the Alignment of the character differs from that preferred by the Sphere to which he would like to join
-5	For each person with the character
-3	If the character has revealed any secrets relating to the path for Immortality to others
-3	For each test failed during the scaling of the mountain
-3	If the character is a follower of an Immortal disliked by his Patron.
-2	If the character's Alignment differs from his Patron's
+1	For every test passed
+1	If the character is a follower of an Immortal of the same Sphere of his Patron Immortal (but not of the Patron)
+1	If the character's Alignment is the same as his Patron's
+1	If the character has always been a follower (although not a cleric) of the Patron Immortal or if the Immortal is favourably disposed to the character
+1	If the character brings a Minor Artefact
+2	If the character brings a Lesser Artefact
+3	If the character is a cleric of his chosen Patron.
+4	If the character brings a Major Artefact
+8	If the character brings a Greater Artefact ⁵

Despite the modifiers, the final result cannot be lower than 1 or greater than 10.

Result of the Petition	
1-2	The Immortal reacts adversely and communicates to the character, sending a sign within 1-6 days, that he won't respond to the prayer.
3-8	The Immortal arrives in 1d100 days. Within 1d4 days sends a sign that heralds the imminence of his arrival.
9-10	The Immortal is very impressed and arrives in 1d6 days.

During the period before the arrival of the Immortal, the character must remain on the summit of the mountain and spend 80% of his waking time in meditation.

If he leaves the mountain, it is necessary to recheck the Result of the Petition, applying a penalty of -2 to the result. If the Immortal responds, he sends a sign to invite the character to return to the mountain. If the second result is 9 or 10, the Immortal manifests wherever the character is at the appointed time, but not while the character is in the company of another individual.

The arrival of an Immortal always represents a particularly wonderful or mysterious event. To start with, the Immortal materializes in elemental form, according to the Sphere to which he belongs:

Matter: Emerges from the earth or appears as any one mortal creature with perfect form and features.

Energy: Arrives on a beam of light in a flaming and particularly bright form.

Time: appears in liquid form or like a whirlwind.

⁵ The division in Minor, Lesser, Greater and Major in the power of divine Artefacts derives from the system introduced in the Master set for Classic D&D and if necessary refer to that rule for determining the type of artefact. For the D&D Third Edition rules it's considered that for each 3 powers possessed by the Artefact it belongs to one category higher.

Thought: appears in the form of an illusion or as a savage being enveloped by the wind.

The appearance immediately causes the paralysis of all the mortals present in the area; the Immortal can release any creature caught from the paralysis. He examines the character and then communicates with him, verbally or telepathically, to inquire about the aim of his invocation. The mortal must explain his desire to attain the sponsorship of the Immortal in his quest for Immortality and humbly present his gift as a sign of respect and devotion. To determine the response of the Immortal roll a 1d10, subject to the following modifiers:

Modifiers to the Presentation	
-8	If the character has failed most tests of this path
-5	If the character seems arrogant
-4	If the character has already asked other Immortals for sponsorship
-2	If the gift's value is less than 25,000 gp
+1	If the gift's value is equal to or greater than 25,000 gp
+1	Every 25,000 gp of value over 25,000 (gift's value 50,000 gp: +2, gift's value 75,000 gp: +3, etc.)
+1	If the class of the character is that favoured by the Sphere of the Immortal contacted ⁶
+2	If the character has passed more tests than he failed
+3	If the character has passed all of the tests

Final Response of the Immortal	
1-2	Petition rejected. The Immortal destroys the gift and sets the character a difficult quest, before he can return again to put forward his petition.
3-8	Petition accepted.
9-10	Petition enthusiastically accepted. The Immortal gives to the character a small magical item of his Sphere of power and teleports him home together with all of his gear.

Whatever his response, the Immortal takes the gift, and in 50% of the cases also all the treasure and magic items that the mortal and his companions have with them.

If the Immortal grants the petition, he conveys to the character the instructions relating to the next steps to undertake on the path to Immortality. He responds, in kind, to the petitioner's demands, so long as they are reasonable. He then states the conditions for the following encounter, and then departs, leaving no trace of his passage.

After his departure, the Immortal will not be seen until at the end of the path or until the character returns to propose early acceptance of the petition. From this moment forward the Immortal, even though invisible, places obstacles and difficulties in the path of the character.

⁶ For this see the Third Edition rules for multi-classed characters, it is intended that the primary class of the PC (that is the one in which the PC has the most levels) must be one of those preferred by the Sphere.

THE PATHS OF THE FIVE SPHERES

The following quest of a mortal to gain a patron results in achieving the last experience level [36th for Classic D&D, 20th for D&D Third Edition]. From this moment on he must principally aspire to remain true to the ethos of the Sphere of Power he selected, to which he must seek to bring glory and honour in the course of the tests which he will undergo.

Every path includes five difficult hurdles, which naturally the mortal must overcome:

1. The adventures of the character should be enough to gain a determined amount of experience (equal to 600,000 XP for Classic D&D, or 3 levels for D&D Third Edition, reduced to 400,000 XP in Classic D&D or to 2 levels in Third Edition if the candidate belongs to the favoured class of the Sphere);
2. The candidate must achieve a determined Quest, from which his Sphere benefits;
3. The candidate must complete a determined Trial, of specific value to his class and Sphere;
4. The candidate must complete a new Task and recover an artefact of his Patron's Sphere of power (which is usually in the hands of an adversary of the Sphere). This Task should take several years.
5. The candidate must prepare a Testimony of his greatness that comprises a number of followers and a permanent monument. A part of the followers, not less than 80%, must be living at the moment of the completion of the path. The candidate alone must finance the monument to his greatness, and also participate in all the fabrication, or procure the material components and labour by means of adventure, or assume the risk of the fabrication.

After finishing all the stages of this journey (in no particular order in the majority of cases), the character must return to the mountain and rendezvous with his Patron. If the character hasn't passed one or more tests, the Immortal can impose further objectives necessary to the obtaining of Immortality.

If all the tests have been overcome, roll 1d10. On a result of 1, the Immortal states that (at his whim) the character has failed and has not gained Immortality; can therefore lay down new tests or give a definite denial. If he is successful the mortal has a year to put affairs in order, before leaving the Prime Plane and ascending to the Celestial Spheres.

The paths for Immortality in the five Spheres are shown below in alphabetical order.

DYNAST (TIME)

This is the path for the *Sphere of Time* that favours the Cleric and Druid classes (and generally, any class purely associated with divine magic).

Quest: The candidate must found a dynasty (or set his own protégé at the head of a dynasty), who must rule the

kingdom for at least 20 years, during which the character must face at least 4 obligatory tests for his government (as regent or as protector of the regent in place). During this period, it is necessary that the character (or the regent watched over by the Dynast) has a living grandchild, in a position to perpetuate the dynasty. It's not important whether the grandchild is a blood relative or adopted, but he must be officially announced in his role of heir.

Trial: The Dynast must travel into the future to three different periods, and aid three different descendants to keep their kingdom stable and perpetuate the dynasty. These descendants must exist in a period of time following that of the grandchild who inherited the kingdom after the first 20 years (see Quest). Once he finishes the Trial, the character has completed his path of the Dynast and is made an acolyte in the Sphere of Time by his Patron, this could happen at the time in the future in which he completed the third journey, or, if he successful returned back, shortly after the time of his first jump forward in time.

Task: The candidate must find an artefact that permits time travel. This artefact should always be difficult to use, and thanks to this he learns the importance of preserving the flow of time (instead of changing things to suit himself) to avoid disasters.

Testimony: The Dynast must create a kingdom with a human population not less than 50,000 people (or not less than 10,000 individuals for any other race that the character belongs to). Further, he must design and construct a new capital for his kingdom.

EPIC HERO (THOUGHT)

This is the path for the *Sphere of Thought* that favours the Barbarian, Ranger and Thief classes (and generally, any class with few arcane or divine powers and without a rigid mental set up).

Quest: The Epic Hero must base his existence on the heroic ideals of courage, firmness and dedication. He must carry to completion a nearly impossible task, for example drive away all the dragons of the world or build a castle in the sky. The deed should require at least five years to complete. Furthermore, his Patron must constantly observe and test him to pin point signs of yielding or of corruption. Naturally, minor failures are allowed (after all, the candidate is still only a mortal and as such imperfect), but if the Patron finds out that the candidate cheats or simulates heroic behaviour only in order to achieve Immortality, he can ordain that the Quest has not been completed until the candidate has profoundly reformed.

Trial: The Epic Hero must get hold of, and destroy, an artefact of the Sphere of Entropy; obviously, this will cause many encounters with assassins and followers of entropic demons in epic battles.

Task: The candidate must find a Greater Artefact of the Sphere of Thought. This must be in the hands of enemy agents of the Sphere or if forgotten must be well guarded.

The recovery must be a deed that is worthy of becoming legendary.

Testimony: The Epic Hero must name and train a successor (which can also be the character of another player). It's not necessary that the successor belongs to the same class as the Hero, but they must share the same ideals. The successor must gain at least 12 levels in the company of the Epic Hero and must succeed the candidate in a position of prominence (for example as leader of a cavalry order or of a band of pirates).

Furthermore, the candidate must create a new legendary weapon. If he is a spellcaster, he must use his own powers for rendering magic; otherwise he must recruit someone to enchant the weapon. In whichever case he must personally undertake the Task of acquiring the special components with which the weapon is made, and once it is created, use it in a series of epic deeds until the name of the weapon becomes legendary. Once he achieves Immortality, the character must then hand on the weapon to his legitimate successor so that he can follow in the path of the Epic Hero.

POLYMATH (MATTER)

This is the path of the *Sphere of Matter*, which favours the Fighter, Paladin and Monk classes (and generally any class with few magic powers and a leaning toward a lawful code of conduct).

Quest and Task: The Polymath must face a trial that requires him to be reincarnated in three different lives (becoming each time a being of a different class or race than before) and succeed in a similar deed in all of them. In the course of each of these three lives, he must find and recover a specific artefact (which can belong to any Sphere excepting the Sphere of Entropy). It can be of different form and with a different history each time, even if in reality it is always the same item. Nevertheless, the Patron will slightly change the item between challenges for the purpose of putting new tests and barriers in the way of the candidate, in a way that means each task's outcome is different from the previous. Very often the tactic of the Patron Immortal is that of placing the item in the middle of a situation which needs changing or of a group of enemies that needs eliminating, exploiting the intervention of the Polymath to his own advantage.

Each new career starts at first level, the Polymath having no memory of his previous life, but he always keeps his original alignment, even if this could give unusual results for the class or race in which he reincarnated. He, further, keeps his characteristic scores, even if he has to assign a different characteristic based on the new reincarnation (e.g. If at the beginning he was a Wizard with the high score 18 in Intelligence, in the first incarnation he could be a Fighter with Strength 18, and in the second a Cleric with Wisdom 18, and so on, at the discretion of the DM). The Polymath can maintain the same sex in all three reincarnations, based on the choice of the Patron and of the situation in which he was placed.

Furthermore the Immortal should provide false memories to each of his reincarnations, or should make the character suffer from amnesia and remember nothing of his infancy in this reincarnation; in whichever case, in each incarnation the candidate is always found in adult form and does not have to mature before starting his task (unless the Patron decides otherwise as a joke). The selection of the new form of the Polymath can happen at the discretion of the DM or be left to chance by using the d100 table below (remember that if the character changes race he doesn't necessarily have to also change class in the new incarnation, the choice is at the discretion of the DM):

New Class		New Race	
01-09	Barbarian	01-09	Elf
10-18	Bard	10-18	Giant
19-27	Cleric	19-27	Gnome
28-36	Druid	28-36	Goblinoid
37-45	Fighter	37-45	Halfling
46-54	Rogue	46-54	Halfblood
55-63	Wizard	55-63	Monster (intelligent)
64-72	Monk	64-72	Shapechanger
73-81	Paladin	73-81	Dwarf
82-90	Ranger	82-90	Human
91-00	Sorcerer	91-00	Monstrous humanoid

The real task of seeking the artefact only starts when the character reaches 5th level. After the first two searches have been successful, the Patron appears within 10-200 (1d20 x 10) days, reclaims the artefact; then returns the character to 1st level, making him again forget the past, before commencing his newest life. The third time, the Polymath concedes tenure of the artefact and returns all the memories of the previous lives.

Trial: After he has completed the last part of the task and has erected his monument (see Testimony), the Polymath must adventure alone on a quest that requires him to achieve 12th level. He starts again at 1st level in the preferred class of his first incarnation (the real one), advancing until 12th level, but can draw on the abilities of the various classes of the played character, and advances in all the classes at the same time, using the best Saving Throws and Attack Rolls based on the classes or races in which he was incarnated. However in order to advance in level, he must divide the XP equally between all four classes. This, therefore, takes a long time (he cannot advance to the next level if he hasn't first achieved the XP necessary for advancing in all four classes)⁷. Once he reaches 12th level, the Patron Immortal presents himself

⁷ According to the D&D Third Edition rules, in practice during the final phase of the Task the character uses the best ST and BAB of all his classes and races, as well as getting the class abilities and weapons and armour proficiencies from all four of his preferred classes, but the score in XP necessary to achieve the next level is always tripled in respect to the normal. He must, also, select in which of the four classes advance from time to time in order to determine the ability points and the HP available, the skills and the magical ability that advances with the increase in level, and in addition at 12th level he must possess at least 3 levels in each of the preferred 4 classes.

before the Polymath and admits him into the selected Sphere.

Testimony: The Polymath must be accompanied in his adventures by at least 4 characters, each of which must be of one of the following classes: Fighter (or Ranger or Monk), Cleric (or Druid or Paladin), Wizard (or Sorcerer or Bard) and Thief (or Barbarian). None of these companions can be of a higher level than the character. If any of them is killed, the aspiring Immortal must find a way of reviving them, putting aside his principal quest if it is necessary to do so. After completing the task and the first of the trials, the character must erect a monument at least 30 metre high, to the memory and glorification of his adventures. The monument must remain in position for at least 10 years.

PARAGON (ENERGY)

This is the path for the *Sphere of Energy* that favours the Wizard, Bard and Sorcerer classes (and generally, spellcaster classes that deal in arcane magic exclusively).

Quest: The Paragon must be recognized as superior to all the other exponents of his class (or of the primary class for a multi-class) present within a radius of 160 km from his abode. To achieve this result, he must obtain from the rivals found within his territory a declaration of his manifest superiority. He must also meet the requirement of besting at least 7 characters of his class, and at least 1 arcane spellcaster (wizard or sorcerer) otherwise, thus defeating at least 8 characters of high level.⁸ If none are present in the area he inhabits, he must look in the surrounding area, and these opponents may also ally against the Paragon, while the candidate must face them alone. Beating them does not require that they be killed. The Paragon may either force them to submit or cause them to flee (this requires that he also assures that the exile has no power base to return to, and that any later trespass is blocked). The important thing is that at the end of the duel he has clearly showed his superiority over his adversaries. The duel is always a one-on-one fight, which follows a challenge declared openly by the Paragon. It is possible for the challenger to bring seconds with him (or assistants or witnesses), and only in this case is it allowed for the Paragon to do likewise. The seconds must remain out of the encounter, and only if those of the challenger intervene can they respond, concentrating their efforts solely upon neutralising the antagonist's allies. Any interference in the Paragon's duel with his adversary renders the challenge void in the eyes of the Patron Immortal.

Trial: The Paragon must create a totally new and unique magical item of its kind.⁹ The components must

be extremely rare and difficult to obtain, containing at least one immaterial ingredient, like the tread of a cat or the roar of a lion, which forces the player to exercise his creativity in finding a means to capture this element. The physical creation of the item must happen by the hands of the same character (in the case these are capable of creating a magical item), or by the hands of a skilled spellcaster that was hired by the Paragon, and whose cost contributes to the total expense of the item. The time employed for creating the item will amount to one week plus a day for each 1,000 gp of final value of the item.¹⁰

Task: The Paragon must find a Lesser artefact of Energy after a long and extremely difficult task which must take at least 5 years.

Testimony: The Paragon must recruit at least 6 apprentices, who must gain at least 12th levels whilst they are in his service. Furthermore, he must transform the region around his abode, confined to an area of at least 160 km radius, giving it a characteristic aspect and transplant at least 1,000 inhabitants of an uncommon type (for the region in which he's found).

ENTROPY

This is the path for the *Sphere of Entropy* that doesn't favour any class in particular. Given that Entropy is opposed to the other four Spheres, there exist four distinct paths for achieving Immortality, each one of which is directly opposed to one of the four paths of the other Spheres in a sort of negative or compensatory parody.

DESTROYER

This is the path that is opposed to that of the Epic Hero and in general to the Sphere of Thought. The people that follow this path are brutal and violent individuals without scruples, who revel in inflicting pain, humbling the weak and especially in destroying those with any more positive traits within them. Those who reach the end of the path of the Destroyer remain obsessed by the pursued ideals of death and cruelty, suffocating free Thought and replacing it with sentiments of apathy, grief and desperation (thus becoming a sworn enemy of the Sphere of Thought, in particular).

Quest: The Destroyer must base his existence on violence, sadism and impiousness. He must be without scruples and never show mercy to anybody. Thus, he must always surround himself with followers who fear him without loving him, and kill any individual who has shown him any love, beginning with the members of his own family (who must always be sacrificed to the patron Immortal). Further, to achieve his Quest the candidate must commit an atrocity of enormous scope against a

⁸ According to the Classic D&D rules, these challengers must be of at least 25th level. According to the D&D Third Edition rules, the challengers must be of at least 17th level of the character and be of the same preferred class of the Paragon.

⁹ The DM must screen the ideas presented by the player comparing it with the magic items available into his campaign until

the proposal seems valid and only in his kind; from that moment the PC is given for creating the item with the powers described.

¹⁰ According to the Classic D&D rules, the cost for the task necessary to create an item of that kind amounts at least to 1/5 of the XP of the character. According to the D&D Third Edition rules, the cost for the task necessary to create an item of that kind instead amounts to at least 400,000 gp

group of innocents without any subterfuge (like quartering or devouring the babies of a village or raping vestal virgins of all the temples in the region, or even ravish and burn alive the mothers of a community, etc.). The deed must be of a unique kind, potentially completed over an extended period, and requires the sacrifice of at least 500 victims.

Trial: The Destroyer must succeed in permanently destroying an artefact of Thought, having had it made by exponents of that Sphere and then having tortured and otherwise humiliated them.

Task: The Destroyer must find a Major artefact of the Sphere of Entropy, which must have been lost or be held by a group of guardians (often members of a rival or opposing cult). The candidate must recover the artefact with brute force (openly facing his enemies without deceit or subterfuge) and kill whoever attempts to stop him. If he had the aid of allies in completing his Task, once he is in possession of the artefact he must also eliminate them (with only the exception of his successor, if he's present - see Testimony for why).

Testimony: The Destroyer must find and train a successor who is dedicated to the same ideals as he is, and this successor must gain at least 12 levels whilst in the service of the aspiring Immortal. The Destroyer must treat his pupil in the most brutal way possible, having taken care to raise him in his traditions of violence and cruelty, even while preventing his being killed by anyone (though life is the only requirement, the successor may become disabled due to injuries etc), until he is not able to stand him. In any case the successor must not be removed and if necessary must be made a slave in order to constantly accompany the Destroyer in his exploits; if the candidate should kill him before the Testimony is completed or he isn't able to avoid the death of his successor, he must find a new pupil and start afresh with him.

It's a further task of the candidate to create an item of legendary destructive power that corrupts its user, increasing the influence of entropy in the world. The Destroyer must then have this item fall into the hands of his successor, and when he uses it against the candidate in order to usurp his position, the Destroyer must liquidate his disciple in a spectacular and painful manner in front of many witnesses. The candidate isn't allowed to create an item that immediately causes the death of its user: to the contrary, it must be made in a way that his disciple can come to know of all the items powers and is able to use it against him. It's not important if the successor uses allies in the battle or faces the Destroyer alone: the candidate must take part in the encounter without any outside aid, facing everyone else before killing the successor.

MANIPULATOR

This is the path that opposes that of the Polymath and in general the Sphere of Matter. Those people who follow this path deceive and betray anyone to attain their desires, adore manipulating people and infringing the rules for personal gratification, and by this activity attract the

attention of the entropic powers as a perfect representative of chaos. Whoever successfully completes the path of the Manipulator will be obsessed by the idea of corrupting and destroying order and Matter (thus becoming a sworn enemy of that Sphere in particular).

Quest: During his Task (see below) the Manipulator must be accompanied by at least 4 characters, each of these must belong to one of the following classes: Fighter (or Monk or Paladin), Cleric (or Druid), Wizard (or Sorcerer or Bard) and Thief (or Barbarian or Ranger). His companions should be no higher than five levels more than the character. During the task the Quest of the Manipulator is to obtain the confidence of his companions, saving then betraying them one after the other and causing their deaths. The betrayal must be noticed by each of the victims at the moment of his death, in such a way that the Manipulator gets enjoyment from his deed; the Quest is achieved when the pre-selected fourth victim dies.

Trial: After having achieved his Quest and completed his Task, the Manipulator must seek a candidate to Immortality in one of the other four Spheres and join him as an ally, pretending help but in reality hindering his mission. The aim of the Trial is to corrupt the soul of the aspiring Immortal, making him fall to Entropy or manipulating events in such a way that his attempt to become Immortal ultimately fails. This manipulation must ultimately cause the death of the candidate, which cannot happen by the direct action of the Manipulator (usually the Manipulator is able to lead his victim to suicide or is able to get him killed by an adversary by failing to aid him at the most critical moment). If the attempt fails the Manipulator can try again as long as his victim doesn't unmask him: in this case he is forced to abandon the candidate and must find another.

Task: The Manipulator must recover an artefact of the Sphere of Entropy to use during his Testimony, preventing it from being destroyed until he becomes Immortal. If the artefact becomes lost or ruined, the Manipulator must find another and keep it until the moment of his ascension. It isn't necessary that he always carries it with him, but he must find the means to use it in his Testimony (he can naturally also use it at other times if the need arises).

Testimony: The Manipulator must complete a corrupting deed of epic proportions, like replacing the official creed of a nation with an entropic religion, creating or using an artefact that corrupts (physically or psychologically) at least 1,000 people, and so on, in a way that increases the influence of entropy in the world. This deed must be of such extent that it attracts all possible adventurers drawn from the ranks of order and of Good that act in the region, in a fashion that leads to him having to directly face them whilst completing his work.

DUNGEON MASTER

This is the path that opposes that of the Paragon and in general the Sphere of Energy. Those people who follow this path are tremendously ambitious and astute (very often also paranoid and prone to megalomania), but usually too aloof or cowardly to directly facing their enemies, preferring to create elaborate traps or surround himself with a vast network of flunkies and monstrous servants to carry forward his schemes and eliminate his enemies. Whoever successfully completes the path of the Dungeon Master remains obsessed by the quest for power and by the idea of draining Energy (thus becoming a sworn enemy of that Sphere, in particular).

Quest: The Dungeon Master must face a long series of enemies to prove his superiority and defend his underground lair (see Testimony), protecting at the same time the artefact he created (see Trial). However, the confrontation with his enemies must not be direct, he must manoeuvre the traps and creatures which infest his lair toward overwhelming and killing all the adventurers that seek to confront him. In practice, each time that a group of adventurers succeeds in penetrating his dungeon far enough to approach his inner sanctum (where the artefact created for his Trial is guarded) the Dungeon Master must send against the invaders a successor of lowest level (among those he trained, see Testimony) to face them as the “final enemy”. If the invaders win, the candidate will not be able to prevent them stealing what they want and must next recover or recreate the artefact (if it has been stolen or destroyed) and once more fill his lair with traps and guardians, even if he isn't able to replace the slain follower in the final conflict. If during the deed at least one member of the group of adventurers loses his life, he does however count towards the quota of eight adventurers killed that helps the candidate in achieving his Quest.

It is necessary that each successive individual killed be of a higher level than the last (deaths of lower level aren't counted). Only when reaching the last victim can the Dungeon Master personally face the intruders, with the aim of totally annihilating the group that has entered his underground complex. Given that the candidate cannot control the access to his lair, it can happen that a group can arrive in which there are characters of higher level than of the last victim killed, and if he successfully kills one this makes it much more difficult to find other victims of higher level (example: the third victim is 7th level, and arrive in the dungeon a group where the minimum level of 15th; even if he kills the weakest member, he would then have a very difficult task attracting a character of higher level into the dungeon, and it would similarly be an arduous task to kill him). In any case however the candidate can decide to not take account of a slain victim, even if this satisfies the prerequisites for the quest. The patron of the Dungeon Master always helps the candidate to recover the artefact if it is stolen, but on the other hand he will always place new challenges in front of his pupil

encouraging ever more powerful groups of adventurers to invade the lair.

Trial: The Dungeon Master must create a completely innovative item (a destructive artefact that enables the creation of a race of dangerous monsters) that constitutes a threat to at least a thousand living beings. If the aspirant isn't able to make it with magical means, he must hire someone that can help him, the fundamental idea must be his own, and the Dungeon Master must supervise the process. The candidate must personally go in search of the more rare components used for the creation and must recover at least one “impossible” component. The time taken to create the artefact is based on the normal rules for creation of such items. The candidate must finally use the item at least once to demonstrate his devastating power to his enemies.

Task: The Dungeon Master must undertake a difficult Task lasting at least 5 years resulting in the acquisition of an artefact of the Sphere of Entropy, which must be hidden within a construction (fortress, labyrinth, dungeon or similar) full of dangerous traps and terrible guardians that the candidate must overcome.

Testimony: The Dungeon Master must train at least 6 followers who must progress up to 12th level while they're in his service, and who he should exploit to achieve his Quest. Furthermore he must create an enormous underground complex of at least 6 levels, each of which must be an expanse of over 2,500m², to guard his artefact. This underground lair must by necessity be attractive to heroic adventurers who will try to stop the Dungeon Master, and he must overcome all the difficulties that this entails (see Quest) in the course of completing the construction.

TYRANT

This is the path that is opposed to that of the Dynast and in general to the Sphere of Time. Those people who follow this path are individuals attracted to conquest and rulership with an iron fist, often violent and warlike, who base their power on strength and terror. Whoever successfully completes the path of the Tyrant remains obsessed with the idea of bending the natural order of things (and the course of events) to his own incontestable will (becoming therefore a sworn enemy in particular of the Sphere of Time).

Quest: The Tyrant must maintain the balance of power in the conquered territory (see Testimony) until the end of his mortal life, facing at least three important challenges during his tyranny that the Patron arranges to provide: a hostile military invasion, an attempted state coup and a religious schism. At the death of the Tyrant by natural or unnatural causes (it can not only be the result of conspiracy or open conflict, but also of disease or old age, etc.) the throne must not pass into the hands of an heir. The candidate must ensure that there are several different pretenders to the throne that fight among themselves,

bringing civil war within the state.

Trial: Following his death (assuming the objectives above are achieved), the patron Immortal takes the soul of the Tyrant and reincarnates it in an inhabitant of the divided kingdom. The Tyrant has all the memories of his previous life, but starts as a common character of 1st level, and must act in such a way as to resume the reins of government and reconstruct his reign of terror, returning to the position he occupied on his death. It's also necessary that he completes a memorable action during this return to power that will be handed down in centuries to come. If the candidate dies during this phase of his path, he will have lost forever the possibility of succeeding in his goal. Once he has completed the Trial the Tyrant will finally become an Immortal in the Sphere of Entropy.

Task: The Tyrant must find an excellent war machine or an artefact that will enable him to influence the course of a battle in his own favour, and use the object to attain victory on at least three battlefields within three consecutive years.

Testimony: The Tyrant must conquer a territory with a human population of not less than 50,000 people, or not less than 10,000 individuals for any other race. Moreover, he must convert the majority of the inhabitants of the territory to his own faith.

CHAPTER 2

IMMORTALS OF MYSTARA

This chapter lists, alphabetically, all the active immortals on Mystara in the year 1003 AC. Each one is presented in the same format, as shown in the Legend below.

LEGEND

TRUE NAME OF THE IMMORTAL

(OTHER NAMES AND NICKNAMES BY WHICH IT IS IDENTIFIED IN SOME OFFICIAL SUPPLEMENTS, LISTED IN ALPHABETICAL ORDER; THE NAMES IN *ITALICS* HAVE BEEN ADDED IN THIS MANUAL IN ORDER TO IMPLEMENT SOME PANTHEONS)

Epithets of the Immortal

Level, Alignment, Sphere: The Immortal's level is shown first, and in parentheses the Immortal's rank, followed by its abbreviated Alignment (L = Lawful, N = Neutral, C = Chaotic, G = Good, and E = Evil, these last two descriptors only serve for the conversion to Third Edition), and finally the Sphere the Immortal belongs to.

Symbol: The description of the Immortal's Symbol; it is normally displayed on the priest's vestments or Holy Symbol, and some holy symbols are in the shape of the Immortal's symbol.

Portfolio: The aims, ideals, races and cultures that the Immortal and its cults think important.

Worshipped in: The nations, regions and continents of Mystara in which there at least a hundred followers of the Immortal present, and, normally, at least a priest and temple or a dedicated sacred place. Firstly the continent or geographic region, then in parentheses the nations in which the cult is present, all in alphabetical order. It should be noted that in the regions of Sind and Shahjapur where the samdu religion is popular, all the current Immortals have at least one manifestation form. This also happens in the Azcan and the Neathar religions. For those civilizations only the Immortals considered most important or for which a specific regional name is known are shown.

Appearance: A physical description of the Immortal's manifestation form, or the physical form in which he lives and with which he appears to his faithful. When more than one form exists they are described after the first, which is the Immortal's preferred form. In cases for which there are no descriptions given in the canonical material, the description is based on conjecture and hypothesis and is shown in *italics*.

History: This begins with the Immortal's mortal history until the moment of his rise to Immortality, complete with temporal, cultural and geographic references. When the History of the Immortal is unknown, a probable history is shown in *italics*, preceded by the heading *LIKELY THEORY*.

Personality: The Immortal's character, his current plans and objectives, as well as his relationships with the other Immortals are explained in this paragraph.

Patron: The Immortal who sponsored the Immortal's ascension. If one isn't mentioned in the official sources, then the most likely one is shown within square brackets.

Allies: Stable Immortal friends and allies of the immortal.

Enemies: Immortals who are strongly opposed to or are currently fighting with the Immortal for various reasons.

Followers' Alignment: First is the Alignment of the Immortal's generic followers, then the compulsory Alignment of its clergymen. In absence of any distinction, the stated alignment is for both the common faithful as well as the clergy of the Immortal.

Favourite weapon: The weapon referred to outside of the parenthesis is the preferred weapon of the Immortal, which all his specialist clerics must know how to use. If more than one weapon is listed with the conjunction "and", then the cleric is obligated to know how to use all the weapons referred to. If the weapons listed are joined by the conjunction "or", it is enough that the cleric just selects one as the primary weapon. The weapons described between parentheses are those permitted for all the clergy of the Immortal and always include the weapons referred to outside of the parentheses.

Cleric's abilities and powers: The list of powers, spells, general skills and abilities that the Immortal grants to his specialist clerics. The abilities mentioned are listed in the *Manual of General Skills* available online. As a rule, the Immortal is able to grant a maximum number of skills and powers based on his Immortal rank: Initiate: 1, Temporal: 2, Celestial: 3, Empyrean: 4, Eternal: 5, Hierarch: 6.

Abilities and powers of the defenders of the faith: The list of powers, spells, general skills and abilities that the Immortal grants to his defenders of the faith (paladins, avengers or druid defenders – see Chapter 3). When this entry isn't present, it means that the Immortal doesn't anticipate having any defenders devoted to his cause. The total number of skills and powers that the Immortal can

grant to his defenders are half of those granted to his clerics.

Domains: The list of the Domains available for the clergymen according to the D&D Third Edition (3E and 3.5E) rules. Domains automatically included in the list of Domains are those that refer to the Immortal's Alignment (Good or Evil, Chaos or Law) and the Domain relating to the Sphere it belongs to (Energy, Entropy, Matter, Thought or Time). They are followed by a list of 1 to 4 additional Domains characteristic of the Immortal's interests. The rule applied in this manual sees a minimum of 3 Domains associated to each Immortal, with a maximum limit imposed by the Immortals rank as follows: Initiate and Temporal max. 4, Celestial, Empyrean and Eternal max. 5, Hierarch max. 6. Furthermore, the elemental Domains can be associated to

Acronyms/abbreviations used in this D&D supplement:

AC10	Bestiary of Dragons and Giants
B1-9	In Search of Adventure
B3	Palace of the Silver Princess
B4	The Lost City
CM7	The Tree of Life
CM8	The Endless Stair
CoM	Champions of Mystara boxed set
DA1-4	Adventure modules of Blackmoor
DDA2	Arena of Thyatis
DotE	Dawn of the Emperors boxed set
DrMa #	Dragon Magazine Number *
DuMa #	Dungeon Magazine Number *
GAZ1	The Grand Duchy of Karameikos
GAZ2	The Emirates of Ylaruam
GAZ3	The Principalities of Glantri
GAZ4	The Kingdom of Ierendi
GAZ5	The Elves of Alfheim
GAZ6	The Dwarves of Rockhome
GAZ7	The Northern Reaches
GAZ8	The Five Shires
GAZ9	The Minrothad Guilds
GAZ10	The Orcs of Thar
GAZ11	The Republic of Darokin
GAZ12	The Golden Khan of Ethengar
GAZ13	The Shadowelves
GAZ14	The Atruaghin Clans
HW	Hollow World boxed set
HWA1	Nightwail
HWA3	Nightstorm

NOTE 1. LIST OF THE IMMORTALS

The list comprises *all the Immortals active in the Mystaran Multiverse* that appear in TSR/WotC products for this setting. The statistics relating to their level of power and to the popularity of their cults are updated to 1003 AC, and would have had to remain almost unchanged until 1009, the dates of the end of the campaign described in

an Immortal only if it respects the agreement with the Immortal's Sphere: Water with Time, Air with Thought, Fire with Energy and Earth with Matter (Entropy can be associated with any element). The Domains listed are from the Third Edition Player's Handbook, except those shown in *italics*, these are new Domains and they are described in Appendix 11 of this manual.

Favoured weapon: The weapon that the cleric must know how to use according to the D&D 3E rules.

Source: A list of the official supplements in which the Immortal is mentioned, listed in order of importance and pertinence; the supplements are referred to by acronyms and abbreviations (the complete list is shown below for the reader's benefit.

HWR1	Sons of Azca
HWR2	The Kingdom of Nithia
HWR3	The Milenian Empire
ImmSet	Immortal set of rules
IM1	The Immortal Storm
IM2	The Wrath of Olympus
IM3	The Best of Intentions
MS-1	The Blizzard Pass
MS-2	Maze of the Riddling Minotaur
MstSet	Master set of rules
M1	Into the Maelstrom
M2	Vengeance of Alphaks
M4	Five Coins for a Kingdom
M5	Talons of Night
OHP	Orc's Head Peninsula (e-book)
PC1	Tall Tales of the Wee Folk
PC2	Top Ballista
PC3	The Sea Kingdoms
PC4	Night Howlers
PWA 1-3	Poor Wizard's Almanac 1-3
RC	Rules Cyclopeda
SCS	Savage Coast Sourcebook
TTS	The Tainted Sword (novel)
WotI	Wrath of the Immortals
X3	Curse of Xanathon
X5	Temple of Death
X11	Saga of the Shadowlord
X13	Crown of Ancient Glory

the *Wrath of the Immortals* manual and that begin the era of the *Poor Wizard's Almanacs* (1010–1013 AC).

Although all the Immortals that have made an appearance in the various sets of rules and in the adventures published by TSR, are present, when it has been possible some of the lesser known Immortals have been incorporated into some of the more well known, assuming that the differences between them are simply in

the name with which the Immortal is known by the different races (a technique that has already been used in the official supplements of TSR). As always common sense has prevailed, and when the unification was possible, it has been made. On the other hand, we had to resort to the creation of new patron immortals for the world of Mystara. We advise the reader to carefully examine the information in the accessories mentioned above and make their own final judgement on the nature of the various Immortals presented there.

NOTE 2. THE DRAGON RULERS

According to the old Immortal set, the Dragon Rulers do not belong to the normal hierarchy of the immortals, and have an important place in the structure of the universe. The articles of Bruce Heard in *Dragon Magazine* (no. 158 and 170) about the draconic race and their evolution suggests that the dragons don't achieve Immortality following the canonical way of the Spheres, but through a ceremony known as sublimation, which exploits the accumulated treasures and experience in the course of their lives for transcending their mortal form and become higher beings. Unfortunately in *Wrath of the Immortals* this important aspect of the draconic race has been omitted. I have chosen to adhere to the more canonical form, inserting the four Dragon Rulers in the hierarchal structure of the Sphere of Matter, adopting for each a sufficiently banal history for explaining their ascension.

The option that we suggest in this small appendix takes into account the old, more mysterious conception of draconic existence. There only exists one Immortal for the dragons, a unique being that fully enters in the Immortal ranks, the Great Dragon (whose background remains unchanged). The three Dragon Rulers (the Dragons of the Sun, Moon and Stars) are instead Exalted Beings which achieved this level thanks to the Ceremony of Sublimation. Indeed, when a dragon becomes sufficiently powerful by exceeding the final level of his species, then he can complete the ceremony of transcendence and become a superior being. In this state he is able to make a choice: challenge the actual Dragon Rulers, or to approach the Four in the outer planes where the Dragon Rulers and the draconic souls dwell, to enjoy the communion with the First, the Great Dragon.

If the dragon chooses to challenge the draconic Ruler linked to his race and wins the challenge, he becomes the new Dragon Ruler relative to his Alignment, otherwise he is forced to immediately reincarnate and recommence his mortal life from the beginning.

If instead he chooses to enter "paradise", he will remain in the Four for as much time as had elapsed in his life, and then be reincarnated in the draconic race chosen by the Great Dragon.

This is the only path for becoming Immortal that the draconic races should follow. Those that instead chose the secret road of the other races (the Paths of Immortality described above) are considered renegades

and subverters of the universal order. In these cases, the Dragon Rulers always sends some emissaries to eliminate the dissidents once discovered, if in time. Up to now, no dragon has ever gained Immortality through one of the Celestial Spheres, and the only one who may claim his divine status is the First.

It can also happen that sometimes, a Dragon Ruler feels the impulse of going further and challenges the Great Dragon. If he wins, he absorbs the Great Dragon and replaces him; if instead he loses he is absorbed by him, so that the essence of the First is never lost.

Note that dragons attempt to sleep as much as possible in order to dream, believing that during his dreams his spirit is projected into the Four, where they find total satisfaction in the setting most adapted to their spirit.

NOTE 3. ODIN, HEL AND THE NORTHERN PANTHEON

Odin's past is a mystery as much as Hel's, but there is strange coincidence in the fact that these two immortals closely resemble the Real World mythical deities, and also bear the same names. In addition, they surround themselves with immortals that bear the same names of the RW Norse deities, and this is quite strange. Sure, there are others who may have similar names (Thanatos, Nyx, Wayland, Tyche, even Ixion himself), but the fact that this group of Immortals created a pantheon which is an exact replica of the RW one (names included) is odd. Moreover, it is the only example in Mystara.

To explain this, I have come up with this idea. Odin and Hel came to the Multiverse many aeons ago, when the mortals were still nothing but animals and the Immortals waged their wars in the outer planes. They came to this multiverse after fighting their own Ragnarok in their universe of origin, the Dimension of Myth. Odin had prepared for centuries for Ragnarok, amassing thousands of brave souls in Valhalla for the final battle. Everything was already established by fate: he would have been slain, but his sons would have survived him to rebuild the earth in Gimlè. Unfortunately, things did not go as planned, and it was his own fault.

He was lured by Hel's tricks to actually think he could have won the war without dying, escaping the Norns' prediction. His actions however, caused the death of those who were destined to survive him, and chaos had its sway over Midgard. When the last of his warriors was dead, the war had ended, but the gods were no more. Only Odin and Hel were left, Hel laughing and Odin grieving for his sin against Fate.

The Norns saw and judged the two gods, and they cursed them to begin their war again in another universe. Thus, they were cast in the Multiverse, with only vague memories of their previous existence, but still deities. They knew they were enemies the first time they met, and spent the rest of their existence trying to discover what tied them together. Odin discovered it when he hung from Yggdrasil and dreamt of Ragnarok, as much as he had done in his previous life. So he started rebuilding

his old world, rallying Aesir, Ásynjur, and Vanir to help him, and shaping the myths of his followers to mirror the ancient legends of his past. Hel slowly remembered what had happened too, and she did the same, preparing for the final battle and bringing even more chaos to the world.

Now they stand, waiting for Ragnarok, again. Each one tries to further the goals of their sphere, but they know that eventually they will come face to face again, and the wheel will turn once again. Odin is determined to meet his doom this time, and has instructed his allies well, while Hel wants to take another turn and eliminate Odin before Ragnarok even begins.

In the meantime, the Norns still wait and look from afar...

NOTE 4. IM2: WRATH OF OLYMPUS

The adventure IM2, *Wrath of Olympus* presents several problems for the Mystara setting. The adventure in itself isn't entirely absurd, but it has been placed on Mystara, and specifically in the Republic of Darokin. This has always seemed entirely unsuitable for this setting, because seven good Immortals of high level (Empyreals, Celestials and Temporals) behave crazily by openly defying the first law of the Five Spheres (“Avoid direct intervention on the part of an Immortal on the Prime Plane”). They engage in a little infantile behaviour, without an effective aim other than that of scaring the mortals. The Immortals involved in this adventure are marked with the designation of **Olympian** (relating to the Mount Olympus on which they dwell) and are the following, each one is listed with the level he was given in IM2:

Member	Sphere	Level	Rank
Zeus (Taroyas)	Time	12 th	Temporal
Hera (Patura)	Energy	10 th	Temporal
Apollo (Palson)	Thought	10 th	Temporal
Athena (Lokena)	Matter	8 th	Temporal
Ares (Bemarris)	Energy	8 th	Temporal
Aphrodite (Kythria)	Energy	7 th	Temporal
Hermes (Turmis)	Thought	5 th	Initiate

The Olympians are known in various regions of Mystara by their real name (the one shown in parenthesis), as specified in *Wrath of the Immortals*. They would have been the better choice for the Milenian (Greek-like) pantheon, but unfortunately the TSR writers didn't realise this great opportunity available to them and preferred to ignore them, only to then bring them back in the *Wrath of the Immortals* manual, lowering all their levels of power and giving each one of them a somewhat questionable background, which has been partially reviewed here in order to justify the presence of their cults on Mystara.

In order to better insert the adventure IM2 into the chronology and logic of the Mystaran Multiverse, we suggest that the DM takes into consideration this possible antecedent, which would serve to explain why the

Olympians chose such drastic actions (like appearing in northern Darokin and starting to terrorise the people in order to gain their worship) which were in such opposition to the logic of the Immortals that the Entropics immediately intervened, spurred on by Nyx, to eliminate the rebel Immortals.

THE MANDALA OF MYTH

The Immortals have always known of the existence of other dimensions and parallel worlds, and have carefully studied these realities for avoiding pitch invasions and for trying to extend their own powers. The dimension surely most frequented and observed is the so-called Dimension of Myth, which houses the planet Laterre, an epic version of Earth, from which some of the more famous characters of the Known World (like the Ambrevilles and the McGregors of Glantri) and some Immortals (Idraote, and maybe also Nyx, Odin and Hel).

The most ancient Immortals, an extremely long time ago, resisted an invasion of the Mystaran Multiverse on the part of a group of divinities of the dimension of Laterre, the Olympians in the Greek pantheon headed by Zeus. Not wishing however to simply force them back to their own world per fear that in future they could become a threat, Odin proposed that these divinities should be locked up in a prison dimension and watched in the centuries ahead, so that they wouldn't be harmed and without wasting too much energy in trying to eliminate them. He thus created the Mandala of Myth, an Immortal artefact that contains a mini-dimension deprived of magic in which they could imprison the Olympians. Afterwards the Mandala was hidden in Pandius and placed under the surveillance of a group of Temporals who have been regularly rotated over the course of time, in order to prevent them falling victim to the strange energies emanating from the Mandala.

During her apprenticeship as a Temporal, the Immortal Talitha became aware of the existence of the Mandala, and many centuries later the occasion was presented to take advantage of this experience when her pupil Brissard was set to guard the artefact, together with Taroyas (Time), Patura (Energy), Palson (Thought) and Lokena (Matter).

With the support of the Hierarch Nyx, Talitha devised a plan to eliminate several Immortal rivals and to increase the Chaos in the universe thanks to the Mandala and the stormy, sentimental relationships among some of the novices.

She carried out her plan in the following way: Brissard pretends to be Palson and uses his charisma on the young Kythria in order to attract her into a secret room of the Mandala and immobilises her there. In the meantime Talitha has replaced Kythria and enticed the vigorous Palson, attracting him into a trap and locking him in a stasis field. Then, always in the form of Kythria, presented herself to two of her suitors, the daring Turmis and the ardent Bemarris, both young Immortals, and

gave them a rendezvous in the room of the Mandala in order to decide which of the two she would select for her mate. When the suitors met, Talitha appears in the form of Kythria and Bemarris as Palson, and, in the most classic of traditions, Talitha orders them to fight in order to win her heart. She provoked a fight that altered the wards placed to guard the Mandala, and when the other guardians intervened, Brissard and Talitha vanished leaving the real Palson and Kythria at their post still incapacitated. In the confusion that ensued, the essences of the divinities held in the Mandala managed to escape and took possession of the bodies of the Immortals present: Bemarris became Ares, Kythria was Aphrodite, Lokena houses Athena, Palson was Apollo, Patura became Hera, Turmis was Hermes and Taroyas was Zeus. As an effect of the fusion with the divinities of the Dimension of Myth, the power of these Immortals rose to the levels shown in the adventure, and the Olympians reunited down on Mystara in order to re-found their ancient kingdom and challenge the Immortals.

Naturally Talitha was quick to warn Nyx of the event, who didn't hesitate to lose an excellent chance for chastening the thoughtless Immortals and to unnerve the ranks of the rival Spheres. Thus, convinced that the rebel divinities were still sufficiently weakened that they could easily be subdued, Nyx ordered Talitha and Brissard to apprehend the fugitives and give them their punishment, as well as ensure that any trace of their involvement was removed in order to use the incident against the other Spheres.

During the fight between gods and demons, obviously the Olympians had the worst of it, and only Athena/Lokena was saved, probably because the goddess Athena entered a pact with the spirit of Lokena and collaborated with her conscience (who better understood

the Multiverse) in order to find a way out, or because the conscience of Athena was cancelled because of the magic and Lokena resumed control in time in order to save herself from the punishment of the Entropics. From this point began the adventure described in IM2.

Based on this view of the events, the DM has therefore two possibilities to choose from

1. The events of the IM2 have already happened between 970 and 1003 AC (as the results seem to align with all the facts described in the adventure, especially the composition of the Council of the Hierarchs), and, as a consequence of their serious deficiency, the Immortals possessed by the Olympians have all been freed from the influence of the rebel divinities (who probably have been destroyed or confined in some other place), and then reduced in rank by the Council of Mystara;
2. The events of IM2 have still not happened in the Known World and the adventure will occur in Darokin's future.

NOTE 5. STATISTICS AFTER THE FURY OF IMMORTALS

As a result of the events of the *Immortals Fury* campaign, described in the *Wrath of the Immortal's* set of rules, it is necessary to note that there will be a change within the hierarchies of power of the Immortals, and some Immortals have shown themselves strongly on the scene (Benekander/Gareth above all). These are the changes that we suggest for all those Immortals that were involved in the war, and generally in the events that followed from 1003 to 1009 AC (the adventure M5, *Talons of Night*, set in Thothia, also occurred between these dates), valid from 1010 AC onwards (such changes are purely optional).

Energy	Entropy	Matter	Thought	Time
Alphatia ↓ 15 th , Celestial	Alphaks ↓ 19 th , Empyrean	Djaea ↓ 35 th , Hierarch	Asterius ↑ 28 th , Eternal	Al-Kalim ↑ 4 th , Initiate
Benekander ↑	Arachne Prime ↓	Ka ↑	Koryis ↓	Vanya ↑
Initiate, 3 rd	5 th , Initiate	36 th , Hierarch	19 th , Empyrean	24 th , Empyrean
Eiryndul ↑ 21 st , Empyrean	Atzanteotl ↑ 32 nd , Hierarch	Valerias ↓ 30 th , Eternal	Korotiku ↑ 33 rd , Hierarch	
Isundal ↓ 32 nd , Hierarch	Hel ↓ 35 th , Hierarch			
Ixion ↓ 35 th , Hierarch	Loki ↑ 31 st , Hierarch			
Kurtulmak ↑ 13 th , Celestial	Thanatos ↑ 36 th , Hierarch			
Mealiden ↓ 22 nd , Empyrean				
Rad ↓ unknown				
Rafiel ↑ 22 nd , Empyrean				
Rathanos ↑ 29 th , Eternal				
Razud ↓ 30 th , Eternal				

AHAMANNI TURLERIDER

Patroness of the Clan of the Turtle

Level, Alignment, Sphere: 13th (Celestial), LG, Thought

Symbol: A necklace of whalebone

Portfolio: Clan of the turtle, sea, family, sacrifice, beauty

Worshipped in: Known World (Atruaghin clans)

Appearance: Ahmanni is a beautiful, tall and slim copper-skinned woman, with long black hair gathered in a plait and colourful paints on her face. She usually carries a harpoon and is dressed in simple clothes of doeskin. Often appearing near the sea, she is always preceded by a bank of fog from which she emerges standing on her feet in a canoe that moves at her command.

History: Ahmanni knew Atruaghin in about 1262 BC, from when he was still a mortal (although ageless) to the day he finished unifying the tribes. She remained close to him, sharing his dreams as a devoted lover, until his eternal youth became undeniable and he chose to leave. She then became the tribal head, her clan adopting the totem of Ahmanni (the turtle) as its own. Ahmanni was killed in the battles against the Red Orcs when they last invaded the lands of Atruaghin, enslaving his children (1257 BC). However, following the return of Atruaghin, who freed his children from the humanoid yoke in 800 BC, she was brought back to life by Atruaghin's intervention. After completing amazing deeds both in the Atruaghin lands and in the Hollow World, with the assistance of her ancient lover and under the guidance of her patron Korotiku, in the VII century BC she achieved Immortality in the Sphere of Thought.

Personality: Ahmanni is as unpredictable as the sea, changing by the moment from gentle to impetuous. She is extremely faithful to Atruaghin and is also a reliable ally of Hattani and Mahmatti, while profoundly hating Danel and Atzanteotl, who throw constant attacks against her people (the only tribe to not live on the plateau of Atruaghin), and any other Immortal patrons of the humanoids.

Patron: Unknown [presumed Korotiku]

Allies: Atruaghin, Mahmatti, Hattani

Enemies: Danel, Atzanteotl

Classic D&D Stats

Followers' Alignment: Neutral or Lawful

Favoured weapon: Harpoon (allowed all bludgeoning weapons)

Clerics' skills and powers: *Swim* and *survival (sea)* skills free, +2 bonus to *animal empathy* and *boat building* skills (not free)

D&D 3E Stats

Domains: Thought, Law, Good, Sea, Family

Favoured weapon: Half spear

Source: GAZ14, WotI

AL-KALIM

(The Peacemaker)

Patron of Ylaruam, Holy Prophet of the Eternal Truth, Patron of Tactics and Warfare

Level, Alignment and Sphere: 3rd (Initiate, LN), Time

Symbol: Silhouette of a palm tree that grows in the desert with a rising moon on the background

Portfolio: The Eternal Truth (obedience and respect for laws, honesty, justice, honour, goodwill, wisdom, prosperity), tactics and warfare

Worshipped in: Savage Coast (Gargaña and Saragón), Known World (Darokin, Ierendi, Ylaruam)

Appearance: Al-kalim's primary form is of an elderly human patriarch wearing poor clerical robes, with a firm outlook, wise and intelligent eyes, and a long white beard. His second manifestation form is that of a youthful dashing desert warrior with a hawk's nose and a well trimmed black beard, riding on a perfect Alasiyan stallion wielding his scimitar.

History: Born in 800 AC to one of the Alasiyan desert tribes, during the Thyatian and Alphatian occupation of IX century, Suleiman Al-Kalim spent his youth trying to reconcile the way of the desert warrior with the old teachings of the dervishes who brought him up. In his adulthood he became a wise warrior-priest, and later was hailed as the leader of Alasiyan insurrection against the foreign conquerors. Using bright guerrilla tactics and his innate leadership skills, Al-Kalim was able to unite the tribes one after the other, and with their help, he started a liberation war against the Alphatians and the Thyatians that lasted for more than a decade. In the end, the Alasiyans were able to throw the invaders out of their lands, establishing the United Emirates of Ylaruam in 831 AC as a confederate nation where all the tribal chiefs are led by a Sultan, a position first held by Al-Kalim. In 835 AC Al-Kalim began a religious pilgrimage with his faithful companion Farid that took him outside Ylaruam and up to the underwater mountain where he met the Old Man of the Sea, who became his patron and sponsor on the path of the Dynast. When he returned to Ylaruam, Al-Kalim began teaching his followers a new faith, the Eternal Truth, which Farid collected in the holy book named Nahmeh, a collection of wise parables and just laws. The Eternal Truth was based on two main pillars: the Dream of Justice and Honour to unify the tribes and make them stronger in order to withstand the eventual disappearance of Al-Kalim, and the Dream of the Desert Garden, the project to make the desert a more fertile land that could rely upon itself and diminish the foreigners' influence in Ylaruam. Al-Kalim retired from public life in 860 AC, and later made up false news about his death to proceed on the path of the Dynast. He finally reached immortality in AC 1001, after securing his dynasty on the throne of Ylaruam.

Personality: Al-Kalim is at the same time a merciless warrior and a merciful sage, a possessed dreamer and a realistic scholar. He is tolerant towards diversity and foreign customs, but he can prove stiff and unforgiving when it comes to the safety of his protégés and followers and when his teachings are scorned. His followers act much the same, with some zealots reaching peaks of blind intolerance. He preaches unity among his faithful, the sanctity of life, and the protection of nature (in particular of water as source of life), all teachings that come from an existence led in places where death and drought are hated life companions. For this reason all Alasiyans follow the Eternal Truth. Al-Kalim is a loyal ally of Protius who sponsored his ascension, and he feels in debt towards the Old Man of the Sea, since he has not yet kept his promise to make the Alasiyan Desert a lush garden in his honour. He is in perpetual conflict with Zugzul and Ranivorus, who brought and still bring chaos and destruction among the Ylari with their machinations and the use of their followers (Magians and Gnolls).

Patron: Old Man of the Sea (Protius)

Allies: Protius

Enemies: Ranivorus, Zugzul

Classic D&D Stats

Followers' Alignment: Lawful or Neutral; Clerics must be Lawful.

Favoured Weapon: Scimitar (allowed all bludgeoning weapons)

Clerics' skills and powers: Clerics of Al-Kalim have a wider list of spells since they also get access to 1st and 2nd level druidic spells.

Paladins' skills and powers: Lay on hands.

D&D 3E Stats

Domains: Time, Law, Water, War

Favoured Weapon: Scimitar

Source: GAZ2, GAZ4, WoT, SCS

ALPHAKS

(Hui Da-Zhi, The Roaring Demon)

Patron of Hatred, Lord of Oppression, Bane of Alphatia

Level, Alignment, Sphere: 20th (Empyrean), CE, Entropy

Symbol: A white horned skull on a fire background shaped like a phoenix

Portfolio: Destroy Alphatia and all Alphatians, hatred, vendetta, massacre

Worshipped in: Alphatia, Bellissaria, Esterhold, Isle of Dawn (Dunadale, East Portage), Alatian Isles, Known World (Thyatis), Norwold, Ochalea

Appearance: Alphaks is a 10' tall horned demon with huge black bat wings, holding a greatsword in his right hand and a barbed whip in his left.

History: As the last emperor of Old Alphatia under the name of Alphas IV, his senseless thirst for power and over-inflated ego led him to create a schism in the

philosophical debates of his people, by decreeing the superiority of the Followers of Fire over those of Air. By the ensuing civil war the world of the Alphatians was completely destroyed, forcing them to an exodus. Alphas IV was cursed and banned by his subjects, and he was presumed dead in the destruction of Old Alphatia around 1000 BC. However, he managed to flee before it was too late and wandered for decades through the outer planes, until he fell into Thanatos's clutches and began to undertake the path towards immortality. After centuries passed under the cruel fist of Thanatos (who had turned him into a roaring demon to serve him best), during which his resentment and power-hungry ego grew immensely, he was finally able to become a true immortal when he created the Mist Censer, a deadly artefact he used to kill all the inhabitants of a small outer plane and to collect all the souls he needed for his final ascension. Two centuries after in 800 BC, he discovered that descendants of the survivors escaped from Old Alphatia were living on a small planet of the Prime. From that moment his primary goal has become the annihilation of all the Alphatians, soaking the world in a bloodbath of terror and brutality.

Personality: Alphaks is an intelligent and cultured creature but he is extremely egocentric and prone to maniacal fits of rage. He considers himself a disciple of Thanatos, but he lacks his patron's patience and corruptive charisma, so he often tries to corrupt mortals using brute force, violence and threat. When he becomes extremely furious, he expresses his frustration with open acts of mass destruction and massacres. He is a merciless enemy of all Alphatian Immortals (Alphatia, Razud, Koryis and Palartarkan) and a bitter rival of Orcus, with whom he competes for the crown of Prince of Destruction. He has no stable alliances (even Thanatos alienated him), even if he sometimes likes to cooperate with Talitha to torment and destroy the Alphatians.

Patron: Thanatos (who later abandoned him)

Allies: None stable, occasional alliances with Talitha

Enemies: Alphatia, Razud, Koryis, Palartarkan, Orcus

Classic D&D Stats

Followers' Alignment: Chaotic

Favoured Weapon: Broadsword or whip (also allowed all bludgeoning weapons and daggers)

Clerics' skills and powers: Can *backstab* like a thief of equal level, bonus *Terrorize* general skill

Avengers' skills and powers: Can *backstab* like a thief of equal level

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Destruction, Vengeance

Favoured weapon: Greatsword

Source: M1, M2, DotE, WoT, HW

ALPHATIA

(*Yao-Lan Zi*)

Patroness of Alphatia, Patroness of Arts, Lady of Harmony

Level, Alignment and Sphere: 16th (Celestial), LG, Energy

Symbol: A bright shield with spots of colour like the palette of a painter

Portfolio: Arts, beauty, peace, order and harmony, protector of Alphatia and foe of Alphaks

Worshipped in: Alphatia, Bellissaria, Alatian Islands, Ochalea, Hollow World (Gentle Folk elves)

Appearance: Alphatia is a beautiful copper-skinned Alphatian woman clad in a simple white tunic, lacking jewellery and shoes (embodying simple Beauty).

History: Born from the Alphatian common stock on Old Alphatia with the name of Aasla, she followed her people in the migration that led the Alphatians to Mystara. Opposing the racist politics of the first Emperor (a pure Alphatian), she decided to create a new kingdom where Alphatians of both pure and common stocks (Cypri-Alphatian mixed bloods) could live side by side in peace. She settled a peninsula far away from the capital of the empire near the south-western border of the continent, and in 200 years she transformed that land in a model of beauty and peace, founding the Kingdom of Aasla. She then discovered the path of the Paragon and later managed to become immortal around 800 BC, after creating the Shield of Alphatia (an artefact that prevents anything and anybody from damaging its wielder, but likewise prevents him from harming anything). She later became known among the Alphatians under the name of Alphatia, Patroness of Harmony and of all the Alphatians of Mystara. Due to her pacifistic and lawful philosophy, she is particularly popular among the Ochaleans under the name of Yao-Lan Zi. She is also interested in the Gentle Folk elves' lifestyle and philosophy.

Personality: Alphatia is not interested in conquest or power (unlike the majority of the Alphatian nobles), but she is fascinated by beauty and arts, something she tries to preserve with all her efforts. She's a convinced pacifist, but she does not hesitate to use strength to defend her followers and the Alphatian Empire. She is in favour of a defensive war but counters any kind of imperialism or war for conquest, since she is convinced that an expansionistic foreign policy distracts the Alphatians from their true goal: the study of magic and art in all their forms. She's a staunch ally of Razud, Koryis, and Palartarkan (the other good-aligned Alphatian immortals), and has befriended both Guidarezzo and Lornasen (who share her love for harmony, arts and beauty) and the Shaper's pacifism. Her only enemies are Alphaks and Talitha, the banes of the Alphatians.

Patron: Razud

Allies: Razud, Koryis, Palartarkan, Guidarezzo, Lornasen, Shaper

Enemies: Alphaks, Talitha

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Charisma, bonus general skill *Artistic Ability*, +2 bonus to any one skill related to Arts.

Paladins' skills and powers: Lay on Hands, +1 bonus to Charisma

D&D 3E Stats

Domains: Energy, Law, Good, Protection, *Arts*

Favoured weapon: Quarterstaff

Source: DotE, WotI, HW

ARACHNE PRIME

(*An-Ying Zhu Hou, Asharya, Night Spider, Rakhnee, Spider Queen*)

Patroness of the Planar Spiders and the Aranea, Patroness of Oppression

Level, Alignment, Sphere: 6th (Initiate), LE, Entropy

Symbol: A square spider's web

Portfolio: Planar spiders and evil aranea, oppression, deceit, darkness

Worshipped in: Alphatia, Cestia, Savage Coast (Herath), Isle of Dawn (Lost Plateau, Thothia), Ochalea, Thanegioth

Appearance: She is an enormous, blacker-than-night spider of about three metres of length, with four pairs of legs (the forward pair end with three prehensile digits) and six scarlet eyes that shine like heated coal.

History (PROBABLE THEORY): *During her mortal life many millennia ago, Arachne Prime was a planar spider of an evil nature that lived in an outer plane. After having corrupted her followers, carrying them towards the way of Entropy, she succeeded in becoming Immortal around 5000 BC, and began to spread the seeds of evil among the planar spiders, sending her horde to sow terror in other planes and to enslave the weaker races, among which in particular the phanatons of the plane of Thorne (who had until then lived together in peace with the planar spiders). However Arachne Prime's plans of conquest were interrupted when a group of adventurers penetrated her home plane armed with the knowledge of her True Name. They challenged her, threatening to destroy her for ever. Arachne was forced to flee after being deprived of a large part of her power following this defeat. She sought refuge on the Prime Plane together with a throng of planar spiders, her followers, and a multitude of phanaton slaves, ending with them skulking in the heart of that which later became the Isle of Dawn. There she created the kingdom of Aran well before the Thonians founded their empire. Her disciples were crossed later with local giant spiders, creating the Aranea race, who with the passing of time manifested in the southern forests of the Isle of Dawn. After Arachne Prime was contacted by Korotiku, who convinced her to divide her subjects in order to explore*

Mystara and found an extensive culture that could rival that of the humans. Arachne Prime ordered her aranea to utilize magic in order to colonise unexplored areas. This was how the Aranean colonies in the Savage Coast, the Archipelago of Thanegioth, and other parts of Mystara came to be. It was Arachne Prime's intention to create an empire of vast dimensions, while Korotiku simply planned to free the aranea from the abominable influence of their great mother. Korotiku became a constant and important presence in the aranea pantheon, especially in the colonies, while secretly acting also among the phanatons of Aran, inducing them to rebel. With the advent of the Great Rain of Fire and the chaos that followed, the phanatons (who had been reproducing so much that they outnumbered their masters three to one) chose the occasion to revolt and began to fight aranea and planar spiders everywhere they were encountered. The kingdom of Aran decayed, and the colonies had to provide for themselves without guidance from the motherland. Arachne Prime's efforts to halt the collapse of her kingdom were futile, and Korotiku revealed his true intentions around 2600 BC when a group of his aranea followers were brought into the sanctuary of Arachne Prime and assaulted it. The Immortal was not destroyed, but simply deprived of most of her power, becoming a paltry Initiate.

After this betrayal, Arachne Prime fled underground. Isolated from the rest of her offspring, she became paranoid, with a mortal dread of being destroyed. It would take 2000 years for the survivors of Aran to find Arachne Prime and convince her that the traitors had been exterminated and that she could again covet a position of power on Mystara. In the meantime, things were changed. Thothia, Alpathia, and Thyatis were awkward powers in the Isle of Dawn, and the contacts with the former colony had been lost. It was around 450 AC that Arachne Prime finally decided to act by extending her design out from the Thothian Plateau and sent her daughter, Aketheti (a horrible being in a position to change from planar spider into a human being) to enter the pharaoh of the nearby Thothia. Very quickly the Thothian kingdom forgot its faith in Rathanos (who had saved it from destruction 800 years before). Thanks to the influence of Aketheti and of the new convert Pharaoh Ramenhotep X, an odd form of mysticism based on the veneration of spiders and of the unfathomable mysteries of the cosmos becomes popular in Thothia through the publication of the Canon of the Square Web. The descendents of Ramenhotep X were then all controlled by Aketheti, who spent age after age pretending to be daughters and nieces of herself and reinforcing for the next five centuries the control of Arachne Prime on Thothia, which remained imprisoned in the web of the Spider of the Night.¹¹

¹¹Thothia remains under the nefarious and indolent influence of the Spider of the Night until a group of heroic adventurers arrived on the Isle of Dawn to conduct treaties between the empires of Alpathia and Thyatis discovered the deceit and

Personality: Arachne Prime is an untrustworthy and manipulative being who nevertheless has an incredible fear of dying, due to the events that she saw fleeing from her home plane. In the course of centuries she has tried to expand her influence to reach the aranea of Herath, distant descendents of her ancient servants, the planar spiders that had fled with her to Mystara. Because of the attention that Korotiku has for the aranea of Herath, and due to the distance between the Isle of Dawn and the Savage Coast, her plans have been slow. Because of her various plots she has made a throng of powerful enemies that comprises Korotiku (patron of the aranea and the non evil planar spiders), Rathanos (original patron of Thothia), Terra, and Zirchev (patrons of the phanatons that she harassed so much).

Patron: Unknown [presumed Hel]

Allies: Alphaks in the Isle of Dawn and in Alpathia, Iliric in Herath

Enemies: Korotiku, Rathanos, Terra, Zirchev

Classic D&D Stats

Followers' Alignment: any; the clerics must be Neutral or Chaotic

Favoured weapon: natural weapons (allowed all bludgeoning weapons and nets)

Clerics' skills and powers: +2 bonus to ST versus Poison and Paralysis

D&D 3E Stats

Domains: Entropy, Law, Evil, *Slavery*

Favoured weapon: natural weapons (bite or claw/fist)

Source: M5, DotE

ARIK

(Arik of the One Hundred Eyes)

Lord of Madness and Nightmares, Patron of Massacres, Patron of Beholders

Level, Alignment, Sphere: 18th (Celestial), CE, Entropy

Symbol: An open eye with a red pupil

Portfolio: Madness, chaos, nightmares, massacres, beholders

Worshipped in: Known World (Cynidicea), Davania, and in many beholder communities

Appearance: Unknown.

History: Arik is a mysterious immortal whose past is lost in the mists of time, and looking for information on him is difficult, some would say dangerous, even for Immortals. What little is known of him is that he was imprisoned in an faraway pocket dimension long ago by other Immortals, who expelled him from the Multiverse. The reason for this extreme measure is unknown, but there are rumours. Some say Arik was imprisoned because he had gone too far in cooperating with the alien entities known as Outer Beings (creatures whose powers and

drove off Aketheti, liberating Thothia according to the events described in the adventure M5, *Talons of Night* (set between 1003 and 1004 AC).

goals remain unknown and who are caged inside the Vortex Dimension), and this brought him to ultimate madness. Others say that Arik offended some of the Hierarchs of the Spheres with a blasphemous act of challenge and was punished this way before he could risk the stability of the Multiverse. The truth is yet to be revealed.

Arik could be the creator of Zargon, the demi-immortal creature that caused Cynidicea's collapse and that now sleeps under that city waiting for the time to be free again.

The cult of Arik has almost disappeared from the Multiverse, and now only some beholders (who are presumed to be his spawn) and some evil mad cultists (among which those living in the lost city of Cynidicea) still honour him.

However Arik has always tried to come back to the Multiverse to get his vengeance and drive his enemies insane. Currently his efforts are focused on retrieving the Eye of Arik, a powerful artefact he left on Mystara that could be used in a special ritual to break the chains holding him in prison. His immediate goal is to get new followers and thus new fresh power to escape his prison dimension and maybe take with him the Outer Beings, bringing the Multiverse into a new order made of chaos and folly.

Patron: Unknown [presumed Thanatos]

Allies: None

Enemies: All Immortals

Classic D&D Stats

Followers' alignment: Chaotic

Favoured weapons: None (allowed all piercing weapons)

Clerics' skills & powers: Clerics can cast freely "Fear" spell thrice per day, +1 bonus to ST vs. mind affecting spells, +2 bonus to skills related to beholder civilization and outer planes

Avengers' skills & powers: Avengers can cast freely "Cause Light Wounds" spell thrice per day, bonus "Fighting Frenzy" skill

Spells: *feign death* (2nd), *pain* (3rd), *confusion* (4th), *desperation* (4th), *mass madness* (6th), *mindshatter* (6th), *demonic metamorphosis* (7th), and *eyes of the beholder* (7th).

D&D 3E Stats

Domains: Entropy, Chaos, Destruction, Evil, *Madness*

Favoured weapons: Longspear

Source: B3, B1-9

ARNELEE

(*Gna, Han Li*)

**Patroness of Independent Women and Liberty,
Patroness of Travel and Messengers**

Level, Alignment, Sphere: 7th (Temporal), NG, Thought

Symbol: A spear crossed with a battleaxe

Portfolio: Independent women, liberty, adventure, travel, loyalty, sincerity, wisdom, cleverness, messengers

Worshipped in: Isle of Dawn (Dunadale, Helskir, Westrouрке), Known World (Northern Reaches), Norwold, Ochalea

Appearance: Arnelee is a muscular and robust human woman, 1.80m tall and over fifty years old, with a pair of amazing light blue eyes and a head of long brown hair that falls down to the armour of shining bronze she wears. She has a bellicose and determined visage, and is always armed and ready to engage in battle.

History: originally from the northern region in the Isle of Dawn, lived during the fifth century BC. Daughter of wealthy parents, choosing the uncertain life of an adventurer rather than lead a secure and boring existence. Arnelee was thus one of a group of loyal and friendly companions, sealing a sincere and lasting friendship. Despite the many proposals of marriage she received, Arnelee has never married, refusing to tie herself perpetually to an individual or to a site; such was her devotion to liberty and the desire of travel. In the course of her adventures in the wild northern lands, Arnelee encountered an Immortal in disguise, who was solving different secrets of the Multiverse. This meeting struck her imagination and it gave her a new reason for life: the search of Immortality. Trying to travel the path of the Epic Hero, her first petition to gain an Immortal patron was refused, but she didn't give up and tried a second time. Impressed by her tenacity, Odin finally agreed to help her in her journey. Therefore Arnelee left on her quest of the Gloves of the Demon, which permanently transforms those that wear them in a demon to the service of Entropy. After various difficult searches between the Northern Reaches and the Isle of Dawn, she eventually found it in the possession of an evil ogre, the head of a horde of humanoids in the Dust Reaches (present day Westrouрке), and after having defeating him, she travelled to the Arc of Fire in Norwold, where throwing the artefacts into the flames of a volcano utterly destroys them. Next, she looked first in Alphatia and then in Ochalea seeking to recover the Tome of Gambia, a magical book that contains all human knowledge in a single volume. she found it in the hands of an avid Ochalean cleric intending to destroy it in an act of wickedness. As her successor she chose a young Ochalean girl, similar to her in many respects. The girl demonstrated an innate talent in the use of the blade and was immediately welcomed in the group as an equal. This was despite her companions' sadness at the news of Arnelee's farewell. Arnelee then forged a new sword with the power to cancel any type of energy attack touched it. Her final trail was to count all the grains of sand on the seven isles in the port of her birth city. Arnelee succeeded with the help of a clever equation she devised based on the weight of a set number of grains. The test took 10 years, but when it was completed in 456 BC, Arnelee was allowed to become Immortal. Presently she is worshipped

as Gna (messenger of the Asinye) with the northmen, as Han Li (keeper of sincerity and loyalty) with the Ochaleans. She also has a large following among her descendents in Westrouрке and Dunadale.

Personality: Arnelee is often so impulsive it makes her seem surly, and she usually alienates those that don't know her well because of her stubborn and unwarlike temperament. Loyal to her allies, the life she lived has made her cautious of quickly judging situations or persons, allowing her to be tolerant of other people's actions as long as they don't interfere with her plans. She is a good friend of Freyja as well as Odin, who welcomed her among the Asinye in the Norse pantheon, and has found a worthy adventuring companion in Nob Nar, who shares her passions.

Patron: Unknown [presumed Odin]

Allies: Odin, Freyja, Nob Nar

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; the clerics can only be of the female sex

Favoured weapon: Short spear (allowed the bastard sword, battle axe and any thrown weapons)

Clerics' skills and powers: +1 bonus to ST versus mind influencing effects (illusions, charms, fear, etc.), free *Fighting Instinct* skill

Paladins' skills and powers: Free *Courage* general skill
D&D 3E Stats

Domains: Thought, Good, Travel, *Courage*

Favoured weapon: Half spear

Source: IM2

ASTERIUS

(Belnos, *Hermod*, Kudeshia, *The Merchant*, Murtijai, Zephyr)

Patron of Trade and Money, Patron of Communication, Protector of Merchants and Thieves

Level, Alignment and Sphere: 25th (Eternal), NG, Thought

Symbol: The moon (different cults can represent different phases of the moon) or a silver coin

Portfolio: Trade, profit, communication, travel, cleverness, merchants, thieves, healing (only in Robrenn)

Worshipped in: Known World (Alphatia, Darokin, Thyatis, Karameikos, Minrothad, Ylaruam), Norwold, Isle of Dawn, Savage Coast (Robrenn, Dunwick, Vilaverde, Texeiras, Richland), Hollow World (Milenia, Nithians, Traldaras)

Appearance: Asterius appears to be a stocky middle-aged man with jet-black hair wearing an ancient robe, sporting a keen eyesight and an ever present beguiling smile.

History: Born in Blackmoor before the Great Rain of Fire, Asterius never manifested the love for technology of his contemporaries. Instead he dedicated himself to

master the arcane arts and the thieving profession. Later he also became well known as a respectable trader, thanks in part to his previous liaisons with various criminal organizations he had aided. Thanks to his long journeys and the ancient artefacts he discovered during his adventures, he was able to unveil the secrets of the Path of the Epic Hero. He successfully completed it around the 3200 BC, by destroying the Spear of Destruction, an Entropic artefact of Thanatos, using an epic weapon he created, the Crystal Dagger of Cymorrak (which was his mortal name). Doing this prevented the end of the Blackmoor civilization long before the cataclysm.

Personality: Asterius is extremely friendly and charming at first sight, but he hides a dangerous side that he rarely shows. This helps him achieve his goals by taking his enemies by surprise. He considers himself the universal patron of thieves and merchants because they are two sides of the same coin, even though he despises the evil ones who act merely for self gratification or for envy (for this reason he hates Talitha with passion). He is also associated with travellers and those who bring information, since knowledge is a priceless good on Mystara. His most loyal ally is his old patron, Korotiku, and Asterius can count also Ixion and Valerias among his friends, since they share his centuries old crusade against their common enemy Thanatos.

Patron: Korotiku

Allies: Korotiku, Ixion, Valerias

Enemies: Thanatos, Talitha

Classic D&D Stats

Followers' Alignment: Any; clerics cannot be Lawful

Favoured Weapons: Dagger (allowed all one-handed weapons)

Clerics' skills and powers: Clerics obtain one of the following thieves' skills: *Move Silently*, *Hide in Shadows*, or *Hear Noises*. They can use it as thieves of same level, with eventual penalties for armours worn. Moreover they obtain a +2 bonus to the following general skills *Estimate*, *Accounting*, *Bargaining* (in case they choose to them).

D&D 3E Stats

Domains: Thought, Good, Travel, *Stealth*, *Trade*

Favoured Weapon: Dagger [any type]

Source: HWA1-3, HW, DotE, WotI, SCS, HWR3

ATRUAGHIN

(Quetzalcoatl)

Father of the Atruaghin Clans, Patron of Good and Wisdom, Saviour of the Azcans

Level, Alignment, Sphere: 32nd (Hierarchy), LG, Matter

Symbol: Feathered serpent wearing a war bonnet or tomahawk and war bonnet

Portfolio: Atruaghin Clans, Azcans, diplomacy, wisdom, balance, truth, fighting Evil

Worshipped in: Known World (Atruaghin Clans), Hollow World (Azca)

Appearance: Atruaghin usually appears as a middle-aged copper-skinned human with wise dark eyes and a hawk's nose, wearing a war bonnet adorned with colourful plumes on his head. He alternatively takes on the form of a 7 feet tall well-muscled warrior surrounded by flames.

History: Prince Atruatzin was born in the Empire of Azca in the Hollow World. After his father's death, he ascended to the throne and ruled with wisdom and magnanimity. However, during his reign, Atzanteotl, who had just attained immortality, started to send omens to the Azcans, and began to erode the power of the priests of Kalaktatla and Otzitiotl, urging a revolt against the nobles and the Tlatoani (Emperor). Eventually Atzanteotl's followers managed to stage a coup and usurped Atruatzin's throne. He was forced to flee from the royal palace. Hunted down by Atzanteotl's priests, he escaped with his followers and sought sanctuary in the depths of the earth, where they found the fabled city of the dead: Mictlan (in fact the old elven city of Aengmor, which Atzanteotl had built on the surface and later disappeared in the earthquakes caused by the Glantrian Catastrophe). But Atzanteotl sent his followers, underground elves (Schattenalfen) who massacred Atruatzin's people in order to take control the city. Atruatzin again managed to flee and was helped by Xochiquetzal, Queen of the Fairies, who kept him with her for some time, bestowing him with renewed youth. But Atruatzin knew his destiny was calling, so he resumed his travels, emerging into the outer world, in the region west of current Darokin. Here he unified the descendants of Oltecs and Azcans and renamed them the Children of Atruaghin (using the name he was given by these people). Once the tribes were pacified and safe, Atruatzin disappeared again. He came back to Azca, where he founded a secret sect that followed a new philosophy called the New Way. He started preaching the return of Quetzacoatl, a mythic king and saviour that would have restored order and justice in Azca foretelling the coming of a new age of prosperity under the patronage of the old gods. Kalaktatla (Ka) guided his priest's steps in the right path towards immortality, and after building the Mystic Conveyor to link Azca in the Hollow World with the outer world, Atruaghin emerged once again among his Children, only to discover they had been enslaved by Wogar's humanoids. Helped by the loyal Hattani, he raised the tribes once again and led them to vanquish their common foes. Finally, in order to protect his Children from the humanoids, he used his powerful magic to raise a great plateau. This last epic deed marked his ascension among the immortals in BC 795, and from that moment he returns every year to his Children in spirit form.

Personality: Despite all battles and wars he fought, Atruaghin has always been characterised by his meekness, mercy and patience. In fact, after decades spent wandering around the world, he came to understand that

true strength comes from knowledge and determination. He prefers dialogue as a way to solve any matter, even though he understands that sometimes brute force is the only thing that some people listen to. He refuses to use deceit or lies to reach his goals, and has always been a shining example of respect for law and justice. This is the reason he has gathered so many followers and allies all around the world.

Patron: Ka

Allies: Ka, Ixion, Ahmanni, Hattani, Mahmatti, Tahkati

Enemies: Atzanteotl, Danel, Thanatos

Classic D&D Stats

Followers' Alignment: Neutral or Lawful (approximately 90% of the clerics are Lawful)

Favoured weapon: Tomahawk (bludgeoning weapons and short bow are also allowed)

Clerics' skills and powers: Clerics of Atruaghin cannot wear armour more cumbersome than leather armour, nor can they use metal weapons. They also cannot turn undead. On the other hand, they can never be tricked (they understand instinctively when someone is lying), and can determine if a plant or animal is edible, venomous or sick just after one round of examination (this ability works only with natural poisons or diseases; the cleric has only the 50% of chance of identifying magical diseases or toxins present in plants or animals). Finally, no common animal (or its giant version) will ever attack a cleric of Atruaghin, unless he attacks first.

D&D 3E Stats

Domains: Matter, Law, Good, Knowledge, *Persuasion*

Favoured weapon: Tomahawk

Source: GAZ14, HWR1, WoI

ATZANTEOTL

(Ivaldi, Menlil, Skorpjos)

Patron of Corruption and Treachery

Level, Alignment and Sphere: 31st (Hierarch, NE), Entropy

Symbol: Silhouette of a black winged viper

Portfolio: Corruption (physical and moral), deceit, treachery, vengeance, destruction of life on the outer world, Azcans, humanoids

Worshipped in: Hollow World (Azcans, Schattenalfen), Known World (Tiger Clan, Shadowlands, Broken Lands, Northern Reaches), Immortal's Arm (Jakar City-states), Savage Coast (Nimmur), Davania (Jungle Coast), Graakhalia

Appearance: Atzanteotl's first form is that of a charming elven adventurer with a shady outlook (pale complexion and sly smile) wearing black clothes. His second manifestation form is that of a jet-black feathered viper with an elf's face and two arms concealed under the wings.

History: During his mortal life them, Atziann was the clanmaster of an elven clan settled in the region south of

the Glantrian Highlands. In 1700 BC some elves found an ancient Blackmoorian artefact in that region, and they caused its explosion when they tinkered with it. The resulting radioactive rain and the nuclear winter that devastated the whole region turned it into the modern Broken Lands. The so-called Glantrian Catastrophe affected even the farthest reaches of the nearby Ethengar Steppes forming the Land of the Black Sand. The elven survivors dug underground, in at least two directions, to flee the disease and destruction. Atziann was the sole survivor of his clan, probably because they were responsible for finding the artefact and triggering its destruction.

After years spent wandering underground, an embittered and vengeful Atziann emerged into the Azcan Lands in BC 1650 and began to live under the Red Sun disguised by his magic. He became slowly fascinated with the Azcan culture, and, after years of living among the Azcans and building his net of conspiracy, Atziann finally left Azca when he made contact with one of Thanatos's Burrowers, who revealed him the path towards immortality in the sphere of Entropy. When he returned to Azca after his travels took him all around the Hollow World, he used his extensive net of spies, thieves, and conspirators to usurp the priests' and Emperor's power and to create a new religion that would have helped him ascend to the top of the Azcan pantheon once he became immortal. Thanks to his deceit the cult of the new god, Atzanteotl, established a sense of unrest and rebellion among the lower castes and later got hold of the hearts and souls of the more corrupt priests, who organised a true uprising against the established rulers and forced the rightful Tlatoani, Atruatzin, to flee from the capital city. This event marked the peak of Atziann's corruptive power as a mortal and guaranteed his ascension to immortality in BC 1500. He immediately took the role he had tailored for himself, and under the identity of Atzanteotl he began to spread his words of hatred and strife in the world. But Atzanteotl had not forgotten his old enemy Atruatzin, and he tried to corrupt him with promises of eternal life and power. When the wise old emperor refused to side with him, preferring to defend the ways of the old gods, Atzanteotl sentenced him to death for his insolence. So he sent his minions to Atruatzin's fortress of Quauhnauhac to capture him. They massacred all the resistant forces trying to capture Atruatzin, who managed to flee below ground. Atzanteotl's priests silenced all those who dared speak against the new order and crowned a new puppet emperor in the name of their god. They also rewrote the historical records of the Azcans, thus obscuring the importance of the old gods in favour of the new one. Atzanteotl became the only true sun of the new Azcan era characterised by human sacrifices and brutal rituals.

However, when Atzanteotl found out that Atruatzin was still alive along with several allies, and that they had found shelter in the ruins of Aengmor (now renamed

Mictlan by Atruaghin, the city of the dead), the former capital of Atzanteotl's elven kingdom in the outer world, he went mad with rage. He contacted a group of underground elves and led the unsuspecting refugees through the caves leading to the Hollow World, with the promise of a new homeland. The Schattenalf clan found Mictlan and they assaulted the citadel, killing all the humans living in the sacred temple of their new god, Atzanteotl. However, once again Atruatzin was able to flee and found refuge in Xochiquetzal's court, thus hidden from Atzanteotl's watchful gaze. Atzanteotl ordered the Schattenalfen to rebuild the city, and when they ended their task, he caused great earthquakes that killed many of his followers, forcing the survivors to move away from the city and find another place to settle. He then moved the city towards the surface of Mystara without destroying it, and placed it floating on a lava pool beneath the Broken Lands, where it was later discovered and inhabited by humanoids, who renamed it Oenkmar and converted to Atzanteotl's cult. Meanwhile the fleeing Schattenalfen emerged first in the caves of the Kogolor dwarves, beginning a vicious war against them. When Denwarf the golem was sent to help the dwarves and the elves were outnumbered, Atzanteotl guided the survivors to the grottos near the southern border with the Empire of Azca. This began the eternal rivalry that turned into a perpetual state of war between the Schattenalfen and the Azcans, worshippers of the same immortal (a situation Atzanteotl greatly enjoys).

Atzanteotl was later responsible for the bloody feud between the Sohktari (manscorpions) and the Enduks (winged minotaurs) of Nimmur, and he managed to convince the Sohktari clerics to strike the old Enduk allies in their back, in order to drive them away from Nimmur and conquer the land for themselves. The Sohktari betrayed the Enduks and established Menlil (Atzanteotl's name in Nimmur) as leader of the new Nimmurian pantheon, thus earning Idu (Ixion)'s terrible curse that forces them to avoid direct sunlight or be burned to death.

Now Atzanteotl's master plan is the corruption of the Shadow Elves and other humanoid races. He wants to create a schism among Rafiel's followers and thus increase his influence among the inhabitants of the underground of Mystara, hoping that one day all the outcasts living underground will emerge united under his banner to bring utter destruction to the creatures living above ground.

Personality: Atzanteotl is fascinated by the process of corruption and he especially loves to see how any kind-hearted person can fall into the abyss of Evil and regret thanks to his machinations. Often, he loses interest in one project and starts looking for new ways to spread evil. His final goal is the complete annihilation of life on the outer world, and especially the destruction of all elves.

Patron: Thanatos (who now considers Atzanteotl a deadly rival)

Allies: None stable, sometimes allies with Hel, Idris and Loki for mutual goals

Enemies: Atruaghin, Rafiel, Ilsundal, Ixion, Ka, Karaash, Halav, Bartziluth, Djaea

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic; clerics must be Chaotic

Favoured weapon: Short sword (allowed all bludgeoning weapons and the blowgun)

Clerics' skills and powers: Clerics can *Cause Light Wounds* three times to the day (similar to 1st level clerical spell of same name), +2 bonus to ST vs. Poison, +2 bonus to anyone general skill (not free) to choose among the following: *Toxicology*, *Herbalism*, *Handling Snakes*

Avengers' skills and powers: Can *Create Poison* once a week (similar to the clerical spell of same name), +1 bonus to ST vs. Poison,

D&D 3E Stats

Domains: Entropy, Evil, Trickery, Destruction, *Corruption*

Favoured weapon: Short sword

Source: GAZ10, GAZ13, HW, HWR1, HWA1, WotI, OHP, Dungeon magazine # 20 (as Skorprios)

BACHRAEUS

(Apophis)

Patron of Hatred and Vengeance, Patron of Medusas and Yuan-ti, Lord of Snakes and Poison

Level, Alignment, Sphere: 19th (Empyrean), CE, Entropy

Symbol: A green asp

Portfolio: Vengeance, hatred, betrayal, poison, snakes and serpentine creatures (medusa and yuan-ti)

Worshipped in: Davania (Jungle Coast and Meghales Amosses), Hollow World (Milenia, Nithia), Known World (Ylaruam)

Appearance: *Bachraeus is a humanoid with serpents in place of hair, reptile yellow eyes, and green scales covering his body. He wears an ancient Nithian tunic and the Pharaoh's symbols of power (Crook & Flail) tightened in his fists.*

History (PROBABLE THEORY): *Apophis was the stepbrother of Chardastes (son of the second wife of Chardastes's father). He ruled a small Duchy north of the river Nithia, while his brother had been granted by his father the richer part of the kingdom on the banks of the River Nithia. Apophis envied the young monarch's prosperity and fortune. Devoured by hatred and lust for power, he conspired to usurp the throne and get rid of Chardastes. Apophis paid a secret sect of murderers and slavers from an oriental province in exchange for the kidnapping of his brother. He did not dare kill his half brother, fearing to bring upon himself an ancient divine curse. Apophis invited his brother to his palace to celebrate the anniversary of his rise to the throne. During the journey, the royal caravan was attacked by the hired bandits in the northern wildlands. Thanks to the undead summoned by the attackers' wizards, the assailants took the royal guard by surprise, and the*

bandits managed to capture Chardastes. After he was sure that the brother had been carried to a distant land and sold as slave, Apophis marched on the kingdom's capital carrying the news of the attack on Chardastes. Armed with this information, he convinced the nobles and the army to support his claim to the throne in order to unify the two territories. Thus he became King of Nithia. Apophis ruled for five years in constant fear of being discovered and exiled for his crimes. To prevent this, he rigidly controlled the nobles and bribed many generals, using his power to imprison or murder all those who opposed him. Moreover, listening to his Grand Vizier (a cleric of Thanatos), he began to create a secret army of undead warriors with the dual purpose of defending the kingdom from an internal uprising and declaring war against neighbouring states. He hoped to gain new lands and destroy potential threats to his rule. However, one fateful day Chardastes came back to the palace and demanded to be received by his stepbrother. When Apophis realized that his position was in danger, he tried to imprison his half brother and declared the stranger an impostor sent by the king of a neighbouring nation to bring chaos in Nithia. Having learned from previous mistakes, Chardastes proved more clever than the evil Apophis, and escaped with the aid of his ally, Maat. In the following months, Apophis ordered a manhunt to find and jail his stepbrother, but the search was in vain. He also realized too late that Chardastes brought with him more trouble than he expected. In a short time, Nithia was besieged by the armies of its neighbours, who were supported by the magical troops supplied by the powerful Pflarr, who was helping Chardastes's rightful claim to his throne. Apophis mustered all the military might he had and decided to use his undead troops hoping to exploit the surprise factor. However, Chardastes had already been informed of this army and was prepared. In the final battle the troops of Apophis were scattered, many soldiers deserted and many conscripts refused to march against the frightening constructs of the mighty Pflarr. Apophis was besieged in the royal palace, and had to face Chardastes directly, who humiliated the usurper in front of all the court and citizens. When he tried to flee, Pflarr also confronted him, and after killing his Grand Vizier, he tried to imprison the soul of the vile monarch. With one last spell, Apophis turned into a snake and in the ensuing confusion managed to avoid death at the hands of Pflarr. However, he did not escape Pflarr's curse, which disfigured him and turned him into a reptilian humanoid, half man half snake, a perpetual testimony to his double nature of traitor and worshipper of Thanatos. Apophis wandered across the Nithian basin asking the gods' forgiveness for his sins, but every time he was driven away or hunted down by the human tribes he approached. This poisoned his mind completely, so he started to pray to the forces of darkness to give him the strength to survive and to exact his revenge. Thanatos answered, and after exposing him to several tests of loyalty, he gave Apophis demonic powers, turning him into a vengeful creature he renamed Bachraeus. He then led Bachraeus to the southern continent, where he subjugated a large Neathar tribe and turned all his

disciples into snakelike creatures like him (the first yuan-ti, medusa, and weresnakes). This atrocity earned him a place in the sphere of Entropy in 1340 BC. From that moment his cult took roots both in the Nithian Empire as Apophis, patron of betrayal and hatred, and in Milenia and other Davanian civilizations as Bachraeus, patron of medusa, yuan-ti, and snakes.

Personality: *Bachraeus is sly, envious, and vindictive. He enjoys bringing suffering to the living people as a sick kind of reprisal for all the grief he had to suffer. His extreme fascination with poisons and pain earned him a dreadful legend among mortals, and his followers try to imitate him in all his cruelty. He is the recognized patron of the medusa, the mysterious weresnakes, and the yuan-ti of the Jungle Coast, having sired this breed during his exile from Nithia. He is also patron of venomous snakes, of murderers, and traitors in several cultures, and remains the greatest enemy of Chardastes, Pflarr, and Maat (who humiliated him in his mortal life). He can usually count on Thanatos and Ranivorus to further his diabolic schemes and his plans of destruction.*

Patron: Unknown [presumed Thanatos]

Allies: Thanatos, Ranivorus

Enemies: Chardastes, Pflarr, Maat, Ixion

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic; clerics must be Chaotic

Favoured weapon: Dagger (allowed all one-handed slashing weapons and the blowgun)

Clerics' skills and powers: Clerics can *Charm Snakes* once a day (see clerical spell of same name), +1 bonus to ST vs. Poison and Petrification

Avengers' skills and powers: Avengers can *Create Poison* once every two days (see clerical spell of same name)

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Trickery, *Vengeance*

Favoured weapon: Dagger

Source: RC

BAGNI GULLYMAW

(The Great Devourer, *Yemekershey*)

Patron of Trolls, Patron of Cannibalism

Level, Alignment, Sphere: 13th (Celestial), CE, Entropy

Symbol: Two blood dripping fangs

Portfolio: Violence, cannibalism, trolls, humanoids

Worshipped in: Known World (Vestland, Broken Lands, and Darokin), Norwold, Yazak Steppes, Davania and wherever cannibal humanoids may thrive

Appearance: Bagni is a huge green-skinned troll with hair like putrid algae, claws and fangs too long for a creature his size. He is always surrounded by a nauseating stench.

History: Bagni is the only troll that managed to achieve immortality, and he got where he is thanks to his

tremendous voracity. He maimed, massacred, and devoured thousands of living beings (including a whole elephant). He attracted the attention of the Entropic lords, who guided him on the path of the Destroyer. After he left in his path a long trail of atrocities and destruction, they welcomed him among the immortals around XII century BC.

Personality: Bagni is the patron of trolls and encourages any cult based on cannibalism and violent destruction. He is much smarter than common trolls, but despite being an Immortal he is not remembered for his wits or cunning. Bagni is the quintessential troll: huge, gross, brutal and always hungry.

He is a fierce enemy of Halav and Thor, who have always inspired their followers against Bagni's humanoids. He has faced Halav and Thor directly several times; leaving each encounter beaten and humiliated.

Patron: Unknown [presumed Orcus]

Allies: None

Enemies: Halav, Thor

Classic D&D Stats

Followers' alignment: Clerics and followers must be Chaotic

Favourite weapons: Natural weapons (allowed only two-handed weapons)

Clerics' skills & powers: Each day clerics can recover one spell they cast within the last 10 hours if they devour a creature with the same HD as the power level of the spell (the ritual takes 1 turn per HD of the victim)

Spells: *feign death* (2nd), *demonic metamorphosis* (7th).

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Destruction

Favoured weapon: Natural weapons (bite or claws)

Source: HW, GAZ10, WoI

BARTZILUTH

(Hruggek, *Modi*)

Patron of Bugbears, Patron of Fury in Battle, Lord of War

Level, Alignment, Sphere: 14th (Celestial), CN, Energy

Symbol: a black morningstar

Portfolio: bugbears, fury, battles, bravery, strength

Worshipped in: Hule, Isle of Dawn (Redstone), Known World (Five Shires, Darokin, Karamaikos, Broken Lands, Northern Reaches), Norwold (Denagoth), Skothar (Jen, Nentsun)

Appearance: Bartziluth is an enormous bugbear with a savage and threatening snout in which sparkle two smart and intelligent eyes. He wears shining leather armour like a golden fleece and wields a black morningstar.

History: During his mortal life he was a bugbear in the Broken Lands living around the XII century BC, a period of massive expansion of the humanoids of that region. A powerful fighter of unsurpassed courage, he became famous for his fury in battle and the custom of

breaking the heads of his enemies with a spiked iron mace (a morningstar). No one knows exactly how he successfully became an Immortal in the Sphere of Energy (certainly thanks to his mysterious patron). However, he was from that moment the protector of bugbears and berserkers, promoting brutal war fought with ardour until last blood.

Personality: Bartziluth is obsessed with fighting and physical confrontation in general. He greatly admires challenges among warriors that demonstrate strength and ignore pain and death, and especially respects those people that fight without reservation until the last as if possessed by battle (the berserkers). He hates Halav for his crusade against the humanoids and is also opposed to Atzanteotl who tries to steal his followers with lies and false promises.

Patron: Unknown [presumed Thor]

Allies: None

Enemies: Halav, Atzanteotl

Classic D&D Stats

Followers' Alignment: Chaotic

Favoured weapon: Morning star (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Strength, free *Fighting Instinct* general skill

Avengers' skills and powers: Free *Fighting Frenzy* general skill

D&D 3E Stats

Domains: Energy, Chaos, Strength, War

Favoured weapon: morning star

Source: HW, WotI

BASTET

Patroness of Rakasta and Cats, Patroness of Instincts and Luck, The Lost Mother

Level, Alignment, Sphere: 15th (Celestial), CN, Thought

Symbol: Silhouette of a black cat

Portfolio: Rakasta, felines, luck, instincts, life, fertility, prosperity

Worshipped in: Savage Coast (Dunwick), Davania (Arypt), Isle of Dawn (Thothia & Thothian Plateau), Hollow World (Nithia)

Appearance: *Bastet usually appears as a lithe and nimble female rakasta with sparkling emerald eyes and a black shiny pelt, wearing Nithian jewellery and a short-sleeved white tunic.*

History: Ba-steh was the familiar cat of a shaman of Ka named Kum-rah. The relationship between the two was so strong and Ba-steh's devotion for her master so deep and utter, that Ka decided to award his follower's loyalty turning his familiar into a woman, who then married him. The years passed and Ka decided to test Ba-steh to understand if she had matured into a normal human being or was still an animal inside. However, she utterly failed when she gave chase to a small mouse inside the house, devouring it. Ka wanted to turn her back into

a cat, but then changed his mind to avoid making his shaman suffer. So he changed them both into a new race, and they became the first rakasta. With the passing generations, the descendants more similar to Ba-steh became the Rakastodon Fatalis, and those of Kum-rah' stock became the Cave Rakasta, ancestors of the modern rakasta breeds. In the following years Kum-rah died from various minor accidents, but he was so beloved by his patron that Ka brought him back to life nine times before he was finally admitted into the immortal's paradise. At that point, Ba-steh was left alone taking care of her pups. She started reading her husband's scrolls and became more and more interested in the mysteries of the universe. She was able to undertake the path of the Polymath, under Ka's sponsorship, and eventually became immortal at the dawn of the rakasta civilization. She then left Mystara to explore the Multiverse, discovering a world inhabited by humans similar to the late Nithians (probably the Egyptians of Laterre in the Dimension of Myth). There she got her first followers and became worshipped as a goddess under the name of Bast or Bastet, and forgot about Mystara for a long time.

Once the civilization of her worshippers crumbled, she left that world and returned to Mystara, discovering that her spawn had grown in numbers and breeds. She decided to become the patroness of the rakasta, and after dispersing part of her immortal energy to appease the Hierarchs of the Spheres and obtain their approval of her return to the Multiverse, she sided with Ka and Ninfangle as patroness of the Rakasta. She also raised a cult of her own among the Nithians (the human civilization that most resembled the lost followers she had on the other world) as patroness of fertility, luck and prosperity.

Personality: Bastet is an unpredictable creature who loves freedom and savouring life to its fullness. She does not like brute strength, but she teaches his followers to fortify in order to survive and defend themselves by exploiting their instincts. Bastet is extremely cautious, often lunatic and savage, and she trusts only those who have shown loyalty in the long time (like her patron Ka and Ninfangle).

Patron: Ka

Allies: Ka, Ninfangle

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; Clerics must be Neutral or Chaotic

Favoured weapon: Natural claws and warclaws (allowed all types of dagger, javelin, spear and natural weapons)

Clerics' skills and powers: +1 bonus to Dexterity, bonus *Alertness* general skill

D&D 3E Stats

Domains: Thought, Chaos, Luck, *Fertility*

Favoured weapon: Warclaws

Source: Dragon #247

BEMARRIS

(Ares, Magni)

Patron of Heroes, Protector of Norwold, The Dragonslayer

Level, Alignment, Sphere: 3rd (Initiate), CG, Energy

Symbol: A dragon pierced by a sword

Portfolio: Battle, strength, exterminate dragons, defend Norwold

Worshipped in: Isle of Dawn (Helskir), Known World (Northern Reaches), Norwold

Appearance: *Bemarris is a sinewy human of about forty encased in shining plate armour with several embellishments of draconic stamp; a shield with the bas-relief of a rampant dragon on the left arm, a sword that emanates an intense magical aura in the right hand, and an helmet in the form of a dragon's head; with the visor raised it leaves glimpses of a perfectly shaved face of square features, with sky-blue eyes with a fierce and indomitable look and short greying hair.*

History: In life he was an Alpathian fighter from Norwold with a bold and obstinate temperament. Haunted by the power and destruction brought by dragons into his lands, he reached the summit of Immortality thanks to the many epic clashes with draconic creatures while protecting Norwold and thanks to the armour, shield and sword of the Lord of Dragons (three ancient legendary artefacts). Ascending in the middle of the VII century AC, has brought into the Sphere of Energy his crusade against the dragons and is now the protector of numerous dragonslayers and all the humans of Norwold.

Personality: Bemarris is an ardent fighter in heart and soul, more accustomed to fighting than to strategy and politics. However he is not reckless, and the years spent as mortal have refined his tactical skills as well as his skill of command, gifts that he tries to teach to his followers. He is a faithful ally of Thor, his mentor, who selected him for embodying the role of Magni (his son according to the Antalian mythology). He also admires the young Lokena for her bravery and strategic skill, with whom he has a good affinity. His principal enemies are naturally the dragon lords, as well as Idris, patroness of Denagoth and the evil dragons that live there. Bemarris indeed doesn't distinguish between good or evil individuals: when he deals with dragons, his prejudice is so deep-seated that he indiscriminately considers all draconic creatures treacherous and devastating, meaning they should be wiped out.

Patron: Unknown [presumed Thor]

Allies: Thor, Lokena

Enemies: The Great One, Diamond, Pearl, Opal, Idris

Classic D&D Stats

Followers' Alignment: Any; the clerics must be Chaotic or Neutral

Favoured weapon: Long sword (allowed all bludgeoning weapons and the bastard sword)

Clerics' skills and powers: Can use Fighter Weapon Mastery slots instead of Cleric slots

Paladins' skills and powers: +2 bonus to attack rolls versus dragons

D&D 3E Stats

Domains: Energy, Chaos, Good, Strength

Favoured weapon: Long sword

Source: WotI, IM2

BENEKANDER

(Gareth)

Patron of Mortals and Freedom

Level, Alignment, Sphere: 1st (Initiate), NG, Energy

Symbol: A beagle in a jumpsuit wearing a helmet and holding a monkey wrench in his palm

Portfolio: Protect the mortals, freedom and truth

Worshipped in: Darokin (add Sind and Savage Baronies after AC 1010)

Appearance: Benekander is a 7 foot tall well-muscled man with green skin, dark hair, blue eyes and well-trimmed beard and moustache, wearing a blue jumpsuit with black boots and a round mirror-shield at his belt.

History: Rheddrian Benekander was First Engineer aboard the Beagle, a spaceship from a far world exploring the universe, when it crashed on Mystara because of a malfunction. The damage done to the ship was beyond repair on that primitive world, so the survivors sent a distress call and decided to wait for the Federation's rescue team in suspended animation chambers. Many centuries later, Rheddrian woke up from his slumber and discovered that one of his companions had gone crazy. His chamber had malfunctioned, releasing him before the due time, and he had murdered various members of the crew by altering their sleeping chambers. When he tried to kill Rheddrian, he activated the safeguard system the engineer had placed on his capsule, and he was forced to flee the ship with some other members of the crew to avoid being disintegrated by the defence robots. But the worst fact was that some native humans (Blackmoorians) led by the renegade had violated the ship and scavenged its technology. Rheddrian repelled the invaders and then noticed that their alterations had rendered the still active engine of the Beagle unstable. In order to prevent its imminent overload, he used all his knowledge to reprogram the containment measures, attempting to shut down the system. While he did not prevent the explosion of the ship, he managed to decrease its destructive power, and his body was disintegrated in the catastrophe together with the rest of the Beagle. However, immortals from the sphere of Energy magically saved the Beagle's nuclear reactor and altered it, transporting it to a remote area of the world and hiding it beneath the earth (creating Glantri's Nucleus of the Spheres). During this operation, Rheddrian's soul was sucked up in the magical enchantment of the immortals and ended up trapped in

his own reckon badge, deformed by the explosion to resemble a mirror-shield. The mirror was found and changed hands during the following generations, until Benekander was finally freed from his prison by a group of adventurers around AC 1001. He immediately understood that his essence had been transformed into something different, but only after experimenting with his new powers and gathering some news about the Multiverse did he understand he had become a true Immortal thanks to the Radiance's power.

Personality: Benekander's primary goal is to protect humanity from immortals' interference. Since he is still quite uncomfortable around other immortals and has not yet accepted his new state of existence, he prefers the company of mortals to his fellow immortals, and for now has not revealed his presence to the hierarchs of the Spheres. He spends most of his time on Mystara under the mortal identity of Rheddrian, a well endowed merchant and an expert of the arcane arts, and has used his charisma and treasures to create a secret net of informers and allies. After AC 1010, he will also appear as Gareth to the Sindhi, using miracles to extend his base of followers and preaching freedom and respect among mortals.

Patron: None (Radiance)

Allies: None (nobody knows of his existence)

Enemies: None (potentially all the immortals that manipulate the mortals)

Classic D&D Stats

Followers' Alignment: Any; Clerics must be Lawful or Neutral

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: Permanent *Infravision* 60 feet.

Paladins' skills and powers: Lay on Hands

D&D 3E Stats

Domains: Energy, Good, Protection, Knowledge

Favoured weapon: Light mace

Source: WotI, PWA 1-3

BRANDAN EARTHSHAKER

Patron of the Snartan, Patron of Progress and Conquest, Creator of the Earthshaker

Level, Alignment, Sphere: 3rd (Initiate), LN, Matter

Symbol: A fire red cogwheel

Portfolio: Progress, invention, conquest, fire, technomancy, snartan gnomes

Worshipped in: Davania (Vulcania)

Appearance: *He is a gnome of martial bearing, with a golden helmet on his head, protected by a cuirass of mesh with a white P incised on the chest above the image of a red cogwheel (the symbols of Snarta and Brandan).*

History (PROBABLE THEORY): *Brandan was a gnome that lived in the Republic of the Similar (Vulcania) around the III century AC. A great thinker and inventor, he*

was the first to willingly push into the Forbidden Lands, a mountainous region near to the Republic that was believed to be inhabited by terrifying creatures of fire. He studied the proprieties of these creatures which he regarded as the highest specimens of their kind. He also hoped to exploit them, creating new weapons that could give the victory to his compatriots in the war against the other gnomish clans. During his exploration he discovered fire elemental pupae, extremely docile but powerful elemental creatures. After many experiments, he discovered that the energy produced by them was able to power many of his devices. Later, he came across an ancient Blackmoorian relic, a sort of enormous self-propelled machine used by the Grunland elves as a means of transport and excavation. Fascinated by the magnitude and the complexity of the artefact, he spent the following ten years studying it, but was unable to reproduce the original construction plans. Additionally, the power source of the machine was hopelessly corrupted, and Brandan was not able to understand the original without knowledge of Blackmoorian nuclear technology. With the ingenuity typical of the gnomes, he exploited the discovery of the fire elemental pupae and redesigned the machinery to make it function powered by these creatures. After another five years of toil, Brandan was able to repair the artefact and renamed it Earthshaker for the incredible tremors that it generated. The Immortal Garal admired his genius so much that he appeared and proposed a challenge: if he was able to reconstruct and recover all the pieces of his invention for at least three times in three different incarnations, that would help him to continue on the path to Immortality. Brandan accepted and was successively reincarnated as a gnome mage, fighter and cleric, and each time was able to again find the artefact, redesign it and make it function in the same way. At the end of his efforts, exploiting all the knowledge learned to that point, Brandan decided that for completing the Path of the Polymath he needed to do only one thing: create a perennial monument to his genius. So he returned to his people and, under the name of Dorfin, soon became a powerful general of the republican army thanks to the martial skills acquired in one of his past lives. Guiding an expedition in the Forbidden Lands, Dorfin convinced his men that an Immortal by the name Brandan had revealed to him the location of a powerful weapon, and here he revealed the Earthshaker that he had previously rebuilt. Using his soldiers to recover more fire elemental pupae and new materials, Dorfin was in a position to upgrade the Earthshaker and finally make it move to his liking. After placing his followers in the strategic points for operating the machinery, Dorfin guided the Earthshaker to his homeland, where after many victories it became the symbol of the hoi gnomes and was renamed Proboscidaemon (the symbol of the Snartan Empire is indeed a white "P" in memory of the Proboscidaemon). The last act that consecrated Brandan to Immortality was the abolition of the Republic and the institution of the Empire of Snarta (from the gnomish word for victory), proclaiming himself Emperor Dorfin I in the VI century AC. After having destroyed the opposition of the old, Dorfin concentrated the Snartan resources in the

construction of more Earthshakers and in the combination of some of them to create a true self-moving city, Snartapolis, his everlasting monument to his own greatness. It was at this point that, finishing his path, Brandan could finally become Immortal in the Sphere of Matter.

Personality: From the moment of his ascension, Brandan has been exclusively interested in the snartan gnomes, exhorting his descendents to a more aggressive military policy and to stimulate the technological and scientific research for the production of new Earthshakers. Unfortunately the secret of the technology of the Earthshaker has been partially stolen by some rival gnome clans when a pair of Snartan artefacts fell into enemy hands, and this has made the war in Vulcania much more competitive. Brandan thinks that the Snartans need to have total control of the territory for the acquisition of new resources with which to advance their culture, and that war is the only means which he deems suitable to his aim. Due to his belligerent nature he has entered into competition and in open contrast both with his ancient patron Garal, who hasn't appreciated the escalation brought by the Snartans in the conflicts among the Vulcanian gnomes, and with Zugzul, patron of the fire giants who is convinced that Brandan has stolen his protégées who should be his by right (the domination of the fire elemental pupae and Vulcania).

Patron: Unknown [presumed Garal]

Allies: None

Enemies: Garal, Zugzul

Classic D&D Stats

Followers' Alignment: Lawful or Neutral

Favoured weapon: Short spear (allowed all small weapons)

Clerics' skills and powers: +2 bonus to one general skill (not free) from the following list (cleric's choice) *technomancy, magic arcana, fantasy physics or fantasy engineering.*

D&D 3E Stats

Domains: Matter, Law, Fire, War

Favoured weapon: Half spear

Source: CoM (as Brandan Earth-Mover)

BRINDORHIN

Patron of Halflings, High Hero and Protector of the Five Shires, Patron of Abundance

Level, Alignment, Sphere: 13th (Celestial), LG, Time

Symbol: A golden ear of wheat

Portfolio: Halflings (hin), patriotism, safety, family, prosperity, wealth

Worshipped in: Known World (Five Shires, Darokin, Minrothad, Karamaikos), Alphatia, Davania

Appearance: Brindorhin is an elderly hin with a noble appearance and a still strong physique, with curly white hair and long greying sideburns, clad in rich garments but barefoot, always smoking his favourite pipe and flashing an assuring and warm smile.

History (PROBABLE THEORY): In BC 1500, besieged by the more numerous Neathar tribes from the

north, Brindorhin's father Faranor led a great migration of halflings from their homeland of Brasol to the southern coasts of Brun, taking the same path that a thousand years ago the elves of the second migration from Grunland had taken to reach Ilsundal. Faranor merely wanted to find a safe haven for his kin and to establish his new kingdom. He finally sailed across the Addakian Sound, reaching the southern fringes of the Serpent Peninsula. Here they spotted some Sheyallia elves living in the jungles, and remembering well their good relationship with the elves of the past generations. Faranor convinced his kin to settle there in order to profit from the elves' protection. Unfortunately, after a hin generation it became clear that the region was ripe with dangerous flora and fauna, belligerent Tanagoro humans encroached their lands and even the elves did not behave that kindly towards them, refusing to aid the Halflings as they had hoped. So after finding the trail followed by the majority of Ilsundal's elves, Brindorhin took all the halflings under his guidance after his father's death and initiated the Second Migration. After some months the hin built another fleet and sailed eastward, reaching the Five Shires region. In this land, still untouched by humans, Brindorhin found the survivors of the Glantrian Catastrophe, the friendly and peaceful elves of the Gentle Folk (Truedyl clan), and he finally was convinced they had reached their promised land. So the hin settled in the region they renamed Deepland, living side by side with the kind elves and building the Keep of Faerdinel, where they amassed all their treasures.

After resisting an orcish invasion in BC 1254 and repelling numerous raids organised by Traldar pirates against their coastal settlements, at the end of BC 1200, Brindorhin discovered an ancient Taymoran artefact in the southern grottos. When he activated it, he was transported nearly 250 years in the future. He emerged from the caves and discovered the elves had vanished around BC 1000 and that a horde of humanoid from the north had invaded and conquered his homeland. Brindorhin immediately organised a resistance militia and led the First Upheaval in BC 965-964, dislodging the humanoids and founding the new realm of Hindon. At this point, Khoronus contacted Brindorhin and explained him what he needed to do in order to advance in his path towards immortality in the sphere arriving in BC 915, when Hindon had been conquered by the dwarvish tyrant Loktal and renamed the Glittering Land. In BC 912, after years of skirmishes and intrigues, Brindorhin was able to start the Second Upheaval and end Loktal's tyranny. The hin drove the dwarves and orcs from beyond their mountains and founded the new kingdom of Shaerdon. Unfortunately, the hin's freedom lasted only ten years, because after Brindorhin left them, they were not able to stay united. Divided they fell under the humanoids' incursions. During his last comeback, Brindorhin appeared as Gunzuth the Clanless. In BC 610 he led the hin to revolt against the human and humanoid invaders, after a century of clashes known as the Time of Heroes that started with the Third Upheaval, led by Coberham Shadowglint. Gunzuth was then appointed first Sheriff of Shaerdon, founding the town of Shireton and

ruling the hin with wisdom for over thirty years. Shaerdon became the Five Shires when Gunzuth divided it among his five sons in BC 572, before resigning his position. So the Shires were formed. This final act granted him immortality in the Sphere of Time, and he became one of the High Heroes, patron of the Five Shires and of the hin all over the world. After some time, he sponsored Finidel, a human hero from Brasol, and helped him attain immortality after Finidel founded a kingdom where the hin left in Davania could live in peace with humans.

Personality: Brindorhin/Gunzuth is a merry but pragmatic immortal, deeply fond of traditions and laws. He loves life deeply and teaches his worshippers to enjoy the fruits of the earth and their job without trying to find cheap or unlawful ways to gain more wealth. The greatest treasure for any halfling is in fact the safety of his home and the love of his family. Coberham and Nob Nar are his two inseparable allies, together with his protégé, Finidel. He strongly opposes the immortal patrons of goblins and orcs, remembering the suffering that the hin endured at the hands of these humanoid before his rise to power.

Patron: Unknown [presumed Khoronus]

Allies: Coberham, Nob Nar

Enemies: Karaash, Yagrai, Wogar

D&D Classic Stats

Followers' Alignment: Any; Clerics must be Lawful

Favoured Weapon: Rapier (allowed all bludgeoning weapons)

Clerics' skills & powers: +1 bonus to Charisma, bonus *Storyteller* general skill

Paladins' skills & powers: Brindorhin's paladins are the so-called Hin Masters (see GAZ8 for more info)

Spells: *Ceremony* (1st), *holy meal* (2nd), *cornucopia* (3rd), *fertility** (3rd, see arcane spell with same name, in place of *cure stun**).

D&D 3E Stats

Domains: Time, Law, Good, Family

Favoured weapon: Rapier

Source: GAZ8

BRISSARD

(*Ba Pian-Shu*)

Patron of Domination and Slavery

Level, Alignment, Sphere: 10th (Temporal), NE, Entropy

Symbol: a chain prepared to form a horizontal "eight"

Portfolio: Domination, slavery, oppression, circumvention

Worshipped in: Alphatia, Esterhold, Ochalea

Appearance: *Brissard typically appears as a robust human of pallid complexion, with violet eyes and jet-black hair with blue highlights (the classic pure Alphatian), an expression of eternal cleverness and a deep and mellifluous voice, dressed in a short tunic and a pair of black trousers, with a whip at the belt.*

History: In life, Brissard was a cleric of Talitha gifted with incredible guile and charisma. He adhered to the

teachings of his Immortal until achieving Immortality in the Sphere of Entropy about 630 BC, ensuring that the cult of Talitha became a strong presence in the Alphatian Empire. He had taken advantage of the confused period of the civil war of unification. His cult was one of the cornerstones in the formation of the new Alphatia, promoting the slavery and the class division that still characterises modern Alphatian society. Brissard gets particular devotion among the more arrogant and violent nobles of Esterhold and among the more able cheats and manipulators.

Personality: Brissard acts as one of the more crafty and enterprising Entropic messengers and negotiators, capable of bending to his logic and to his will any individual thanks to his strength of will and distinct persuasive capacity. He is the patron of slavery and of mental and physical enslavement, and any means is valid in order to dominate others, whether brute force, deceit, perverse logic, or blackmail. For this he is a fierce adversary of Saturnius, patron of liberty, and tends to collaborate with several Entropics for his own advantage, in particular with Talitha.

Patron: Talitha

Allies: Talitha

Enemies: Saturnius

Classic D&D Stats

Followers' Alignment: Followers and clerics can have any alignment

Favoured weapon: Chain (allowed all bludgeoning weapons, the whip, net and human-catcher)

Clerics' skills and powers: Power to paralyse a creature with a touch with HD/level lower than that of the cleric (once per day, ST vs. Paralysis saves)

D&D 3E Stats

Domains: Entropy, Evil, Trickery, *Slavery*

Favoured weapon: Spiked chain

Source: IM2, WotI

CALITHA STARBROW

(*Tallivai the Rootmaker, Felidae, Barramundje, Mother Ocean*)

Caretaker of the Sea Races, Patroness of Meditor and Aquarendi, Lady of the Seas

Level, Alignment, Sphere: 18th (Celestial), NG, Time

Symbol: A giant pearl enclosed in a mother of pearl

Portfolio: Oceans, lakes and rivers, travel, fertility, good luck, sea elves, aquatic races, turtles

Worshipped in: Known World (Minrothad), Undersea, Savage Coast (Bellayne, Wallara, Turtle tribe lands)

Appearance: Calitha is a charming elven maiden with shining mother-of-pearl skin, clad with garments made of shells and sea plants, with a glowing star-shaped diamond embedded on her forehead and a trident in her hand.

History: Calitha was born among the Aquarendi elves of Evergrun, shortly after they left the sea to live among

their land-dwelling brethren. However, Calitha was always fascinated by the peaceful magnificence of the ocean and by the eternal ebb and flow of the tides, and she soon grew nostalgic for the life her ancestors led under the sea. When she realized Blackmoor's technology was leading the elves away from the ways of nature, she started to promote a return to the ocean life among her clan members, the elendaen. With the support of most of her brethren, she created a powerful artefact, the Pearl of Power, which helped her travel to the bottom of the ocean to request forgiveness and aid from Manwara (original creator of the Aquarendi). Thanks to her efforts, most of the Aquarendi returned to the ocean waves in 3100 BC under the patronage of Manwara (Protius). Calitha left the Pearl of Power to her clan members who had chosen to remain on Evergrun (ancestors of clan Meditor) and was then contacted by Ordana, who saw the great potential Calitha had for immortality. Ordana advised her not to abandon the Aquarendi to Protius's inconsistent care. Pushed by her need to protect them and assure their safety, she embarked on the path of the Dynast. Calitha travelled through time and helped her descendants (both Aquarendi and Meditor elves) to survive the Great Rain of Fire and subsequent earthquakes. She led them from the southern hemisphere to the northern one, where each built new nations of their own both below and above the Sunlit Sea. Calitha earned immortality in 1730 BC. Later, following Ilsundal's advice and using the identity of Tallivai, she gave the Aquarendi the Frond of Life, based on Ilsundal's Tree of Life, to use as a relic. Meanwhile, the Meditors were able to revive the Pearl of Power and currently use it as their clan relic. From that day Calitha became the caretaker of all aquatic races (in particular sea elves) and of other land dwelling races. (She is revered as Barramundje among the Wallaras and as Mother Ocean by the turtles.) In order to protect the various sea civilizations, she is constantly trying to mitigate Protius' lunatic and unpredictable behaviour.

Personality: Calitha's philosophy is called elendaen and she considers the ocean the cradle of life, pushing her followers to exploit the bounties of the sea without harming or impoverishing it. Calitha is a kind immortal, who is constantly trying to protect her followers and strives to make the sea a paradise where the races can live in harmony. Calitha protects seafarers and is also considered patroness of good luck and fertility by some cultures. She is a staunch ally of Ordana and friend with Ilsundal, Polunius, and Malafor (two immortal patrons of other aquatic races). On the other hand, she despises Saasskas, the devilish patroness of necromancy, who is trying to corrupt the undersea races, and she cannot stand Slizzark, brutal patroness of the kopru race, because of her love of slavery and tyranny. She is also an open rival (although not really an enemy) of Protius, who is considered too absent minded and egotistical, to

impervious to the sea races' pleas for help, to be their true caretaker.

Patron: Ordana

Allies: Ordana, Ilsundal, Polunius, Malafor

Enemies: Saasskas, Slizzark, rivalry with Protius

Classic D&D Stats

Followers' alignment: Any; clerics must be Neutral

Favoured weapons: Trident (allowed only javelin, harpoon, net, short spear, dagger and crossbow)

Clerics' skills & powers: Clerics can breathe water as easily as they breathe air and vice versa; bonus *Survival (Sea)* and *Swimming* general skills

D&D 3E Stats

Domains: Time, Good, Travel, *Fertility*, *Sea*

Favoured weapon: Trident

Source: GAZ9, PC3, HW, WotI, SCS

CARNELIAN

Patroness of Machetos, Patroness of Tradition and Nobility

Level, Alignment, Sphere: 7th (Temporal), LN, Time

Symbol: A silver ring that encloses a golden crown on a white background

Portfolio: Machetos, tradition, nobility, order, patriotism

Worshipped in: Known World (Thyatis)

Appearance: Carnelian is an extremely beautiful woman with light elven traits, with wispy fiery red hair that comes down to her shoulders, an aquiline and aristocratic nose, dressed in a long, white cotton tunic, a mail cuirass and a white tabard on which her symbol is prominent

History: Carnelian was born into an aristocratic Thyatian family in the second century AC. Her father, Palykratus Machetos, was a small noble that, in order to attain merit in his assignment as judge of the utmost integrity, gained from Empress Valentia the dominion of a small fiefdom on the western border of the Empire (in the area between the Dymrak Forest and the southern coast). It was here that Palykratus met Faelasyl, young daughter of an elven clan head, and, enraptured by her beauty, asked her to be his wife. From that marriage, the small Carnelian was born, named Glinmir by her mother (which in elven means "ruddy light", from the fiery hair of the baby). On the strength of her social position and her beauty, Carnelian was always extremely arrogant and regal. She was convinced that because of her noble birth, she should receive adoration and obedience from all those that surround her. Following the death of her parents during an assault on the villa carried out by the ferocious goblins of Dymrak, Glinmir inherited the family propriety shortly after her adolescence, and administered it in an impeccable manner thanks to her education and wisdom. However, she quickly understood that the situation wouldn't last long if she didn't secure the economic and military strength of a more important noble. She was able to arrange her marriage to Alexandros

Karameikos, an influential senator and rich landowner. Carnelian profited from the union of the two fiefdoms which resulted in the creation of the County of Machetos. This enhanced the status of both the domains and ensured that she and her husband gained the title of Countess and Count. After having sacrificed a good part of her youth to administer the fiefdom, and having given birth to a child, she attended to her son until his age of maturity. When Alexandros died, leaving her a widow, Carnelian decided to take vows in the Church of Thyatis and entered a military order, leaving to her adult son the handling of the county. In short order her gifts of administration, and the knowledge derived from her noble education, allowed her to reach the zenith of the ecclesiastical hierarchy. Having reached this high position, she began to sense that she could make a further step, and started to dream of Immortality. Her patron revealed the path to her, and after entering a long and arduous pilgrimage, she finally ascended into the Sphere of Time during the fourth century AC after having assured the prosperity of the fiefdom of Machetos and having helped her descendants to continue strengthening themselves in the times ahead. Carnelian is presently worshipped only within the Duchy of Machetos as holy protector of its inhabitants and rulers. She wasn't pleased by the decision of Stefan Karameikos III to abandon his native fiefdom by moving to nearby Traladara, and has asked her followers not to follow, continuing to watch over her birth land and refusing to extend her cult in Karameikos.

Personality: Carnelian has only realised since becoming Immortal she was never happy in her mortal life, always oppressed by her duties and by her moral obligations. She has always thought that she deserves admiration and obedience by virtue of her noble birth, but she has come to realise too late that this birth also required conduct so rigid it precluded her attaining true happiness. Now that she has become Immortal she feels constrained to act according to the ruler of her hierarchy, and for that reason her faith in the cause of law and order has lacks fervour, even if she continues to adhere to it. Now Carnelian must react to her new state, and can do so in only one of two ways: either find the fullness of the life left through passion, entertainment and excessiveness, or completely devoting herself to the cause of universal order without expecting anything else from existence.

Patron: Unknown [presumed Khoronus]

Allies: None

Enemies: None

Classic D&D Stats

Followers' Alignment: Neutral or Lawful; clerics must be Lawful

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: Free *command* general skill, +2 bonus to one chosen general skill based on Wisdom or Intelligence (not free)

D&D 3E Stats

Domains: Time, Law, *Nobility*

Favoured weapon: light mace

Source: IM3

CHARDASTES

Patron of Medicine and Healing

Level, Alignment and Sphere: 16th (Celestial), NG, Time

Symbol: A silver bell

Portfolio: Medicine, healing, health, purification, learning and knowledge

Worshipped in: Known World (Karameikos, Darokin), Ochalea, and Hollow World (Traldar lands)

Appearance: *Chardastes appears to be a tall man of a noble posture, high cheekbones, deep black eyes, a receding chin, and a snub nose. He is always clean shaven, wearing a long white linen robe of Nithian taste and holding a small silver bell in his left hand.*

History (PROBABLE THEORY): *Chardastes was the Nithian prince who led the Traldar clan beyond the Nithian borders in 1500 BC, settling then in the verdant southern lands and establishing the Traldar colony. A great scholar, well versed in the healing arts known among the Nithians, he was literally fascinated by the secrets of the human body and the vital essence that flowed through it. Therefore he considered life the most sacred thing and worked to create various places of wisdom where he trained clerics and surgeons so that his folk could count on wise men to cure their bodies and purify their souls in times of affliction. By doing so he unknowingly stepped on the Path of the Dynast attracting the attention of Khoronus. When he later discovered an artefact to travel in time, he understood that he could become one with the Immortals. After helping his descendants in three different timeframes, he finally earned immortality in 1360 BC.*

After the gnoll invasion in 1000 BC, the Traldars were cast into an unprecedented dark age where only the legends on the epic deeds of Halav, Petra, and Zirchev maintained a sense of unity among the Traldars. For this reason the memories of Chardastes and the medical knowledge that had been passed generation upon generation among the Traldar surgeons were gradually lost by the later Traladarans.

Around 700 AC Chardastes chose to appear to a peasant woman praying for healing in Marinelev. He healed her wholly, proclaiming that the Traladarans were on the wrong path and should have prayed to him for salvation. From that moment his cult bloomed once again, and it was later added to the cult of the Church of Karameikos when the Thyatians conquered Traladara in 900 AC.

Personality: *Chardastes is principled, patient, and completely obsessed with protecting life, which he holds as the greatest mystery of universe. For this reason he hates death and destruction with passion, making undeath the outmost form of aberration to his eyes (and those of his followers). He teaches his followers to protect life at all costs and to respect the natural life-cycle. He encourages them to study the secrets*

of the human body and soul to better understand their nature and cure them.

Patron: Unknown [presumed Khoronus]

Allies: Koryis, Chiron

Enemies: Thanatos, Nyx, Orcus, Demogorgon, Leptar

Classic D&D Stats

Followers' Alignment: Lawful or Neutral; clerics must be Lawful

Favoured weapons: None (allowed all bludgeoning weapons and the knife/scalpel)

Cleric's skills & powers: Lay on Hands, +10% bonuses in creating potions of healing (heal wounds, diseases, etc.)

Spells: *life breath* (1st), *thaumaturgical circle* (3rd), *major shield* (4th), and *hyper-regeneration* (6th). Chardastes's clerics cannot cast the reverse form of healing and resurrection spells.

D&D 3E Stats

Domains: Time, Good, Healing, Knowledge

Favoured weapon: Light mace

Source: B1-9, WoTl

CHIRON

(Turlock)

Patron of Centaurs, Patron of Healers, Master of Arts, Guardian of Sylvan races

Level, Alignment, Sphere: 6th (Initiate), NG, Matter

Symbol: Profile of a white centaur on a green background

Portfolio: Centaurs, sylvan races, arts, healing, knowledge, wisdom

Worshipped in: Davania (Meghala Kimata), Isle of Dawn (Redstone), Known World (Alfheim, Ethengar, Wendar), Midlands

Appearance: *Chiron is a centaur (a being with the upper part of a human's body and the lower part of a horse's body) with silver skin, and a calm, wise facial expression, a long grey head of hair and an uncultivated beard that covers his cheeks, chin and neck, that left showing his large thorax and muscular arms and carries with him only a leather bag (in which there is supposed to be salves, potions and parchment) and a long staff.*

History: In life Chiron was a wise centaur respected by all the sylvan races. Chiron had the gift of Immortality, possibly a divine heritage granted by Ixion, the father of the centaur race. According to mythology, the centaur race was born of the union of Ixion (the sun) with Nephele (a being of the air). Thanks to his longevity, Chiron was able to pass his knowledge to his children, to invent poetry, music, medicine, and to accumulate great knowledge in his library. One day however he intervened in a violent fight between a centaur and a human. Despite his attempts to calm the combatants, he was struck by an arrow imbued with mortal venom. Unable to die, he began to suffer terribly

from the venom that devoured his flesh. He prayed to the Immortals for aid. There was at that moment among the celestial spheres an Immortal of Matter who was slowly dying. Chiron gave his own life essence to save that Immortal, finally able to die himself. Later on, the same Immortal revived Chiron as an act of gratitude for his extreme sacrifice. He undertook the way of Immortality, which was previously denied him due to his nature, succeeding finally to become an Immortal in the Sphere of Matter in the eleventh century BC.

Personality: Chiron is extremely benign and wise, always humane and quick to aid the needy and to disseminate knowledge. He is the patron of centaurs and other sylvan races, of healers and of teachers, of artists and all those that pursue wisdom and peace.

Patron: Unknown [presumed Faunus]

Allies: Djaea, Chardastes, Ixion, Ilsundal, Zirchev

Enemies: Thanatos, humanoid Immortals

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: free *healing* general skill

D&D 3E Stats

Domains: Matter, Good, Healing, *Arts*

Favoured weapon: Half spear

Source: PC1, WoTl

CLÉBARD

Patron of Renardy, Patron of Progress and Order

Level, Alignment, Sphere: 2nd (Initiate), LN, Thought

Symbol: a white lily

Portfolio: Lupins, Renardy, order, patriotism, loyalty, fidelity, progress, nobility, family

Worshipped in: Savage Coast (Dunwick, Renardy)

Appearance: *Clébard is a lupin of Renardois race of noble and distinguished air, with grey fur speckled with black perfectly brushed and clean, a sharp muzzle, eyes that shine with intelligence and wit, dressed in luxurious regal clothes of pure silk, high boots of black leather, a crown on his head, a breastplate with the emblem of the white lily and a rapier to the flank.*

History (PROBABLE THEORY): *During his mortal life, Clébard of Clairvault was an astute lupin in the service of Sire Claude d'Ambreville. After the presumed death of his lord and the disappearance of Château d'Ambreville in 896 AC, Clébard left Glantri, since he disagreed with the laws of Glantrian succession that excluded Claude from taking his title. After a long odyssey with his entire clan of lupin, following clues about the existence of a land populated wholly by lupin, he reached Renardy in 899 AC, during the kingdom's toughest battle. Assaulted by a horde of ferocious goblinoids, the Renardois had already lost their sovereign in battle and the southern part of their country when the*

Glantrian lupins came to their aid. They had been guided by Clébard (who later said that he had been led there by the visions of Saimpt Renard, of which he became a fervent follower). Thanks to his strategic ability and to the military skill of his clan, Clébard was able to attack the flank of the goblinoid armies, trapping the invasion force. Coordinating his own actions with those of the Renardois noble leaders, Clébard halted the invasion and smashed all the goblinoids, taking significant losses. At the end of the war he was acclaimed by the population and managed to marry the daughter of the preceding sovereign, guaranteeing a new dynasty strong in power. He added his own symbol, the Fleur de Lis, to the ancient heraldic coat of arms of the royals of Renardy (the golden fox). Furthermore, based on strict accords reached during the war, many of his followers were married to members of the local nobility, guaranteeing closer control of the nobles. His brother Richard claimed the western lands, to the border with Bellayne, founding the Barony of Marmandie, where he settled the clan of Clairvault. When Clébard ascended to the throne, Renardy was still a kingdom of under developed provinces. Thanks to the progressive push of Clébard, the nation became a true enlightened state. With a series of laws and codes he achieved the unification of the ancient lupin traditions with the lawful principles that Clébard had learnt from Sire Claude. Clébard's reign lasted over twenty years, during which, among other accomplishments, he popularized the Renardois language (derived from Averoignese) among the middle and noble class (thus leading to the change in name from Renardy to Renardie) and built numerous castles to fortify the northern borders. Then, Clébard abdicated the throne in favour of his first born, Gaston, in 928 AC. At which point he left the palace, and, following the prophetic visions of his Immortal, decided to achieve Immortality. Thanks to the sponsorship of Saimpt Renard (Korotiku), he attained the status of Saimpt (deified saints in the Renardois pantheon, according to the same reform brought forward by Clébard) in 954 AC.

Personality: Clébard is a basis for comparison for the faithful, and symbolises the modern lupin civilization, faithful to the laws and lover of order and peace. Saimpt Clébard preaches the respect of traditions and constituted order, fidelity to family and institutions, patriotism and the spirit of sacrifice. He is not in accord with Saimpt Loup because of her pacifist and modernist position.

Patron: Korotiku

Allies: Saimpt Renard (Korotiku), Saimpt Mâtin

Enemies: Saimpt Loup

Classic D&D Stats

Followers' Alignment: Neutral or Lawful

Favoured weapon: Rapier (allowed all bludgeoning weapons)

Clerics' skills and powers: +2 bonus to general skills etiquette and knowledge of codes and laws (not free)

Paladins' skills and powers: Free command general skill

D&D 3E Stats

Domains: Thought, Law, Nobility, Family

Favoured weapon: Rapier

Source: SCS

COBERHAM SHADOWGLINT

Patron of Hin, Protector of the Five Shires, First Master

Level, Alignment, Sphere: 10th (Temporal), N, Energy

Symbol: A black flame

Portfolio: Hin, magic, blackflame, mysteries, knowledge

Worshipped in: Known World (Five Shires, Minrothad), Norwold and wherever a Crucible of Blackflame is present

Appearance: Coberham appears as a middle sized hin clad all in black, with an aura of blackflames constantly flickering around him, which obscures his features. His only unmistakable feature of his visage is his silver-sparkling eyes and his magnetic gaze.

History (PROBABLE THEORY): In life he was probably the first Hin Keeper who discovered the secret of Blackflame under the Black Peaks Mountains. He creating the first Crucible and harnessed the magical powers of Blackflame in the eighth century BC. Thanks to the Blackflame powers, the hin resistance finally got the edge over the humanoid, and led by the brave and charismatic Gunzuth (Brindorhin) the hin finally earned their freedom in 610 BC at the end of the Time of Heroes. Later Coberham taught the mysteries of Blackflame to a small cadre of loyal followers, creating the first Hin Keepers, and he became the most powerful mage of the whole area. By exploiting the Crucibles of Blackflame, he proceeded to create a unique magical network all around the Shires to protect them. This way he finally succeeded in his quest on the Path of Paragon and reached immortality in the Sphere of Energy in the sixth century BC.

Personality: Coberham is as wise as he is silent. He loves to ponder the deep issues of the Multiverse and to study all unique and innovative forms of magic. He has never stopped examining the Blackflame and learning about its origins and powers, inviting all his followers to handle these mysteries with care and secrecy. He's a loyal friend of Brindorhin, who shared with him the epic deeds of the Time of Heroes, and finds Nob Nar and Raven the perfect embodiment of the typical merry and easygoing hin. He has a deep respect for Ixion and Noumena, although he cannot really count them among his allies. His only enemies are the immortal patrons of orcs and goblins.

Patron: Unknown [presumed Ixion]

Allies: Brindorhin, Nob Nar, Raven

Enemies: Karaash, Yagrai, Wogar

Classic D&D stats

Followers' Alignment: Any

Favoured Weapon: None (allowed all small and medium sized weapons)

Clerics' skills & powers: +1 Intelligence bonus. Some clerics belong to the caste of the Keeper of Blackflame (a special priest subclass detailed in Tome of Mystaran Magic).

Paladins' skills & powers: Coberham's paladins are the Hin Masters (see GAZ8)

Spells: *Ceremony* (1st), *cornucopia* (3rd).

D&D 3E Stats

Domains: Energy, Magic, Knowledge, Fire

Favoured weapon: Siangham

Source: GAZ8

COCHERE

(Nameless Mother)

Patroness of Gyerian and Faenare

Level, Alignment, Sphere: 12th (Temporal), CG, Thought

Symbol: The silhouette of a rooster's head

Portfolio: Gyerian, faenare, survival, liberty, family, song and music

Worshipped in: Arm of the Immortals, Known World (Broken Lands), Serraine, Skothar (Jen), Midlands

Appearance: *Cochere is a gyerman or a faenare (based on the disciples to which she manifests) of gigantic dimensions with white plumage, golden crest, bronze bill and claws.*

History (PROBABLE THEORY): *Cochere was one of the first gyerians (a race of humanoid birds) living on Mystara during the Blackmoorian age. Cochere was the first to acquire a flicker of intelligence among the members of her race, and lead her tribe towards the more fertile pastures, defending them from predators, and assuring the continuation of the species. After epic adventures in the continent of Skothar searching for an artefact of Thought which also allowed her kind to develop superior intelligence. During the Great Rain of Fire, Cochere saved numerous gyerians by directing them to migrate to Brun. In the great winter that followed, in order to allow her people to survive, she created the Egg of Wonder. A magical item, which could create, from thin air, anything its owner wished, but only after he had brooded/incubated it for a whole year. This invention brought Cochere to the notice of Korotiku, whose guidance allowed her to complete the path of the Epic Hero in 2920 BC. From the moment of her ascension, Cochere has always kept vigil over the gyerians and protected their existence, favouring their migration across the continents and forming the gyerman culture based on nomadism, as a way of allowing her kind to more easily escape predators and of procuring more abundant resources. The gyerians today survive in the plains of central Brun and Skothar thanks to her intercession. Later, Cochere was also responsible for the creation of the faenare race, born from her wish to improve on the gyerman race. So, she made the faenare more graceful and melodious; she also granted them wings to enable them to escape their predators by seeking refuge on the highest summits (making their survival easier than that of the*

gyerians). This also favoured the creation of a very sedentary society). Cochere has never revealed her name to the faenare (because of this she is worshipped as the Nameless Mother), and directs them towards a lifestyle of solidarity between broods/families/generations and the love for harmony and music.

Personality: *Cochere is a shy Immortal, benevolent in the struggles of her protégées, haughty and extremely unpredictable, a perfect embodiment of all the characteristics of the modern gyerians and faenare. She has no allies, because few are interested in the species under her care, and because of her marginal role in the history of the Multiverse. Because of the low profile kept by her breed, she doesn't even have any stable enemies.*

Patron: Unknown [presumed Korotiku]

Allies: None

Enemies: None

Classic D&D Stats

Followers' Alignment: any

Favoured weapon: Natural weapons (only allowed one handed piercing weapons)

Clerics' skills and powers: Free *singing* and *survival* (plains or mountains) general skills.

D&D 3E Stats

Domains: Thought, Chaos, Good, *Family*

Favoured weapon: Dagger

Source: IM3, PC2

CRACKAK SHARP TOOTH

Patron of Sharks and Shark-kin, Protector of Predators

Level, Alignment, Sphere: 10th (Temporal), CN, Matter

Symbol: A white shark

Portfolio: Sharks, shark-kin, predators, hunting, strength, ferocity

Worshipped in: Savage Coast (Orc's Head Peninsula), Pearl Islands, Hollow World (Atlas Ocean), Undersea, Thanegioth and all tropical seas

Appearance: *Crakkak's primary form is that of an enormous white shark over 6 metres long, with long, dagger-like teeth and the red eyed look of an assassin. The second form is that of a shark-kin (humanoid with a shark's head with two protruding black eyes) about two metres high, with light grey coloured scales, elastic and always wet skin, the mouth open because of the large eight rows of teeth that prevented it closing, a powerful musculature and a trident held in the right fist, with an eternally hungry expression.*

History: During his mortal existence, Crakkak was a shark-kin fighter famous for his strength and brutality, as well as for his obsession in dolphin hunting. Crakkak killed a thousand dolphins in a day and thus made such an impression that the sharks rushed to join with the shark-kin. From that day the two races were as one. Following his epic deeds, he became Immortal in the Sphere of Matter around the fourth century AC. He is

now the patron of shark-kin and marine predators (animal and humanoid) in general.

Personality: Crakkak is an individual dominated by instinct and anger, an unmerciful and anarchic being that recognises strength as the only instrument for determining power and importance, and who prefers the company of sharks to that of the other sentient races. Because of his brutality and his teachings he is a heated rival of Malafor, patron of the dolphins, and of Sharpcrest, patron of the kna.

Patron: Unknown [presumed Gorrziok]

Allies: None

Enemies: Malafor, Sharpcrest

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic; clerics must be Chaotic

Favoured weapon: Trident (only allowed all types of dagger, short spear and natural weapons)

Clerics' skills and powers: Power of transforming into a mako shark once per day (acquires the physical statistics of the mako, keeps his own mental characteristics, THAC0 and ST, cannot carry any items or use his own special powers), free *animal empathy* skill

Avengers' skills and powers: Total protection from sharks (no shark will attack an avenger of Crakkak unless it is attacked first)

D&D 3E Stats

Domains: Matter, Chaos, Strength, *Hunting*

Favoured weapon: trident

Source: PC3, OHP, WotI

CRETIA

Patron of Jokes, Lord of Trouble and Chaos, Patron of War, The Troublemaker

Level, Alignment, Sphere: 16th (Celestial), CN, Thought

Symbol: A grinning face

Portfolio: Chaos, jokes and dirty tricks, stealth, survival through battle, war

Worshipped in: Known World (Ethengar, Glantri, Vestland)

Appearance: Cretia is a human with sallow skin, *always intent to get about and to smile, with darting black eyes and often exaggerated and farcical movement; he is much attached to his clothes made up from a patchwork of many styles, materials and colours, and a rapier at his belt.*

History: During his mortal life, Cretia was an astute fighter and an able cheat among the ancestors of the Ethengarians during the age of Blackmoor. Following the Great Rain of Fire, Cretia's people were forced to endure many losses, and he suffered great hardships and privations. Despite these setbacks, Cretia considered the cataclysm a positive event, since it had swept away the Blackmoorian culture, which was becoming corrupt and indolent and was based on a rigid system of laws. A society too rooted in order becomes stagnant and unable

to avoid its ultimate destruction. Meanwhile Cretia's people were able to survive thanks to their adaptability and versatility in response to the changing situation and climate. Cretia helped his own people overcome the difficulty of that dark period, and became an Immortal with the consent of Korotiku around 2850 BC.

Personality: Now Cretia is totally dedicated to the philosophy of Chaos, which for him represents the only way for avoiding the corruption and the stasis generated by Order. His attention is particularly concentrated on the Ethengarians. Every now and then, he will place problems and obstacles in their road. This is to spur them on in such a way that it increases their diversity and allows them to remain active and prosperous. He is worshipped by the Ethengarians as the bringer of chaos and jokes, and is further the patron of war intended as an instrument of lasting change. Today he is trying to expand his philosophy into the lands of the North, where he has clashed with the absolute order imposed by Vanya and Forsetta.

Patron: Korotiku

Allies: Eiryndul, Korotiku, Ixion, Terra, Raven

Enemies: Forsetta, Vanya

Classic D&D Stats

Followers' Alignment: Neutral and Chaotic; clerics must be Chaotic

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: Thief ability *move silently* as thief of equal level, free *lie* general skill

D&D 3E Stats

Domains: Thought, Chaos, Trickery, War

Favoured weapon: Short sword

Source: GAZ12, WotI, X3

DANEL TIGERSTRIPES

Patron of the Clan of the Tiger

Level, Alignment, Sphere: 14th (Celestial), NE, Entropy

Symbol: The eyes of a cat

Portfolio: Clan of the tiger, suffering, pain, revenge

Worshipped in: Known World (Atruaghin Clans)

Appearance: Danel is a slim human with obvious musculature, quick speed, and graceful movements like those of a panther. He has slit eyes like those of a cat (vertical pupils and gold-streaked irises); his body is covered by long healed scars similar to the stripes of a tiger. He wears a simple, short, sleeveless tunic and a short sword at his belt.

History: Born during the period of the domination of the red orcs over the tribes of Atruaghin, the parents of Danel fought with all their strength against the oppressors but were eventually captured and killed. The young Danel, at only four years of age, was horribly tortured, marking his body with numerous scars shaped like the stripes of a tiger. Years later, Danel joined

Atruaghin in the insurrection against the humanoid oppressors. For his bravery and loyalty in battle, he became the leader of the Clan of the Tiger. And then, while Atruaghin remained to watch over his followers, Danel also ruled with justice and firmness over his people, all the while burning in his heart a growing hatred towards the humanoids. One day some followers of Atzanteotl contacted Danel. In time, they convinced him that it was the fault of Atruaghin that the land of the tribes had been invaded by the humanoids. If he hadn't abandoned them the humanoids certainly would not have won against a united nation. Thus, Danel began to blame Atruaghin for the death of his parents, and for his scars. This led to his eventual conspiracy against the other tribes and his waging war against them. None of which, he believed, warranted the extreme intervention of Hattani, who had been warned by Atruaghin. Hattani humiliated Danel in a public challenge. However, Danel had his revenge on his rival tribal head; having prepared an ambush, then personally killing him after two days of fighting hand to hand. In the end, in 770 BC, his exploits earned him immortality in the Sphere of Entropy, and he now serves Atzanteotl with fervour.

Personality: The hate and rancour that Atzanteotl has made grow within him have erased any scruples or sense of compassion that once lived in Danel. He is now becoming a cruel and sadistic Immortal, who doesn't lose any opportunity to induce suffering on mortals for revenge over the fate he has endured.

Patron: Atzanteotl

Allies: Atzanteotl

Enemies: Atruaghin, Hattani, Ahmanni, Mahmatti

Classic D&D Stats

Followers' Alignment: Neutral and Chaotic; clerics must be Chaotic

Favoured weapon: Short sword (only allowed bolas, javelin, short spear, whip and blowpipe)

Clerics' skills and powers: Thief ability *hide in shadows* as a thief of equal level free, +2 bonus to general skill *toxicology* (not free)

D&D 3E Stats

Domains: Entropy, Evil, *Vengeance, Pain*

Favoured weapon: Short sword

Source: GAZ14, WotI

DEMOGORGON

(Angrboda, Goron, Gullveig, The Bane of Souls, The Dark Lady, The Lizard King)

Patron of Necromancy, Patroness of Corruption and Diseases, Patroness of Witchery

(**Note:** Demogorgon has two personalities, male and female, that co-exist in the same soul and body)

Level, Alignment, Sphere: 30th (Eternal), CE, Entropy

Symbol: A black pentacle on red field

Portfolio: Necromancy, witchery, diseases, corruption, destruction, lizardkin and reptiles

Worshipped in: Savage Coast (Ator), Davania (Addakia, Jungle Coast, Izonda, Meghales Amosses), Hollow World (Malpheggi), Known World (Cynidicea, Darokin, Northern Reaches), Norwold

Appearance: Demogorgon typically appears as an 18-foot high creature with two monkey's heads atop a pair of wiry necks, two long tentacles instead of arms, with scaly torso and legs, a long forked tail, and a brown spinal crest.

History (PROBABLE THEORY): *Demogorgon's background is shrouded in mystery like those of the most ancient immortals. Some say she's a force of nature like Thanatos and Hel, the embodiment of evil in the sphere of Entropy. Other rumours say she was a reptilian being (maybe a carnifex) that reached immortality under Thanatos's sponsorship after corrupting her own race, cursing all her kin to extinction or exile out of Mystara before the coming of the human race.*

What is known for sure is that she was immortal long before the Great Rain of Fire, that she has a liking in necromancy and witchery and all the reptilian races, and that she's got a double soul and double aspect: as female she's patroness of corruption, deceit and witchery; as male, he's patron of necromancy and destruction.

During the fourth century AC, Demogorgon devised a plot to spread Entropic influence over the eastern part of Darokin, but thanks to the timely intervention of a bold group of servants of Valerias, Ixion, and Maat, her plot was thwarted. Ultimately, her Temple of Evil was assaulted by the powerful magics and artefacts of Good priests, trapping her there (as well as her followers) in her mortal form. After 700 years she's still trapped in that temple which lies in the southern area of the Orclands, and she waits there to be freed by some of her followers or some other unwary adventurer looking for the secret treasures of her temple.

Personality: *Despite her detention, she has always been able to grant her followers their power thanks to some immortal artefacts, and she constantly sends her wail for help to her priests. They know they must find her to get the most important reward, but so far nobody has ever succeeded because of the powerful immortal spells that conceal her prison to scrying and divination attempts.*

Demogorgon not only opposes the immortals of Law and Good, but she's in open competition with Orcus and Alphaks for the crown of Absolute Lord of Destruction. She considers her rivals too brutish and savage, devoid of the necessary malice and cunning needed to corrupt mortal souls and bring about the annihilation of all living beings. In her opinion, Alphaks and Orcus concentrate too much on the physical aspect of destruction, while she wants to break mortals' souls too to do a perfect job.

Patron: Unknown [presumed Thanatos]

Allies: Sometimes collaborates with Thanatos and Nyx

Enemies: Ixion, Valerias, Maat, Ka, Diamond, Orcus, Alphaks

Classic D&D Stats

Followers' alignment: Chaotic

Favoured weapons: Flail and whip (allowed all bludgeoning weapons)

Clerics' skills & powers: Clerics can inflict a non-mortal disease with touch once a week; power to control undead as Liege with HD equal to double cleric's level (max 40 HD); bonus +2 to general skills *Necromancy* and *Demonology* (not free)

Avengers' skills & powers: Power to control undead as Liege with HD equal to avenger's level (max 20 HD); bonus +2 to any one of the following general skills: *Necromancy* or *Demonology* (not free)

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Death, *Corruption*

Favoured weapon: Heavy flail

Source: Immortal set, WotI, SCS

DIAMOND

(Sun Spirit)

Lord of all Lawful Dragons, The Sun Dragon

Level, Alignment, Sphere: 16th (Celestial), LN, Matter

Symbol: A crown that resembles a snake swallowing its tail, with a huge diamond set on the snake's head

Portfolio: Lawful dragons, order, wisdom, justice, tolerance

Worshipped in: Norwold, Wallara Tribelands, and all Lawful draconic communities of Mystara

Appearance: Diamond is a huge dragon with noble posture and commanding gaze, covered by scales that look like multifaceted diamonds that shine more brightly when exposed to light, giving his body a stark white colour and preventing anyone from staring directly at him without being blinded for more than a few seconds.

History: Diamond was born the child of a gold dragon and an eldar (ancient forefathers of the dragons, now extinct). He was confined to a human shape by his parents in order to protect and save him from those same renegade dragons that eventually killed his family. Under the identity of Thelvyn Foxeyes, oblivious to his own heritage, he grew among the Flaems as a simple peasant, and in the last decades of the V century AC he became involved in the war against the renegade dragons that threatened his homeland. After a long quest that carried him throughout the continent of Brun, he retrieved a fabled Blackmoorian artefact (the Dragonlord Suit) in the lost outpost of Dragonwatch, and this allowed him to become the second Dragonlord of Mystara. Thanks to his new powers, he was able to defeat the renegade dragons. Later he prevented an all-out war between Alphatia and the Norwold dragons that could have wrought havoc across all the Known World. Finally, after travelling to the Great One's homeplane, he discovered the truth about his origins and turned into his true shape, that of a gold dragon, becoming a King among the Mystaran

dragons of Wyrksteeth. A few years later a powerful entity organised an all-out invasion of gemstone dragons to conquer Mystara. Thelvyn led an army of dragons against the invaders and repelled them, killing their Overlord. After this last epic deed, the Great One acknowledged that he deserved to be raised as an immortal, and in AC 500 he became Diamond, the current Sun Dragon, patron of Lawful dragons and of wise and benevolent mortals. Around AC 1001, Diamond was challenged and defeated by the new Master of Dracology, Prince Jaggar von Drachenfels. Prince Jaggar, however, decided to spare Diamond's life, choosing not to gain immortality himself; instead gaining an ally for life.

Personality: Diamond is patient and has a great deal of goodwill, always ready to mediate and talk, but only when he finds somebody who is willing to talk. If he finds that somebody is lying to or cheating on him, his wrath comes as unexpectedly as it is lethal. He is deeply irritated by those who lie, cheat, or deceive the benevolent people, and his punishment is always swift and merciless (and he teaches the same to his followers). He is a loyal ally of the Great Dragon and Ka the Preserver, and likes Terra's companionship, since she has always shown her admiration towards the draconic race. On the other hand, he despises Pearl and secretly watches her actions.

Note: The draconic immortals (Sun, Moon and Star Dragon and the Great One) are replaced by other candidates when the previous ones die, so that position in the draconic pantheon is never vacant (otherwise the universal balance could be altered).

Patron: The Great One

Allies: The Great One, Ka, Terra

Enemies: Pearl

Classic D&D Stats

Followers' Alignment: Lawful

Favoured weapon: Natural weapons (allowed all bludgeoning weapons and whichever type of dagger)

Clerics' skills and powers: +2 bonus to all attempts to turn undead (in order to determine if the attempt succeeds, and to see how many HD are influenced), bonus draconic language, +2 bonus to the general skill *Dracology* (not free)

Paladins' skills and powers: +1 bonus to the natural AC

D&D3E stats

Domains: Matter, Law, Good, *Dragons, Justice*

Favoured weapon: Natural weapons (bite or claws)

Source: WotI, Master and Immortal set, OHP

DIULANNA

(Arduinna)

Patroness of Will and Courage, Patroness of Hunting

Level, Alignment, Sphere: 18th (Celestial), NG, Thought

Symbol: A spear stuck in a rock

Portfolio: Courage, force of will, perseverance, hunting, liberty

Worshipped in: Savage Coast (Robrenn), Davania (Thyatian Hinterlands, Pelatan), Known World (Thyatis)

Appearance: Diulanna is a young woman with a serious, almost severe expression, with clear skin and long fiery red hair, dressed in a short hide tunic, a loincloth, a pair of ankle boots of leather and a hair band made from a lion's pelt, wielding a short stone-tipped spear (a typical Thratian look).

History: Diulanna was born around the XIX century BC on the Davanian continent to a Neathar tribe that later mixed with the Antalians deportees sent to the region by the Nithians in 1000 BC and who later gave rise to the Thratians (the modern inhabitants of the Thyatian Hinterlands on the northern coast of Davania). Diulanna was always a rebellious spirit, given of an uncommon strength and will. She frequently resisted the rigid traditions of her people, refusing to submit to the men. She finally became an independent character and gained respect for her own values. Korotiku admired her determination and her ability to resist others' schemes. He promoted her ascension amongst the Immortals of Thought around the XVIII century BC, after her epic campaigns against the lizardmen that lived in the north of Davania, who were all either exterminated or forced to flee to the west (ending up in the Amalur Lowlands) or to the south (where the survivors eventually became the Sis'thik of the Meghales Amosses desert). *Afterwards, Diulanna inspired her descendents to venerate her, and around 1000 BC a group of priestesses devoted to her led an expedition from Brasol towards the western part of Davania, where they settled and founded the Matriarchy of Pelatan, a nation dominated by Amazons and priestesses of Diulanna and of the other female Immortals.* It was then Diulanna sponsored the rise to Immortality of the intrepid Karaash, surprised by his indomitable will and great combat ability. She also extended her support to the Thratian and Robrennian cultures.

Personality: Diulanna is the patroness of will, courage, freedom of action and thought, especially among minorities, in particular working against the oppressive machinations of Rathanos. Diulanna is a wild and free spirit, and asks great determination and sacrifice of her followers since she never submitted to the injustices and will of despots. Diulanna also greatly loves the hunt, of which she is the ritualistic patroness for various cultures. Her most faithful allies are Tarastia and Patura, as they admire her determination and have a

common hatred for Rathanos, and his mentor Korotiku. She despises Rathanos and every Immortal that threatens the cultures she protects.

Patron: Korotiku

Allies: Korotiku, Tarastia, Patura

Enemies: Rathanos and any Immortal that threatens the cultures she protects

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: Short spear (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to individual Initiative, +1 bonus to ST vs. mental spells, free *resistance* general skill

Paladins' skills and powers: Paladins are completely immune to the effects of fear and despair, and have a +1 bonus to ST vs. mental spells.

D&D 3E Stats

Domains: Thought, Good, *Courage, Will, Hunting*

Favoured weapon: Half spear

Source: DotE, WotI, HW, SCS

DJAEA

(Erda, Mother Nature)

Shield of Worlds, Patroness of Natural Balance

Level, Alignment, Sphere: 34th (Hierarchy), TN, Matter

Symbol: A big white stone with a serpent coiled around it

Portfolio: Respect for nature and life, balancing the ecosystem, survival of the worlds and of the living races, druidism

Worshipped in: All around the world (especially Brun, Davania and Skothar where druidic orders are well established), Hollow World, even on other planets in the Prime Plane and on some outer planes

Appearance: Djaea is a charming lady of dark complexion, still in her prime, usually wearing a long white tunic of ancient style.

History: Born among the Neathar tribes who lived on the fringes of the Blackmoor Empire, Djaea became well versed in the arcane arts and refused to follow the alluring way of the Blackmoorian technology. Djaea kept herself and her protégés away from Blackmoor's shadow, not liking the way it was changing and corrupting the world. This attitude never changed during her whole life. She was way ahead in her path of the Polymath when Blackmoor blew itself up in the Great Rain of Fire. She managed to survive, but she was deeply shaken by the devastation in the world around her. After saving numerous tribes from untimely extinction, she became immortal around BC 2930. From that moment on she swore she would do all in her power to protect nature and the living races from utter destruction. She began then to teach some enlightened souls the Way of Nature, and

they learned how to respect the natural balance between the forces of the universe, to protect nature in all its aspects as the cradle of life. This way she introduced druidism to Mystara for the first time, and her worship grew tremendously with each passing century, bringing her to the highest tier of the immortal hierarchy.

Personality: Djaea (or Mother Nature, as many call her) is not linked to a particular element, but preaches the respect of all the forces present in nature. She tries hard to get all the information she can gather on the nature of the Multiverse to understand it better, and encourages her followers to do the same, albeit on a smaller scale. Djaea doesn't like to act instinctively and always try to collect her thoughts before taking action. She is terribly worried about the negative repercussions that a hasty decision could bring to the environment. For this reason she's always trying to suggest a path that will involve the least possible danger for living species and worlds. This is why she is often accused of being slow and meditative. She greatly respects Khoronus and the two have become a pair (Father Time and Mother Nature). She also cooperates often with Terra, sharing her love for living species. She is a fierce enemy of any immortal who tries to bring destruction or alter the universal balance.

Patron: Terra

Allies: Khoronus (her mate), Terra

Enemies: Thanatos and all immortals of destruction

Classic D&D Stats

Followers' Alignment: Neutral

Favoured weapons: None (allowed all natural weapons of druids)

Clerics' skills & powers: +1 bonus to Wisdom, bonus *nature lore* general skill. Clerics of Djaea are druids.

D&D 3E Stats

Domains: Matter, Protection, Earth, Plants, Animals

Favoured weapon: Light mace

Source: *WotI*, Immortal set

EIRYNDUL

(Eyris, Shaibuth, the Adventurer)

Patron of Cleverness, Patron of Shiye-Lawr, Patron of Adventure

Level, Alignment, Sphere: 20th (Empyrean), CG, Energy

Symbol: A row of white teeth smiling on black background

Portfolio: Sylvan creatures, elves, illusion, deceit, cleverness, tricks, amusement, curiosity, adventure

Worshipped in: Alpathia, Immortal's Arm (Aeryl), Savage Coast (Eusdria, Herath), Hule & City-states, Isle of Dawn (Redstone), Midlands

Appearance: Eiryndul is a tall elf with long silver hair and a very smart outlook, clad with royal robes and wearing a golden crown engraved with frolicking sylvan beings.

History: Eiryndul was a skilful strategist and a talented elf wizard during the reign of Ilsundal in the Sylvan Realm (2100-1800 BC). Ousted because of his swift tongue and boisterous attitude, and especially because of his constant pranks and insufficient martial skills, he ended up befriending the sylvan creatures that lived in the forest. He eventually left the elven settlements and chose to live among the dryads and centaurs, furthering his magical studies while waiting for the opportunity to exact revenge on the elves that humiliated and exiled him. When he discovered a way to become immortal, he quickly undertook the Path of the Paragon under the protection of Rathanos. However, during his trials he abandoned all his bad feelings and plans of vengeance against his people, becoming more thoughtful and merry, even though he still disliked Ilsundal's boring philosophy. As part of his path toward immortality, he convinced a small faction of his former clan mates (the youngest and most adventuresome elves) to follow him on a mysterious trek towards a new heaven he had discovered, where they could be free from the short-sighted restrictions of Ilsundal's lot. Using his magic, he transported them to Darkwood, and they settled on the shores of Lake Tros, where he had already built a small village. Here he modified the surrounding area by opening breaches into reality and by imbuing the forest with the magic of Illusion, thus transforming Darkwood into a unique place. He eventually bested the most powerful spellcasters of the region, who threatened his pupils and his dreamland. He did everything he was asked by Rathanos to complete his path and was finally able to become immortal around BC 1200 after crafting a powerful artefact that he left on the bottom of Lake Tros as a relic for the new clan he had established, the Daendur. He later appeared to all the other elven communities of Brun which lived in the Savage Coast and the Arm of the Immortals, recruiting new worshippers. He also acquired worshipers among the mysterious aranea of Herath (true masters of Illusion and Deceit); thus further increasing his power.

When Mealiden Starwatcher (Ilsundal's protégé) led the majority of the Sylvan Realm's elves eastward using the Rainbow Bridge, Eiryndul saw a great opportunity to lure his former clan, the Shiye, away from Ilsundal's influence. With clever words he convinced the Shiye leaders to abandon Mealiden during the crossing, and he guided them beyond Brun's eastern coasts, settling them in the central forests of the Alpathian continent. There in BC 800 they founded the Kingdom of Shiye-Lawr. These elves, influenced by Eiryndul's teachings, became more mysterious, independent, sly, and dangerous than those of Alfheim.

Personality: Eiryndul likes to taunt the other Immortals with pranks and tricks carefully planned to embarrass them without hurting them. He indulges in these jokes targeting especially Mealiden and Ilsundal. He is also famous for his romantic escapades both with

mortals and immortals. For this same reason he has a heated rivalry against Valerias, guilty of refusing more than one of his advances and ridiculing him in front of the other immortals. To avenge himself he sponsored Kythria, a young immortal so similar to Valerias in many ways and a former cleric of the goddess of love, whom the goddess had repudiated out of jealousy. He is also in competition with Harrow, a young immortal of the Nightmare Dimension who hindered his plans too many times and is now threatening his authority on the Daendur elves. Harrow is also an ally of Loki in Hule, and Eiryndul considers this the worst of his sins, since Loki represents the negative face of Eiryndul: an immortal that uses cleverness and deceit to bring destruction.

Patron: Rathanos

Allies: Faunus, Korotiku, Zirchev, Kythria

Enemies: Loki, Harrow, Valerias

Classic D&D Stats

Followers' Alignment: Any; clerics must not be Lawful

Favoured weapon: Short sword (allowed all Small sized weapons and blowgun)

Clerics' skills and powers: *Find secret and hidden doors* (1-3 on d6); thieves' skill *Find Traps* as thief of same level; one bonus general skill to choose between *Trapbuilding*, *Acting* and *Deceiving*

D&D 3E Stats

Domains: Energy, Chaos, Good, Trickery, *Illusion*

Favoured weapon: Short sword

Source: DotE, HW, WotI, SCS, OHP

ETERNAL GENERAL

(Fukyuu Daishou, Heng Shang)

Patron of War and Battle, Patron of Discipline

Level, Alignment, Sphere: 7th (Temporal), LN, Matter

Symbol: A charging black knight with a levelled lance

Portfolio: War, battle, discipline, loyalty, victory, pragmatism, soldiers and mercenaries

Worshipped in: Alphatia, Bellissaria, Esterhold, Ochalea, Patera (Myoshima), Skothar (Jen, Thonia)

Appearance: He is a fighter in translucent full plate armour, with the visor raised revealing a semi-transparent face marked by numerous scars, with his skin (or fur) dry and lined, a bandage over the left eye and a spark of unstoppable fury in the other. He usually appears in the saddle of a heavy warhorse (or a war-tiger) of dirty black fur, itself marked by battle, with a broadsword attached to his saddle and a lance in hand.

History: During his mortal life, The Eternal General practically lived on the battlefield starting when he lost his parents because of the war. The circumstances therefore made him more pragmatic and opportunistic since his adolescence, driving him to join a company of mercenaries for survival. From that moment the young

Guthbrand (the mortal name of the General, a human of the Kingdom of Thonia in northern Skothar) became an expert in the arts of war, serving as a mercenary in the armies of numerous nations in various parts of Mystara during the VII century BC. With the passing of time he also discovered that this was the life he enjoyed the most. Attaining a certain fame and experience after years of service to the Alphatian crown in the war of conquest of Thyatis, Guthbrand swore fealty to a lawful church for pure opportunism: having always faithfully served any other master, but his status of paladin that was conferred by his service to the church brought numerous advantages and relatively few obligations. He also chose to continue fighting to become Immortal, as this was equally pragmatic, seeing that it was the only way of defeating death, an apparently unbeatable adversary that interfered with his lifestyle. Guthbrand was thus reincarnated by his patron in other warriors belonging to different races and cultures: first of all he was a Nentsunian pirate, later an able Alphatian battle mage and finally a Myoshiman rakasta cleric, cultures whose codes of honour and discipline remarkably intrigued Guthbrand, so much so that once he achieved Immortality (in the VI century BC) he decided to also sponsor the samurai nobles of the Empire of Myoshima (where he is known as Fukyuu Daishou, the tradition in Myoshiman of his Immortal name).

Personality: The Eternal General has only one principle: always being in the middle of the action. He has no interest in the motives that are behind any battle: the important thing is taking part in battle and winning it. For the General, the end always justifies the means, and the only acceptable aim for a soldier is the defeat of the enemy and triumph in battle. He isn't brutal, unmerciful, or cruel: he simply doesn't give any importance to the fate of those that are involved in battle, since the important thing is that they had fought, despite the victims. The Eternal General preaches to his followers loyalty to his companions and obedience to commanders, but only on the basis that order and discipline are two winning weapons in a battle, and that their union was a strength when dealing with fighting. The Eternal General is the embodiment of the perfect soldier (or samurai) who fights to the last, following the orders of their superiors, without moral impediments or hesitation. His mythic figure was worshipped in a special way in the kingdom of Thonia (his homeland), Surshield and Randel (the most militaristic states of the Alphatian Empire), as well as by the rakasta of Myoshima and by the lupin shar-pei. He doesn't have any stable allies or enemies of long standing: he is driven to compete for the positions of other Immortal patrons of battle and war, in particular Vanya, Thor, and Halav.

Patron: Unknown [presumed Maat]

Allies: None

Enemies: Rivalry with Vanya, Thor and Halav

Classic D&D Stats

Followers' Alignment: Lawful or Neutral; clerics must be Lawful

Favoured weapon: Bastard sword or katana (allowed all bludgeoning weapons, broadsword and cavalry lance)

Clerics' skills and powers: +1 bonus to Strength, +2 bonus to *riding* skill (not free)

Paladins' skills and powers: +1 bonus to Strength
D&D 3E Stats

Domains: Matter, Law, War, Strength

Favoured weapon: Bastard sword

Source: IM3

FAUNUS

(Cernuinn, *Fu Han Qing*, Inuus, Lupercus, Silenus)

Patron of Drunkenness and Fun, Patron of Instinct and Sexuality, Keeper of the Sylvan Race

Level, Alignment, Sphere: 11th (Temporal), CN, Matter

Symbol: A tankard carved from a ram's horn

Portfolio: Sylvan races, animals, instincts, sexuality, drunkenness, revelry, hedonism, poetry and music

Worshipped in: Savage Coast (Robrenn), Davania (Meghala Kimata), Hule and Hulean city-states, Isle of Dawn (Redstone), Hollow World (Milenians, Traldar), Known World (Alfheim, Thyatis), Ochalea

Appearance: Faunus is a classic satyr or faun (humanoid with a hairy body, with a human head and torso, a goat's legs and tail and a pair of small horns on the temple); his aspect can be that of a young stately and captivating person or that of an old, fat drunkard.

History: Faunus is an ancient Immortal, so much so that he has forgotten his origins. The only thing he remembers is having been a goat that was magically changed to be more intelligent and more useful to his creators (probably the Carnifex). With time his intelligence and conscience grew until he became a sentient and independent being, besides being extremely long-lived. So, after having spent a large part of his life eating and drinking, taking in the delights of the poetic and performing arts, was able finally to undertake the path of Immortality in the Sphere of Matter. His descendents are the actual satyrs (also called fauns or sileni).

Personality: Faunus is an Immortal interested only in his own welfare and the protection of woodland creatures as well as herd animals. He doesn't have ambitions of power or evil intentions: he is simply the incarnation of animal urges and the survival instinct. Faunus loves enjoying himself and satisfying any desire, and invites his followers to do likewise. He encourages them to live with a free spirit, enjoying the pleasures of the flesh and to harness music and song as a means of freeing the spirit and the instincts. Faunus is a good friend of Eiryndul (who shares his wild spirit and the love for the sylvan races), of Zirchev and Chiron (protectors of the animals

and inhabitants of the forest) and often finds an ally in the young Palson, lover of music and passions.

Patron: Terra

Allies: Eiryndul, Zirchev, Chiron, Palson

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Chaotic

Favoured weapon: Javelin (allowed all bludgeoning weapons)

Clerics' skills and powers: Clerics have the permanent ability to *speak with animals*, and freely gain the *nature lore* and *eating and drinking* skills

D&D 3E Stats

Domains: Matter, Chaos, Animal, *Arts*

Favoured weapon: Club

Source: HW, WoT, SCS, HWR3

FINIDEL

Patron of Brasolia, Patron of Justice

Level, Alignment, Sphere: 7th (Temporal), LN, Time

Symbol: Five green circles arranged in a circle on a blue background

Portfolio: Family, patriotism, hope, justice, Brasol

Worshipped in: Davania (Brasol)

Appearance: Finidel often appears as a tanned human of thirty years with a lean build and austere attitude, clean shaven, about 1.80m tall, with brown eyes and well-groomed brown hair. Usually dressed in a tunic of blue linen fastened at the shoulder by a brooch with his symbol and tied at the waist with a belt to which is attached a golden mace.

History: After a life spent in the service of his own Immortal in the effort to bring prosperity and salvation to his people, Finidel, a Brasolian cleric, chose the way of the dynasty as his path to immortality. In the middle of a furious storm on the summit of Mount Grimm, Brindorhin heard his faithful cleric and accepted his inquiry of travelling the path of the Dynast. Finidel was given the quest of searching for the Hood of Mala, which was thought to allow time travel. The task was arduous and nearly killed him on many occasions, but Finidel persevered and was successful. He then selected a region to the southeast of the Brasolian Mountains and to the south of the halfling homeland. He started to clear the area to create a new settlement. The wooded hills were infested by green dragons, but, by the power of Finidel, one after the another of the great reptiles were killed or forced to flee. When all the area was secure, Finidel returned to his homeland and convinced many humans and halflings to follow him with the promise of a new kingdom that looked after the most worthy -- a place where both humans and halflings could live in peace. The colonists flocked to the area, and in the first years of the V century BC the City of the Five Hills was founded as the capital of the new kingdom of Brasolia. Finidel was

married and had three children: two female and one male. His kingdom prospered, and, during a period of major anarchy, pushed back three invasions by humanoid tribes, lizardkin, and Varellyan vanguards. A painful event was the discovery of a conspiracy to dispose him that involved several of his old adventuring companions. From the moment that the coup against his just government began, Finidel reluctantly signed their death sentence as required by the laws of justice which preserved his kingdom. During the eighty years of Finidel's reign, his son had a male heir, assuring them a dynasty. From that day, Finidel became unpredictable and introverted, and often disappeared for days without giving any explanation. After three of these disappearances his mood brightened, because he had made good use of the Hood of Mala, travelling into the future and helping his descendents. He then abdicated his throne in favour of his own son. Wearing his old adventuring clothes, he headed into the wild lands towards Mount Grimm for the last time, ascending to Immortality in 410 BC.

Personality: Finidel is an individual often subject to mood swings that last several days. Normally he is friendly, charming, and optimistic, a heritage of his mortal experience of governing, but when his mood changes he appears introverted, fatalistic, and distrustful. Despite everything, he is always tolerant towards other points of view and considers constant change to be the perfect and natural state of the Multiverse, which must therefore be preserved from stagnating needlessly destructive forces. He teaches his followers to protect the family unit, to administer justice with an unfaltering hand, and to not ever lose the hope in future improvement. He always remains an absolute ally of Brindorhin, who Finidel considers wise and infallible, and in the course of time has developed a bond of friendship and loyalty to Paarkum, united as the protectors of the Brasolians.

Patron: Unknown [presumed Brindorhin]

Allies: Brindorhin, Paarkum

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Charisma, free *oratory* general skill

D&D 3E Stats

Domains: Time, Law, Justice, Family

Favoured weapon: Light mace

Source: IM2

FORSETTA

(Porewit)

Patron of Law and Justice, Patron of Loyalty, Patron of Vestland

Level, Alignment, Sphere: 9th (Temporal), LG, Matter

Symbol: A golden sceptre with four rubies set on its head

Portfolio: Justice, Law, obedience and loyalty, truth, protecting Vestland

Worshipped in: Known World (Northern Reaches), Norwold

Appearance: Forsetta is a tall blonde Norse man with a noble and calm attitude, wearing a white plate mail and holding a polished round shield with his left arm and a golden sceptre with four large rubies (symbol of the Law) in his right hand.

History (PROBABLE THEORY): *During his mortal life, Forsetta was a great Norse clan leader named Ruthin who lived in the lands of current Vestland, near the Trollheim region. For decades Ruthin fought against hordes of humanoids and giants in order to defend his people, until he came into possession of a powerful artefact of Volund, the fabled Sorona crown, which, according to myths, had been forged for Frey as symbol of his power in the Northern Reaches. Thanks to the crown's magical properties, Ruthin was able to pacify many of the warleaders, forming a tight coalition in order to resist to the pressures of the Ethengarians and the humanoids. He then gave the first written code of laws to the Northmen, which sanctioned the creation of the three classes of Norse society (Jarls, Freemen, and Thralls). During a pilgrimage to a shrine dedicated to his patroness Frigg (Terra), she appeared in his dreams and showed him the path that would lead him to become one of the Aesir. Convinced he was the living incarnation of Forsetta, son of Balder and Nanna and god of Law and Justice, he began the path of the Polymath to join his parents in Asgard, and was reincarnated several times to recover the magical Sorona. He managed to end his quest in the XIII century BC and became an immortal of Matter, known to the Norse as Forsetta.*

As a result of the Nithian conquest of the Northern Reaches, his cult was destroyed, and his sacred artefacts were lost. Only recently Forsetta decided the times were right to recruit new followers among the Northmen. He took the mortal identity of the wise prophet Haymin and recovered the lost Sorona in the VII century AC. He then offered his advice and support to the just Jarl Gendar and gifted him with the powerful Sorona. Thanks to Haymin's help, Gendar was able to drive the Ostland overlords westwards beyond the sea, and united the clans under his own banner. Thus he was crowned by Haymin as King Ottar the Just, first monarch of the Kingdom of Vestland. Always advised by Haymin, Ottar gave his people a new written set of laws and re-established the Ruthinian Faith (the cult of Forsetta) as the national church. He made the immortal of Law and Justice Patron of Vestland to guarantee his followers' support

to his cause and avoid any challenge to the laws he had written. Through the centuries the Ruthinian Faith helped the royal family to maintain order in the nation and to keep the people under control, even if with time it lost much of its power in favour of other Norse immortals who were more popular with the Vestlanders. Currently Forsetta continues to watch over the Northern Reaches, and he is particularly interested in the Soderfford Jarldoms, trying to bring law and order to that divided land and pushing the nobles to join under Ragnar's flag. He is also interested in expanding his cult in the Heldannic Territories (in order to halt the violent imperialism of Vanya) and in the chaos-ridden lands of Norwold.

Personality: Forsetta is an honest and peaceable immortal, who pursues his goals of Order and Justice with near obsessive strength. He thinks that Laws and Codes of conduct are the only way to give order to the world and the only things that can bring harmony to mortals, which in turn can lead them to social progress. Forsetta does not approve the chaotic teachings of Cretia, and he argued a lot with him in the past, although he does not consider him a true enemy like Loki, Hel, and Vanya.

Patron: Unknown [presumed Terra]

Allies: Terra, Odin, Frey and Freyja

Enemies: Loki, Hel, Vanya

Classic D&D Stats

Followers' Alignment: Lawful or Neutral; clerics must be Lawful

Favoured weapon: Mace (allowed all bludgeoning weapons)

Clerics' skills and powers: Clerics can freely cast *Detect Alignment* (see clerical spell with same name) once per day, +2 bonus to general skill *Knowledge of Codes and Laws* (not free)

Paladins' skills and powers: +1 bonus to all rolls to Hit when they fight to defend their Liege or their homeland

D&D 3E Stats

Domains: Matter, Law, Good, *Justice*

Favoured weapon: Heavy mace

Source: X3, WotI

FREY

(Brian, Fredar, Jarilo)

Patron of Friendship and Fertility, Odin's Tactician

Level, Alignment, Sphere: 13th (Celestial), NG, Thought

Symbol: A golden boar under a sickle crossed with a crown, or a great golden boar pulling a flying chariot

Portfolio: Bravery and strategy in battle, loyalty, friendship, virility, fertility, agriculture

Worshipped in: Known World (Northern Reaches, Heldann), Norwold, Isle of Dawn, Wendar, Qeodhar,

Savage Coast (Eusdria), Hollow World (Antalia, Icevale, Kogolor lands, Merry Pirates Seas)

Appearance: Frey is a tall blond Antalian with a charming outlook and a lithe figure (he fights more with cleverness than with raw force). He's dressed in typical northman's clothes (chain mail, longsword at his side, horned helm and a pelt cloak). Frey is always accompanied by his golden magical boar, Gullinbursti, which he rides when charging into battle, and he owns Skipbladnir, a magical ship that can be folded to become so tiny that it fits in his pockets.

History: Fredar and Fredara were siblings who belonged to an Antalian tribe that lived in present day Heldann. They were both expert warriors and keen tacticians, convinced that the real warrior should fight not for conquest or vengeance, but to bring justice to the world. They embarked together on the path of the Epic hero following Odin's omens during the era that was later to be remembered as the Time of Heroes (from BC 1900 to BC 1600) among the people of Antalian blood. Their heroic deeds against giants, humanoids, and other creatures in defence of the common northmen made them the subjects of legends, together with Thor, Loki, Wayland, and the Korrigans. Fredar and Fredara became immortals around BC 1660, after accomplishing many epic deeds. First they helped many Antalian tribes move from Heldland to the current Northern Reaches (where they had previously destroyed one of Hel's nefarious artefacts and chased to the mountains the marauding giants which inhabited the valleys). Then, they helped the tribes resist the incoming invasion of Loark's humanoids, pushing them into Ethengar. Later they gained possession of the lost Ygg Tree of Odin in the heart of Ostland, which was at that time controlled by an evil giant sorcerer, and subsequently gave it to the legitimate leader of Ostland (granting him miraculous powers in the name of Odin). While they were in Glantri to help the Korrigans prevent a terrible cataclysm, they were caught in the middle of the Glantrian Catastrophe and had to help an elven clan survive retreating under the earth. Thanks to Fredar's and Fredara's determination and powers, the Icevale elves managed to reach the Hollow World safely and settle there. As the last step in their epic path, the two siblings journeyed to the land of the Kogolors and helped the dwarves repel their enemies, training them in the art of war and making them a stronger people. After training their future king as their disciple, they were finally granted immortality by Odin, and were later remembered by the Icevale elves and by the Kogolors as two heroic patrons of their race.

Personality: After his ascension, Fredar became known among the northmen as Frey, protector of the Antalian blood. He also took the Kogolor dwarves (whom he had met in his mortal life) under his protection after Kagyar dumped them in the Hollow World, as well as the Icevale Elves. He is currently Odin's trusted advisor and has many followers among the

northmen as patron of bravery in battle, tactics, loyalty, and friendship. Given the legends of his romantic prowess, he is also known as god of virility and fertility, and his cult is often associated with the cycle of seasons and agriculture in general. Frey is particularly liked by the lower classes because he advocates avoiding fighting whenever possible (contrary to the common warlike mentality of the northmen), and if a fight is unavoidable, it is better to use wisdom, cunning, and boldness than raw force to prevail.

Patron: Odin

Allies: Freyja, Odin, Thor, Wayland, Korrigans

Enemies: Loki, Hel

Classic D&D Stats

Followers' alignment: Any; clerics must be Neutral or Lawful

Favoured weapons: Longsword (allowed all bludgeoning weapons and dagger)

Clerics' skills & powers: +1 bonus to Constitution, +2 bonus to *military tactics* and *agriculture* general skills. Frey's clerics can cast druidic spells of 1st and 2nd level in addition to normal clerical spells.

Paladins' skills & powers: One further slot of weapon mastery for each positive modifier in Intelligence and Wisdom.

D&D 3E Stats

Domains: Thought, Good, *Courage, Fertility*

Favoured weapon: Longsword

Source: GAZ7, HW, WotI, SCS

FREYJA

(Brianna, Fredara, Lada)

Patroness of Love and Beauty, Patroness of Family and Fertility, Mistress of Seidh, Keeper of Souls

Level, Alignment, Sphere: 13th (Celestial), NG, Thought

Symbol: A white winged horse

Portfolio: Female warriors, fertility, abundance, beauty, love, family, Seidh, valiant souls

Worshipped in: Known World (Northern Reaches, Heldann), Norwold, Isle of Dawn, Wendar, Qeodhar, Savage Coast (Eusdria), Hollow World (Antalia, Icevale, Kogolor lands, Merry Pirates Seas)

Appearance: Freyja is a tall blonde Antalian woman of unsurpassed beauty, with a slender but curvaceous body, clad in typical Norse clothes (chain mail, short sword and sickle at her belt, lambskin cloak on her shoulders). Freyja is never seen without her beloved magical necklace, Brisingamen, an artefact crafted for her by the finest dwarven artisans, and she loves to comb her hair into two long braids decorated with jewels.

History: Fredar and Fredara were siblings who belonged to an Antalian tribe that dwelt in modern day Heldann. They were both expert warriors and keen tacticians, convinced that the real warrior should fight

not for conquest or vengeance, but to bring justice to the world. They embarked together on the path of the Epic hero following Odin's omens during the era that was later to be remembered as the Time of Heroes (from BC 1900 to BC 1600) among the people of Antalian blood. A period during which heroes like Thor, the Korrigans, and Loki left their mark on Mystara's history. Fredar and Fredara became immortals around BC 1660 after undertaking epic quests like protecting the Antalian inhabitants of the Northern Reaches from the invasion of King Loark's humanoids, destroying a powerful artefact of Hel that made life impossible in the marshes of Soderfjord, finding the lost Ygg Tree of Odin in Ostland, leading the Icevale elves in their trek underground to their new home in the Hollow World, and helping the Kogolor dwarves to fight back against their enemies and hold their lands in the Hollow World. During their quests they also met the Korrigans and Wayland and struck an eternal friendship with them, carrying it on in the higher spheres. Freyja is also remembered for her liaison with the mysterious stranger named Od (likely a mortal identity of Odin) and for begetting from him two daughters, Hnossa (Treasure) and Gersimi (Jewel), whose beauty is legendary among the northmen, and who now live in Freyja's own palace, Sessrúmnir.

Personality: After her ascension Fredara became known among the northmen as Freyja. She also took the Icevale elves and the Kogolor dwarves (whom she had helped during her mortal life) under her protection. Freyja likes to be surrounded by beautiful things and to show her own beauty without hidden goals. She is not a manipulator, but rather she enjoys her sensuality and has a very open and passionate character. Freyja has deep feelings for her brother Frey and her patron Odin, whom she considers as her father. She has a strong following among the northmen as patroness of warrior women, fertility, beauty, love and sexuality, and Seidh (prophecy).

Patron: Odin

Allies: Frey, Odin, Wayland, Korrigans

Enemies: Loki, Hel

Classic D&D Stats

Followers' alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: Short sword (allowed all bludgeoning weapons, sickle and dagger)

Clerics' skills & powers: +1 bonus to Charisma, free *Persuasion* general skill. Freyja's clerics can cast druidic spells of 1st and 2nd level in addition to normal clerical spells.

Paladins' skills & powers: One further slot of weapon mastery for each positive modifier in Intelligence and Wisdom.

D&D 3E Stats

Domains: Thought, Good, *Family, Fertility*

Favoured weapon: Short sword

Source: GAZ7, HW, WotI, SCS

FUGIT

Level, Alignment, Sphere: 22nd (Empyreal), LN, Time

Symbol: A serpent biting its tail (the Ouroboros, symbol of eternity and the circular nature of time)

Portfolio: Persevere the flow of time, memory, history, experience, knowledge, temporal paradoxes

Worshipped in: Yavdlom

Appearance: *Fugit look like a man so old he appears ageless, with a bald head, a short white beard, many wrinkles that frame a face with a wise and calm aspect, but in which are two bright, attentive, and inquisitive eyes, wearing a light blue long tunic that appears liquid due to its folds and to the reflections that continually ripple through it. To the eyes of an observer, Fugit is enveloped by an aura that makes him appear divided into hundreds of images that repeat, after a few fractions of a second delay, all of his movements.*

History (PROBABLE THEORY): *The origins of Fugit and the way in which he became Immortal are quite bizarre. He came from the Temporal Prime (the plane of the temporal flow that surrounds each reality), in which he lived in symbiosis with others of his race. Because of the interference of some carnifex in the temporal flow, members of his race were magically attracted toward portals that led to Mystara. Here they were imprisoned and utilised for experiments that helped the carnifex in their attempts to achieve the total control of space-time. Last among the survivors of this impossible struggle, Fugit was able to communicate with the Immortal Simurgh, advising him of how much had happened. Simurgh tried his best to help Fugit's people (by now reduced to a few dozen individuals), but the tragedy by now was inevitable. For the Immortals (warned by Simurgh) there just remained one final drastic solution. Understanding well that if they didn't do anything, other worlds would also be in danger, Fugit accepted the proposal of the Immortals of Mystara, and he was made the instrument of their revenge. In the final ceremony that should fully open to the carnifex the space-time portal, making them Immortals and capable of unlocking the gates of the prison of the Entity of Elsewhere, Fugit became the catalyst of the power of the Immortals resulting in the failure of the ritual of the carnifex and a surge of anti-time that completely ruined all the civilisation. A few survivors were taken by the Immortals and sealed in the Wells of Exile forever. Following the ritual, Fugit survived and again found himself changed by the energy which had coursed through him; his essence became that of an Immortal. From that moment he was devoted to the Sphere of Time, and he became the defender of the Temporal Plane and of the reality of the Multiverse. In the following centuries Fugit participated in the construction of the Drop of Forgetfulness in order to remove the dangerous memory of Nithia from Mystara. He was also involved in the destruction of the chronomancer rebels of Vertiloch and to operations of temporal tidiness/police more or less unknown.*

Personality: *Fugit is an expert on the history of the Multiverse, a methodical student of the Temporal Plane and of its characteristics, and has the important responsibility entrusted to him by the Hierarchy of Time of watching the temporal paradoxes on Mystara. He is known as the Keeper of Memory, and he is a sort of supervisor and hunter for the Sphere of Time. His duty is to monitor, from his homeplane (Tempus), whoever has dealings with the temporal plane and imprison those that abuse it. Fugit is charged with facing and eliminating anti-time practises, like the excessive use of spells of longevity, abuse of artefacts of time travelling, or temporal tunnels, since they oppose the natural creep of time. Fugit is obstinate and methodical, but unflinching in the defence of his ideas and of the irresistible creep of time. He is an unrelenting executor who is greatly amused by the study of paradoxes and how to find and punish those that threaten the known temporal reality. He is also one of the principal enemies of the Hollow World, and for this is an adversary of Ka, Ixion, and Korotiku (Ordana has been forgiven for a time due to the "intercession" of Khoronus), who he considers too true to the rules, heartless and deprived of imagination or compassion. Civilisations should be allowed or chosen to disappear by looking not only at their current historical situation, but also at their impact on the future. If they simply cannot survive by their own feeble efforts or due to their own mistakes, they will be allowed to disappear. If their conduct endangers other cultures and wider territories, they will be chosen to disappear to prevent that danger (as was done with Nithia). However, unlike his allies Khoronus and Simurgh (much more diplomatic), the authoritative and rigid character of Fugit often drives him to demonise the behaviour of the three patrons of the Hollow World and to openly condemn them, a thing that naturally inspires their hate and serves to paint Fugit as an excited and destructive dogmatist (traits that are also often attributed to him by mortals, seeing his connection with the unrelenting flow of time and the inevitability of death).*

Patron: None

Allies: Khoronus, Simurgh

Enemies: Ka, Ixion, Korotiku, all those that threaten the evolution of history or the temporal flow

Classic D&D Stats

Followers' alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: Scythe (allowed all bludgeoning weapons)

Clerics' skills and powers: Extraordinary power of celerity once per day (can have two actions for 1d4 round), free *sense time* skill, +2 bonus to any one *knowledge* or *history* skill (not free)

D&D 3E Stats

Domains: Time, Law, Knowledge, Oracle

Favoured weapon: Scythe

Source: IM2

GARAL GLITTERLODE

(Garl Glittergold)

Patron of Gnomes, Patron of Invention and Crafts, Supreme Technician

Level, Alignment, Sphere: 12th (Temporal), CG, Matter

Symbol: A faceted and sparkling crystal; or two joined cogs

Portfolio: Gnomes, inventions, science, mechanics, crafts, thinkers

Worshipped in: Serraine, Hule, Davania, Known World (Rockhome, Karameikos, Darokin), Norwold, Hollow World (Oostdok and Kogolors)

Appearance: Garal appears to be a small dwarf-like being with a long thin nose, hairy sideburns and eyebrows, unkempt hair and keen eyes, with a merry attitude, always wearing colourful but a bit dirty clothes and carrying a toolkit.

History: Garal was born a dwarf of the old race and discovered the path to immortality in the Sphere of Matter thanks to his incredible intelligence and creativity. He became immortal before Blackmoor obliterated itself in the cataclysm (probably around 3100 BC). Subsequently he decided to leave his own print in the world and he created a new race similar to the dwarves, who had begun to dwindle because of the diseases and the climatic changes which befell them after the Great Rain of Fire. Garal gave life to the gnomes, smaller and less strong than the dwarves but with an incredible ability to adapt to different environments and situations. He placed some colonies in the mountainous and hilly regions of the northern continent and in the Vulcanian Range of the Southern continent. He left them free to reproduce and establish their own culture. The gnomes soon prospered and became famous for their inventions, despite frequent clashes with humanoids on both continents. Later, Garal became patron of the last of the original dwarves (Kogolors), when Kagyar transported the last of their species to the Hollow World in 1800 BC. (Kagyar lost interest in their fate and concentrated on the new generation of dwarves (Rockborn) which he had created.) Garal took the Kogolors under his protection, together with Frey and Freyja, and has been worshipped by them ever since. He is also worshipped by all of the gnomish subraces (sky gnomes of Serraine, earth gnomes common throughout the world, and even the reclusive fire and ice gnomes of Davania).

Personality: Garal is an industrious person and is always doing something, usually performing several different tasks at the same time to avoid wasting time. He is extremely precise as well as ingenious and has been blessed with a creative spirit not common even among immortals. He hates both Kurtulmak (responsible for destroying the gnomish realm of Falun in the Soderfjord region) and Ranivorus (which represents the result of an aberrant crossbreed between gnomes and trolls). His only

friend and ally is his former patron Kagyar, whom he still regards as a master craftsman to be praised and imitated. In the past he has also cooperated with Wayland and Ilmarinen (two pioneers in the field of inventions like him) and with Frey and Freyja (to protect the Kogolors).

Patron: Kagyar

Allies: Kagyar

Enemies: Ranivorus, Kurtulmak

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Throwing Hammer (allowed all bludgeoning weapons)

Clerics' skills and powers: Free *fantasy physics* general skill, +2 bonus to the *Fantasy Engineering* and *Gem cutting* general skills (not free). Some clerics of Garal (exclusively gnomes) are the Caretakers of the Multifunctional Gear (the gnomish Relic - see the *Tome of the Magic of Mystara*).

D&D 3E Stats

Domains: Chaos, Matter, Good, *Craftsmanship*

Favoured weapon: Gnomish Pike-Hammer

Source: PC2, HW, WotI

GORM

(Vali)

Protector of Cynidicea, Patron of Justice, Lord of Storms

Level, Alignment, Sphere: 19th (Empyrean), LN, Energy

Symbol: A blue thunderbolt

Portfolio: Justice, war, storms, Cynidicea

Worshipped in: Isle of Dawn (Helskir), Hollow World (Traldar), Known World (Cynidicea, Northern Reaches), Norwold

Appearance: Gorm is a human of a stately build, *with long blond hair and a bushy beard gathered in plaits, grey eyes and a look that expresses strength and demands deference, dressed in armour of mesh modelled on his muscles, a tunic of blue cotton and a pair of greaves and sandals, with a sword at his side and a golden club shaped like forked lightning in the left hand.*

History (PROBABLE THEORY): *In life he was an Ostlander priest of Tyr who lived during the VI and V centuries BC. During a raid on a Nithian colony in Soderfjord he was captured along with his companions and brought in irons to the heart of the empire. He and other Northmen spent a few years in slavery, until the Nithian Empire ended in ruin following the curse of the Immortals. Then he along with other Northmen resorted to wandering the desert, until they fell to the mercy of a tribe of Alasiyan raiders. Following some years in servitude with these new lords, Gorm gained his freedom in 488 BC when the raiders were defeated after attacking a southern oasis, leaving both their fallen companions and their slaves on the field. Thanks to his clerical powers, Gorm cured his liberators, gaining their confidence, and was welcomed into the oasis of Cynidicea. This village had been founded a few years earlier*

by a group of Traldars who, escaping the Kerendans of the south, established it after defeating the local Neanderthals who occupied it. In the following years the oasis was expanded thanks to the plentiful sources of water below ground, and the village grew into a small city. Gorm gained a large following on the basis of his curative powers, his fairness, and his charisma. Thanks to his experience in battle and his magical powers, Gorm led the Cynidicean forces when they had to face an invasion by a tribe of lizardmen that lived in the vicinity. Thanks to his tactics and power, the enemy was driven away and Gorm's prestige rose to such a point that he was acclaimed by the people and proclaimed king of the Kingdom of Cynidicea in 482 BC. Gorm enlarged the city of Cynidicea enclosing it with walls and replaced the wooden shacks with stone buildings, obtaining the material from the nearby mountains. Furthermore, upon learning of the existence of a path to Immortality, he used all his resources to change the territory around the city, allowing it to become fertile thanks to an ingenious system of irrigation based on designs on ancient Nithian tablets found in the desert. Then he created an artefact that hid Cynidicea from the eyes of its enemies. Assured of supremacy over the surrounding region, Gorm ceded the throne of Cynidicea to his son and disappeared during a stormy night in 444 BC. The son Tyrsus then erected a temple in Gorm's honour and the Cynidiceans began to honour him as the divine protector of the kingdom, patron of justice, war, and storms. Gorm later tried to warn his people about the threat of Zargon (a semi-immortal being of a voracious appetite that suddenly appeared), but the cultists killed most of his priests and took hold of the city in 317 BC. When his artefact fell into the hands of the followers of Zargon, they destroyed it, leading to the madness which gripped the people as well as the disappearance of the illusion that hid Cynidicea. The kingdom was soon discovered by raiders and invaded once again. The cultivations mouldered and the aqueducts fell into ruin. When the city was stormed by a tribe of Antalian nomads in 313 BC (slaves that at the collapse of Nithia became adapted to life in the desert like the Alasiyans) the kingdom ultimately collapsed and the city was burned. The survivors found refuge underground and reconstructed Cynidicea, which was divided into areas of influence between the groups of power (the followers of Gorm, Madarua, Usamigaras, and Zargon). In the course of the following centuries the Cynidiceans degenerated until they descended into an almost constant state of hallucination, which brought the Cynidicean people closer to extinction than any humanoid threat.

Personality: Presently the sect that worships him in the buried city is in competition with those of Madarua, Usamigaras, and Zargon, but Gorm considers the first two Immortals more as allies than as enemies, with the common purpose of preserving the last Cynidiceans from extinction and the threat of Zargon. His cult (fundamentally masculine, favouring the philosophy of Gorm) is also present in the Lands of the North and in Norwold, where he covers the role of Vali in the Antalian pantheon, son of Odin and

patron of just revenge, war, and storms and a faithful ally of his patron Tyr (Ixion).

Patron: Unknown [presumed Ixion]

Allies: Madarua, Usamigaras, Ixion

Enemies: None (hates Zargon who isn't an Immortal)

Classic D&D Stats

Followers' Alignment: Any; clerics must be male and either Lawful or Neutral

Favoured weapon: Long sword (allowed all bludgeoning weapons and the short bow)

Clerics' skills and powers: +1 bonus to Strength, free fighting instinct and alertness general skills.

D&D 3E Stats

Domains: Energy, Law, War, Storms, Justice

Favoured weapon: Long sword

Source: B4, WotI

GORRZIOK

(Arna and Tapu)

Patron of Sea and Storm Giants, Patron of Creation and Destruction, Lord of the Waves, Storms and Typhoons

Level, Alignment, Sphere: 22nd (Empyrean), N, Matter

Symbol: A giant wave

Portfolio: Sea and storm giants, ocean, extreme natural phenomena, creation and destruction

Worshipped in: Skothar (Nentsun, Tangor), Undersea, Thanegioth, Teki-nura-ria, Yavdlom, south seas

Appearance: Gorrziok is a giant of over four metres in height with blue skin, long and dishevelled black hair, among which are strands of algae. He has a drooping moustache that frames a downwards turned mouth and accompanying a perennially angry look. He usually wears half-plate armour made of shells and crystal.

History (PROBABLE THEORY): In his mortal life Gorrziok was a sea giant during the decline of the Age of Giants who became famous for his magical and alchemical knowledge. He was especially known for his moody character. While usually calm and reflective, he was inclined to sudden and tremendous shifts in mood, including strong bursts of ire. It was during one of these moments that he mistakenly killed with his magic powers his partner and his son. Guilt-ridden and deeply remorseful, he travelled for a long time. He tried to bring peace to his own conscience, swearing that he would never again use his strength for influencing the sea, he helped various underwater populations construct camps and habitations. Eventually, a moment came in which he found himself facing the destruction of a community of merrow being brought about by the devilfish. He finally released his repressed anger, bringing death to his enemies and devastation all around. Afflicted again by what he had done, Gorrziok spent the years that followed studying the properties of pressure and water. He finally succeeded in creating a shockwave with

which he was able fight and exploit his great strength without resorting to his devastating magical ability. He later taught this technique to all the giants that he met, and very soon the race of sea giants had a new weapon with which to defend themselves, passed down to future generations as a gift from the Lord of the Waves. But Gorrziok was still not satisfied, since he was still not able to quench the violent instincts that stirred in his soul. After years spent examining the elements that make up the universe, he was persuaded that he could achieve perfection and inner peace only if he was able to balance the influence of the two dominant and opposed elements that have so affected his nature: air and water. Thanks to his magic he developed a spell for being able to survive in the surface world, and with patience began to roam the world in search of a way to allow his descendants to also be able to live in both elements. It was during his adventures on the surface that he was in contact with Zalaj, on his path for Immortality. Gorrziok helped him in the recovery of one of his flying castles that had fallen into the hands of a group of ferocious fire giants. Appreciative for the help given, Zalaj was dedicated to helping Gorrziok in his research. The two hammered out a particular system for strengthening, on one hand, the Heavenly Realm, and, on the other, allowing Gorrziok to achieve his aim. It was this that initiated the first mixed marriages between cloud and sea giants, that thanks to the spell of Gorrziok they began to live on the surface, producing the breed of storm giants, able to live both above and under the sea and master the energies of air and water. Seeing the great results gained by Gorrziok, Ka offered him the opportunity to become Immortal. After living as giants of the four elements (fire, stone, cloud, and sea), always successfully overcoming the challenges that Ka presented him, Gorrziok rose in the Sphere of Matter around 10,000 BC. He became the patron of sea giants (especially of those that live in the southern) and storms, and of extreme natural phenomena.

Personality: Gorrziok was finally able to attain a balance with Immortality and thanks to the trials that Ka had placed on his road, succeeded in seeing the existence of several points of view and becoming one with the elements. Today he understands that violent instincts and destruction are as much part of the universe as the creation and preservation of life, and that they cannot be separated. He has emphasized the creative aspects of nature as much as the destructive aspects, even though he was normally worshipped and feared by the non giantish populations because of his association with the devastating aspects of the ocean and other natural phenomena. Because of this, he directed his followers to always build when they see destruction, but not to hesitate to destroy when they see unnatural chaos, corruption, or stagnation. These are the means of maintaining stability in the world. The only ally of Gorrziok is Zalaj, while he profoundly hates Saasskas, who brings destruction to the seas and the proliferation of undead.

Patron: Unknown [presumed Ka]

Allies: Zalaj

Enemies: Saasskas

Classic D&D Stats

Followers' Alignment: Followers and clerics may have any alignment

Favoured weapon: Natural weapons (allowed all bludgeoning weapons, spear, javelin, trident)

Clerics' skills and powers: *Weather Control* ability (see the 6th level arcane spell of the same name) once per week, free *resistance* skill

Avengers' skills and powers: +1 bonus to Strength

D&D 3E Stats

Domains: Matter, Destruction, Protection, *Sea, Storm*

Favoured weapon: Long spear

Source: PC3, WotI

GREAT ONE

(Agundji, The Rainbow Serpent, *Wei Long, Zir*)
Lord of All Dragons, Caretaker of Dragonkin and Lizardkin races

Level, Alignment, Sphere: 26th (Eternal), N, Matter

Symbol: A three headed multicoloured dragon

Portfolio: All draconic and lizardkin races, creation, justice, knowledge, magic

Worshipped in: Norwold, Savage Coast, Davania, Skothar, Alphatia, all draconic settlements in the Multiverse

Appearance: He is a colossal three-headed dragon with two pairs of wings, a spiked crest running from head to tail, and shining scales that blind any mortal gazing upon him, concealing the true colour of his skin.

History: The Great One entered the Multiverse when there was but one draconic race, and his scales were of a dull grey tone. Blessed with superior intelligence and wits, he outmatched his enemies for centuries and was able to hoard a great deal of wealth. Then he started wondering about the true purpose of his life, and ended up spending his time with woodland beings and fey races. From them he was introduced to the existence of the Immortals and developed a liking to Terra's goals. He even began worshipping her. After many quests, he undertook for his patroness, Terra finally revealed to him the path to immortality and the Great One succeeded in the Path of the Polymath. Once ascended, he understood that there had been immortal dragons before his coming, and that others would come after to challenge his position. Such was the way of the universe. From that day he became the patron of all Dragonkind and ignored the human races altogether.

Personality: The Great One is calm, stern and analytical. He doesn't like to act instinctively, but instead he always takes his time to evaluate the situation and pick the best option (obviously this is not helpful when crises arise suddenly and action must be taken swiftly to avoid worse losses). However, his wisdom and advice are valuable to those who can count on his friendship. His enemies, on the other hand, know they face one of the most lethal adversaries in the Multiverse, since he can

combine his supernatural intelligence with his unmatched draconic power. He has only two real enemies: the young Bemarris, draconic hunter and killer extraordinaire in his mortal life, and Demogorgon, who has lured away from his cult many lizardkin races during the past millennia.

Patron: Terra

Allies: Diamond, Opal, Pearl, Terra

Enemies: Bemarris, Demogorgon

Classic D&D Stats

Follower's alignment: Any

Favoured weapon: Natural weapons (allowed all piercing weapons)

Clerics' skills & powers: Once a day they can *fly* (as per same spell) for two hours, *circle of protection from dragons* (max 9 HD) useable once a day for 1 hour, +2 bonus to any general skill regarding Dragonkind

D&D 3E Stats

Domains: Matter, Magic, Knowledge, Strength, Dragons

Favoured weapons: Natural weapons (bite or claws)

Source: WoT, SCS, Master & Immortal set

GUIDAREZZO

(Guy d'Aret, Brage, Guntyr)

Patron of Music and Harmony, Patron of Faenare

Level, Alignment, Sphere: 16th (Celestial), LN, Energy

Symbol: A musical note (breve)

Portfolio: Arts (especially music and singing), order, harmony

Worshipped in: Known World (Darokin), Savage Coast (Renardie, Bellayne, Eusdria), Skothar (Thonia), Serraine and the Sky Kingdoms, wherever Faenare can be found, various outer planes.

Appearance: Guidarezzo appears as a good looking man in his forties with short black hair, trimmed moustache and goatee, dressing with impeccable elegance (whatever the culture he appears in, he dons an elegant dress for that civilization) and displaying natural grace in all his movements.

History (PROBABLE THEORY): *Guidarezzo was a monk and a particularly gifted composer who lived in Blackmoor during Uther the Black's reign. He was the first to codify music according to modern canon (using the pentagram and the music keys), and he composed great operas like the Universal Canticle and the Requiem Mass. Thalia, patroness of Arts and Harmony, made him her protégé and led him onto the path of immortality. This path involved three key accomplishments. First, he defeated many other bards and composers in many musical competitions. Second, he founded the first Conservatory, a school for music arts where he trained his successors and left an extensive library of musical documents. Third, he created the Symphonic Organ of Celestial Harmony (or Harmonium), a huge magical instrument, mundane copies of which were installed in Blackmoor's and Thonia's richest cathedrals. He*

finally became immortal in BC 3930 and was worshipped as Saint Guidarezzo. His main goal then became bringing order into the Chaotic sphere of Energy. He was responsible for the creation of the Faenare race and collaborated with Thalia in creating the Tonal. After Thalia's mysterious disappearance, he became the universal patron of arts and especially of music and harmony. His cult later spread to the Northmen, under the identity of Brage, and the Savage Coast, where he is known as Guy d'Aret in Renardie and Bellayne. In the Known World the only cult worshipping him is based in Darokin: the Church of Universal Harmony, where he is revered along with Koryis and Asterius.

Personality: Guidarezzo is obsessed with harmony and universal order, and he thinks that the most sublime form of harmony can only be obtained through music, which is the purest form of art. For this reason he is only interested in creatures and individuals with great artistic talent for music. Because of this deep passion he often meets with Chiron, Tiresias, and Alphatia (whom he's especially fond of) to entertain themselves with ballads and philosophical discussions. He considers Palson a frivolous hedonist who lacks the discipline needed to excel in arts.

Patron: Thalia

Allies: Alphatia, Koryis, Tiresias, Chiron

Enemies: None (rivalry with Palson)

Classic D&D Stats

Followers' Alignment: Lawful or Neutral; clerics must be Lawful

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills & powers: +1 bonus to Charisma and Dexterity, free general skill *Singing*

D&D 3E Stats

Domains: Energy, Law, Arts

Favoured weapon: Light mace

Source: IM1, Immortal set

HALAV

(Redhair, Svetovid, Vidar)

Patron of Warfare, Patron of Weaponsmiths, Patron of Traladara, Patron of Kendach, Protector of Milenia, Bane of the Humanoids

Level, Alignment, Sphere: 17th (Celestial), LN, Thought

Symbol: A sword plunged into an anvil

Portfolio: Warfare, strategy, tactics, arms, weaponsmithing, strength, willpower, sacrifice, fighting humanoids

Worshipped in: Known World (Karamaikos, Thyatis), City-States of the Gulf of Hule, Isle of Dawn, Hollow World (Traldar Kingdoms, Milenia, Merry Pirates Seas)

Appearance: Halav is a well-muscled red-haired human warrior with a golden crown, wearing a bronze cuirass and wielding a shortsword.

History: Halav was a wise and brave Traldar King beloved and respected by his subjects. He ruled during the time the gnolls escaping from Nithia and invaded the Traldar lands (current Karameikos) around BC 1000. The gnolls brought with them only death and destruction. Halav protected Lavv (his city-state) with all his strength and cunning. Thanks to the help of Petra (Queen of Krakatos and later Halav's lover) and Zirchev (a powerful archmage and druid) help he was able to rally most of the Traldar monarchs into a league that prevented the beastmen (gnolls) to wipe out the entire Traldar civilization. The gnolls' advance was stopped near Lavv, and in the last desperate attempt to drive off the invaders, the three heroes stood against the gnollish army, leading a warband made up by all the able-bodied Traldars left. In the final one-on-one battle between the Gnoll Warchief and Halav, the brave king killed the enemy after a duel that lasted an entire day, and then fell mortally wounded. The surviving gnolls disbanded and headed northward, leaving a trail of dead bodies and sacked cities in their path. The Traldar Kingdoms were finally free, but half of the land lay in ruins and the valiant Halav was dead. After great mourning and funeral ceremonies, Petra and Zirchev secretly spirited away Halav's corpse, and the Queen raised him. Swearing an oath of eternal friendship to his comrades, Halav left his homeland determined to thank the Immortals for restoring his life by carrying out a quest to destroy the beastmen wherever they hid.

Halav traced the gnolls' path back to the Nithian border, and after destroying a few tribes, he headed north, travelling through the current Orclands and later Soderfjord, learning new fighting techniques and embarking on the Path of the Epic Hero under the sponsorship of Odin. He was finally able to complete his Path when he reached the Isle of Dawn, where he retrieved the fabled sword Caledfwylch, an artefact of Thought. Wielding it as the legendary hero-king foretold by the seer Dallbard, he united the people of Redstone and future Kendach, helping them repel the Fomorians (humanoids) who had oppressed them for decades. He later sired Kendach, founder of the homonymous dominion, and after training him as his successor, he completed the path of the Epic Hero and ascended in the Sphere of Thought during the second half of the X century BC. Later he welcomed his friends Petra and Zirchev. He currently protects the Traladarans of Karameikos and the inhabitants of the City-states of the Gulf of Hule (descendants of the Traldars), and has a special interest in the Traldar Kingdoms and Milenia in the Hollow World. (Milen, founder of Milenia in Davania, was a Traldar King who had fled from Brun after the gnolls' invasion, eventually reaching the southern continent). Halav is also worshipped as Redhair

(Gruaigerua) by the people of Kendach, by the Northmen as Vidar (one of the Aesir) and by the Merry Pirates as Halav.

Personality: Halav is a fierce enemy of all immortal patrons of humanoids, with the exception of Karaash, whom he respects greatly for his tactical skills and honour on the battlefield. He also despises Vanya for the hatred she shows towards his protégés (the Milenians), and tries to hinder her plans whenever they threaten the Milenians or the Traldars.

Patron: Odin

Allies: Petra (his mate), Zirchev

Enemies: Ranivorus, Atzanteotl, Yagrai, Bartziluth, Wogar, Kurtulmak, Bagni, Jammudaru, Vanya

Classic D&D Stats

Followers' alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: Short sword (allowed all bludgeoning weapons, javelin and short spear)

Clerics' skills & powers: +2 bonus to hit rolls vs. humanoids/goblinoids, +2 bonus to general skill *Military Tactics* (not free)

Paladins' skills & powers: +2 bonus to hit rolls vs. humanoids/ goblinoids

D&D 3E Stats

Domains: Thought, Law, Strength, War, *Nobility*

Favoured weapon: Short sword

Source: GAZ1, HW, HWR3, WoI, SCS, DotE

HARROW

(Aravjiuk)

Patron of the Diaboli, Lord of Illusion, Patron of Dreams

Level, Alignment, Sphere: 10th (Temporal), CN, Thought

Symbol: A small trident enveloped by a red spiked tail

Portfolio: Diaboli, illusion, deceit, dreams and nightmares, favour the ascension of the Nightmare creatures to immortality

Worshipped in: Hule, Nightmare Dimension

Appearance: Harrow is a 6-foot tall diabolus (red-skinned hairless humanoid with spiked tail, pointed ears, vertical eyelids, long nose, forked tongue, three-fingered hands, cloven hooves and two small horns protruding from his forehead) wearing a black robe embroidered with silver non-geometric shapes and holding a trident in his right hand. He often sports a malicious smile that makes him look mischievous and diabolical.

History (PROBABLE THEORY): *Harrow was a diabolus in the Nightmare Dimension eight centuries ago. After much practice and study, he became a talented sorcerer and an expert illusionist. His life was completely upset when a dimensional breach opened in his tower and he got pulled into another dimension by a more powerful mage, who held him as his slave. When he recovered from the trip, he found himself bound to the will of the first Master of Illusionism,*

an hakomon living in the Ethengar Steppes. Exploiting Harrow's knowledge, the hakomon Sinjad Virayana was soon able to subjugate a few Ethengarian tribes to his will and to summon other creatures from the Dimension of Nightmare to do his biddings. When the hakomon finally died, as a result of a conspiracy orchestrated by other envious Khans, with Harrow's own help, Harrow was finally free. He began to wander across the Known World, looking for a way home. His adventuresome endeavours all around the world eventually attracted Korotiku's attention, who saw a great opportunity for testing if a creature that did not hail from the Multiverse could attain immortality. Therefore Harrow began his path of the Epic Hero. At the end of the V century AC he became an immortal in the sphere of Thought after accomplishing many epic deeds in the Hulean region.

Sometime later, he succeeded in luring a small group of elves living in the Dark Woods away from Eiryndul's worship. Using his new followers, he joined with Loki to help his protégé Hosadus unite the Sanctified Lands of Hule. This act obviously caused him the eternal enmity of Eiryndul (his main antagonist for the title of Lord of Illusions) as well as the reprimand of his patron Korotiku, who did not foresee nor understand Harrow's move to ally with his most hated enemy, Loki.

One of his last plots was Pharamond's attempt to create new immortals by sponsoring creatures not coming from the Multiverse while hindering the immortal candidates of Mystara. Since they broke many immortal laws with their mischievous plan, they were discovered and sanctioned by the Council of Hierarchs for their crimes (see module IM3).

Personality: Harrow is very interested in sponsoring other immortal candidates from the Nightmare Dimension to form a cabal of immortals with common goals that could change the current policies of the Immortal Hierarchies. During the last few centuries he extended his cult to several areas of Mystara, introducing himself as the patron of illusions and cleverness (with many followers in Hule under the name of Aravjuk, thanks to Bozdogan's approval of his cult), and as patron of dreams in general (since dreams and nightmares are tied to his dimension of origin). He is still an ally of Pharamond (who is still interested in exploiting the Nightmare Dimension for his own goals), and a loyal supporter of Loki's interests in Hule (whom he helps with his plans for Hule, despite Korotiku's disapproval). He has a secret liaison with young Kythria (whom he thinks to have charmed and beguiled with his wits and cleverness). He considers this part of his constant war against Eiryndul (since Kythria is his protégé and lover too), hoping to humiliate him and eventually become the true Lord of Illusions. Korotiku has not yet understood the true motives behind some of Harrow's choices, so he closely watches the immortal's actions in order to uncover his treacheries and prevent any damage to his sphere.

Patron: Unknown [presumed Korotiku]

Allies: Pharamond, Kythria, Loki

Enemies: Eiryndul, Korotiku

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic; Clerics must be Chaotic

Favoured weapon: Dagger (allowed all bludgeoning weapons)

Clerics' skills and powers: Bonus general skills *Disguise* and *Deceive*

D&D 3E Stats

Domains: Thought, Chaos, Trickery, *Illusion*

Favoured weapon: Dagger (any type)

Source: IM3, WoTl

HATTANI STONECLAW

Patron of the Clan of the Bear

Level, Alignment, Sphere: 14th (Celestial), NG, Matter

Symbol: A pendent that supports the claw of a bear

Portfolio: Clan of the bear, protecting Atruaghin and the Children of Atruaghin, courage, loyalty, battle

Worshipped in: Known World (Atruaghin Clans)

Appearance: Hattani is a tall and imposing, cooper-skinned human with a well defined body in perfect condition, with a wise-looking face and square features marked by war paint and long black hair gathered into a ponytail. He wears at his neck a talisman with the claws of a bear hanging from a strip of leather and always hefting a warhammer with a stone head decorated with eagle feathers, while his only other clothes are his deerskin trousers and boots.

History: In life he was the head of the clan of the bear and had the honour of fighting at the side of Atruaghin during the revolt against the humanoids in 800 BC. Seeing that their ancestral lands had been pillaged and devastated by the humanoids, Hattani led his people to the top of the plateau after Atruaghin raised it. He chose to live on the easily defendable rocky slopes. Afterwards, Atruaghin appeared to his old companion in arms and shared with him that Danel, head of the clan of the tiger, was being manipulated by Atzanteotl and risked dragging all his people into chaos. In 792 BC Hattani organised an expedition, including some of his better warriors, to visit Danel and attempt to bring him back on to the straight and narrow. Unfortunately, upon meeting him, it was clear that it was too late. Danel tried to kill them, but when challenged to single combat by Hattani, he accepted. Danel lost in front of his people and had to free the group of Hattani's warriors. However, a week later, there were new assaults by Danel and his men, and in the battle that followed, which lasted for two uninterrupted days, Danel and Hattani faced each other again. This time, though, Hattani was mortally wounded. While Danel fed the heart of the enemy to carnivorous fish in a holy ceremony to Atzanteotl, Atruaghin guided Hattani's spirit into a new body, allowing him to begin the first of his reincarnations. (For the people of Atruaghin this was the moment in which Hattani became one with the high spirits.) Thus, Hattani set out on the path of the

Polymath and finally became Immortal after overcoming various trials in 760 BC.

Personality: Hattani is similar to Atruaghin, very reflective and just, but very quick to act and more expert in the tactics of war than his patron, who he serves with unwavering devotion. He feels more pity than anger for Danel, recalling that once he was a just and capable leader, and concentrates all his rancour against Atzanteotl.

Patron: Atruaghin

Allies: Atruaghin, Ahmanni

Enemies: Atzanteotl

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: Warhammer (allowed all bludgeoning weapons)

Clerics' skills and powers: Free *fighting instinct* skill
D&D 3E Stats

Domains: Matter, Good, War, Protection *Courage*

Favoured weapon: Warhammer

Source: GAZ14, WotI

HEL

(Erel, Kala, Nyt, Hiisi, Marzanna)

Patroness of Reincarnation, Keeper of the Netherworld, Queen of Ice and Shadow

Level, Alignment, Sphere: 36th (Hierarchy), NE, Entropy

Symbol: A black stone throne carved with human skulls

Portfolio: Reincarnation, corruption, death, darkness, cold, increasing entropy and evil, evil shapeshifters, shadow and cold creatures

Worshipped in: Known World (Northern Reaches), Sind, Norwold, Hule, Savage Coast (Robrenn),

Appearance: Hel appears as an extremely pale woman with a split face. One half is totally featureless, while the other half is breathtakingly beautiful. She is clad in jet-black simple clothes.

History: Hel is as ancient as the eldest immortal and does not remember her past (or at least she pretends not to). Maybe she is a raw force of nature or reached immortality so long ago that she forgot her origins, or maybe her patron (whoever it was) erased her previous memories for some unknown reason. She has interfered in Mystara's history ever since its prehistory, with the sole purpose of increasing disorder and evil to balance the lawful bias of the other spheres. The creation of the beastmen, her nefarious influence over the Antalians and their descendants all over the world, her patronage of the cold giants, and the shadow takeover of Sind orchestrated by her evil shapeshifter followers are all steps taken to outweigh Law's influence in the universe. She hopes to bring about the Ragnarok, the twilight of the Gods which

will give way to a new order based on Evil and Entropy (powers which she embodies).

Personality: Hel has plots going on all over the Multiverse, and she's greatly feared by mortals who know her. Together with Thanatos, she's the most powerful immortal of the Sphere of Entropy, and they compete fiercely for domination. She is fascinated by the cycle of life and death, by the juxtaposition of Good and Evil. She does not believe that death shall prevail in the end, as Thanatos hopes, but rather she believes in the cosmic order which gives Law and Chaos their place and time in the cycle of things. She knows that Law's predominance over the universe is nearing its end, and that it's just a matter of time before she achieves her final goal and brings Ragnarok to the Multiverse. After that, Entropy will rule and she'll be the sole Queen of the universe. For this reason it is of paramount importance that she reincarnates evil beings into newborn creatures, increasing the chaos factor in the cosmos and accelerate Ragnarok. Hel is particularly obsessed with shadows and cold energies, which she feels closely resemble her own soul. For this reason she has more followers in areas where cold and darkness abound. Hel's only ally is Loki, even if their cooperation is not constant. She is Odin's sworn enemy, and opposes the whole pantheon of the Aesir. She agrees with Odin's visions about the coming of the Ragnarok, but she does not intend to play along with the role that Odin's prophecy assigned her (she will be killed by one of Odin's sons). Instead, she is trying to eliminate most of the Aesir before the Ragnarok comes, in order to gain the upper hand.

Patron: Unknown (likely none)

Allies: Sometimes Loki

Enemies: Odin and the Aesir, Thanatos

Classic D&D Stats

Followers' Alignment: Chaotic or Neutral; clerics must be Chaotic

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills & powers: Clerics cannot turn undead, but instead they can control them like lieges of 3 levels higher

Each time a cleric of Hel reaches a level which can be divided by 6 (6, 12, 18, 24, 30 and 36) he can choose one of the following powers (each one can be chosen only once)

- ❖ Resistance to energy drain the cleric can avoid losing a level with a simple ST vs. Death Ray (multiple levels drain require 1 ST per level drained)
- ❖ Shadow form the cleric can become a shadow once a week (as per *polymorph self* spell)
- ❖ +2 bonus to all rolls to control undead
- ❖ +2 bonus to ST vs. Death Ray
- ❖ Permanent *Hide Alignment*
- ❖ *Resist Cold* power (as per spell) once a day
- ❖ *Fear* power (as per spell) once a day

- ❖ *Blight* power (as per spell) twice a day
- ❖ *Speak with the dead* (as per spell) once a week
- ❖ *Animate dead* (as per spell) once a month

Avengers' skills & powers: Control undead as liege of same level instead of turn undead, plus one of the powers in the above mentioned list chosen at random (roll 1d10).

D&D 3E Stats

Domains: Entropy, Evil, Death, *Corruption*, *Darkness*, *Cold*

Favoured weapon: Heavy mace

Source: GAZ7, HW, WotI, CoM, SCS

HIRCISMUS

(Leptar)

Patron of Violence, Lord of Pain

Level, Alignment, Sphere: 13th (Celestial), CE, Entropy

Symbol: A cat of nine tails

Portfolio: Violence, pain, torture, destruction, humanoids

Worshipped in: Known World (Karameikos, Soderfjord)

Appearance: Hircismus is an enormous, muscular humanoid with a body covered by a long, shaggy pelt under which are hidden poisonous spines, his arms are disproportionably large that are dragged behind with the posture of a gorilla, his hairless face covered by always sweating, fleshy skin and by deformed features, with eyes that rotate like mad, his cheeks covered by perennially animated dribble caused by the convulsive quivering of his constant laughing, armed with a cat-of-nine-tails and without armour, seeing that his passion is fighting man to man. His only garment is a robust belt from which dangle twelve severed, groaning heads with eyes opened wide in an eternal expression of horror (one of these macabre trophies is a druji skull together with two druji eyes, which Hircismus uses for unfairly fighting his enemies).

History (PROBABLE THEORY): *Hircismus lived with the mortal name of Leptar in the Broken Lands during the rise of Queen Ubdala. No one is exactly sure which race he belonged to, but he was a humanoid so fat and violent that he frightened even the members of his own family, who wouldn't dare contradict his decisions. After having followed the great horde of Ubdala in the invasion of Rockhome, Leptar was one of the thousands of humanoids that fled southwards to safety via the Sardal Pass (492 BC). Setting himself as the chief of the surviving goblinoids, Leptar initially led them in raiding the small human villages of eastern Darokin, until 491 BC when they invaded the Traladaran lands, which ended with them directly threatening the human communities of the Volaga valley - for which he gained the appreciation of Orcus. With his numerous cruel followers, Leptar pillaged the other numerous Traldar settlements in the eastern part of present*

day Karameikos, forcing the survivors to flee. These races, together with the invasion of other human raiders arriving from the north, brought the paltry remains of the Traldar culture to its knees, which fell into its dark age and in the following centuries was transformed into the Traladaran culture. To finish off his work Leptar decided to perform an epic action, assaulting the city of Krakatos, the last Traldar kingdom remaining standing. After many months spent pillaging the nearby countryside for supplies, the humanoids finally stormed the city with the help of the shamans of Orcus, who summoned hordes of plague-infected rats. In the confusion that followed, most Traldars and as well as humanoids lost their lives to disease (the former due to hunger, and the latter for having eaten the rotten meat). This turned his victory into a catastrophic defeat. Hircismus guided those that remained of his band northwards, in search of the miraculous water that according to the Traldar legend gushed from the Fountain of Chardastes. Thanks to the help of the shamans, Hircismus discovered the sanctuary and was able to recover from the disease thanks to the curative powers of the magical water. However, he then killed all the clerics who guarded it, destroyed the temple of Chardastes, and hid the Fountain of Life (an artefact of Chardastes) to complete his rise to Immortality in the Sphere of Entropy at the end of the V century BC. This exploit earned him the enmity of both Petra and of Chardastes. His history, later, become a gruesome legend told to frighten children during the cold Traladaran nights. Now his cult is secretly popular among some human fanatics and humanoids of Karameikos, who worshipped him with the ancient with which he was known (Leptar), while among the humanoid tribes of Soderfjord he manifested himself with his Immortal name, or Hircismus, and is one of the more important Immortals.

Personality: Hircismus is a hairy brute without too much brains, only capable of fighting and torturing his adversaries with terrible methods. *For this he is recognised as patron of torture, pain, and tyranny by his followers (especially among the kobolds of Soderfjord and amongst the more brutal warriors and slavers of the Known World). He is also often a bogeyman evoked by Traladaran mothers to their disobedient children. Hircismus is a ferocious adversary of Halav, Petra, Zirchev, and Chardastes and most often seeks the alliance of Orcus when he needs him.*

Patron: Unknown [presumed Orcus]

Allies: Occasionally Orcus

Enemies: Chardastes, Petra, Halav, Zirchev

Classic D&D Stats

Followers' Alignment: Chaotic

Favoured weapon: Whip and scourge (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Strength, free *torture* general skill

D&D 3E Stats

Domains: Entropy, Chaos, Evil, *Pain*

Favoured weapon: Whip or scourge

Source: IM3, GAZ7, WotI, B1-9

HYMIR

(Aegir)

Patron of Sea Giants, Patron of Alchemy

Level, Alignment, Sphere: 15th (Celestial), NG, Time

Symbol: A cauldron

Portfolio: Sea giants, water and liquids, alchemy, wisdom, revelry

Worshipped in: Isle of Dawn (Helskir), Known World (Northern Reaches), Norwold (Frosthaven), seas of the north

Appearance: *Hymir is a fat sea giant of about four metres, with bluish and partly scaled skin, long black hair and moustache, a fat belly and a ruddy nose that is testimony to his love of libations, wearing a simple blue tunic and with a friendly and outdated air.*

History (PROBABLE THEORY): *Hymir was a sea giant that lived in the Western Sea of Dawn during the time of the Northmen heroes. Famous for being an excellent alchemist as well as a wise and good-natured individual, many aquatic creatures sought refuge or counsel with him, taking his reputation to the four corners of the sea. One day, following a squall, Hymir found among the remains of a boat the dying body of a human. His good heart led him to take the stranger into his cavern where he used his knowledge to nurse him back to health. The survivor, no less than Thor, was astonished upon realizing that he was being helped by a giant, a race that he scorned with all his heart. However, after getting to know Hymir better, Thor understood that he was worthy of trust and swore eternal gratitude. Thor almost immediately had a chance to repay Hymir when an army of devilfish invaded the Western Sea of Dawn and threatened to enslave the various inhabitants. Called by Hymir, Thor come to fight beside him against this underwater threat, and the two heroes travelled wide and far, either by land or by sea, saving the marine races. They finally succeeded by annihilating the horde of devilfish thanks to a potion prepared by Hymir with his Smoking Cauldron (made more famous however by the libations it produced for celebrating with Thor than for any other). Thor then became immortal, and Hymir then followed in the XV century BC. After having created his own kingdom among the seas of the north and being able to protect it, he fulfilled the requirements of the Path of the Dynast.*

Personality: *Hymir is a very intelligent and reflective individual, given of great respect for life and knowledge. He doesn't hesitate to throw great celebrations, being also a lover of entertainments and of libations in particular. He loves to save and protect the sea and its inhabitants, and he has a passion both for the secrets of alchemy and the element of water in general. His only stable ally is Thor (who considers him the only trustworthy giant). He is not able to collaborate with his own mentor Protius, solitary and grumpy, or with Gorrziok (other patron of sea giants), whose arrogance and mercurial nature often leaves him morose, even if neither of them are actual enemies.*

Patron: Unknown [presumed Protius]

Allies: Thor

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral

Favoured weapon: None (allowed all piercing weapons)

Clerics' skills and powers: +1 bonus to Wisdom, free *prepare drink* skill, +2 bonus to *alchemy*, *first aid* and *cooking* (not free)

D&D 3E Stats

Domains: Time, Good, Water, Sea

Favoured weapon: Long spear

Source: Master and Immortal set

IDRAOTE

(Hen - Hao Ten)

Patron of Magic and Scholarship, Patron of Medicine

Level, Alignment, Sphere: 18th (Celestial), N, Energy

Symbol: A golden belt

Portfolio: Magic, knowledge, medicine, alchemy, strategy

Worshipped in: Known World (Thyatis), Ochalea

Appearance: *Idraote is a typical dark-skinned Arab, with a well kept black goatee and short hair, a penetrating and extremely searching look, wearing a white turban on his head, a snug red tunic with gathered sleeves, generous white pantaloons gathered at the calf, a pair of slippers decorated with precious gems and a bejewelled jambiya (Ylari dagger) hanging from a wide golden belt that encircles his waist.*

History (PROBABLE THEORY): *Idraote was a powerful mage who was born on Laterre (in the Dimension of Myth) during the XII century BC, in the period of religious crusade. During an experiment for summoning a creature from the infernal planes something went wrong. Instead of summoning a demon, he was catapulted into a magic maelstrom that left him on Mystara, in the peninsula of Tel Akbir during the II century BC. Finding himself in a environment very similar to his original land, he soon realized that to gain a position of power it was necessary to obtain the assistance of the native Alasiyans. He played on their hostility to the invaders of that time, the Alphatians, who had only just conquered the lands of Thyatis and Ylaruam. With patience, Idraote learned the rituals of Alphatian magic using subterfuge along with his own magic. He became the head of a secret sect to which he taught the magic traditions of his world and as well as the secrets that he'd extracted from the Alphatians. He also created a hidden network of rebels. It was through this network that he heard of Lucinius Trenzantembium (a Thyatian mage educated by the Alphatian occupiers) who had planned the rebellion against Alphatia. Idraote, aided by his adepts, offered his support to secretly counter the powerful Alphatian magic. Following the liberation of Thyatis, Idraote was contacted by General Tratriokanitas, who convinced him to join him in attempting to gain control of Thyatis, promising substantial donations for the creation of a school of Thyatian magic at his command (resources that Trenzantembium was not*

actually intending to offer). *Idraote* therefore participated in the murder of the rulers gathered to *Thyatris* in year zero, supporting the first emperor of *Thyatris* in his climb to power. Upon the disappearance of *Trenzantembium*, he became the most powerful mage of the whole region. Thus, *Idraote* started the path towards Immortality, which he achieved in the *Sphere of Energy* in the II century AC. Three particular accomplishments made this possible for him. First, he founded the *University of Biazzan* and the *Collegium Arcanum*, bringing to *Thyatris* his advanced scientific and magic knowledge (that established the basis of the studies of the *University of Biazzan*). Second, he created a belt with astonishing powers (which he gifted to the niece *Armida* in one of his last visits to *Laterre*). Finally, he formed the fabled *Valley of Wisdom*, which is still today talked about in *Ochalese* legends.

Personality: Presently *Idraote* is the patron of magic and battle magic in the lands of the *Thyatian Empire*, but is also worshipped for his immense knowledge (a legacy of his *Laterran* schooling) as patron of science and in a special way medicine and alchemy. He is obsessed by the possibility of revealing the mysteries of the universe and by the research of new spells for increasing the physical ability and the resistance of mortal beings.

Patron: Unknown [presumed *Ixion*]

Allies: None

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: Power to instantly negate any spell (of maximum level equal to the maximum level the cleric can cast) once per day, +2 bonus to the skills *divine magic*, *arcane magic* and *medicine* (not free)

D&D 3E Stats

Domains: Energy, Magic, Healing, Knowledge

Favoured weapon: Dagger

Source: Master and Immortal set

IDRIS

Patroness of Denagoth, Lady of Vengeance and Spite, Protector of Humanoids and Evil Dragons

Level, Alignment, Sphere: 15th (Celestial), NE, Entropy

Symbol: A black dragon with open wings viewed from above

Portfolio: Vengeance, destroying elves, intrigue, magic, domination, creating the perfect race, humanoids, dragons, naga, wyverns

Worshipped in: Known World (*Wendar*, *Heldann*), *Denagoth*, *Norwold*, *Sind*, *Davania*

Appearance: *Idris* has two manifestation forms. The first is that of a pale woman with fine elven traits, long raven hair and merciless ice-cold gaze, clad in a long black tunic with a belt made of elven skin and a ruby brooch in the

shape of a dragon's head pinned on her breast. Her second form is a crossbreed between a black dragon and a wyvern with a woman's head.

History (PROBABLE THEORY): *Idris* was born in *Evergrun*, one of the first elves to open her eyes to the marvels of the world. Just like the rest of her kin, she was born out of the purified souls of the species more attuned to nature, albeit primitive; their forms reshaped by the will of *Ordana*. *Ordana*, who loved her children dearly, struck a deal with the forest spirits (*faedorne*), who became friends and tutors of the young elves, schooling them in the ways of *Mother Forest*. When they were judged wise and adult enough, *Ordana* gave them the *One Tree* (an avatar) to protect and guide them, while the forest spirits left them to their destiny. With the passing of time however, some *Entropic* immortals started to whisper strange ideas in the minds of these elves, and some elves listened. *Idris* was among these.

Pushed by a new view of the world, *Idris* soon became the leader of a faction of elves who did not recognize the authority of the *Elders* and the *Keepers*, accusing them of misunderstanding *Ordana's* teachings. According to these radical elves, the *One Tree* was not simply an artefact that made life more comfortable and safer, but the key to ascend to *Ordana's* enlightened state! The goddess wanted the elves to surpass their mortality and become true children of her, perfect and endless, by using her gift in a better way. Since the *Keepers* had not understood this, she was now speaking directly to the hearts of those who would listen. Strong in her belief, *Idris* led her followers in the *Palace of the Tree* to show the *Keepers* the true way of *Mother Forest*. However, when the *Elders* showed their contempt for her ideas and tried to silence her, *Idris* went mad with rage. In a frenzied state of fury, she killed her own preceptor. Soon all the other zealots attacked the *Keepers*, inspired by their leader's act. The result was a slaughter that dyed red all the roots of the *One Tree*. Before any other elf could hinder their plans, *Idris* and her followers barricaded themselves in the *Holy Chamber*, and *Idris* established direct mental contact with the *One Tree*, asking it to make them anew, perfect and one with *Ordana*. When the horrified avatar refused, *Idris* saw this as the final stage of her trial. *Idris* concluded that *Ordana* wanted them to destroy the tree that protected them; she wanted them to break their certainties to become like her. When *Idris* started to assault the *One Tree* with her followers, *Ordana* saw that her children had killed their kin, abandoned her teachings, and now were about to kill her *Living Prophet*. *Mother Forest* ordered her avatar to punish the rebels by breaking the sigils which held their souls together. This shattered their minds and bodies. The treacherous elves started to change, swollen by the chaotic power of the *entropic* forces that nested in their minds. Some returned to the ancient feral forms they once had, while others became contorted and twisted parodies of their former selves. *Idris* became a winged serpent-like being with elven face.

When the other elves discovered their change, they understood their crime and tried to kill them. Some of the renegades died (and their souls were gathered by *Hel*, who

had corrupted them, to be reincarnated as Beastmen), while others fled and survived in their grotesque new forms. Idris wandered around consumed by hatred and spite for a long time, until she was driven insane and died alone in the southern continent.

Ordana had something different in mind for her, however. She reincarnated Idris's soul in a new elven body, stripped her of her memories, and gave her a second chance to redeem or be damned forever. Idris grew up among the Hatwa elves after the Great Rain of Fire in the south-eastern region of Davania, separated from the other elves living in Grunland. Hard pressed by the colder climate, constant earthquakes, and the coming of a tribe of warlike humanoids, the Nunjars. Idris fought with all her bravery for decades to survive. However, after a century she realized that her clan had not improved their condition, and she came to the conclusion that if she had not done something soon, they would have been doomed in a matter of centuries. To enable her people's survival, she conjured the powers of Entropy and struck a deal with Hel, who once again meddled with her life. Hel revealed Idris the location where she had hidden the Altar of the Stars, a powerful artefact she had used to create the Nunjars. Again, Idris fell victim to her ego, and she betrayed Ordana and her kin by favouring the unnatural fusion between elves and humanoids and creating the N'djatwa, an aberration in Mother Forest's eyes. Idris was then overcome by the memories of her past life and was transformed again into a monstrous creature. Only then did she understand that Ordana had cursed her to live forever unaware by her sins, surrounded by the love of the race she had twice betrayed, only to lose everything because of her corrupted soul; then start everything over and over again.

The centuries passed, and in her last incarnation Idris became known as Black Wing, the tenth member of the Korrigans (a group of powerful elven adventurers living in the Wendarian forests). Because of her thirst for power, instead of preventing a great catastrophe that had been foreseen by one of her companions she actually caused it. Then she found herself infected by the radiations of the Glantrian Catastrophe. After she came back to the elven lands, desperate to hide her guilt and find a cure to her state, she betrayed her companions by perverting one of the ten sacred nodes of Wendar. During a blasphemous ceremony she found a way of curing herself and getting rid of her curse forever; she became a lich. Unfortunately this action corrupted a big area of the forest which later became known as Dark Woods of Baamor (where Baamor is the corrupted ancient elven term Baaq-Mor, which means Dark Wing). When her companions discovered her horrible deed, they chased her away from their lands, and she settled north of the Mengul Mountains, in the Denagothian plateau. There she embarked on the path of Entropy under Hel's patronage to exact her vengeance over the Korrigans, patrons of the nearby Wendarian elves. She created a kingdom bent on annihilation of the elven race and was finally able to become immortal in BC 1380.

Personality: Idris hates every living elf, because they remind her of the perfection she lost. She also despises

Ordana, who is considered the source of her torments and troubles. For this reason she is obsessed with erasing the elven race from the universe using and protecting instead the humanoids (who somehow bear with them the heritage of her first followers) and the dragons (who she thinks are linked to true perfection because of her bestial form). She is convinced that only by creating a magical crossbreed of humanoids and dragons that mortals will attain perfection and her followers will take the right place in the world. For this reason she turned Denagoth into her private laboratory, corrupting many dragons and earning the hatred of the draconic immortals as well. She is well known as patroness of nagas and wyverns too, since she spawned them in her bestial form, and she's very much interested in those elven cultures who somehow got twisted and corrupted (like the N'djatwa).

Patron: Unknown [presumed Hel]

Allies: Hel

Enemies: Ordana, the Korrigans, Ilsundal, Mealiden, Eiryndul, Calitha, the Great One, Diamond, Pearl, Opal

Classic D&D Stats

Followers' alignment: Any; clerics must be Chaotic

Favoured weapon: Whip (allowed all bludgeoning weapons and natural weapons)

Clerics' skills & powers: Mark of Idris (all wyverns and nagas will not attack the cleric unless threatened), +2 bonus to hit vs. elves, free draconic tongue

Avengers' skills & powers: Mark of Idris (see above), +2 bonus to damage vs. elves

D&D 3E Stats

Domains: Entropy, Evil, Corruption, Dragons, Vengeance

Favoured weapon: Heavy mace

Source: X11

ILIRIC

(Negyavim)

Patron of Magic, Patron of Ambition

Level, Alignment, Sphere: 8th (Temporal), NE, Energy

Symbol: A quarterstaff crossed with an open parchment

Portfolio: Magic, knowledge, greed, egoism, ambition

Worshipped in: Savage Coast (Herath), Hule, Midlands

Appearance: Iliric appears to be a human of about thirty with a healthy and vigorous visage about 1.80m tall, with hazel eyes and an apprehensive look, his upper lip adorned with a black and well-groomed moustache, jet-black hair combed backwards and pomaded, dressed in a long black tunic decorated with little reassuring silver runes and a knotty staff in hand.

History: Iliric was born in the Dravish city of Bylot in the XIV century BC. After a long apprenticeship, equalled the power of his master and took the post. His dream was to achieve absolute power, equalling the Immortals. He knew that he could achieve his goal only

by working tirelessly without interference from others. Unfortunately, with the advance of Wogar's goblinoid hordes that invaded the Savage Coast in 1300 BC his magic research was put in jeopardy, and he was forced to leave his tower, without bothering to protect the lives of his people, who indeed were exterminated by the goblinoids. (Thus fell the last city of the Dravish culture in the Yazak Steppes.) Iliric started to head for the midlands of Brun, accumulating wealth and power in the hope of gaining the support of an Immortal and successfully achieve divine status. His first three petitions were refused because of his arrogance, but he persevered in giving his fruits, seeing that in Eiryndul he had found an interested patron. His test consisted of finding the fabulous Carpet of Millicent, woven of extraordinary powers. This was recovered, although at the price of the life of one Iliric's companions, but he didn't shed a tear for his disappearance. Meditating at length on the creation of a new magic item, he decided to create an item that combined the powers of many spells of identification. With it he could know immediately the alignment, history, profession, intelligence. and every other characteristic of any willing creature; the item was nicknamed the Nose of Iliric. Settling then in the steppes to the northwest of present day Hule, he founded a school of magic and attracted many brilliant students; despite all his faults, Iliric was a brilliant mage. He created within his castle various small lakes positioned as in a grid. At the centre of each is found an island, and on each isle grew a different tree. His collection included one species for each variety of tree known, some of which wouldn't have grown in a climate like that. *Thus was created the present region of Rockwater, to the west of Lake Tros, now considered a holy site that no Hulean, not even the Master, has ever tried to conquer and that to this day is the domain of Iliric and of his followers.* Eventually, he joined in the eternal duels with the most powerful mages of the region, for Iliric craved Immortality more than anything else and had to conquer all of them, including annihilating many of his former students. It was thus that Iliric became Immortal in the XII century BC, and his cult spread immediately into the surrounding area, in particular in Herath and in Hule, where he now is worshipped as the patron of magic and greed by unscrupulous spellcasters.

Personality: Iliric is an ambitious and determined individual, and his total lack of scruples along with an unrestrained passion for magic and power has always made him a dangerous ally and an insidious enemy. While he prefers to act alone, if advancing his projects requires it, he will ally himself from time to time with those he feels most comfortable. For example, in Hule he is a faithful supporter of Loki, while in Herath he has chosen to align with Korotiku (noted adversary of Loki) to gain access to aranea followers, and in the region of Rockwater his followers have given occasional support to

the Master or to the elven followers of Eiryndul (his ancient patron), whenever it's to his advantage.

Patron: Unknown [presumed Eiryndul]

Allies: None stable (varies by projects)

Enemies: None stable

Classic D&D Stats

Followers' Alignment: Any; clerics must be Chaotic

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Intelligence, free *concentration* general skill

D&D 3E Stats

Domains: Energy, Evil, Magic, Knowledge

Favoured weapon: Quarterstaff

Source: IM2, SCS

ILMARINEN

(Vainamoinen, Lemminkainen)

Patron of Invention, Patron of Autuusmaa

Level, Alignment, Sphere: 15th (Celestial), NG, Matter

Symbol: Ilmarinen: a windmill; Vainamoinen: a white crown; Lemminkainen: a bow with three arrows

Portfolio: Inventions, magical creations, crafts, heroism, sacrifice, patriotism, war, exploration, hunting

Worshipped in: Norwold (Autuusmaa)

Appearance: *Ilmarinen has three manifestation forms according to the hero he is representing, and is always accompanied by the legendary Automaton.*

- ❖ *as Ilmarinen: a middle-aged man with silver hair and long white moustaches. His skin is reddish as heated by fire, and he wears simple woollen clothes, with a large belt that holds many craftsman's tools.*
- ❖ *as Vainamoinen: a handsome youth with perfect white skin, green eyes and a long blond mane. His face expresses authority and courage, and he dons a shining silver armour and carries a longsword with glowing runes of power etched on its blade.*
- ❖ *as Lemminkainen: a thirty years old man with tanned skin and a white scar on his forehead, long brown hair and a bearded visage that shows bravery and fierceness. He is always clad with animal pelts and carries a longbow.*

History (PROBABLE THEORY): *Ilmarinen was a great craftsman and a skilful inventor who lived in Isanmaa (literally "Land of our Fathers") in eastern Borea, the homeland of the Kansajaa ("Ice People" in their tongue), around the XIX century BC. Thanks to his skill and the runic magic he mastered, he built many wonderful artefacts with amazing powers, which he gifted to the monarchs of Isanmaa which helped them rule the country and protect its inhabitants. Ilmarinen was totally disinterested in power or money. He was content with the honour all kansajaa attributed to him, and with the joys of creating new marvellous objects. Kagyar noticed him because of his dedication and brilliant creative skills, and he tested him to see if he could undertake the path towards immortality.*

During one of his travels in search of new materials and new ideas, Ilmarinen met the beautiful Maiden di Pojaara, a woman (perhaps a fairy) famous for her exceptional beauty and irresistible charm, who stole the heart and mind of the great inventor. Ilmarinen went to live with her in Pojaara (a country near Isanmaa), forfeiting everything that had made him happy in the past just to be with her. One fateful day, a traveller knocked on Ilmarinen's door and asked him to repair his broken wagon. A few minutes after beginning the repairs, the mind of Ilmarinen awakened to his old passions, and after working for the whole day, Ilmarinen gave the stranger back his wagon, now much stronger than it was before. In that moment he understood how many years he had lost, and decided to return to his old life. He asked his lover to follow him in Isanmaa, but the Maiden could not follow, since if she left Pojaara she would have begun to age and would have surely died. Heartbroken, Ilmarinen departed to return to Isanmaa, which was by that time besieged by humanoid hordes coming from Urzud to the west. Ilmarinen immediately began working to strengthen the Kansajaa army and its defences, teaching the secrets of rune magic to his apprentices. After several months, Ilmarinen became so obsessed with the thought of the Maiden that he resorted to creating a copy of the woman to keep him company. He used gold, jewels, and silver to craft its body, but the result unfortunately was simply an efficient yet cold and detached golem, which resembled the Maiden only in her look. After some time Ilmarinen could not bear the sight of his automaton anymore, and gave it to the King as gift for his birthday. At this point he again met the stranger he had encountered in Pojaara, who revealed himself to be the immortal Kagyar. He told Ilmarinen he had just completed the first part of his path, and that if he really wanted to survive all his inventions, he should follow Kagyar's instructions and try to attain immortality. Ilmarinen agreed and was immediately reincarnated by Kagyar in his second identity: Vainamoinen, the infant heir to the throne of Isanmaa.

Once grown into a charming young lad, prince Vainamoinen chose to set out into the neighbouring lands in search for glory and adventure, and fell victim to the Maiden of Pojaara's beauty as much as Ilmarinen did. Love-struck, Vainamoinen abandoned his palace and went to live with her. Believing this to be some kind of witchery that put his son's life to risk, the King sent the Automaton to face the Maiden and bring back Vainamoinen. Unfortunately the two women struggled for the prince, and only when the Automaton killed the Maiden did Vainamoinen come to his mind once again. Crushed and grieving for the loss of his love, Vainamoinen was forced to return to his homeland in sorrow. After some years, Isanmaa had to face its darkest hour when the Great Horde of King Loark marched eastwards from Urzud and invaded it. When the King fell defending the borders of Isanmaa, Vainamoinen took on the responsibility of leading his people. Desperate in the face of the overwhelming power of the humanoids, he asked the Automaton (with whom he had developed a strange love-hate relationship) for advice, since

she had already proved capable of wise thinking in the past. The Automaton simply raised her arm and said "Take your people with you and find me." Then she left the palace and headed east. After a couple of days tormented by the bad news of the war, the Maiden of Pojaara appeared in Vainamoinen's dreams and invited him to follow the golem. Vainamoinen was thus convinced that he had to abandon his homeland forever. The king announced his disquieting decision to his people, and the majority of Kansajaa chose to follow him in his trek to avoid falling under the humanoid advance. The exodus reached northern Norwold in BC 1722, where Vainamoinen and his followers settled along the banks of the Landsplit river. Here they found the Automaton, who helped them repel an attack from a vanguard of humanoids who had been on their heels ever since their departure. Thanks to this resistance, the bulk of King Loark's Horde headed southwards, invading southern Norwold and the Antalian lands south of the Great Bay. With the humanoid threat gone, Vainamoinen founded the reign of Autuusmaa ("Land of Salvation") in BC 1720, and he died one year later in the arms of the Automaton, who took his corpse with her and disappeared in the woods. Ilmarinen's spirit was then reincarnated as Lemminkainen, the great hunter.

Lemminkainen (an adventurer who belonged to the Vaeltajaa, the nomadic cousins of the Kansajaa) was famous in the history of Autuusmaa for taming the reindeer and driving away or killing many of the monsters and humanoids that they haunted the Autuusmaan woods. However, his greatest accomplishment was braving the northern tundra to reach Frosthaven, the land of the ice giants, in order to retrieve the Automaton the giants had stolen in one of their raids. With great sacrifice and bravery, Lemminkainen and his companions located the Automaton and returned her to Autuusmaa, although ultimately, he took the golem and disappeared with her into his beloved woods. Few people know of Ilmarinen's third and last reincarnation, because these events are obscure and remain for the most part a mystery, the object of Vaeltajaa folktales. In fact, after Lemminkainen's disappearance, the Automaton was stolen by the Rimal Hag, a follower of Hiisi, Queen of Ice (Hel), who hid the golem in her swampy domain. The man who was given the task to retrieve the Automaton was Kullervo, Ilmarinen's third host. His trek across the swamp was terrible, and worse were the traps and monsters he had to face. Many of Kullervo's companions fell during the quest, and when he finally faced the hag, she managed to flee to Hiisi's icy underworld before they could deal her the final blow. Kullervo and his companions followed and only after many more of heroic deeds and sacrifice Kullervo (the sole survivor of his group) slew the hag and took the Automaton back to the world of the living.

It was at this point that the legendary Ilmarinen returned to his people, and crafted his greatest wonder, the Saampo, a magical mill that could mill straw and produce food or gems, and heat the surrounding lands with its power, making them more fertile. After saving his people from the cold of Norwold, Ilmarinen disappeared for his last

adventure, at the end of which he became immortal in BC 1610.

Personality: *Ilmarinen currently grants divine powers to all the clerics who worship any of his three incarnations (Ilmarinen, Vainamoinen and Lemminkainen). His portfolio includes all the characteristics of his various lives (heroism, sacrifice, adventure, hunting, crafts, etc.), although his major interest remains the invention and construction of wonderful objects.*

Patron: Unknown [presumed Kagyar]

Allies: None

Enemies: The immortal patrons of the humanoids, Hel

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Throwing hammer (allowed all bludgeoning weapons, long bow and harpoon)

Clerics' skills and powers: +1 to Intelligence (for clerics of Ilmarinen), to Strength (for clerics of Vainamoinen) or to Constitution (for clerics of Lemminkainen), +2 bonus to general skills: *Resist cold, Hunting* and one kind of Craft (not free)

D&D 3E Stats

Domains: Ilmarinen always grants the domains of Matter and Good, plus a third domain which differs based on the worshipped incarnation:

- ❖ Ilmarinen : *Craftsmanship*
- ❖ Vainamoinen : *War*
- ❖ Lemminkainen : *Hunting*

Favoured weapon: Throwing hammer

Source: *WotI*, Master and Immortal set

ILSUNDAL THE WISE

(*Ayodhya, Dain, Tiuz, the Guide, Laksman, Sita, Tapio*)

Patron of Elves

Level, Alignment, Sphere: 33rd (Hierarch), LG, Energy

Symbol: Silhouette of the Tree of Life

Portfolio: Protecting elves and nature, wisdom, scholarship, magic, traditions, serenity & peace

Worshipped in: Known World (Alfheim, Darokin, Karameikos, Thyatis, Glantri), Sylvan Realm, Isle of Dawn, Norwold, Savage Coast (Eusdria), Immortals' Arm (Aeryl)

Appearance: Ilsundal is an elderly elf with a wise gaze, whose hair colour and garments change according to the fashion of the elves he appears to (he represents them all after all).

History: Ilsundal was one of the last elves born in Evergrun before the Great Rain of Fire obliterated it. After the cataclysm he moved to Grunland (present day Vulcania) with the majority of the surviving elves, but soon the Blackmoorian folly resurfaced in Grunland too. Speaking as champion of the old elven philosophy focused on nature worshipping, Ilsundal rejected

Blackmoor technology in favour of a return to magic and soon gathered the support of a broad faction of elves calling themselves the Returnists. Foreseeing the doom awaiting those who refused to abandon Blackmoor's ways, Ilsundal convinced his followers to leave Grunland before it was too late. He led a great migration northwards, looking for the Promised Land where they could begin anew and forge a new covenant with the forces of nature. The Returnists left Grunland in BC 2800 and they travelled far across two continents (Davania and Brun), finally reaching the Promised Land in a corner of north-western Brun. They settled in the Sylvan Realm in BC 2100.

Acclaimed as the enlightened leader of the whole nation, Ilsundal discovered the secrets to immortality in his old age and embarked on the Path of the Paragon. Only after creating the Tree of Life (a sacred artefact that he left to his people as an inheritance to guide them and unite them forever) and being acknowledged as the most powerful wizard of his realm did Ilsundal achieve immortality in BC 1800, the oldest living elf ever. From that moment he became the worldwide patron of elves, wisdom, and elven magic, and manifested himself to many different elven civilizations, always preaching a return to the old peaceful ways of nature.

Personality: Ilsundal is a patient and thoughtful immortal blessed with great sensitivity and wisdom. All the centuries spent as elf first and immortal afterwards only increased his quiet character and his slow and studied habits. Now he shows the most seraphic calm even in the middle of the most furious of battles. He always watches over his followers and assures that the elves still hold to the ancient sylvan ways and don't abuse of the knowledge and arcane arts they master.

Ilsundal's most trusted friend and ally is Mealiden, the first king of Alfheim who always guards his patron. Ilsundal is also a good ally of Calitha and Ordana, who share his love for nature and the elven race. He loathes Atzanteotl and Idris, two immortals bent on destroying and corrupting the elven race, and must always be on watch against the evil schemes of these Entropic immortals.

Patron: Unknown [presumed Ixion]

Allies: Mealiden, Calitha, Ordana, Lornasen

Enemies: Atzanteotl, Idris

Classic D&D Stats

Followers' alignment: Any; Clerics must be Lawful

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills & powers: +1 bonus to Wisdom, bonus skill "*Danger Sense*" and "*Survival (woods)*", +2 bonus to "*Nature Lore*" and "*Elven Myths & Legends*" skills.

Some clerics of Ilsundal (only elves) belong to the caste of the Treekeepers.

Paladins' skills & powers: +1 bonus to Wisdom, +2 bonus to "*Survival (woods)*" and "*Alertness*" skills

Spells: *ceremony* (1st), *halt red curse* (3rd), *plant door* (4th, see druid spell, substitutes "animate dead"), *control winds* (5th, see druid spell, substitutes "programmed healing"), *pass plants* (5th, see druid spell, substitutes "magic resistance"), *transport through plants* (6th, see druid spell, substitutes "animate objects"), *metal to wood* (7th, see druid spell, substitutes "earthquake"), *creeping doom* (7th, see druid spell, substitutes "divine wrath").

D&D 3E Stats

Domains: Energy, Law, Good, Knowledge, Plant, Magic

Favoured weapon: Staff

Source: GAZ5, CM7, HW, WotI, DotE, SCS, OHP

INFAUST

Patron of Perfection, Master of Mind and Matter

Level, Alignment, Sphere: 12th (Temporal), LN, Matter

Symbol: The vitruvian man

Portfolio: Perfection, completeness, unity of mind and body, universal harmony (inner and outer)

Worshipped in: Communities of mystics and monks in Brun (especially Sind and Thyatis), in Hollow World (Shahjapur), on Patera and in some outer planes

Appearance: Infaust is a human of perfect size and physique, with pearl grey skin, grey eyes and white hair, completely nude and with a serious and focused expression.

History (PROBABLE THEORY): *Johannes Silberstein, known as "Dottor Infaustus" (for his custom of interjecting into discussions and dissertations intent on destroying the thesis' of others – something he is always successful at). During his mortal life he was a student, alchemist, erudite, and Hattian mage, who lived in the metropolitan territory of the Thyatian Empire about the II century AC. Driven by his thirst for knowledge, he devoured the most ancient books of human wisdom, learning all that he could on mundane and arcane science, on the history of the world, the planes, and the divine. Soon, armed with this broad knowledge, he embarked on journeys that took him to the majority of the known lands, and in wild lands until that time never visited by civilised eyes. His powers, always increasing, allowed him to visit many planes, meet their inhabitants, and learn their secrets. However, Johannes was always a dissatisfied human: in his continued quest for absolute knowledge, he established that final perfection was elusive and unreachable, because the human mind is unable to take in one gulp the greatest secrets of the cosmos. Johannes was also very indecisive: his vast knowledge led him to reflect at length over every decision he took, slowly evaluating all the consequences of his choices – a weakness that caused him serious problems several times, especially when faced with quick decisions, or determined or irrational foes. Johannes acknowledged this fundamental disparity between thought and immediate action and, after a long meditation, he finally decided that the mortal world had a dual nature: on one side was the ethereal, unattainable, infinite mind, potentially extremely powerful through imagination, but*

unable to achieve actual effects; on the other was the body, crude, finite, transient, linked to material needs, but still the only way to translate ideas into action. Johannes, believing that the resolution of such dualism was the key to perfection, pursued further research that led him to explore personally the natural world, animals and other insentient beings, to comprehend the body's real nature. During this quest he encountered Djaea, who, intrigued by this unusual and complicated quest of inner and outer balance (the microcosm in the macrocosm), direct him to the search of an ancient artefact, the Root of the World, which could finally be at the end of his quest. After many adventures, Johannes found the mysterious artefact, but barely had it in his hand, when he completely lost his memory and found himself reincarnated as a dog. Even through the unsettling experience and the amnesia he experienced, Johannes' mind was still conscious of being set in a crude body, unfit to host it. The only thing that he remembered was the mysterious artefact, which, he thought had taken his memory; therefore, he had to go and retrieve it. So he set out in search of it again, having to use every possible mental stratagem to overcome the limitations forced on him by his new undesired body.

Nevertheless, he succeeded in the task and retrieved the Root of the World, only to lose his memory once more. This time, he was reincarnated as a minotaur! Once again he went in search of the artefact and found it, and once again lost his memory and was reincarnated as a djinn. When, in this form, he finally recovered the World's Root, he was restored to his original form, at a younger age. Djaea appeared before him, in all her splendour and told him that he had just completed his Quest for Immortality on the Path of the Polymath – by experiencing the various combinations of mind and body: the beastly (dog), half-beastly (minotaur), dual (human), and volatile (djinn). He finally understood that a mind and a body are intimately bound, their growth is contemporaneous and that perfection must contemplate the growth of one as much as the other. Strengthened by this new knowledge, Johannes is dedicated more than ever to perfecting the proper union between mind and body. He founded an order of mystics dedicated to the philosophy of which he himself was made spokesman, which always invokes greater correspondence between mind and body as the key to understanding the secrets of existence and to perfecting himself, ultimately to be at one with the cosmos. Djaea finally saw fit to return at that moment and called him to join her in the ranks of the Immortals. However, Johannes (now that he felt he had attained the total harmony of his mind and body) asked her to first grant his final wish: removing his previous memory, so that no residue of his past mind could undermine his complete unity of thought and action. Djaea, surprised and pleased by this thus profound dedication to the cause of Matter, consented, and Johannes became one of the few Immortals to not remember the conditions of his ascension and of his mortal life (even having had more than one). He remembered just one thing, his academic nickname, "Infaustus," from which he drew his new Immortal name, Infaust, to signify the

painful curse of the loss of perceived knowledge that those who follow the path of perfection must accept.

Personality: For many, Infaust is determined and hasty; in reality few understand how mind and body act as one in him. In fact, Infaust doesn't think: he just acts, since the action that he accomplishes is nothing other than his will made material. Infaust has few allies, and has few needs, given that he also doesn't have any enemies and is generally disinterested in having followers. The only ones that honour his memory are his priests and the mystic followers of his philosophy.

Patron: Unknown [presumed Djaea]

Allies: None

Enemies: None

Classic D&D Stats

Followers' Alignment: Lawful

Favoured weapon: Natural weapons (allowed all mystic weapons)

Clerics' skills and powers: clerics of Infaust pursue a philosophy of perfection that makes them similar to Mystics. For this they gain the special abilities of the Mystics (and only those) at the same level.

D&D 3E Stats

Domains: Matter, Law, Knowledge, Will

Favoured weapon: unarmed blow

Source: IM3

IXION

(Ayazi/Himayetli/Aksyri, *Dazbog*, Horon, Idu, Orisis, Otzitiotl, *Pyrak*, Pyro, Solarios, *Father Sun*, Tabak, Tubak the Lawgiver, *Tyr*, Warrantam, *Xi-Yang*)

Lord of Light and Energy

Level, Alignment, Sphere: 36th (Hierarch), NG, Energy

Symbol: A flaming wheel

Portfolio: Light, sun, fire, power, heroism, war, knowledge, banishing darkness, fighting Entropy and Evil, preserve universal balance

Worshipped in: Alphatia, Bellissaria, Immortal's Arm (Eshu, Gombar), Cestia, Savage Coast (El Grande Carrascal, Dunwick, Gargaña, Narvaez, Nimmur, Wallara Tribelands, Torreón), Davania (Brasol, Emerond, Izonda, Meghala Kimata, Meghales Amosses, Vulcania), Great Waste, Pearl Islands, Isle of Dawn (Redstone, Shadow Coast), Hollow World (Azcan, Jennites, Milenians, Neathars, Nithians, Oltecs, Tanagoro, Traldars), Known World (Darokin, Ethengar, Glantri, Ierendi, Northern Reaches, Sind, Thyatis), Skothar (Jen, Minaea, Nentsun, Tangor, Thonia, Zyxl), Yazak Steppes, Yavdlom

Appearance: Ixion appears as a male whose race changes depending on those who observe him. No matter which race he belongs to, however, he has always a long mane of shining golden hair, flaming eyelids and his skin tone has a golden hue. He wears a golden silk robe and

carries a flaming sword at his belt, and always moves around on a giant flying flaming wheel.

History: Ixion is one of the so called "ancient immortals," since his origins are lost in the mists of time, and he states he does not remember (or he does not want to reveal) how he became immortal. Ixion has helped Ka and Ordana to create the Hollow World, helping to save endangered races of Mystara (and thus earning the scorn of Fugit from the Sphere of Time, who instead thinks nobody should play with destiny), and is very active as Hierarch of Energy in whichever plot involves the preservation and the growth of the Sphere of Energy.

Personality: Ixion is the embodiment of the sun in all its glory, and he has been worshipped by mortals since the beginning of time as patron of light, life, and the natural order of the universe opposed to chaos and death. As Tubak the Lawgiver, he is revered for his ability to rule with the wisdom of common sense rather than through iron laws. Ixion promotes knowledge as a means to reach salvation: the wise men are those who leave the darkness of ignorance to gaze upon the light of knowledge (another aspect of his role as "light-bearer"). He strives for the victory of the positive spheres (led by Energy) over the negative influence of Entropy. He does not like strict codes or laws, so the only rules he preaches to his faithful are to oppose Entropy and its followers, to maintain peace through every means (even with war), and to always pay him due worship.

Ixion embodies perfectly the sphere of Energy: full passion and vigour, ironic, hot-tempered and always in motion, but also contemplative, thoughtful, wise, and lenient. His most trusted allies are Valerias (his eternal soul-mate, despite all the quarrels that mark their relationship), Asterius (the most clever and merciless enemy of Entropy), and Ka (who shares Ixion's goal of protecting universal balance and the Hollow World). His most hated enemies on the other hand are the most powerful and ruthless among the Entropics, which is to say Thanatos, Hel, and Atzanteotl.

Patron: Unknown (probably nobody)

Allies: Valerias (his mate), Ka, Asterius

Enemies: Atzanteotl, Thanatos, Hel

Classic D&D Stats

Followers' Alignment: Clerics and follow to us can be of any alignment

Favoured weapon: None (clerics can use all types of bows and crossbows, mace, warhammer, two-handed sword, scimitar, and the thrown weapons that belong to the cleric's culture)

Clerics' skills and powers: +1 bonus to all dices rolled to turn undead; +1 bonus hit and damage rolls against undead; clerics can freely cast the druidic spell *Produce Fire* twice a day.

Paladins' skills and powers: Lay on Hands, +2 bonus vs. Death Ray.

D&D3E Stats

Domains: Energy, Fire, Good, Knowledge, Sun, War

Favoured weapon: Two-handed sword

Source: HW, WotI, GAZ12, HWR1, HWR2, HWR3, SCS, CoM, DotE, GAZ4, IM1, IM3, Immortal set

JAMMUDARU

(Vaparak)

Patron of Ogres, Patron of Vengeance, Patron of Torture, Prince of Nightmares

Level, Alignment, Sphere: 5th (Initiate), CE, Entropy

Symbol: A cauldron filled with a sickly green bubbling liquid

Portfolio: Ogres and evil giants, vengeance, torture, violence, fear, destruction

Worshipped in: Savage Coast (Hule), Davania (Addakia), Known World (Broken Lands, Darokin, Kameikos, Rockhome), Norwold, Skothar (Nentsun)

Appearance: Jammudaru is a towering ogre with a green acidic substance covering his body in place of his skin, without clear facial features except for a deformed snout-like protrusion. His voice is always gurgling with hatred and his body writhes with anger.

History: Jammudaru was an ogre that lived on the fringes of the Great Waste during the first half of the XIII century BC. During the Great Drought and the following humanoid migration, Jammudaru raided the human settlements and massacred hundreds of Sindhis looting water and food for himself and his clan. Because of his cruel actions he brought upon himself the devastating curse of a powerful adventurer he met during one of his raids, and the curse turned him into a monstrous, shambling, putrescent humanoid with no resemblance to his former self. Filled with anger and scorn, he tracked down the human who had caused his mutation and captured him and his companions. He tortured them for hours and finally boiled them alive in a great cauldron filled with hot oil and green slime, finally devouring their corpses. Still fuelled by a never-ending rage, he started a campaign of blind destruction and mayhem against powerful Sindhis and innocent people alike, until his evil deeds were noticed by Orcus, who guided him on the path of Entropy. Jammudaru finally became immortal in XII century BC, after committing much slaughter in Sind, Hule, and the western Known World. He is now patron of brutal vendetta (done for either rage or justice), of destruction and torture, and is considered the patron of the majority of ogre communities all around the world. His cruel cult is also welcomed among the most brutish and evil hill giants.

Personality: Jammudaru embodies pure hatred, and he pushes his followers to commit extraordinary acts of violence to avenge any offence made against him or them. He preaches the sanctity of torture to vent one's frustration and hatred onto others, freeing his followers from this powerful feelings before they consume them. The nickname Prince of Nightmares comes from his

maniacal lust in inflicting pain and torture on his enemies and on innocent people alike, plunging his victims into frightening nightmares which become a painful reality.

Jammudaru is a loner without allies, but has a couple of real enemies. He hates Tarastia with passion, since she teaches a strict and measured justice, while he preaches giving in to hate and resentment to feel and enjoy vengeance. He is also an enemy of Halav, who hates all humanoid species.

Patron: Unknown [presumed Orcus]

Allies: None

Enemies: Tarastia, Halav

Classic D&D Stats

Followers' Alignment: Neutral and Chaotic; Clerics must be Chaotic

Favoured weapon: None (allowed all bludgeoning and Large sized weapons)

Clerics' skills and powers: +1 bonus to Strength, free *Torture* general skill. A cleric of Jammudaru earns the double XP value of an enemy if he cooks him alive in a cauldron while singing hymns to Jammudaru.

Avengers' skills and powers: If he cooks his enemies in a cauldron and devours the (not an animal but an intelligent hostile creature), he recovers 1 hit point for each HD of the murdered creature (it takes 1 turn per HD to eat the victim)

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Destruction, *Vengeance*

Favoured weapon: Great axe

Source: GAZ10, HW, WotI

KA THE PROTECTOR

(Genjoo, Ka'ar, Kalaktatla, Father Earth)

Patron of Hollow World and Living Races, Keeper of Life and Culture, The Amber Serpent

Level, Alignment, Sphere: 35th (Hierarch), LG, Matter

Symbol: An amber coloured winged and feathered serpent

Portfolio: Protection of life, preservation of knowledge and culture, healing, prosperity, wisdom, magic, Hollow World, lizardkin, lizardmen, turtles, stone giants

Worshipped in: Alphatia, Bellissaria, Arm of the Immortals (Jakar City-state), Cestia, Savage Coast (Land of the Wallara and of the Turtles, Shazak, Dunwick, Bellayne, Cimmaron), Davania (Addakia, Arypt, Jungle Coast, Izonda, Meghala Kimata, Ice Peaks), Isle of Dawn (Lost Plateau), Hollow World (Azcan, Malpoggi, Oltecs, Beastmen, Lighthouse members), Known World (Darokin, Ierendi), Norwold, Skothar (Jen, Nentsun, Tangor), Midlands (Borea)

Appearance: Ka has several manifestation forms, each associated with one of his pseudonyms.

- ❖ Ka/Genjoo: an enormous dinosaur similar to an allosaur with amber skin.
- ❖ Amber Serpent: a gold dragon.
- ❖ Kalaktatla: a winged and feathered serpent (coatl) with amber coloured scales and feathers.
- ❖ Ka'ar: a tallish and muscular humanoid with amber skin
- ❖ Father Earth: an enormous amber shelled tortoise

History: During the prehistory of Mystara, Ka was a carnivorous dinosaur of about 13 metres, similar to an allosaur. Unique among his species, he was given of a superior intellect that finally gave him the ability to reason and comprehend with analytical clarity the world in which he lived. Ka was the first being to discover the existence of magic and manipulate it. Thanks to his superior abilities he was able to grow up in a wild environment, becoming unbeatable, and adapting himself to changes in the surrounding environment. Through magic, he was also able to extend his life. He therefore began to codify his study of the forces present in nature, including arcane energy, and put together a series of techniques that would enable him to maximize his memory and intellect, becoming a living receptacle of knowledge. (This was necessary because he never thought of writing down his thoughts.) After a millennium of life, he felt incredibly lonely and finally set out in search of other entities that could show the same intelligence. In this desperate quest he was noticed by Terra, who offered him a chance of becoming Immortal by taking the path of the Polymath. He faced a series of tests by which Ka was reincarnated into different forms of life. Through this diverse experience, he developed a strong attachment to life and a predilection for all living beings. He was able to find an inspiring side to everyone he encountered. He finally ascended into the Sphere of Matter long before the humans evolved from the Neanderthals, and from that moment he began to explore the Multiverse, focusing his attention on the world from which he came from, Mystara. Ka started to study and observe all living species, rejoicing whenever a new one was born or created by the Immortals. He intervened to protect those that were at risk of dying out, moving them to less dangerous and more suitable areas of the world. It was just after the impact of an enormous meteor that Ka discovered the existence of an enormous cavity at the heart of Mystara. Indeed, exploring the crater left by the impact, Ka found some large cracks that descended down to an area surrounded by a double gravity field and by an antimagic barrier. This layer extended all around Mystara and was named by the Immortals the Worldshield. Continuing his exploration, Ka finally found himself in a cavern thousands of kilometres wide in what had to be the planet's core and thus realised that Mystara had been created hollow and equipped with the Worldshield (which was impossible to characterise, even for him) by some entity that preceded the Immortals (none of the other existing Immortals remember or admit to having

created it). It was at this point that Ka had the idea of exploiting the hidden cavern in the heart of Mystara as a place in which to preserve the species in danger in the outer world. In order to preserve the species, and later entire cultures, he imagined and, with the help of Ixion and Ordana, ultimately constructing the magnificent project of the Hollow World. In that hidden cavity, they formed true and proper continents in which to keep, in a state of perennial preservation, those cultures at risk of disappearing from the face of the planet or being drastically altered. (This project was openly opposed especially by Fugit and Simurgh, with whom Ka is in open conflict). Besides this project that occupies a large part of his time, Ka is also the protector of the entire lizardman race, of the stone giants (one of his attempts of creating a species that was a cross between mammal and reptile), and of the turtles (another of his creations).

Personality: Ka tries to urge his followers (to whichever race they belong) to follow the same journey of enlightenment that he travelled to attain a greater knowledge and a better comprehension of the diversity of the world. However in his soul there are still traces present of his ancient animal instincts, and when attacked or insulted he responds with unsuspected ferocity. He has numerous allies given the extent of their interests in the Multiverse, among which number Ixion, Ordana, and Korotiku (who have contributed to the creation of the Hollow World, even though from different Spheres, and that, like him, have at heart the protection of living species), Ninfangle and Bastet (the patrons of the rakasta race together with Ka, who he has helped to become Immortals), Terra (his mistress, with who he honestly competed for the position of Supreme Hierarchy), and finally Utnapishtim, who ever since he was mortal has saved several populations and now acts together with Ka and Ixion to watch over their descendents (Oltects and Jennites). Naturally Ka disdains all the Entropics dedicated to the corruption and destruction of living species, in particular those that have influence on the history of the populations that he protects, like Atzanteotl (Azcan), Thanatos (all the Hollow World), Hel (beastmen), Stodos and Demogorgon (lizardkin and carnifex).

Patron: Terra

Allies: Ixion, Ordana, Terra, Korotiku, Utnapishtim, Ninfangle, Bastet

Enemies: Atzanteotl, Demogorgon, Hel, Thanatos, Stodos and all the Entropics that seek to destroy or corrupt the races; strong antipathy against Fugit and Simurgh

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: None (allowed all bludgeoning weapons and their own natural weapons)

Clerics' skills and powers: Permanent infravision within 18 metres, -1 bonus to natural AC, free *council*

skill, +2 bonus to two skills based on Intelligence (not free)

Paladins' skills and powers: Lay on hands, -1 bonus to natural AC, free *evade* skill

D&D 3E Stats

Domains: Matter, Law, Good, Knowledge, Healing, Protection

Favoured weapon: Heavy mace

Source: HW, WotI, SCS, AC10

KAGYAR THE ARTISAN

(Belsamas, Ka—Gar, *Modsgnir*, *Nin—Agar*, *Flasheyes*, *Pater*, *Ptahr*)

Patron of Dwarves, Patron of Craftsmen, Protector of Miners

Level, Alignment, Sphere: 28th (Eternal), N, Matter

Symbol: Hammer and chisel crossed

Portfolio: Dwarves, crafts, metallurgy, sculpture, knowledge, miners

Worshipped in: Alphatia, Savage Coast (Bellayne, Cimmaron, Dunwick, Eusdria, Nimmur, Richland, Robrenn), Davania (Meghala Kimata), Skothar (Minaea, Thonia), Isle of Dawn (Ekto, Helskir, Trikelios), Hollow World (Brute-men, Milenians, Nithians, Traldar), Known World (Rockhome, Darokin, Karameikos, Minrothad, Thyatis, Ylaruam), Norwold

Appearance: Kagyar is a sinewy human of average stature, with a short, black, vainly well kept chin beard, greying black hair, small hollow eyes that burn with the flame of creativity, dressed in a simple tunic of white linen, with a turban on his head (or the drawn hood), a medallion at his neck that holds his symbol and with a hammer and a chisel at his belt.

History: Born among the brutemen at the dawn of human civilisation with the name of Ka-gar, he was an able rock artist and a sculptor. Over time he acquired superior knowledge of the world than that of his equals and, he therefore found way to travel the Path of the Polymath under the guardianship of Ka, who allowed him entry into the Sphere of Matter at the dawn of human civilisation (around 11,000 BC).

In 10,500 BC, he saved his original race from the extinction by placing the remaining Neanderthals in the Hollow World created by Ka. He wanted to create a race in his image, which reflected his passion for art and craftsmanship. Thus he brought about the ancient dwarves, who were decimated by the Great Rain of Fire. The few survivors, over the course of centuries, began to show signs of a genetic disease that inevitably led to their extinction. After saving a small group of these first dwarves (the Kogolor), by curing them then placing them in the Hollow World, Kagyar renewed his work of creation. He again formed the dwarven race, this time giving them strong resistance both to the climate and to magic (and to the magical radiation left by Blackmoor's destruction). They also possessed an innate love for

subterranean places and for art expressed through durable materials (like stone, gems and metals). He hoped that these characteristics would allow them to best resist both natural and unnatural disasters which could destroy the surface. In 1800 BC, he brought to life the modern rock dwarves, who still live in the surface world (Rockhome is their homeland) and in the Mystaran underground. Later his cult was extended not only among the dwarves but also among the more populous humans, like Nithians and Milenians, who acknowledge him as the patron of all craftsmen.

Personality: Kagyar is the patron of craftsmen and the dwarven race, and has little interest in anything else. He can grant great inspiration to any individual who demonstrates an innate talent for arts and crafts, but tends to become distant and disinterested in anything else, even if he is infuriated when assisting in the destruction of great natural or artificial works. His only true ally is Garal, who he considers a brother for their similarities. He occasionally collaborates with Ka, Wayland, and Polunius on ambitious projects that affect the Sphere of Matter or art in general, but hasn't formed with them a bond that would define them as friends or faithful allies. Kagyar has no particular enemies, save for any Entropics sworn to destruction and to the humanoids (Orcus and Jammudaru) that have often interfered with his plans.

Patron: Ka

Allies: Garal

Enemies: Orcus, Jammudaru

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: Warhammer (also allowed throwing hammer mace, dagger, battle axe and poleaxe)

Clerics' skills and powers: +1 bonus to Constitution, +1 bonus to ST vs. Spells; at 9th level this power is replaced by the Mystic ability *resistance*; +2 bonus to one type of *craft* skill (not free). No cleric of Kagyar can *turn undead*. Any cleric of Kagyar (exclusively dwarves) belongs to the caste of the Keepers of the Forge of Power (see the *Tome of the Magic of Mystara* for further details).

D&D 3E Stats

Domains: Matter, Earth, *Crafts*, *Metals*

Favoured weapon: Warhammer

Source: GAZ6, HW, HWR2, WotI, DotE, SCS

KALLALA OF THE SEVEN VEILS

(*Ran*)

Patroness of Nixies, Patroness of Seduction and Malice

Level, Alignment, Sphere: 14th (Celestial), CN, Time

Symbol: Seven veils with the colours of the rainbow forming a circle

Portfolio: Nixies, seduction, malice, cleverness, femininity

Worshipped in: Everywhere nixies are present (especially Undersea)

Appearance: Kallala manifests herself as a beautiful, young 3-foot tall nixie with the shapely body of a teenager, with silken azure skin, long blond hair that reaches her ankles, charming blue eyes and a seductive smile that can make the heart of every male beat out of control. She always appears naked with a small shell covering her pubic area.

History (PROBABLE THEORY): *Kallala was the first one of her kin to abandon the immortal life she enjoyed thanks to her fey heritage for the love of a mortal. Kallala was in fact a pixie who lived on the Isle of Dawn long before the Alphatians' arrival. She was still very much young when she fell desperately in love with a merrow, who every day came ashore from the depths of the Sea of Dawn to talk to her. One day, tired of sharing with him only brief moments on the land, she prayed for Manwara to help her follow her beloved into the sea. Manwara answered her plea, transforming her into the first nixie, but in exchange she gave him her immortal essence. Great was Kallala's dismay when she met her beloved on the bottom of the ocean and discovered that he was already engaged to another merrow. When he spurned her and refused to leave his betrothed, she fled heartbroken. Soon her feelings of desertion and disappointment were replaced by rage and a will for vengeance, so Kallala again embarked on a quest to reach Manwara. Once she found herself in his presence, she demanded for her immortality back, because she had been cheated. But the Old Man of the Sea could not grant this wish. Instead, he gave her the power to win his beloved back to her even against his will, allowing her to exact her revenge. In this way Kallala, the first Nixie, was given the power to charm every living creature who met her gaze (a special power that she transmitted to all of her daughters along with all knowledge pertaining beauty and health).*

Kallala soon discovered that she was sterile, and this was another stroke for her. She desired above everything else to beget children who would never abandon and betray her like males did. She wanted children who could love her truly and make her feel wanted. So she began her longest quest which eventually brought her to create the nixie kin out of her own tears, earning immortality in the Sphere of Time in the XIX century BC after assuring her daughters' wellness in the following centuries.

Even today the nixies cannot sire children through sex. The only way they can beget their daughters is by weeping, for this is the curse of the nixie race: they are doomed to meet and to eventually lose their true love, and only from this grief will their future (their daughters) be formed.

Personality: Kallala is a free-spirited, flashy, and mercurial character who loves to be the centre of attention. She always keeps many admirers and would-be lovers at her side to feel important and to gain favours, but she doesn't truly feel attached to anyone. She is the patroness of malice and seduction, and she teaches her daughters to use these arts to live off males' libido, a clear

sign of the female's cleverness and supremacy. For this reason she despises Rathanos heartily, while she often finds a dear ally in Valerias and even Talitha.

Patron: Manwara (Protius)

Allies: None; she sometimes allies with Valerias or Talitha

Enemies: Rathanos

Classic D&D Stats

Followers' alignment: Any; clerics must be Neutral or Chaotic

Favoured weapon: None (allowed all kinds of knife/dagger and spear)

Clerics' skills & powers: +2 bonus to Charisma, +2 bonus to any one skill among the following: *Seduction, Persuasion, Deceit*

D&D 3E Stats

Domains: Time, Chaos, Water, Persuasion

Favoured weapon: Dagger

Source: PC3, WoI

KARAASH

(Ilneval, Hong-Tzu)

Patron of Battle and Conquest

Level, Alignment, Sphere: 6th (Initiate), N, Thought

Symbol: A huge two handed greatsword with wicked looking edges on its upper part

Portfolio: Humanoids, battle, tactics, conquest, rule of the strongest

Worshipped in: Tribes of humanoids all over the world (especially Broken Lands, Darokin, Ethengar, Norwold, Denagoth, Hule, Yazak Steppes, Dark Jungle and Krugel Horde in the Hollow World)

Appearance: Karaash is an orcish king in his best shape, with glistening yellow skin tone, perfect sharp tusks jutting from the lower jaw, piercing eyes with an intelligent spark, and a well-muscled body covered by thick black hair. He constantly dons plate mail with jutting spikes and hooks, wielding his huge greatsword with pride.

History: Karaash was a very successful orcish warleader who led a great tribe to harass and raid many different nations between the VIII and VII century BC. Karaash was a great tactician powered by fierce courage and indomitable will, and he ended up undertaking the path of the Epic Hero under Diulanna's sponsorship, who appreciated his willpower and determination in battle. Karaash ruled for years as a great warleader in the Hulean region before deciding to quest for the fable Blue Knife, as the great Wogar had done five centuries before. The fact that prompted Karaash (then known as Ilneval) to go on such a quest was the meeting with a clan of gnolls coming from the east. One of these gnolls, who sensed Ilneval's thirst for power and glory, tried to earn his trust and come under his protection. The gnoll told him that his ancestors warred for decades in the eastern lands to retrieve the artefact, but found nothing, and

were later subjugated by humans. However, before his clan chose to flee, they met with strange creatures coming from the west, a race called elves, who stated they knew the place where Ungar Red Fist had hidden the Blue Knife. These elves had themselves abandoned their homeland to avoid being conquered by a great sorcerer wielding tremendous artefacts, among which was the Blue Knife. Karaash believed the gnoll and quickly rallied his troops and marched westward, determined to become a legend like Wogar. During his stay in the Robrenn region, Karaash raided many villages and was impressed by the bravery and the indomitable spirit of a priestess of Arduinna, who defended the stone sacred to her deity with the last drop of her blood while the other villagers had already surrendered. Ilneval was so struck by this show of faith that in the end he showed mercy and took the woman under his protection, questioning her on her beliefs and her deity's precepts. After initial distrust, the priestess introduced Ilneval to the cult of Arduinna, and he was later visited in his dreams by Diulanna herself, who promised him victories and glory if he would follow the path she showed him. Ilneval was so awestruck that he later converted to the cult of Arduinna and chose to be renamed Karaash, and then lead his troops out of Robrenn. Thus he began to follow the Path of the Epic Hero, and after bringing havoc among the goblinoids of the Yazak steppes and laying waste to the last of the Dravi settlements, he came to the western coast of Brun. There he met a powerful horde of minotaurs led by Minoides who had fled Nimmur some years before. In the battle that followed, Karaash was victorious and soundly defeated the King of Minotaurs. He convinced many of them to join his army and, thanks to their superior knowledge, they built many ships which they used to cross the ocean and find the land where Arduinna had promised Karaash would have found riches and glory.

When they landed on the coasts of the newly formed Tangor Peninsula, Karaash knew he had reached his destination. With his army's great strength, he conquered what was left of the Tangor civilization and enslaved the Tangor people. At the end of the VII century BC he finally completed his task and left the world becoming an Immortal, and after some decades his legend spread among the humanoid living in Mystara, making him one of the most renowned and worshipped humanoid immortals.

Personality: Even if he was an orc in his mortal life, Karaash doesn't make preferences among his followers. He wants to be recognized as the supreme deity of all humanoids who consider the way of the warrior as the true and proper lifestyle. Karaash embodies the perfect warrior and shrewd leader: he is utterly stern with all his followers and encourages them not to give into fits of rage, to dominate their emotions in order to fight more efficiently. He is a great strategist and keen tactician, and he loves in particular those leaders who are able to build a strong nation based on military conquest after a well

planned campaign. Karaash however doesn't care about moral codes or rules: the primary goal is to win over one's enemy no matter how.

He is the fierce enemy of Atzanteotl and Ranivorus, who are constantly trying to corrupt his followers, tempting them into a downward spiral of chaos and useless death. On the other hand, despite being a sworn enemy of his worshippers, Karaash greatly respects Halav for his recognized skills as master tactician and fearless fighter.

Patron: Diulanna

Allies: None

Enemies: Atzanteotl, Ranivorus

Classic D&D Stats

Followers' alignment: Any

Favoured weapon: Two handed sword (allowed all bludgeoning weapons and crossbows)

Clerics' skills & powers: Bonus general skills *Leadership* and *Terrorise*; if cleric uses a BLESSED two handed greatsword the damage he causes can be healed only magically

Avengers' skills & powers: +1 bonus to hit and damage rolls vs. infidels (anybody not worshipping Karaash)

D&D 3E Stats

Domains: Thought, War, Strength

Favoured weapon: Two handed sword

Source: GAZ10, HW, WoT, SCS, OHP

KHORONUS

(Fu Shi Liu, Naabu, Father Time)

Keeper of the Gates of Time, Patron of History and Philosophy

Level, Alignment, Sphere: 36th (Hierarch), N, Time

Symbol: An hourglass or a water clock

Portfolio: Flow of time, wisdom, history, philosophy, good government, patience, persuasion, diplomacy

Worshipped in: Cathos, Savage Coast (Nimmur), Davania (Meghala Kimata), Hollow World (Milenians, Traldar), Known World (Darokin, Thyatis), Ochalea, Skothar (Minaea, Thonia), Yavdlom

Appearance: Khoronus is a tall human of a solemn attitude, so old he appears ageless yet without being elderly or hunchbacked, with long white hair and an equally long white beard, dressed in a regal though simple tunic.

History: During his mortal life, Khoronus was one of the founders of the city of Blackmoor and councillor to its ruler. Worried by the short-sightedness of his fellow citizens and their poor sense of responsibility, his arcane skills enabled him to construct a time machine to discover what would happen to their descendents and assist in Blackmoor's destruction. Understanding that he could never change the attitude of his contemporaries, he decided to at least protect his family and his beloved without changing the future. He therefore travelled a

century into the future, convincing some descendents to follow him in a journey across the cosmos. Together they founded a new colony on a far-off planet, where they recreated the Blackmoorian culture from the original, even planning the capital of a new kingdom. Later, he used the time machine to help his descendents in the new world, and in the course of his adventures found another more reliable machine with which to continue his travels in time. Concluding his work, he sent the two machines into the future, so that no one could use them to alter the events he had set in motion. At that very moment he died. However, when he believed he was dead he awoke to discover that he had become an Immortal in the Sphere of Time (despite their being no Immortal of Time known to anyone in Blackmoor that could sponsor him at that time, 4100 BC). Only many centuries after, in a moment of melancholic remembrance, he wanted to recreate his time machine enhanced by his Immortal powers. Accidentally however he activated it and it disappeared, only to reappear shortly after, accompanied by his old original time machine! It was in that moment that he understood that he had accidentally helped himself to become Immortal.

Personality: In the course of millennia Khoronus has always tried to spur on the mortals, especially government leaders, to carefully consider their own responsibility to use wisdom and farsightedness in their decisions. He favours the birth of different philosophic academies in which peacefully argue of politics and good government. He always carefully ponders any problem before taking a decision, a fact which often exasperates his equals, those who instead want quicker and resolute decisions. Moreover, he exhorts the faithful, and their allies, to patient dialogue before acting, in the conviction that it is easier and more useful to resolve the problems with dialectics rather than with the breach of trust. He is universally recognised as the patron of wisdom and the mysteries of Time, of which he became the supreme hierarch after numerous centuries of slow and constant growth. He became the faithful companion of Djaea after her ascension, sharing her interests and reflective nature. At the moment he is particularly careful in monitoring the flow of time in order to prevent creation of destabilising paradoxes in the Prime Plane. Moreover, he is the most interested among the Immortals at researching the truth about the existence of the Old Ones, as well as discovering the hidden mystery that is behind the disappearance of the previous generation of Immortals. He is preoccupied by the fact that any catastrophic event that had brought about their disappearance could happen again in the future.

Patron: Himself

Allies: Djaea (his companion)

Enemies: None, even if he is often in animated discussions with Valerias for her philosophy of impulsiveness and recklessness

Classic D&D Stats

Followers' Alignment: Clerics and followers can have any alignment

Favoured weapon: Scythe (allowed all bludgeoning weapons)

Clerics' skills and powers: +2 bonus to individual Initiative, free *sense time* ability, +2 bonus to any one *history* or *knowledge* skill (not free), one free Wisdom based skill (cleric's choice)

D&D 3E Stats

Domains: Time, Knowledge, Magic, *Nobility*, *Oracle*, *Persuasion*

Favoured weapon: Scythe

Source: WotI, HWR3, Immortal set

KIRANJO

(Gylgarid)

Patron of Minotaurs, Patron of Violence and Fury, Patron of Greed

Level, Alignment, Sphere: 7th (Temporal), CE, Entropy

Symbol: A minotaur's head or a praying minotaur

Portfolio: Minotaurs, massacre, violence, fury, cruelty, greed, berserkers

Worshipped in: Davania (Jungle Coast, Meghales Amosses), Hollow World (Milenia), Known World (Heldannic Territories, Vestland), Skothar (Minaea), Midlands (Borea), Vacros

Appearance: *Kiranjo appears it an 8-foot tall minotaur with iron horns and killer gaze who wears a heavy plate armour of Antalian heritage and sports a huge bloodied battleaxe*

History (PROBABLE THEORY): *Kiranjo was the spawn of Minoides, the enduk who killed Gildesh (Ixion's servant in Nimmur) and who brought down on himself and his allies Idu's (Ixion's) curse, losing their wings and becoming the first true minotaurs of Mystara. Driven away from Nimmur by the enduks in BC 800, Minoides led half of his followers westward, while the other half chose to head eastward, deserting the leader who had cursed their lives forever. Once arrived on the western coasts of Brun, Minoides and his troops had to compete with the local humans for food and territory. However, the most fearsome opponents arrived only a few years later: the horde of goblinoids led by Karaash on his quest for immortality. Humanoids and minotaurs clashed and died by the hundreds, and eventually Karaash slew Minoides in single combat. Many minotaurs fled, but other chose to stay with the winners and swore fealty to the new leader, Karaash. They told him of a fabled land beyond the sea where the Twilight People lived, surrounded by mountains of gold and jewels (the minotaurs were referring to the Tanagoro merchants from the Tangor peninsula they had ambushed and razed many times when they landed on Brun) and Karaash decided to conquer them. With the minotaurs' skills and help, he built an ocean fleet and sailed west. However, upon landing on Skothar, many of the minotaurs rebelled and fled away from their conquerors. Some remained in the*

Tangor peninsula razing Tanagoro villages, while others moved northwest, looking for the Cities of Gold described by some Tanagoro slaves (a trick used to convince the invaders to leave their lands for better plunder). Kiranjo was among the latter ones.

He led his tribe across mountains and valleys, until he reached the fertile plains where the Jennites lived. Thinking he finally found the Golden People, Kiranjo started to capture and torture all humans he met, raiding villages and wreaking havoc between Jen and current Minaea. After decades of raiding both the Jennites and the Alphatian merchants who sailed across the waters of the Minaean Strait, always looking for the mythical Golden Mound of the Jennites, Kiranjo became increasingly greedy and suspicious. He was terribly protective of the immense treasure he had accumulated from all his raids, and so he planned to build a safe place to hide it forever. In the middle of the Minaean forest he built his underground Labyrinth, and he spread rumours about the immense riches it contained to attract greedy and dumb adventurers, in order to kill and rob them. His actions attracted Orcus's attention, who was pleased by Kiranjo's offerings of blood and gold. So he revealed to the minotaur the path towards immortality in the sphere of Entropy allowing him to enjoy his riches and raids forever. After creating an epic weapon and defeating the insurrection led by his own right-hand man, Kiranjo became immortal in BC 480.

In BC 100 the fleeing Milenians arrived on the Minaean coasts and this gave him the opportunity to spread his cult among the humans. The merchants of the far isle of Vacros who used to sail from Davania to Skothar, were slowly influenced by Kiranjo's words of power and richness beyond belief, and they eventually adopted his cult. Kiranjo's faith became Vacros's main religion, and the Vacrosians imported minotaurs from Skothar considering them holy representatives of their deity. The Minaeans were instead much more resistant to Kiranjo's influence, probably because they were poorer and had direct experience with all the cruelties committed by the minotaurs. Many merciless Minaean brigands and pirates converted to Kiranjos' faith however, and they eventually earned the region its infamous reputation for being a haven for raiders and criminals.

Around AC 600 the isle of Vacros was besieged and destroyed by the nearby states after enduring a long series of raids and injustices ordered by the King-priests of Vacros. Kiranjo's followers abandoned the island and were scattered to the four winds. Many of them perished, but others found a safe refuge in the Northern Reaches and in the eastern part of Davania. Among the northmen, Kiranjo's figure was likened to that of the monster Gylgarid, a mythic creature that served Hel according to Norse legends. Therefore, he became popular as Gylgarid and his priests had their way among those Norse clans of raiders that were particularly aggressive and cruel. Gylgarid encouraged the creation of special elite forces of brutal warriors who could enter in a frenzied state of fury and endure pain for longer periods of time: the Berserkers. He hopes to use them one day to get a revenge on those people who caused the fall of the Kingdom

of Vacros. Recently some of his followers were able to make short trips to the shunned isle of Vacros to build a new temple, but they were driven away shortly after by the nearby people of Cathos, increasing Kiranjo's frustration and rage.

Personality: Kiranjo is extremely boisterous, cruel and merciless, often prone to maniacal fits of madness and destruction. He enjoys wreaking havoc and spilling blood, and his enemies' cries of agony are his most prized trophies. He hates all the immortal patrons of Law and Peace, and has a bloody feud with Thor after the Thunderer bested him during an important challenge in the higher spheres.

Patron: Unknown [presumed Orcus]

Allies: None (he owes fealty to none but himself)

Enemies: Thor and the Lawful immortals

Classic D&D Stats

Followers' Alignment: Chaotic

Favoured weapon: Battleaxe (allowed all natural weapons and two handed weapons not ranged)

Clerics' spells & powers: +1 bonus to Strength

Avengers' skills & powers: Free general skill *fighting frenzy*

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Destruction

Favoured weapon: Great battleaxe

Source: M-Solo2, X13

KOROTIKU

(Guan Zi—You, The Shapechanger, Saimpt Renard, The Supreme Spider, Yehm)

The Cheat, Patron of the Pear Islands and the Tanagoro, Patron of Spiders

Level, Alignment, Sphere: 32nd (Hierarch), CG, Thought

Symbol: A black spider

Portfolio: Clear thinking, cleverness, guile, wisdom, liberty, nonconformism, cheating and stealth, jokes and fun, aranea, Tanagoro, lupin, spiders

Worshipped in: Alphatia, Arm of the Immortals (Gombar), Cestia, Savage Coast (Dunwick, Herath, Renardy), Davania (Jungle Coast, Izonda, Meghala Kimata), Pearl Islands, Hollow World (Merry Pirate Seas, Tanagoro), Known World (Thyatis), Skothar (Minaea, Tangor, Zyxl), Thanegioth, Yavdlom

Appearance: A large black spider comically plump with the smiling face of a human with negro traits. The second form is that of a tall Tanagoro, stately and elegant, dressed in the royal dress typical of the Tanagoro (the fur of a lion or tiger) and the usual scornful grin that he never loses.

History: Korotiku is ancient, one of the oldest among the Immortals, who doesn't recall with any accuracy his past. Due to his affinity with arachnids, he thinks that perhaps he belonged to the race of the planar spiders, but since he has forgotten his own origins (perhaps because his patron, whoever that was, has erased the memories before his ascension) no one can be sure. Naturally, given

that Korotiku is well known for his predilection for jokes and mystery, no one can be really certain that he is telling the truth about knowing nothing of his past. (The other ancient Immortals that could know have never spoken of it).

Personality: Korotiku is patron of the non-evil arachnids (in contrast with Arachne Prime), guile and jokes that induce reflection, and for this hates Loki, who instead creates destructive and evil jokes sole to induce pain and chaos, and is a heated rival of Masauwu and Harrow (once his pupil and now ally of Loki), masters of those illusions that he seeks to smash. His shrewd and extremely burlesque character makes him a true and proper volcano of ideas and resources. His objective to drive others to use their intellect to survive and prosper, to discredit clichés and demolish the illusions, and to reconsider the values of the society in which they live and to never do the predictable. They should accomplish these things by any means (the more amusing and embarrassing, the better). Even if at first sight it seems that his behaviour is irrational and without aim, in reality Korotiku always has a very precise plan in mind, and any of his actions are directed to stimulate thinking in mortals and in his Immortal equals (even if most of them are not able to profit from the ingenuity of their stratagems). His cult finds proselytes especially among shrewd adventurers, more astute thieves, and reckless and independent corsairs.

Patron: Unknown [presumed none]

Allies: Asterius, Eiryndul, Diulanna, Turmis, Tourlain, Raven

Enemies: Loki, Harrow, Arachne Prime, Masauwu

Classic D&D Stats

Followers' Alignment: Clerics and followers can have any alignment

Favoured weapon: Dagger or net (allowed all bludgeoning weapons)

Clerics' skills and powers: Clerics gain the thief ability hide in shadows as a thief of equal level, +1 bonus to Dexterity, two free skills from among *sense danger*, *lie*, *acrobatics*, *move silently*, *ventriloquism* and *run*

D&D 3E Stats

Domains: Thought, Chaos, Good, Trickery, *Stealth*

Favoured weapon: dagger

Source: HW, DotE, WotI, SCS, DDA2

KORRIGANS, THE

(The Nine Saviours)

Patrons of Wendar, Protectors of the Elvenkind

Level, Alignment, Sphere: 22nd (Empyrean), NG, Energy

Symbol: The korrigan (a legendary creature of the woods)

Portfolio: Wendar, elves, freedom, magic, protecting the woodland races, opposing Idris

Worshipped in: Known World (Wendar), Norwold

Appearance: Each of the Nine Korrigans has a particular aspect and nickname, which is associated to some kind of craft each mastered in his or her mortal life. All Korrigans look like blond elves with bright eyes and perfect features, in prime shape and age. Each one is clad differently and bears some kind of characteristic object and weapon:

- ❖ *Fiery Champion:* red dragon scale armour, longsword and a dragon's fang
- ❖ *Eternal Wanderer:* banded armour, short sword and a pair of dusty deer boots.
- ❖ *Spring Maiden:* lilies flower robe, short spear and edelweiss in her hair.
- ❖ *Dreaming Seer:* blue robe, quarterstaff and a black strip on his eyes.
- ❖ *Merciful Healer:* white robe, sling and a white dove perked on his shoulder.
- ❖ *Rainbow Singer:* red robe, light mace and a crystal harp
- ❖ *Silent Hunter:* leather armour, longbow and a wolf's pelt cloak
- ❖ *Silver Carver:* leather armour, silver dagger and artisan's tools
- ❖ *Verdant Caretaker:* green leaves tunic, sickle and a crown of maple leaves

History (PROBABLE THEORY): The Korrigans were ten elves of clan Genalleth, one of the clans who settled in the mountains north of Glantri after leaving Ilsundal's migration in Brun. Even if they belonged to different families, they struck a bond of friendship and loyalty over the years they adventured together. United by their faith in the power of magic, they adopted as the symbol of their group the fabled korrigan, a woodland being who dwelt in those lands. They became very famous among elves and Antalians alike, and thanks to their intervention the Genalleth valley was spared from the raiding humanoids led by Akkila-Khan in BC 1722.

After this, the Dreaming Seer foresaw a great cataclysm approaching because of a powerful artefact, and the Korrigans decided to prevent this catastrophe. They split and started to search the nearby regions looking for this artefact. The elfin known as Black Wing found it first in the area south of the Glantrian Alps, but she kept her discovery from her companions. She believed that she could use that relic to increase her powers. Little did she know it was an ancient Blackmoorian machine which would explode the moment it was activated. Black Wing convinced the elves living in that area to hide the artefact and to study it secretly (since she could not transport it in another location), but this worked against her plans. The elves tinkered with the artefact and caused a chain reaction which led to the Glantrian Catastrophe. The terrible nuclear explosion which resulted annihilated all living beings in a 100 miles radius and created the Broken Lands. It also produced a dark noxious cloud which obscured the sky over the region between northern Darokin and Wendar, bringing with it a rotting disease. Many elven clans who dwelt in the northern highlands perished, while others sought refuge below the ground. The Korrigans used all their magical knowledge to

protect their clansmen, who had fallen victim to a disease which corrupted both their bodies and minds. They used an artefact of Energy discovered during their voyages (Enoreth's Pit) to imbue their land with powerful magic and created the so called ley lines or Nexi (arcane foci), which awakened the power of nature in the Genalleth valley. Later they crafted an artefact which was able to tap these Nexi in order to create a mystical barrier that would protect the area of current Wendar from diseases and other threats. Thanks to the power of the Nexi and this artefact, called the Elvenstar, the Genalleth elves and their human allies were able to withstand the nuclear winter and survive without being decimated. The losses were heavy, but the survivors acquired great faith in the Korrigans and Mother Forest, who were considered the saviours and protectors of the whole land.

Unfortunately, Black Wing's treachery became public at this point, when she used her powers to corrupt one of the Nexi in order to stop her own disease and attain lichdom. The ceremony blighted a whole area of forest, which was later renamed Dark Woods of Baamor (Baaq-Mor means Black Wing in ancient elven). When the Korrigans discovered it, they banded together and banished Black Wing from Wendar. The Nine remaining Korrigans, now in their elder age, taught some trusted disciples the secrets of the Elvenstar and of arcane arts which had been inhibited in many elves because of the radiation. They were acknowledged as the most powerful mages in the area.

Ixion had observed their actions during all this time, and finally made them understand through omens and dreams that they were way ahead on the path towards immortality. However, only one could be chosen, so they now were compelled to fight one another for supremacy. The Nine Korrigans stood true to their friendship and asked Ixion to take all of them as immortals or none. Moved by their honour and friendship, Ixion accepted their plea and the Nine Korrigans became immortals in the Sphere of Energy in BC 1600 all together. This is the only time in history where a group achieved immortality together. However, to avoid breaking the immortal laws, their souls melded during the ascension, and became one single immortal, although they retained their personalities. The Korrigans now maintain 9 different manifestation forms (avatars) which are closely linked but still enable them to act individually, even though they all share the same amount of power.

Personality: The Korrigans are now worshipped in Wendar as protectors of the elves and of ancient traditions. They are fascinated by the combined powers of magic and nature, and they look favourably upon those adventuring parties who are held together by loyalty and honour, and who carry on the cause of Good. The Korrigans never forgave Idris (Black wing) for causing so many deaths because of her thirst for power, and they oppose her as much as her patroness Hel in every possible scheme. On the other hand, they are loyal followers of Ordana (who considers them her protectors) and of Ixion, and they are on good terms with all the other elven immortals, even if they are not formal allies.

Patron: Unknown [presumed Ixion]

Allies: Ordana, Ixion

Enemies: Idris, Hel

Classic D&D Stats

Followers' alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: One chosen among each one of the Korrigans' holy weapons (allowed all bludgeoning weapons)

Cleric's skills & powers: Permanent spell-like ability *speak with animals*; bonus general skill *Hide (Forest)*; +5% to total chance when trying to create new magic items; clerics have access to 1st level druid spells too.

D&D 3E Stats

Domains: Energy, Good, Magic, Protection.

Favoured weapon: Choose one among the nine holy weapons of the Korrigans

Source: Master & Immortal sets.

KORYIS

Patron of Peace and Prosperity, Patron of Ochalea

Level, Alignment, Sphere: 10th (Temporal), LG, Thought

Symbol: The palm of a hand raised in a sign of peace

Portfolio: Peace, prosperity, diplomacy, tolerance, piety, respect of laws

Worshipped in: Alphatia, Bellissaria, Isle of Dawn (East Portage), Alatian Islands, Hollow World (Gentle Folk Elves, Milenians), Known World (Darokin, Thyatis), Norwold (Alpha), Ochalea

Appearance: Koryis is a pure Alphatian of gaunt physique, with a pallid complexion and hollow cheeks, wearing a simple tunic and an air of determination and suffering.

History: In his mortal life, Koryis was an Alphatian mage born on Old Alphatia before its destruction. During his life as an adventurer, he became famous under the pseudonym "Negotiator," since he preferred peaceful and diplomatic negotiations (practices in which he excelled) to the use of force. He completed the path of the Epic Hero long before of the advent of Alphaks on the Alphatian throne. During his pilgrimage, he created the witch Kersy, his dark side, which still lives on the Isle of Paradise in the Plane of Old Alphatia. After being purified, Koryis faced the final test and finally became Immortal around 990 BC. When he started to pay attention to the affairs of his compatriots, he discovered that Old Alphatia had been destroyed because of the madness of Alphas VI. Thanks to his powers, he traced the Alphatian survivors to Mystara and began to involve himself among them, preaching peaceful dialogue and equality between the cultures. His cult has been very popular among the merchants and diplomats of the entire world, while in Alphatia he is not greatly followed. He is the national patron of Ochalea, the bastion of his faith, a

nation founded by Alphatian expatriates and based on rigid philosophic doctrine.

Personality: Koryis is the typical pacifist, faithful to the order that rejects any cutting instrument and to a creed that says that it is possible to resolve all problems and disagreement with dialogue. For this he is not greatly followed by the ardent and chaotic Alphatians, and not is not closely watched even by the more vehement and warlike Immortals. His only allies are Alphatia, Guidarezzo, the Shaper, and Razud (the third more on and off), while all the Entropic bringers of chaos and destruction are his enemies; in particular Alphaks, who he's known since both were mortal and who he has never forgiven for the devastation caused to Old Alphatia.

Patron: Unknown [presumed Pax]

Allies: Alphatia, Guidarezzo, The Shaper, Razud

Enemies: Alphaks and all patrons of destruction

Classic D&D Stats

Followers' Alignment: Neutral or Lawful; clerics must be Lawful

Favoured weapon: None (allowed all one-handed bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Charisma, clerics can freely cast *protection from evil* once per day (considered a magical ability); +2 bonus to *diplomacy* and *oratory* skills (not free). The clerics of Koryis cannot cast the reversed forms of *healing* and *resurrection* spells.

D&D 3E Stats

Domains: Thought, Law, Good, *Persuasion*

Favoured weapon: Light mace

Source: M1, DotE, HW, WoTl, HWR3

KURTULMAK

(The Shining One, Kutul)

Patron of Kobolds

Level, Alignment, Sphere: 9th (Temporal), CN, Energy

Symbol: An elegantly decorated horned helmet

Portfolio: Kobolds and cayma, stealth, traps, tactics, guile, war, fire

Worshipped in: Savage Coast (Cay), Known World (Rockhome, Darokin, Broken Lands, Northern Reaches), underground communities of kobolds

Appearance: Kurtulmak is a kobold of uncommon stature (about 1m), dressed in glowing white plate armour with a shining short sword on his belt.

History: Kurtulmak was a brilliant kobold leader and an able strategist, given of great charisma and acumen. During his adventures he came across an ancient artefact, a glowing suit of armour able to blind his enemies, and was therefore nicknamed by his followers "The Shining One." After leading, with Queen Ubdala, the expedition against Rockhome in 493 BC, which ended in the disastrous rout of Sardal Pass, Kurtulmak managed to lead some of kobold survivors through the caverns beneath the dwarven lands, emerging in the Northern Reaches. After having caused the destruction and the

dispersion of the gnomish community that lived in the Falun caverns, in Soderfjord, Kurtulmak founded a small kobold kingdom. This began his long rise to the path of Immortality, eventually entering into the Sphere of Energy at the end of the V century BC. After his disappearance, the kingdom fell victim to rivalry among his followers, and now only part of the kobolds of Soderfjord worship him as protector.

Personality: Kurtulmak is the patron of the kobolds and embodies their classic values: guile, quickness, subterfuge, rigour, and tactics. To his followers, he has handed down clever stratagems and deadly ruses that have made the kobolds very insidious. He is a master of tactics, which allowed his followers to face the enemies without fighting them directly, instead using the characteristics of the terrain or the enemy's own strength against him. His sacred element is fire (as unpredictable and dangerous as him). He is the sworn enemy of Garal and Kagyar for having destroyed or annoyed gnomish and dwarven colonies in the underground. He struggles with Hircismus for being recognised as the sole patron of the kobolds of Soderfjord, and is on the black list of Halav only for being a humanoid.

Patron: Unknown [presumed Pharamond]

Allies: None

Enemies: Garal, Kagyar, Halav, Hircismus

Classic D&D Stats

Followers' Alignment: Any; clerics must be Chaotic or Neutral

Favoured weapon: Short sword (allowed all bludgeoning weapons, nets and daggers)

Clerics' skills and powers: Power of emitting a flash of light once per day, that dazzles all present (ST vs. Paralysis at -2), excluding the followers of Kurtulmak, imposing a penalty of -4 to all attack rolls for 1d6 round; the power is only effective in a partially or totally dark area; free *underground orientation* skill

Avengers' skills and powers: Thief ability *hide in shadows* as a thief of equal level

D&D 3E Stats

Domains: Energy, Chaos, War, Fire

Favoured weapon: Short sword

Source: GAZ10, GAZ7, HW, WoTl, SCS

KYTHRIA

(Aphrodite)

Patroness of Desire, Lust and Beauty

Level, Alignment, Sphere: 2nd (Initiate), CN, Energy

Symbol: A heart-shaped ruby

Portfolio: Passion, sensuality, lust, beauty, Ierendi

Worshipped in: Known World (Ierendi)

Appearance: *Kythria is a young woman with a provocative and sensual look, with large eyes that change colour to cast languid or innocent looks, scarlet and voluptuous lips, a perfectly tanned complexion with some beauty-spots in just the right places, full figure and lissom curves, with a cascade of jet-black hair that reaches to the*

middle of her back, dressed in a scanty tunic of pure transparent silk and wearing bejewelled shoes and a necklace of rubies with a jewel in the form of a heart.

History (PROBABLE THEORY): *In life, Kythria was a Makai cleric of Valerias that visited the islands of Ierendi during the IX century AC. In life, Kythria was a Makai cleric of Valerias that lived in the Ierendi islands during IX century AC. A Woman of great charm and charisma, she won many hearts and treasures and slew many monsters, increasing her reputation both at home and abroad in just a few short years. It was she, Kythria, who, when the title had lost all power, suggested and implemented the creation of the Tournament of Ierendi to elect its royalty, knowing that this would increase her prestige, and give her the crown she deserved – and which she obtained and kept for several years, achieving unrivalled popularity. Seeking then to become Immortal under the protection of Valerias, she emulated the deeds of her Immortal. However, Valerias became so jealous of her own priestess that she abandoned her. Eiryndul, who had always had a weakness for the arrogant Valerias, saw a great opportunity for taking revenge on his rival. He became Kythria's patron. She achieved Immortality in 910 AC, after she had created a small paradise on a lost island in the Sea of Dread, transforming it into a place where the more worthy and intrepid mortals and the Immortals could retreat for enjoying every possible pleasure of the earthly life by using a powerful artefact. Once she ascended, Kythria and Eiryndul eventually became secret lovers.*

Personality: *Kythria is interested in the purely instinctive and passionate side of physical attraction, and considers desire and sexual intercourse as liberation from mortal bonds and as satisfaction of both body and soul. For her the sexual act is the holiest of loving feelings, freeing the spirit and giving off a most potent mystic energy. At the moment Kythria competes with Valerias for being recognised as the true lady of sensuality and desire, even if she is much more vain, more licentious and less savvy of her ancient protector (having been Immortal for only about a century), and this often leads to embarrassing troubles. Eiryndul is her mentor and lover, but Kythria doesn't hesitate to use her charms to gain favours from other Immortals. Her current suitors are the ardent Palson, the mysterious Harrow and the forward and sly Turmis.*

Patron: Eiryndul

Allies: Eiryndul, Harrow, Palson, Turmis

Enemies: Valerias

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Chaotic

Favoured weapon: Stiletto (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Charisma, +2 bonus to any one Charisma based skill

D&D 3E Stats

Domains: Energy, Chaos, *Persuasion*

Favoured weapon: Stiletto (see punching dagger)

Source: IM2, WotI

LIENA

Patroness of Oceansend, Guardian of Order, Heroine of Thyatis

Level, Alignment, Sphere: 1st (Initiate), LN, Time

Symbol: A golden sceptre

Portfolio: War, history, discipline, order, Norwold, Thyatis

Worshipped in: Known World (Thyatis), Norwold (Oceansend)

Appearance: *Liena is a middle-aged woman with a tanned complexion and a robust figure. She wears her brown hair in a single tress that reaches the middle of her back. Her look is determined, and she has a faint scar on her forehead. She wears plate mail without a helmet, along with a long white cloak and a gladius hangs at her side.*

History: Aline Sigbertsdatter was born in Thyatis to a Heldanner mother (the warriorress Sigbert) and a Thyatian father (the gladiator Apollus) who wrestled in the Arena of Thyatis. She became an orphan when her parents died in the Arena and her father's son, a Thyatian cleric of Vanya, then adopted her. Since her childhood, she has grown accustomed to a life of hardship and virtue, and has absorbed the ideas of greatness and heroism espoused by her uncle. When she grew up, she left Vanya's temple with her uncle's blessings and joined the Sisterhood of the Sword, where she hoped to act in Vanya's name and become a skilled fighter. Later on, she joined a group of adventurers and travelled extensively across the Known World, as well as visiting Norwold – her mother's homeland, where the Heldanners' pride and bravery particularly struck her. During the Thyatian civil war that ended in AC 898, Aline returned home and sided with the exiled Emperor Gabrionius III, fighting in his cause and making herself known through her victories. When the forces loyal to Gabrionius III won the war, the emperor awarded Aline with a noble title and the permission to found a dominion in Norwold under the Thyatian flag. Aline gathered a group of worthy and resolute knights and settlers that had fought alongside her, and in AC 900 she founded the town of Oceansend in central Norwold.

She ruled over the town for twenty years before Vanya appeared in her dreams and revealed to her the secret path to immortality. Afterwards, Aline abdicated in favour of her son, Olaf, and quested for an artefact of time travel. During her adventures, she had a vivid omen regarding the triumphant future of her second son, and this led her back to Oceansend, where under the assumed identity of Liena she found the skilled shipwright she had seen in her dreams, a Heldanner named Tor, and married him. In 938 AC she gave birth to Thrainkell Torson (Emperor Thincol Torion's original name), she took special care, and attention to his education, always putting him ahead of his siblings, and she convinced him he would one day become a great warrior and leader of

many. Once Thrainkell reached puberty, Liena knew it was time to take another step along her path of the Dynast and so she left her family to travel through time and help his son repel the Alphatian invaders during the Spike Assault and gain the Thyatian Imperial Throne. She then helped him keep his position by crushing a dangerous troll invasion in Biazzan during AC 961 (see IM3).

After that, she returned to Norwold, where she backed her grandson Yarrvik's (son of her niece, daughter of Olaf, and the Thyatian governor sent by Emperor Gabrionius IV to rule Oceansend after the death of her son in 936 AC) fight for Oceansend's independence – which had been briefly occupied (AC 958-962) by Alphatian troops during the Alphatian Spike Assault. She again travelled through time and managed to attain Oceansend's independence from both Thyatis and Alphatia, under the leadership of King Yarrvik the Fair. Yarrvik gained the support of Liena's son Emperor Thincol I Torion when she secretly revealed that she had helped him become Emperor of Thyatis for the express purpose of making Oceansend an independent kingdom. This way she completed her Path of the Dynast and became an Immortal in the Sphere of Time during AC 980. Today, her descendants remember and worship her under her divine name – Liena.

Personality: Liena is a young though wise and far-sighted Immortal. She is particularly interested in the effects of war on humanity's history and thinks that honour and discipline are the key principles for victory over Chaos. After helping Thincol win the crown of Thyatis, Liena maintains her interest in the Thyatian Empire, where she is worshipped as a legendary heroine and Thincol has officially promoted her to the status of House of Torion's divine protector. However, her chief interest still lies in the well-being of Norwold and the kingdom of Oceansend in particular. She hopes that one day Norwold will unite under a strong King – a monarch who will eventually put an end to the foreign (Alphatian, Thyatian, and Heldannic) intrusions in Norwold territory and politics -- and ultimately bring order to this chaos-filled region.

Patron: Unknown [presumed Vanya]

Allies: None

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: Gladius (allowed all bludgeoning weapons)

Clerics' skills and powers: +2 bonus to any one skill (not free) to choose among the following: *Military Tactics*, *History* and *Knowledge of Myths and Legends*.

Paladins' skills and powers: Lay on Hands

D&D 3E Stats

Domains: Time, Law, War

Favoured weapon: Short sword

Source: IM3, WotI

LOKENA

(Athena)

Patroness of Intelligence, Patroness of Tactics

Level, Alignment, Sphere: 2nd (Initiate), LN, Matter

Symbol: A white owl

Portfolio: intelligence, cleverness, tactics, war, magic

Worshipped in: Known World (Thyatis)

Appearance: *Lokena is a thirty years old light-skinned woman with a clean and intelligent visage, donning a golden cuirass aptly shaped on her slender figure, cotton dull-coloured garments, knee-high boots and a helm surmounted by a red mane of bristles. She is always seen with a short sword at her side while holding a shining spear.*

History: Lokena was born in the Principality of Aalban in Glantri, daughter of two barons and gifted with an innate aptitude for magic. Although she successfully graduated from the Great School of Magic, her true passion has always remained the art of warfare and tactics – probably influenced by the epic legends about the heroic deeds of the ruling Ritterburg clan that she had read and listened to over and over again since her childhood. During her life, she melded the power of her magical talents with her martial skills and strategy, becoming a formidable opponent and distinguishing herself both academically and on the battlefield. Her love for order and strategic combat later gave her access to a secret sect that worshipped Maat, and upon discovering the Path of the Polymath she passionately embraced it to become the hero of new epic legends. Finally, after long quests in distant lands and outer planes, Lokena became an Immortal in the Sphere of Matter in AC 920.

Personality: Lokena is the patroness of all warriors who prefer fighting with intelligence, cleverness, and bravery rather than with merely sheer strength. She is also fond of those who manage to exceed their limits due to their wisdom and perseverance. She dislikes all those who resort to violence to achieve their goals or who revel in bringing havoc and destruction. In particular, she does not have a good relationship with Vanya, whom she considers too power-hungry and intolerant. She also opposes all those Entropics that bring suffering and destruction. She is on good terms with Bemarris, whom she more than admires for his bravery and martial skills, and gets along well with Palson, who usually entertains her with his charming manner and games of logic and strategy.

Patron: Unknown [presumed Maat]

Allies: Maat, Bemarris, Palson

Enemies: Vanya, all Entropics who bring destruction and chaos

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: Spear (allowed all bludgeoning weapons and short sword)

Clerics' skills and powers: +1 bonus to Intelligence, +2 bonus to *Military Tactics* skill (not free)

Paladins' skills and powers: Free *Military Tactics* skill
D&D 3E Stats

Domains: Matter, Law, War, Magic

Favoured weapon: Short spear

Source: IM2, WotI

LOKI

(Bozdogan, Farbautides, Lokar, Veles)

Patron of Hule, Prince of Lies and Deceit

Level, Alignment, Sphere: 30th (Eternal), CE, Entropy

Symbol: A goblet filled with a suspiciously bubbling liquid; as Bozdogan, a mechanical puzzle-cube

Portfolio: Trickery, treachery, lies, cleverness, fire, Hule, gremlins

Worshipped in: Savage Coast (Eusdria), Hule, Isle of Dawn (Caerwicca, Helskir, Redstone), Hollow World (Antalia, Merry Pirate Seas), Known World (Heldannic Territories, Northern Reaches), Norwold (Landfall, Oceansend, Vylstograd and Stamtral)

Appearance: Loki typically appears as a pale skinned Antalian with red hair, hawk's nose and a maliciously clever gaze, wearing simple Antalian garments of animal pelts.

History: Loki was a cunning Antalian wizard who specialized in fire magic that lived in lower Norwold during the XIX century BC. He was able to gain power and riches thanks to his lies, treachery, and intrigues, becoming the trusted advisor of many chieftains before betraying them and disappearing with their treasures or lives. He eventually managed to discover the path to immortality and began the path of the Paragon under the sponsorship of Rathanos, lord of fire. However, he always used the shortest route to attain his goals, and his use of so many tricks and deceptions intrigued Thanatos, who began to lure him away from Energy by showing him a much more satisfying and rewarding path towards immortality. It was then that Loki openly betrayed Rathanos and sided with Thanatos. He completed his path in the Sphere of Entropy during the XVIII century BC, after creating the gremlin race and unleashing it in all the world's continents to wreak more havoc and chaos. He is regarded as the patron of deceit not only amongst the Norse and the Vatski of Norwold, but also in Hule, where he is worshipped as Bozdogan, patron of Deceit and protector of the Sanctified Lands of Hule where lies are holy.

Personality: Loki is a master of deceit and treachery. His goal is to set his enemies' against each other to provoke destruction and suffering, and he often succeeds in his attempt thanks to his great manipulation skills. He especially likes to pretend to be ready for redemption, luring good-willed immortals to befriend him and fight for his cause, and then he betrays their trust in the most

critical moments. Loki does not actively seek new followers as many other Immortals do, since he is particularly insensitive to the prayers of his worshippers, as he believes that all people will follow his way eventually. In fact, he believes that all mortals have a natural tendency towards evil and selfishness, and the most evident proof of this is that the world is so ripe with treachery and deceit that causes the mortals' constant downfall. So he simply teaches his followers to increase entropy in the world and act for their own gain at the same time, and this can only be done by becoming master manipulators in order to avoid being deceived first.

Loki is constantly weaving his plots and deceits against Immortals and mortals alike, particularly as patron of Hule. Over the centuries, he has become an enemy of Odin (because of his alliance with Hel), Thor (who he opposed during his mortal life and rise to immortality), Frey and Freyja (whose goodness and loyalty he finds nauseous), Eiryndul and Korotiku (who despise him for using cunning and deceit for destructive purposes). He also likes to torment and ridicule Stodos, Lord of Ice and another ally of Hel, but she does not consider this rivalry a true enmity and leaves them to bicker like small children.

Patron: First Rathanos, then Thanatos

Allies: Occasionally Hel

Enemies: Odin, Thor, Frey and Freyja, Korotiku, Eiryndul

Classic D&D Stats

Followers' Alignment: Neutral and Chaotic; clerics must be Chaotic

Favoured weapon: None (allowed all bludgeoning weapons and any kind of dagger)

Clerics' skills and powers: *Find and Remove Traps* and *Hide in Shadows* as thief of equal level; a bonus free general skill to choose among the following: *Deceive*, *Move Silently*, *Disguise*

Avengers' skills and powers: Free general skills *Deceive* and *Disguise*

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Trickery, Fire

Favoured weapon: Dagger (any type)

Source: GAZ7, HW, WotI, X5, DDA2

LORNASEN

Patroness of Eternal Beauty and Grace, Queen of the Spring, Keeper of Lothbarth

Level, Alignment, Sphere: 8th (Temporal), NG, Energy

Symbol: A hawthorn in bloom

Portfolio: Beauty, perfection, grace, spring, plants, nature, fertility, elves

Worshipped in: Norwold (Foresthorne), Hollow World (Gentle Folk Elves)

Appearance: Lornasen is a young elf of amazing beauty, with a perfect physique (1.60m tall by 42kg), golden hair that reaches to just under her ears, and scintillating grey or hazelnut eyes, depending upon her mood. Lornasen always wears a short, sleeveless tunic of silk and carries at her shoulder a bow and quiver.

History: *Lornasen, in life, was a Shiye elf of wayward character, and a lover of beauty, perfection, and nature. When the Shiye arrived on the Alphatian continent and established the Kingdom of Shiye-Lawr, the monarch (inspired by Eiryndul) renounced the cult of Ilsundal and wished to adopt Eiryndul as the clan's patron. Offended by the decision, Lornasen gathered a large group of loyal Ilsundal followers; they refused to submit to the king's will and became outlaws. Hunted by Shiye-Lawr in 700 BC, Lornasen sought Ilsundal's help. He sent her prophetic visions to lead her group to the north of Norwold. Here the majority of the Shiye expatriates settled in the forest north of the Great Bay, founding Foresthome, while the other elves chose to settle in the woods of mid Norwold, which would later become Oceansend.* Lornasen and her followers spent a tortuous century fighting tooth and claw to defend their territory from the repeated assaults of ravenous beasts, dragons, and terrible frost giants. Afterwards, Lornasen's curiosity for eternal adventure and overcoming her race's few mortal barriers, along with her desire to enjoy her life to the last drove her to begin her quest for immortality. Reaching the summit of the Leg of the Cat she gained Ilsundal's sponsorship (then an Empyrean of Energy), who assigned her the task of recovering the Bow of Gilgrave, a prodigious artefact that shot bolts of fire instead of normal arrows. When she finally had it in her hands, Lornasen presented the bow to her patron as a gesture of respect, *and spurred on by Ilsundal, left for the Sylvan Realm, to retrieve a branch of the Mother Tree and donate this holy relic of Ilsundal to the elves of Norwold. After a decade, she returned and the Shiye, who granted her great honours, welcomed her gift with delight. However, her task was still not complete, as Norwold's cold climate threatened the Tree of Life's growth.* She, therefore, sought to create a unique potion that would keep any plant healthy. The ingredients that she needed to find were rare and intangible, such as the breath of spring, but she finally successfully completed her task. She utilised the Oil of Sunlight to create Lothbarth, a forest of magnificent verdant trees and plants always in bloom in the middle of Foresthome, which allowed the young Trees to grow in every elven community. After this exploit, she found it easy to gather a large group of elves that she took as students. She taught them to love nature and living beings as well as the arts of magic. Finally, Ilsundal decided that Lornasen had now satisfied all the requirements of her Test and Testimony; she had created a unique item and had used it to modify a vast area, transforming it into a perfect paradise. When, all the forest's spellcasters spontaneously acknowledged her supremacy in the arts of magic, Lornasen accepted with

good grace their homage and ascended into the Sphere of Energy during the V century BC.

Personality: Lornasen is the epitome of goodness and of the love for nature and beauty, as she proved during her mortal life. She is a free spirit, extremely independent. Since she became Immortal she has been keen to learn about the nature of the Multiverse and its inhabitants. She approaches each new experience as if she's savouring the taste of a delicious wine. She continues to attempt to take perfection and purity everywhere, and she defends every innocent and peaceful creature's right to live. Her cult is currently only prevalent with the Shiye of Foresthome, but she is also trying to become accepted among the other sylvan elves of Mystara. Her allies, she considers, her patron Ilsundal, Ordana (as Mother of all the elves), and Alphatia, who shares her interest in beauty and peace.

Patron: Unknown [presumed Ilsundal]

Allies: Ilsundal, Ordana, Alphatia

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Charisma, power of *speaking with plants* for 1 turn per day. Clerics of Lornasen have access to 1st level druid spells as well all cleric spells.

D&D 3E Stats

Domains: Energy, Good, Plant, *Fertility*

Favoured weapon: Long bow

Source: IM2

LOUP

(Luup the Black)

Patron of Ferocity, Keeper of the Dead

Level, Alignment, Sphere: 12th (Temporal), LE, Thought

Symbol: The shape of a black wolf howling to the moon on the right-hand side of him

Portfolio: Lupin, death, ferocity, survival of the strongest, winter, night, nomads, loyalty to clan

Worshipped in: Savage Coast (Dunwick, Hule and Hulean city-states, Renardy), Davania (Jungle Coast), Ochalea, Midlands (Borea)

Appearance: *Loup is a wolvenfolk lupin with bushy black fur, two red eyes that shine in the gloom like burning coal, a muscular and spry build, pointed white fangs that he frequently exposes with a threatening grin, dressed in leather armour, a silver dagger and a necklace of goblinoid bones around his neck.*

History (PROBABLE THEORY): *In his mortal life, Luup was a lupin hunter who lived in the modern Glantrian region during the Taymor Age. Following the tremendous earthquakes and the nuclear catastrophe that shook the area in 1700 BC, Luup led a large number of his*

kind westward, in an attempt to escape the lethal radiation sickness, and to find a new land where they could settle. After years of migration and clashes with the creatures encountered en route, Luup's group reached the fertile land of Hule, beyond the Great Waste, and settled there after conquering it with their determination. It was for his incredible dedication to the pack, his unmerciful coldness, and his implacable ferocity that Luup became famous initially with the Huleans and then in the nearby Yazak Steppes, the unquestioned leader of the Hulean lupin tribes. Later, after assuring that an equally strong leader succeeded his leadership of the pack, Luup the Black began a long journey to the lupin tribes of the Savage Coast in an attempt to inspire other leaders in his mould. During his pilgrimage, he was able to attract many followers and complete heroic deeds due to his cunning and implacable ferocity, until he awoke Korotiku's interest. Luup's mortal life ended when, he and his faithful ally disguised as bugbears, entered the encampment of a goblinoid horde bordering Hule, and slaughtered the horde's commander and shamans before executing the survivors one-by-one and burning the encampment. This epic deed completed his journey to immortality and Luup vanished in the XVII century BC when Korotiku welcomed him into the Sphere of Thought. He quickly became a legend and an Immortal among the region's lupins and then spread his teachings to all the lupin clans of Mystara. Afterwards, with the foundation of the official Church of Renardy he was honoured as Saimpt Loup, even if nomadic lupins still revere him as Luup the Black.

Personality: Saimpt Loup is the oldest and merciless of lupin Immortals and promotes the ancient traditional values: nomadism, pack loyalty, ferocity, and survival of the strongest. Loup is associated with winter and night, death and famine, and he represents the bestial nature within every lupin. In a clear contrast to Saimpt Clébard, Saimpt Loup urges the lupins to listen to their blood, remain faithful to their pack's traditions, and to follow the way of the warrior and the nomad. The priests of Saimpt Loup are traditionally responsible for funeral rites, even if currently Saimpt Clébard's followers have tried to circumvent this control; indeed the Loupians prefer to bury their dead on the traditional cairns, while the (more wealthy) Clebardians have started to build marble mausoleums and tombs in which they want all the lupin bones buried.

Patron: Korotiku

Allies: None

Enemies: Rivalry with Saimpt Clébard

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Natural weapons (allowed all small slashing and piercing weapons)

Clerics' skills and powers: +1 bonus to Strength, +2 bonus to general skills *survival* and *necromancy* (not free)

D&D 3E Stats

Domains: Thought, Law, Evil, Death

Favoured weapon: Natural weapons

Source: SCS, Dragon 237

MAAT

(Mitra, Snotra)

Patroness of Honour and Justice, Patroness of Honesty and Purity

Level, Alignment, Sphere: 30th (Eternal), LG, Matter

Symbol: A white plume

Portfolio: Justice, honour, virtue, honesty, order, integrity, loyalty, redemption, fighting evil and chaos

Worshipped in: Alphatia, Isle of Dawn (Helskir, Thothia), Hollow World (Nithia), Known World (Darokin, Northern Reaches, Thyatis, Ylaruam)

Appearance: Maat is a beautiful, noble, and determined woman with long black hair that covers her shoulders. Her hazelnut eyes, highlighted with black mascara, shine simultaneously with magnetic strength and disarming sweetness. She is clad in an elaborate white Nithian robe that highlights her physical stature and an emerald scarab-shaped amulet over her heart. She carries a balance (with a white ivory plume on one of its two plates) in her left hand and a sword in her right hand (a *khopesh* or a *katana*, according to the culture), in readiness to mete out justice and defend the cause of Law and Good.

History (PROBABLE THEORY): During her mortal life, at the start of Nithian civilization, Maat was a holy warrior renowned for her beauty, courage, and virtue. She was the brave warrior-leader of a small tribe that dwelt near the source of the River Nithia. Her faith in justice and respect for tradition served as the leading example to many during her life and brought order and civilization to the savage Nithians. Her passionate defence of justice and life was so strong that she never let rage or spite overcome her. She always respected her oaths, refused to kill children, women, and innocent animals, and gave mercy to all those who surrendered (something very unusual for the, then savage, Nithians). Many Entropics tried to lure her away from the cause of good with tricks, temptations, and false promises, but she never forsook her principles. Her virtue and goodwill was so unusual that she deeply impressed Terra, who chose to test Maat one more time, to see if she was worth putting on the Path of the Polymath.

During Maat's stay in the Delta region, a harsh famine hit the area, followed by a devastating disease that decimated the families living there. No matter how hard she tried to put an end to both disasters with her own powers and the cooperation of the local clerics, Maat could not succeed. The local sages then beseeched their most important oracle to provide a solution to their affliction. The Sphinx gave them a clever riddle that Maat eventually solved: the Immortals were testing their worshippers, and only if they gave Mother Earth (*Mut*) the purest and most innocent thing they possessed would both their land and its inhabitants be healed from their afflictions. The high priests met and they decided that they had to sacrifice a newborn child, whose pure soul would appease *Mut*. Aghast by this decision, Maat offered to take the baby's place, as she was still a virgin and had always

acted on behalf of the cause of Good. The high priests however were too terrified of failure and refused Maat's proposal. During the public ceremony however, Maat interfered and paralysed the clerics with her magics, sacrificing her life on the altar to save the land, the afflicted people, and the newborn child. Great was the astonishment among the people when they saw a huge vulture (Mut's symbol) fly down from the sky and take Maat's corpse in its massive claws. It then took off flying westwards, and wherever Maat's blood fell, the plants grew and the diseased healed. The people of the Delta celebrated Maat's sacrifice that renewed their world and started to worship her as Mut's daughter.

Sufficiently convinced of Maat's goodness, Terra reincarnated her, erased her memories, and pushed her onto the Path of the Polymath, with each life's task being the retrieval of the Ivory Plume, a powerful artefact of Matter. Maat never failed Terra's expectations, and her epic deeds in various parts of the Nithian basin resulted in the creation of a true cult that worshipped Maat as the patroness of Justice and Purity, even associating her with the Ivory Plume. When Terra returned her memories of her past lives, Maat understood she was close to attaining immortality and set out on her last quest: the unification of the tribes living in the Nithian valley.

On her path, she stumbled across Chardastes and freed him from his slavery. After hearing his story, she vowed to help him reclaim his lost throne, seeing this as an opportunity to achieve her goal. They allied with the mighty Pflarr, and after a brutal war against Apophis they united the various duchies of High Nithia under the banner of the Kingdom of Nithia ruled by Chardastes. After building the Pyramid of Light (a towering monument to the glorious Justice of Ra she embodied) a ray of sunlight struck Maat down in the middle of the night, and she ascended to the heavens after completing the Path of the Polymath in BC 1530. Following Chardastes's orders, the Nithians created elaborate rituals to worship Maat, who became the embodiment of divine Justice. Maat, thus, became an original figure in the Nithian pantheon (Immortal of honour and justice, mother of Nithia). The number of her followers grew as the Nithians expanded their influence to the four corners of the world.

Upon Nithia's downfall (which she helped bring about after assessing the corruption that had almost devoured the heart of her nation), her cult has survived in different areas. Currently, on the outer world, she is mostly worshipped by secret cults that have the duty of guarding the ancient forbidden Nithian mysteries and from preventing the spread of Chaos and Evil on Mystara.

Personality: Maat is the patroness of justice and noble ideals, sacrifice and goodwill, honour and loyalty, and of all those who use their talents for the cause of Good – fighting Evil and Chaos with virtue and bravery. The way of Maat consists of strict moral and honour codes, celibacy and prayer, charity and respect of laws. Because of her passionate defence of Matter's cause, Law and Good, she has become a fierce enemy of all the Entropic and Chaotic forces who want

to subvert the natural order for either sheer pleasure or malice (including Korotiku and Eiryndul).

Patron: Unknown [presumed Terra]

Allies: Chardastes, Terra, Paarkum

Enemies: The Entropic Immortals, Korotiku, Eiryndul

Classic D&D Stats

Followers' alignment: Lawful or Neutral; clerics must be Lawful

Favoured weapon: Khopesh and bastard sword or katana (allowed all bludgeoning weapons)

Clerics' skills & powers: +1 bonus to Strength and Wisdom, bonus "Detect Lies" skill. Cleric are obliged to respect Maat's Code (the most important points of this Lawful code are: always issue a challenge before attacking; give a swift and honourable death to a fellow brother if he demands it; never reveal the order's secrets nor betray the cult; always fight injustice respecting the laws; offer sacrifices at the end of each successful battle).

Paladins' skills & powers: Lay on hands, bonus "Detect lies" skill, obliged to follow Maat's code (see above).

D&D 3E Stats

Domains: Matter, Law, Good, Justice

Favoured weapon: Khopesh or bastard sword

Source: Master & Immortal set, WoTl

MACROBLAN

Patron of Wealth and Money, Patron of Trade and Prosperity, Patron of Tanagogres

Level, Alignment, Sphere: 12th (Temporal), LE, Matter

Symbol: A gold coin with an M engraved on its sides

Portfolio: Prosperity, trade, wealth, money, greed, tanagogres

Worshipped in: Skothar (Tangor), Immortal's Arm (Gombar)

Appearance: Macroblan is a black tanagore (half-ogre and half-Tanagoro breed, aka ogrekin) with a sly and cunning look on his face. He wears a white turban with a huge sapphire and rich garments and carries two bejewelled curved daggers in his belt.

History (PROBABLE THEORY): Macroblan was a tanagore (ogrekin) who lived in ogre-ruled Tangor around first and second century BC. The son of a rich merchant, his frequent job trips enabled him to organize a wide network of contacts and allies throughout the Tangor Peninsula. He instigated the revolt that, over the next three centuries, allowed the tanagogres to overthrow the ogres and replace them as the true rulers of Tangor. During his unstoppable political and commercial rise, Macroblan sought alliances with the upper military and clerical echelons, and towards the end of his life, he began to worry about what would happen to his immense wealth. He began to look for ways to survive beyond his mortal lifespan and cheat time, commissioning the manufacture of expensive potions of longevity and amulets against aging. However, after several

mildly successful attempts it became clear that he needed to find another way to live eternally, as those previous methods were weak and not always effective. Therefore, he began to accumulate and study books about mythology and religion. Eventually he learned that it was possible for mortals to transcend their existence and become Immortals, but only after accomplishing difficult and time-consuming quests. Macroblan started his pilgrimage to Tangor's highest peaks to visit the oracle of Sumag (Terra), and when he presented her his gifts, she appreciated his devotion and revealed him the secrets of the Path of the Polymath. Macroblan was initially reincarnated as a Tanagoro slave, then as an ogre nobleman, and then as a cleric of Sumag, so that he would understand the existing social differences in his civilization. In each incarnation, he recovered the relic he sought, the Stone of Prosperity, before leaving on his final quest. He completed the Path of the Polymath during the first century AC, after uprooting a clan of dangerous giants that threatened the northern part of the Tangor peninsula and establishing a shrine in the ruins of their fortress. Where, according to local legend, his priests guard the Stone of Prosperity as well as the immense wealth he had accumulated before his ascension.

Personality: Macroblan is a calculating and extremely determined Immortal, an opportunist who takes advantage of the greed of mortals for his own purposes. He preaches a philosophy based on the cult of wealth and material gain as symbols of power and prosperity. Macroblan only acts for his personal gain, as his quest for immortality testifies (desiring only to preserve his wealth for eternity -- and he succeeded). His overwhelming greed has alienated him from even his sponsor's protection over the centuries, and now Macroblan must act cautiously and only in his best interest. For this reason, Macroblan allies with whichever Immortal can guarantee him a personal benefit, and he does not think twice before breaking these alliances once he gets what he wanted. Luckily, his smooth-talking and oily manner help him from making powerful enemies, and even those Immortals he offends tend to forget his trespasses rather quickly.

Patron: Unknown [presumed Terra]

Allies: None stable

Enemies: None stable

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: None (allowed all one-handed bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Charisma, free *Appraise* general skill

D&D 3E Stats

Domains: Matter, Law, Evil, *Trade*

Favoured weapon: Light mace

Source: IM3

MADARUA

(*Sif, Yarella*)

Patroness of Warrior Maidens and Amazons, Patroness of Cynidicea and Kerswig, Patroness of Fertility

Level, Alignment, Sphere: 19th (Empyreal), NG, Energy

Symbol: A sickle and a short sword crossed under a woman's visage

Portfolio: Amazons and fighting women, courage, life cycle, fertility, Cynidicea and Kerswig

Worshipped in: Known World (Cynidicea, Darokin, Northern Reaches, Thyatis), Davania (Pelatan), Isle of Dawn (Helskir), Hollow World (Traldar), Midlands (Kerswig), Norwold

Appearance: Madarua is a woman with an indomitable gaze who wields a short sword and wears a green tunic under chain mail and a bronze helmet that completely hides her face. This makes it difficult to tell which ethnic group she belongs to. (Thus, she is regarded as the typical "warrior woman" by many different cultures).

History (PROBABLE THEORY): Madarua was born in 525 BC in the Nithian Empire during its moment of greatest turmoil. Daughter of a high ranking scribe, she distinguished herself for her courage and her indomitable will, as well as for her spite towards the male dominated Nithian society. At the age of 16 during a moment of forced intimacy she killed her promised groom, a wicked and powerful nobleman. She was thus forced to flee from Ranak, the imperial capital, in order to avoid her parents' punishment and the groom's relatives' revenge. She found shelter in one of the southern cities, where a devout cleric of Maat decided to protect her after hearing of her troubled vicissitude. She was thus introduced to martial arts making her able to defend herself, and she became one of the few warrior women of Nithia. Along with her teacher, Thanaat, she fought a hidden war against the Pharaoh and his corrupted officers for years, trying to help the commoners and avenge the injustices committed by nobles and politicians. Unfortunately, their efforts were not enough to save Nithia from its doom. Chased by the city guards for an assault against the palace of the Prince which resulted in Thanaat's death, Madarua and her companions fled into the desert and here they were caught by the storm sent by the immortals to sweep away Nithia once and for all. Madarua was saved by Maat because of her virtuous heart, and when she awoke the only memory that remained in her mind was that she and her companions got lost when her tribe was attacked by desert raiders. Madarua became the leader of the party and led them across the desert, turning this band into nomadic shepherds. Because of her proud character she always refused to accept the marriage proposals she received from her followers, and thus she was renamed the Virgin Warrior.

During a particularly violent sandstorm the now elderly Madarua was separated from the rest of the tribe, and forced to find refuge in a cave near the mountains. Here she was

helped by a good willed sphinx, which tested her qualities and, judging her pure, allowed Madarua to drink at the fountain of youth she was guarding. The water healed all her injuries and returned her to her twenties. The enigmatic sphinx also foretold that Madarua's destiny was still long to be fulfilled, and that she needed to brave the dangers of the desert once again, heading west, if she wanted to accomplish what the immortals had planned for her. Madarua followed the sphinx's prophecy and thanks to her blessing she eventually stumbled upon the hidden city of Cynidicea in BC 454, where she settled. She quickly was admitted into the elite brigade of the royal guards because of her fighting skills, and in BC 446 she saved the royal heir of Cynidicea from a conspiracy. This feat earned her the eternal admiration of young prince Tyrsus as well as his father's (King Gorm's) trust. Once ascended to the throne, Tyrsus proposed Madarua to become his consort, helping him to rule the kingdom wisely and protect it against the external and internal threats.

Thus Madarua became Queen of Cynidicea. Later she discovered by accident the ancient scrolls that belonged to King Gorm, which he had used to unveil and pursue the path to immortality in the sphere of Energy. Coming to the conclusion that Gorm had indeed succeeded in his path, Madarua became focused on following his path and become a deity herself. After Tyrsus's death, Madarua took the reins of rulership in her capable hands and instructed her only son, Kallikrates, until she deemed him ready to succeed her. In BC 415 Madarua abdicated in favour of her son and vanished in the desert, looking for a place to begin her quest. She ended up in the Midlands of Brun, where under the name of Yarella she founded the nation of Kerswig and under the sponsorship of Thor, she became immortal in the sphere of Energy seventy years later. Once immortal, she returned to Cynidicea and sent omens to some wise men that introduced her cult in the kingdom, becoming the second immortal patron of Cynidicea after Gorm. She is also revered in Kerswig as Yarella, by some amazons in Davania, and in the Northern Reaches as Sif, wife of the Thunderer.

Personality: Madarua is bold and self-confident but not boisterous. She promotes equality among men and women, and teaches her followers (females above all) to fight to show that females need to be treated with as much respect as males. At the same time, she also warns women not to gain the typical male defects, praising instead the typical female virtues like temperance, sensitivity, wisdom, and faithfulness. Madarua embodies the classic figure of the warrior maiden and is worshipped as the bringer of fertility and renewal of the natural cycle of life and death (her holy days are the solstices and equinoxes). Madarua is a faithful ally of Thor, to whom she is passionately tied, and of Diulanna, who shares Madarua's ideals, and she has sealed an alliance with Gorm and Usamigaras to protect Cynidicea, even if she resents Gorm's male chauvinism.

Patron: Unknown [presumed Thor]

Allies: Thor, Diulanna, Usamigaras, Gorm

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: Short sword (allowed short spear, sickle, and all one-handed bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Strength, free *Fighting Instinct* general skill, +2 to any one skill tied to agriculture or nature (not free). Madarua accepts only female clerics.

D&D 3E Stats

Domains: Energy, Good, War, *Courage*, *Fertility*

Favoured weapon: Short sword

Source: B4, WotI, Dungeon magazine #53 (Yarella)

MAHMATTI RUNNING ELK

Patron of the Clan of the Elk

Level, Alignment, Sphere: 13th (Celestial), N, Energy

Symbol: A clay pipe

Portfolio: Clan of the elk, protecting the children of Atruaghin, wisdom, nature, magic

Worshipped in: Known World (Atruaghin clans)

Appearance: Mahmatti is a wiry human of venerable age. His skin is tight to his bones and darkened by the sun. There is a network of whitish wrinkles on his face which bears a wise and friendly look. He always carries a pipe, and wears simple hide clothes (shirt and trousers). The sides of his head are shaved; his remaining hair is gathered into a ponytail that reaches the middle of his back.

History: Mahmatti was a member of the Clan of the Elk who lived many centuries after the clan's liberation and the creation of the Plateau by Atruaghin. Many legends tell that he was the most powerful shaman who ever lived – capable of commanding any force of nature. Obsessed by a desire to dispel Atzanteotl's corruption of the Clan of the Tiger, he studied at length druidic magic, shamanism and, even the arcane magic of foreigners, until he was capable of achieving his aim. Unfortunately, Atzanteotl was aware of the danger and sent some members of the Clan of the Tiger into Mahmatti's village, where they murdered a violent man and left clues that pointed towards Mahmatti's guilt. The shaman was incapable of proving his innocence and was condemned to death. Due to his magic, he fled swearing that he would return with the truth, and because of this, his tribe banished him in a special ceremony – according to the laws that Atruaghin passed down. Like Atruaghin himself had, Mahmatti sought knowledge by travelling abroad, until he was trapped in a web of lies by a witch who lived in the Silver Sierras mountains, by the border between the High Lands (then uninhabited) and eastern Sind. He was heart-broken to discover that the woman had been using magic to drain his spirit and power so that she could learn of shamanistic magic. Mahmatti fled but discovered that he was very weak and had aged prematurely (he appeared to be in his seventies rather than his late thirties). Returning therefore to the land of

the Clan of the Tiger, he found and killed those truly guilty of his accused crime, and upon capturing the head assassin, he took him before the elders of the Clan of the Elk. Here the sages cleared his name, and as his daughter completed the ritual to reinstate him into the clan, his age caught up with him and he died: all could see the serenity and composure upon his face. As he achieved this enlightened state, the Great Spirit (Ixion) welcomed Mahmatti's soul and asked him to make a choice. Either he could join his ancestors living in harmony with the spirits for all eternity, or he could enter a path that could lead to him being one with the universe and the spirits, in a position to continue to watch over his people. Mahmatti chose the latter option, and he undertook the Path of the Paragon in the Spirit World, finally becoming an Immortal in 452 BC in the Sphere of Energy.

Personality: Mahmatti is the spiritual guide of the various clans, a sage always in search of new knowledge. He doesn't like physical fights or hotheads, and is loyal to Atruaghin and to his mentor Ixion, while showing a mixture of pity and contempt for Atzanteotl, who he considers a creature devoured by his loneliness and hate.

Patron: Unknown [presumed Ixion].

Allies: Atruaghin, Ixion

Enemies: Atzanteotl

Classic D&D Stats

Followers' Alignment: Lawful or Neutral; clerics must be Neutral

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Wisdom. Clerics of Mahmatti have access to the first three levels of druid spells as well as those of the cleric, but have the same limitations as druids for using weapons, armour and magic items.

Domains: Energy, Magic, Plant, Animal

Favoured weapon: Quarterstaff

Source: GAZ14, WotI

MALAFOR

Patron of Merrow, Dolphins' Friend

Level, Alignment, Sphere: 13th (Celestial), NG, Matter

Symbol: A blue dolphin

Portfolio: Merrow, dolphins, protection and prosperity of the aquatic races and the oceanic ecosystem.

Worshipped in: Undersea and all the oceans.

Appearance: *Malafor usually appears to be a lithe and nimble male merrow with long turquoise hair and tanned skin and a dreamlike expression on his face, clad in a simple seaweed gown, holding a spear and wearing a shell necklace. His alternative form is that of a huge blue dolphin with two sparkling eyes and a golden fin.*

History: Malafor was the merrow who bonded the dolphins to his race. Legends say he was the first who understood the language of dolphins and whales, which he taught to his kin – but the truth is a bit different.

(PROBABLE THEORY): *Malafor was indeed a merrow born in the Sunlit Sea around the XVII century BC. He was widely known as a great trainer and tamer of whales and dolphins and for his great love for oceanic wildlife. With a group of close friends, he began a long voyage across the known seas in search of new aquatic species and lost knowledge. During his epic quest, he overcame many difficulties and never failed to protect aquatic species from catastrophic events or the evil machinations of Entropic forces or the depredations of land-dwellers. During the course of his trek, Malafor encountered the Immortal Terra, who tested his skills and goodwill before showing him the Path of the Polymath. Malafor was thus reincarnated into a triton mage, then into an Aquarendi, and finally into a dolphin. Whatever his race, he always completed the tasks that his patron gave him. Once he regained his full memories and his merrow form, thanks to his deep knowledge and the fame he had acquired during his epic quests, he was able to teach his kin the dolphins' language, and sealed an oath of eternal friendship and alliance between merrow and dolphin to help each other prosper. As proof of his deed for future generations, he created the Gift of Malafor, a colossal sculpture carved in the oceanic floor of the Sunlit Sea depicting a merrow surrounded by a school of dolphins. He, thus, became an Immortal in the Sphere of Matter during BC 1440 as the patron of all merrows and dolphins, and as the protector of aquatic wildlife.*

Personality: Malafor is a good-willed Immortal who really cares for his followers' well-being, even those who don't know of his existence (like the animals). Thus, he urges his clerics and worshippers to take an active role in the events that influence the marine ecosystem and try to protect their own habitat and those of weaker creatures. He loathes Crakkak, who killed thousands of dolphins before attaining immortality, and despises Saasskas, whose evil plots threaten the peace and life of the Sunlit Sea.

Patron: Unknown [presumed Terra]

Allies: Terra, Calitha

Enemy: Saasskas, Crakkak

Classic D&D Stats

Followers' Alignment: Any; the clerics must be Neutral or Lawful

Favoured Weapon: None (allowed the trident, the short spear, the dagger and the net)

Clerics' skills and powers: The clerics can magically turn into a dolphin once a day (acquires physical statistics of the dolphin, maintains his own mental characteristics, Saving Throws and THAC0, but cannot carry with him objects nor use his own special powers, can speak Dolphin tongue, +2 bonus to *Train Dolphins* general skill (not free)

D&D 3E Stats

Domains: Matter, Good, Animals, Sea

Favoured Weapon: Half Spear

Source: PC3, WotI

MALINOIS, SAIMPT

(Maleen, The Wereslayer, The Avenger)
**Patron of Lupins, Patron of Hunting and War,
Lord of Just Vengeance**

Level, Alignment, Sphere: 14th (Celestial), NG, Thought

Symbol: A vertical sword with blade pointing down and two arrows on its sides crossing at the tip of the blade

Portfolio: Lupins, hunting, war, courage, just vengeance, weapons, hunting lycanthropes

Worshipped in: Renardie, Sind and wherever you can find lupins

Worshipped in: Renardie, Sind and wherever you can find lupins

Appearance: *Malinois is a bastard lupin with a jackal-snouted head and light brown fur, sporting a keen eye and a lithe and athletic body. He normally wears dark hunting clothes and carries a sword and a knife on his belt and a longbow over his shoulder.*

History (PROBABLE THEORY): *Maleen was born by an act of ultimate hatred. His mother was a lupin with Hutaakaan blood raped by some gnolls during the gnoll invasion of the Traldar kingdoms. Maleen grew up as an outcast, and upon reaching puberty, he left the Hutaaka Valley where his clan dwelt and began to roam between Nithia and the cold inhospitable lands of the north-west. During these years, he honed his skills as a ranger and lone hunter. Later, during the massacres and raids by tribes of gnolls and lycanthropes, Maleen directed his efforts toward making humans understand that there was a big difference between lupins and the other “dog-like” breeds. Over time, many young lupins gathered around him and formed a brigade of hunters, which became renowned in the Nithian lands for its courage and skill in battle.*

It was during his later adventures that Maleen stumbled upon the Pit of Corruption, an ancient Entropic artefact, which Taymorans and then Nithians had used to produce aberrations like gnolls, thouls and lycanthropes. When Maleen discovered that some Nithian priests were planning to sacrifice innocent lupins to create another crossbreed, he went to the Hutaaka sages seeking a way to destroy it. They guided him to the Amphora of Purity, a long lost artefact of Thought, as the only thing that could destroy the Pit’s wickedness. It took Maleen the quest of his life to find the amphora, whilst the Nithians continued their experiments. When he finally returned to Nithia and destroyed the Pit, Maleen received an omen from the Immortals and he realised he was far down the Path of the Epic Hero. Therefore, he forged a legendary weapon and taught his own son to succeed him and pass his legend onto the future generations. Maleen became immortal in BC 830 under Korotiku’s patronage, and he quickly became a legend and an Immortal among the world’s lupins.

Later, with the reform of the Renardois Church, in that nation he became known as Saimpt Malinois, although he is still simply known as the Wereslayer, the Avenger, or Maleen the Hunter by many lupin tribes.

Personality: *Saimpt Malinois is the most active of the Lupin Immortals, and his cult has always regarded hunting as a holy act of lupin society. His followers show a deep respect for the game they hunt, as they know that its death gives them life. Saimpt Malinois encourages lupins to follow the path of the warrior and the hunter, he protects soldiers and anyone who demonstrates bravery, and he’s a patron of armourers and weapon smiths. He has also been nicknamed the Avenger as his followers have the duty to right wrongs and administer justice in lupin tribes. Malinois’s priests also have the duty to bless lupins before a hunt or war.*

Maleen considers Korotiku and Saimpt Mâtin as his only true allies, while he has begun to despise Ruaidhri Hawkbane, who let his soul become corrupted by his hatred of lycanthropes. He is also a fierce enemy of Mrikitat, Zirchev, and Orcus, responsible in his view for covering up the mischief created by werereatures.

Patron: Korotiku

Allies: Saimpt Renard (Korotiku), Saimpt Mâtin

Enemies: Orcus, Mrikitat, Zirchev, despises Ruaidhri Hawkbane

Classic D&D Stats

Followers’ alignment: Any

Favoured weapon: Longsword (allowed all one-handed slashing weapons and all kinds of bows)

Clerics’ skills & powers: Bonus general skills *Hunting* and *Tracking*, +2 bonus to general skills *Smell* and *Resistance*

D&D 3E Stats

Domains: Thought, Good, War, *Hunting*, *Vengeance*

Favoured weapon: Longsword

Source: SCS

MARWDYN

(The Hanged Man)

Patron of Necromancy

Level, Alignment, Sphere: 7th (Temporal), N, Energy

Symbol: A hangman’s noose

Portfolio: Necromancy, death, magical research, unpredictability

Worshipped in: Alphatia

Appearance: *Marwdyn is a pallid and emaciated individual, with a morose smile stamped on his cadaverous face. A noose hangs from his neck and he dresses in simple clothes that change to reflect his mood (from simple black trousers, tunic, and cloak to a silk toga of loud colours, through a series of ragged beggar’s clothes, finally to a greyish burial shroud).*

History: *Marwdyn was a Bellissarian wizard during his mortal life, but unlike the unmerciful and power hungry mages of his time, he was always good-natured to all, even his enemies. He gave his rivals the option of submitting or fleeing, even then, if they refused, he would have to force himself to act drastically. During his first years as an arcane apprentice, a mob attacked him and hung him for his necromantic practices. His mentor,*

full of remorse, did his best and quickly revived him, and they left Bellissaria moving to the Alpathian continent. From that moment, Marwdyn was not quite his former self (shown by his oddly tilted neck). Fascinated by necromancy, he quickly became a luminary, and not wishing to upset the common people, he chose to settle in an isolated and wild area of central Alpathia (the future kingdom of Blackheart), where he carefully placed clear warning signs around the perimeter of his estate. Later, when he discovered the path to immortality, he officially notified all the spellcasters within 200 km of his home that they should acknowledge him as the area's most powerful, and those who refused would be driven away or openly challenged. His apprentices all appreciated his character and competence, and when he finally became an Immortal (around the II century BC), Marwdyn passed on a generous bequest to his followers to aid them in the future; the Kingdom of Blackheart (of which he is the patron) was formed due to his efforts and heritage.

Personality: Marwdyn is unquestionably an eccentric individual, who loves to speak of himself in third person and devise original and alternative solutions to resolve questions. He loves using magic, especially unknown and dangerous magic, to produce flashy and dramatic effects, and he has a positively macabre humour (at times even nasty). This is also evident in his followers. However, he remains a benign (though bizarre) Immortal, strongly interested researching new magical effects (especially necromantic) but rarely inclined to meddle in mortal affairs (which has certainly hindered his progress in the Immortal hierarchy). He is a good ally of Nyx, for whom he holds a special attraction.

Patron: Unknown [presumed Razud]

Allies: Nyx

Enemies: None

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: After being raised from death gain a +1 bonus to Wisdom (only the first time), +2 bonus to either *necromancy* or *funeral lore* at the cleric's choice (not free)

D&D 3E Stats

Domains: Energy, Death, Magic

Favoured weapon: Dagger

Source: IM3, WotI

MASAUWU

(Enebaan, the Ambassador, the Infernal Judge, Namtaru)

Patron of Spokesmen, Patron of Deceit and Subterfuge, Patron of Temptation

Level, Alignment, Sphere: 28th (Eternal), NE, Entropy

Symbol: A 'Y' (meaning a junction or fork)

Portfolio: Fast-talking, intrigue, deceit, illusion, politics, brainwashing, temptation, corruption, sponsoring new Entropic candidates, thieves, spies and con-men

Worshipped in: Known World (Thyatis, Darokin, Karameikos, and Minrothad), Isle of Dawn, Ochalea, and Alpathia, Savage Coast (Herath, Vilaverde, Texeiras, Torreòn, Narvaez, Gargaña, Almarròn, and Saragón)

Appearance: Masauwu's first manifestation form is that of a tall dark skinned man, always perfectly shaven, elegant, and with a charming smile, high cheekbones, and black mesmerizing eyes, clad with rich silk garments. His second manifestation form is of a burly, wiry, 4' tall black man wearing animal skins and holding a large flaming torch as weapon.

History: During his mortal life, Masauwu was a charismatic Nithian con man who lived on the Minrothad isles. His persuasive skills were so honed and impressive that nobody could resist his fast-talking, and he always managed to get what he wanted (money, women, or protection) by duping his unwitting victims. He lived off others as a parasite, deceiving people to live off their earnings. He was an amoral and ruthless man who lived only to satisfy his own desires. He managed to escape the law and punishment for his crimes for a long time thanks to his cunning and constant travel, until the day when a group of victims burning with vengeance teamed up and caught him unaware. They tied him to a pole to burn him alive, but he was incredibly spirited away by Hel before he died. The Entropic immortal had already noticed Masauwu, so she proposed that he become her lackey, as she needed a cunning and diplomatic person like him to increase Entropy's power in the Multiverse. With great delight, he embarked on the Path of the Deceiver and finally became immortal about the VI century BC, leaving behind him a trail of chaos, mayhem, and deadly feuds that contributed to Nithia's downfall.

Personality: Now Masauwu acts as the representative and diplomatic envoy for the Sphere of Entropy during official meetings with representatives of other Spheres (oftentimes when the Entropy hierarch doesn't want to or cannot attend personally), and he constantly monitors the mortals on the Prime in search of potential candidates for the Sphere of Entropy. However, rather than concentrating on evil types, he prefers to corrupt heroic champions of Good, leading them to perdition and later chaining them to Entropy's cause. Being a great manipulator of other's will, Masauwu rarely uses brute force to achieve his aims, and he is perfectly capable of deceiving other Immortals when needs be – always framing somebody else and thus causing more strife and chaos among the Spheres.

Patron: Hel

Allies: None (occasionally Hel)

Enemies: Thanks to his diplomatic skills, he has no permanent enemies since he's always very careful not to

offend powerful immortals with his machinations (or at least not to get caught while doing it)

Classic D&D Stats

Followers' alignment: Any; clerics must be Chaotic

Favoured weapon: None (allowed all bludgeoning weapons, all types of daggers and one type of sword at cleric's choice)

Clerics' skills & powers: +1 bonus to Charisma, bonus "Persuasion" skill, bonus language, +2 bonus at anyone of the following skills (cleric's choice) *Deceiving, Diplomacy, Fast talking, Persuasion, Etiquette*

Avengers' skills & powers: +1 bonus to Charisma, +2 bonus to "Deceiving" skill

Spells: *Feign death* (2nd), *deceit* (4th), *impersonate* (6th), *demonic metamorphosis* (7th).

D&D 3E Stats

Domains: Entropy, Evil, Trickery, *Illusion, Persuasion*

Favoured weapon: Club

Source: GAZ9, WoI, SCS

MÂTIN

(Brother Shell)

Patron of Renardy, Patron of Guardians, Protector of Lupins and Turtles

Level, Alignment, Sphere: 7th (Temporal), LG, Thought

Symbol: A blue shield with a white tower at the centre

Portfolio: Renardy, lupins, turtles, security, protection, guardians, fortresses, sacrifice and martyrdom for the homeland

Worshipped in: Savage Coast (Bellayne, Dunwick, Renardy, Territory of the Turtles)

Appearance: *Mâtin is a fat, grey-skinned, doggerman lupin with a firm frown, protected by mail armour and armed with a heavy mace. He proudly wears a tabard that carries his order's symbol. His second form is that of a fat male turtle, with a pointed snout, his shell painted blue with the symbol of the white tower, and he wields a mace in his hand.*

History (PROBABLE THEORY): *Born in Renardy in 470 AC, his father reared Mâtin with strong values of patriotism and charity towards the weak. Even as a youth, he was gifted with a robust and imposing physique. This and his kindness, along with a certain light-heartedness that allowed him to fearlessly take on any task, no matter how audacious and risky, brought fame to Mâtin. He travelled all over Renardois defending the weak and deciding eventually to become a priest of Maleen (Saimpt Malinois). After spending years in the borderlands defending the lupin colonists from both the continual goblinoid attacks and the effects of the amber lotus, Mâtin managed to convince many of his fellows and numerous small lords that they needed to eradicate the amber lotus pollen to prevent future disasters. On the strength of the goodwill his years of service and sacrifice had won, Mâtin was presented before the king who gave him the task of building a defence to protect the country*

from the northern dangers. He designed an ingenious system of locks for the River of Dreams to purify the water and secure the area, and he then founded an order to protect the locks' construction. The Yazi goblinoids immediately tested his order when they attacked Renardy in response to the lupins destruction of many hectares of amber lotus while acquiring new farmland. It was mainly due to the contribution of the Mâtin's order that the lupins repulsed the attackers and managed to complete the lock system that purified the waters of the River of Dreams, making the rest of the Renardois plains free from the lotus threat. Mâtin fell in the final battle against the goblinoids (511 AC), and where he fell the castle of Roan (Château-Roan) was later built. The fortress became the base of the Order of Saimpt Mâtin – an order dedicated to the nation's protection and to safeguarding the health of the Renardois. In reality, Mâtin didn't die there, but preferred that others think him dead to allow him to freely continue his Path of the Epic Hero. Over the years, there were numerous witnesses to his appearances in Renardy, and this helped validate the news of his ascension among the ranks of the saints. His order grew in importance, and he had already gathered a large number of followers when he became an Immortal at the end of the VI century AC.

Personality: *All the Renardois worship Saimpt Mâtin as their homeland's greatest protector, and he exhorts his followers to never dishearten and always defend the weak and their homeland. He is a great friend of Saimpt Ralon, and a good ally of Saimpt Malinois and Saimpt Clébard. During the last century, the turtles have begun to worship him as Brother Shell the protector – son of Mother Ocean (Calitha) and Father Earth (Ka).*

Patron: Saimpt Malinois

Allies: Saimpt Renard (Korotiku), Saimpt Clébard, Saimpt Ralon, Saimpt Malinois

Enemies: Immortal patrons of the goblinoids

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful

Favoured weapon: Mace (allowed all bludgeoning weapons)

Clerics' skills and powers: Free defensive martial arts skill

Paladins' skills and powers: +1 to attack rolls vs. goblinoids

D&D 3E Stats

Domains: Thought, Law, Good, Protection

Favoured weapon: Heavy mace

Source: SCS

MEALIDEN STARWATCHER

(The Guardian, Milan, The Red Arrow)

Patron of Alfheim, Caretaker of the Elves, Patron of Explorers and Adventurers

Level, Alignment, Sphere: 23rd (Empyreal), NG, Energy

Symbol: A rainbow with one star above and one under it

Portfolio: Elves, Alfheim, protection, guardians, loyalty, war, adventure, exploration

Worshipped in: Known World (Alfheim), Immortal's Arm (Aeryl), Savage Coast (Almarròn, Dunwick, Gargoña, Narvaez, Saragón, Texeiras, Torreòn, Vilaverde)

Appearance: Mealiden appears as a young warrior elf with a daring smile. He is clad in practical hunting clothes of sylvan hues. He always carries a longbow on his back and has many sparks hovering around his head, the speed of which indicate his mood – they move slowly when he is calm and quickly when he's agitated.

History: During his mortal life, Mealiden was an elven adventurer who lived in the Sylvan Realm. When the rising human nations threatened to surround his homeland and besiege the elves within their paradise, Mealiden focused on finding an escape route for his kin, and eventually he discovered the Rainbow Path. After obtaining Ilsundal's approval of his epic quest, the Immortal gave Mealiden nine seedlings similar to the original Tree of Life, with the purpose of giving a relic to each of the clans who would follow him across the Rainbow Path. He led the majority of the elves from the Sylvan Realm and, travelling via the magical Rainbow Path in BC 800, they arrived in the south-western corner of the modern day Thyatian mainland. After being chased away by the humans who inhabited those lands, they were helped by the elves who already lived in the area (the Vyalia, descendants of those who had split from Ilsundal's migration 1300 years before), and for a brief time they settled in their forest. Later, Mealiden led his followers north, until he found deserted grassland in the heart of modern day Darokin. Here the elven mages began to use their powerful weather magic to change the climate, and in less than a century, a mighty forest sprung up – the Canolbarth. When the rituals were completed, the elves hailed Mealiden as the Kingdom of Alfheim's first king in BC 700. He reigned wisely and protected his kin for more than 400 years, during which time he became the region's most powerful spellcaster (especially after Nithia's downfall in BC 500). After creating a unique artefact, the Egg of the Phoenix, Mealiden abdicated in favour of his successor, Alevar, in BC 350. After successfully completing his Path of the Paragon in the following century his descendants finally acclaimed him as an Immortal. Since then, he has acted as Ilsundal's bodyguard, and he has never stopped protecting the elves of Alfheim. He has extended his guardianship to the many Savage Coast elven communities.

Personality: Mealiden is Ilsundal's chief ally and bodyguard, the ever-watchful caretaker of the Alfheimers and of all those elves who worship him. Since he took on the responsibility of protecting and saving his kinsmen little remains of the brisk and mocking character he had during his youth. He is a serious and strong-willed

Immortal now, but he has not lost his love for adventure and epic challenges, and he shows a preference for bold and light-spirited adventurers. He is utterly loyal to Ilsundal's cause and occasionally cooperates with Zirchev, as both share a love for the woods and woodland creatures. He hates Atzanteotl, the nemesis of all surface elves, and fights all Ilsundal's enemies.

Patron: Ilsundal

Allies: Ilsundal and occasionally Zirchev

Enemies: Atzanteotl and any enemy of Ilsundal

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful

Favoured weapon: Long or short bow (allowed all short-sized slashing weapons, longsword and rapier)

Clerics' skills and powers: +1 bonus to Dexterity, bonus general skills *Quickdraw* and *Rapid Shooting*

Paladins' skills and powers: A free slot of weapon mastery with bows (long or short), +10% bonus to advance in the weapon mastery with bows [see Master set rules]

D&D 3E Stats

Domains: Energy, Good, War, Protection, Travel

Favoured weapon: Long or short bow

Source: GAZ5, HW, WotI, SCS, OHP

MINROTH

Patron of Minrothad, Patron of Hope and Prosperity

Level, Alignment, Sphere: 13th (Celestial), LG, Matter

Symbol: A four feathered arrow

Portfolio: Minrothad, patriotism, hope, wealth, prosperity, freedom

Worshipped in: Known World (Minrothad)

Appearance: *Minroth is a 30 year old athletic human with black beard & moustache, short jet-black hair tied with a leather circlet, a typical Nithian nose, tanned skin, sparkling eyes full of hope, wearing sailor's clothes and a bronze cuirass with a silvered mace tied at his belt.*

History (PROBABLE THEORY): *Born the Second son of a Nithian noble family during the XII century BC, Minroth (born Seker) lived a pampered existence up until his teenage years, when, following his father's wishes, he took clerical vows. Therefore, he became a priest of Maat – patroness of honour, purity and law – and he devoted himself to serving his goddess, pharaoh and nation. He led a honourable and pious life, sacrificing his freedom for the cause of justice and order, until his old age, when Maat placed Seker in a difficult position: he could choose to either leave his post and begin a quest of improvement and purification, or stay and spend the rest of his life teaching his successor in the ways of Maat. Showing great wisdom, Seker chose both paths and left his city together with some young adepts, travelling towards the southern provinces and, at the same time, taking his first steps on the Path of the Polymath.*

Only during his last incarnation did he become Minroth, a valiant and heroic adventurer from the coastal region, who led a great number of Nithians southwards to settle the unexplored isles where his patroness Maat had revealed he would find a great holy treasure. He founded Harbortown in BC 1100 and his followers gradually spread across the islands, while he became a leading figure among the settlers, inspiring them with a philosophy based on hope and greatness that later became known as Minrothism. He revealed to his followers that the Minrothad Isles was a holy site and that only the chosen could live here and prosper, because it was the only place you could find the secret for eternal happiness. Minroth suddenly disappeared, after finding the artefact he was seeking, to complete his path to immortality elsewhere. The settlers began to believe he was an Immortal who had chosen them to guard his sacred isles and that he would return to grant them eternal joy, and as a result, Minrothism is deeply rooted within all Minrothaddans.

Minroth himself became an Immortal of Matter during the XI century BC and he later sent his followers great signs to strengthen their faith in him. Minrothism (and its followers) escaped the Nithians' fate but remains largely confined to Minrothad.

Personality: Minroth is a wise and good willed Immortal, who occasionally sends his followers omens to inspire them to peaceful cooperation. He prefers to watch over their lives without interfering and teach them that the best way to happiness is through self-esteem, dedication to one's work, and hope. Hope is the central point of Minrothism: the faithful must hope for a better future created by the chosen of Minroth, a life where only those who work with honesty and passion can become wealthy and attain true happiness.

Patron: Unknown [presumed Maat]

Allies: Maat

Enemies: None

Classic D&D Stats

Followers' alignment: Any; Clerics must be Lawful

Favoured weapon: Mace (allowed all bludgeoning weapons and short bow)

Clerics' spells & powers: +1 bonus to Charisma, +2 bonus to ST vs. mind Spells, bonus skill to choose among *Orientation*, *Persuasion* or *Appraise*.

Minroth's clerics can only eat, wear and use items created in the Minrothad Isles.

D&D 3E Stats

Domains: Matter, Law, Good, *Trade*

Favoured weapon: Mace (light or heavy)

Source: GAZ9, WotI

MRIKITAT

(Boss Great Rat)

Patron of Wererats, Lord of the Sewers, Master of Theft

Level, Alignment, Sphere: 19th (Empyreal), CN, Time

Symbol: A triangular piece of orange cheese

Portfolio: Wererats, stealth, thieves

Worshipped in: Known World (Darokin, Thyatis) and small communities of wererats

Appearance: Mrikitat is a rat-faced humanoid with a malicious look, a hungry smile, penetrating blue eyes, and sleek fur that is as black as the night. A fine gold ring pierces his ear, and he wears a wide belt from which hangs a thin bladed sword in a bejewelled scabbard.

History: Mrikitat was the first wererat to appear on Mystara in 411 AC, awakened from his animal state by some magical experiments to which he fell victim. It gave him an uncommon intelligence and the ability to change form. Once he understood his potential, Mrikitat was able to mix among the humans assuming the identity of Marcus Titus (a thief in the city of Thyatis) and became quite skilled in the thievish arts and intrigue. When Mrikitat later learnt of the Immortals, he began to plan to become one of them – to gain a power greater still than that which he already had. In 451 AC he founded a secret city in the sewers of Thyatis (called the “Great City”) by gathering together thousands of his kind, and with which he began to control many trades. Subsequently, he gained the favour of Vanya, who directed him towards the Path of the Dynast, and when in 491 AC Mrikitat successfully found a time-travelling artefact, assuring the continuation of his race, he fulfilled the last step for rising in the Sphere of Time.

Personality: Since he became Immortal, Mrikitat's only interest is to assist the rise of the wererat race all over the world, seeking any way to give them a more developed intelligence, a plan that has brought about the creation of the greater wererats (a stronger, more astute breed of lycanthrope than its ancestors). Mrikitat is astute, unfaithful and extremely voracious, and never hesitates to betray his Immortal collaborators if it is to his own advantage.

Patron: Vanya

Allies: None

Enemies: Ruaidhri Hawkbane, Asterius

Classic D&D Stats

Followers' Alignment: Clerics and followers must be Neutral or Chaotic

Favoured weapon: Natural weapons (allowed all small slashing weapons and the sap)

Clerics' skills and powers: +1 bonus to Dexterity, thief abilities *hide in shadows*, *move silently* and *hear noise* as a thief of equal level (wearing armour can penalise the use of the last two abilities)

D&D 3E Stats

Domains: Time, Chaos, Trickery, *Stealth*

Favoured weapon: Short sword

Source: PC4

NINFANGLE

(*Mahes, Nin Fang-Le, White Claw*)

Patron of Rakasta, Patron of Hunting, Bravery and Battle, Protector of Nomads

Level, Alignment, Sphere: 27th (Eternal), TN, Matter

Symbol: A golden bow with a white net on the black background

Portfolio: Bravery, adventure, travel, battle, hunting, rakasta, epic deeds

Worshipped in: Bellissaria, Davania (Arypt, Brasol, Izonda, Meghala Kimata), Hollow World (Nithia), Isle of Dawn (Thothian Plateau), Midlands (Borea, Hyborea), Norwold, Ochalea, Savage Coast (Bellayne, Dunwick, El Grande Carrascal), Skothar (Esterhold, Jen, Minaea, Nentsun), Thanegioth

Appearance: *Ninfangle appears as an anonymous mysterious wanderer with lithe but well-muscled body wrapped in a long dusty gray hooded cloak that hides his features. He wears a wide-brimmed hat that comes down almost to his eyes and a scarf that covers all the lower part of his face, leaving only a glimpse of two yellow cat-like eyes, which show an incredible strength and cunning.*

History (PROBABLE THEORY): *Ninfangle lived on Mystara right after Bastet's departure and he was one of the first rakasta hunters and explorers. Ninfangle was always a wanderer at the heart, he loved his nomadic lifestyle as hunter and his extreme bravery bordered madness. His epic quests and deeds helped to form the first myths about the old classic rakasta character: nomadic, fearless and savage. Ka noticed the fiery character of this rakasta, and he tried to sponsor him to immortality by reincarnating him into different races and lives. Each time Ninfangle proved as much intrepid and reckless as he had been in the past, and he managed to pass all the tests that Ka devised for him. Thanks to Ka's sponsorship, Ninfangle was able to accomplish the path of the Polymath and became a true rakasta immortal around BC 15000. Ninfangle then became the patron of the rakasta all over the world along with Ka. Others worship him as the patron of travellers and nomads, bravery, hunting and battle.*

Personality: *Ninfangle has always been wild at heart, even after his ascension. He does not have a clear goal, but moves erratically from one plot to another: the important thing is to keep moving, to reach new goals and brave new challenges. To him the word "impossible" does not exist: if one is determined, and brave enough to face his own destiny, he can achieve anything. That is the teaching he passed down his followers all over the ages. Because of this, those about to undertake difficult deeds like explorations or battle (especially among the rakasta) call upon his name to bless them. Despite the centuries he has never forgotten the rakasta and he, together with Ka and Bastet (with whom he struck a deep bond ever since her return to the Multiverse), protects his beloved race. Both nomadic rakasta and other races (especially Nithians) worship him as the patron of hunting, battle and bravery.*

Patron: Unknown [presumed Ka]

Allies: Bastet, Ka

Enemies: None

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: War claws (allowed all one-handed slashing weapons and short bow)

Clerics' skills and powers: *Fast walking* (base movement is increased of 10' per round), free *Hunting, Survival* and *Courage* general skills, +2 bonus to *Tracking* general skill (not free)

D&D 3E Stats

Domains: Matter, Travel, *Hunting, Courage*

Favoured weapon: Bow (long or short)

Source: IM2

NINSUN

Patroness of Fertility and Magic

Level, Alignment, Sphere: 20th (Empyreal), NG, Energy

Symbol: A ziggurat that radiates golden rays

Portfolio: Magic, knowledge, wisdom, prosperity, fertility, agriculture

Worshipped in: Bellissaria, Cestia, Hollow World (Jennites, Oltecs), Skothar (Jen, Minaea)

Appearance: *Ninsun is a dark-skinned woman whose long black hair is gathered together to form a halo around her head. From the halo, sprout ears of grain. She has an expression of calm benevolence and wisdom that shines from her green eyes. She is dressed in a white cotton tunic that descends to below her feet, a black silk cloak, and numerous jewels that adorn her face and body.*

History (PROBABLE THEORY): *Ninsun was a mage that lived in the Oltec lands of Brun shortly after the foundation of the Empire of Blackmoor. Thanks to her prodigious predisposition for the arcane arts, Ninsun quickly became the most powerful mage of the Oltec people. Over the course of a couple of centuries she made great agricultural advances and augmented the soil's fertility by building immense hanging gardens and cultivated terraces in order to facilitate her people's expansion. Marrying a tribal noble, Ninsun began to support an expansionistic policy that in the turn of a generation brought the foundation of the Oltec Empire in Brun. Because of her powers, her people now considered her an Immortal. Ninsun became aware of the possibility of truly becoming an Immortal, and she sought the support and the protection of Oztitiotl (Ixion) to help her in this task. He guided her towards the path for the Sphere of Energy, which Ninsun undertook. First, she created the fantastic Rainbow Path, a magic tunnel linked to the position of the stars that permitted her followers to move to different parts of the planet and found new colonies. Afterwards she taught several apprentices so that they would be able to guard her secrets and administer the legacy of the knowledge accumulated so far. She finally left with her son Gilgamesh to found a new kingdom in Davania. There she created the crystal pyramids of the Katapec and the Eye of*

Humbaba, an artefact that she later gave to her son to help him maintain the kingdom and to give him the possibility of becoming an immortal himself in the future. This was the last of her deeds, after which, in 3400 BC, a sunbeam took her into the sky. It was then that she became one of the Immortals of the Oltec people in the entire world.

Personality: *Ninsun is a wise and benevolent Immortal and the patroness of magic, knowledge and fertility. She is the mother of the errant hero Gilgamesh. Presently, her cult is present among the Oltecs of Hollow World, and among those populations of Bellissaria and Skothar that descend from the Oltecs.*

Patron: Unknown [presumed Ixion]

Allies: Ixion

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: Scythe (allowed all bludgeoning weapons)

Clerics' skills and powers: Free *agriculture* skill, +2 bonus to *arcane magic and divine magic* (not free)

D&D 3E Stats

Domains: Energy, Good, Knowledge, Magic, *Fertility*

Favoured weapon: Scythe

Source: Master and Immortal set

NOB NAR

Patron of Halflings, Protector of the Five Shires, Patron of Adventurers and Audacity

Level, Alignment, Sphere: 5th (Initiate), NG, Thought

Symbol: A downwards pointing sword curved to form a fang

Portfolio: Halflings, wanderers and adventurers, audacity, heroic deeds, revelry

Worshipped in: Known World (Five Shires, Ierendi), Hollow World (Merry Pirate Seas)

Appearance: *Nob Nar appears as a young halfling in the prime of his life. He is little more than a metre tall but has a lean and stately physique with sun-tanned skin. His long, black hair is gathered at the nape of his neck. His astute, unintimidating eyes and a cynical and derisive smile on his face proclaim his troubadour spirit and his big mouth. He wears simple travellers clothing, and at his side wears his faithful Zanna (a magic rapier derived from the tooth of a dragon).*

History: Nob Nar was a halfling hero that lived in the Five Shires (specifically in the city of Wereskalot) during the VI and VII centuries AC. Of an extremely daring and good-humoured nature, Nob Nar initially joined some companies of adventurers to gain experience before finished his travels by returning to the Shires as a solitary hero. He was the greatest of all the yallaren (halfling adventurers) and his deeds quickly became the theme of many legends and hin songs (the Ballard of Nob Nar and the Legend of the Zanna of Gaulthauyrauz are the most

famous). This indomitable and boastful spirit very soon attracted the attention of Sinbad, who saw in him an optimal candidate for the Sphere of Thought. It was therefore that, following the guidelines of the Immortal, Nob Nar disappeared from the Five Shires and became an Immortal protector of the halflings; a role that he has covered since becoming an Immortal around 690 AC.

Personality: *Nob Nar has never lost his vocation for entertaining and impossible adventure, and he watches with favour all those individuals that risk their lives to follow dreams of glory and for the good of the next. He is a faithful ally of Brindorhin and Coberham, with who he is busy watching over the welfare of the hin of the Five Shires. He has never stopped admiring and helping his patron, Sinbad, who is everything Nob Nar aspires to be. Since becoming immortal, he has developed a strong attraction for Arnelee, a woman given of great courage and astuteness and who shares his passion for adventure.*

Patron: Unknown [presumed Sinbad]

Allies: Brindorhin, Coberham, Sinbad, Arnelee

Enemies: None

Classic D&D Stats

Followers' Alignment: Followers and clerics can be of any alignment

Favoured weapon: Short sword (allowed all bludgeoning weapon and the short spear)

Clerics' skills and powers: +1 bonus to Dexterity, +2 bonus to one ability chosen from *resistance, run, taunt, alertness and courage* (not free)

Paladins' skills and powers: Paladins of Nob Nar are the Hin Masters (see the rules relating to the class in GAZ8 and in the *Tome of the Magic of Mystara*)

D&D 3E Stats

Domains: Thought, Good, Travel, *Courage*

Favoured weapon: Short sword

Source: GAZ8

NOUMENA

(Cheimos, Kepher, Mimir, News, Nian-Mai Si-Xiang)

Patron of Investigation and Knowledge, Master of Enigmas and Arcane Mysteries

Level, Alignment, Sphere: 34th (Hierarch), TN, Thought

Symbol: A chessboard or something else from a game of logic.

Portfolio: Knowledge, memory, magic, mysteries, enigmas, cunning, tactics, strategy and logic

Worshipped in: Savage Coast (Bellayne), Hollow World (Milenia, Nithia), Known World (Darokin, Glantri, Northern Reaches, Thyatis), Norwold, Ochalea

Appearance: Noumena is an elderly, emaciated man, with incipient baldness and a long grey beard. He wears a long dark robe that only exposes his hands and head.

History: During the decline of the Empire of Nithia, Kepher (the mortal name of Noumena) was a Pharaoh of great intelligence and tactical acumen, who lived through

the VII century BC and led his people to great conquests. However, he became more and more detached from the political matters of his kingdom, as he was much more interested in revealing the mysteries and the enigmas around him. One day, so fed up of his role he abdicated in favour of a grandson and travelled the world to look for new mysteries to unveil. Following a series of clues he was finally led back to Nithia, where he discovered that his people were slowly slipping towards decadence and corruption. Although he did not care about the Nithians fate (believing that anyone who willingly embraces dissolution earns his demise), he was nevertheless interested in discovering the reason for this sudden decay of Nithian customs and morals, since no internal event seemed to explain it. Through further research he discovered that a group of Entropic Immortals was conspiring to destroy Nithia. During his adventures, he always prayed that his patron Amon (Odin) guide and enlighten him, and Odin grew so fond of his wits and resourcefulness that he eventually pushed Kepher on the road towards immortality. Therefore, Pflarr and Rathanos, on Odin's advice, chose Kepher to lead the Nithians that they had transferred into the Hollow World in order to save them from Nithia's downfall. Once in charge of the new Nithia, Kepher had to endure a civil war caused by the priests of Rathanos and Pflarr, who tried to affirm the superiority of their own Immortal over the other. Kepher was skilful and quick in discovering the Entropic artefact that had triggered the unexpected fight between the two factions. Although it cost him his life, Kepher managed to destroy it and preserve the stability of the new Kingdom of Nithia. Odin rewarded this heroic deed by granting Kepher immortality in BC 460, as he considered that it had concluded Kepher's path of the Epic Hero. Since then, Noumena has concentrated his efforts hiding the Nithian secrets that remain on the outer world to prevent them from corrupting future civilizations. He also wants to guard all the dark lore that could endanger the Multiverse. For this reason, he has promoted the creation of secret sects throughout the world, with the purpose of creating enclaves of thinkers and sages who could discover and guard the most powerful and esoteric mortal secrets. This is how the sect of the Illuminati was created, and, even today, it has numerous adepts all over the world who worship Noumena under various names (Cheimos, Kepher, and News among them).

Personality: Noumena has risen quickly through the Immortal ranks thanks to his passion for mysteries, which pushed him to undertake dangerous quests throughout the Multiverse. He is a permanent member of the Council of Intrusion, and carefully watches all the strange events that happen in the universe, often discovering important phenomena that other immortals had overlooked. Noumena is cold and detached, and shows little interest in the fate of the mortals, unless they prove vital for the resolution of an enigma. He is often meditative

and silent, maintaining a low profile that causes many Immortals to underestimate him. However, whenever he speaks publicly, everyone pays attention, as it means that some great mystery is about to be revealed. Noumena is the investigator of the mysteries of the universe, constantly looking for new food for his hungry mind, and it is thanks to his curiosity that he was able to acquire so much power in the short time since his ascension. Because he typically is a loner in his quests, he has no particular allies besides his patron Odin (who added him in the Norse pantheon under the identity of Mimir), although he likes Ssu-Ma's intelligence and attention to detail. For the same reason, his enemies change frequently depending on the plots that he uncovers.

Patron: Odin

Allies: Odin, respect for Ssu-Ma

Enemies: None stable (depending on his plans)

Classic D&D Stats

Followers' Alignment: Any

Favoured weapons: None (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Intelligence; *Detect secret doors and hidden passages* (1-3 on d6); free general skills *Hear Noise* (as thief of same level) and *Spot*

D&D 3E Stats

Domains: Thought, Knowledge, Magic, *Will*

Favoured weapon: Light mace

Source: WotI, Immortal set, HWR2

NYX

(Nin-Hurabi, Na-al, Nicktu, Zargos, Night, Our Lady of Darkness, Nu-Shi Hei-An, Nuptys)

Patroness of Darkness, Princess of Night, Patron of Undead

Level, Alignment, Sphere: 33rd (Hierarch), NE, Entropy

Symbol: A solar eclipse

Portfolio: Darkness, night, shadow, undead, necromancy, secrets, magic

Worshipped in: Known World (Thyatis), Alphatia, Isle of Dawn, Savage Coast (Nimmur, Dark Jungle), Hollow World (Milenia), various outer planes

Appearance: Nyx's primary manifestation is a diminutive pale woman that looks very attractive and charming, with oriental features, long raven hair and pitch black eyes, dressed with shapely long dark robes. Her second manifestation form is that of a wizened old scholar with long white beard, completely black eyes (including the normally white part of the ball) clad in a large weathered robe.

History: Nyx was born in a faraway plane from a race similar to Mystaran humans. A vampire-like creature took her while she was still young and made her undead. After centuries in her new condition, Nyx began to like her new state and upon gaining freedom from her master, she started building a mighty empire of undead creatures.

There she embarked on the path of Entropy and attained immortality under the sponsorship of a mysterious immortal, after creating and spreading a new race of night creatures.

Since then, she has risen in power inside her Sphere, even if she does not sport the raw chaotic or the overtly evil nature of her fellow members. She is constantly trying to bring the undead races to prominence in the Prime.

Personality: Nyx is a creature of darkness, and as such, her ideas of beauty and natural order, which promotes darkness and undeath above all other things, obsess her. Many of her followers are intelligent undead and necromancers, and she is usually bent on creating some new undead race and devise some grand scheme to cast whole worlds into darkness and under the undead's yoke (for example, this is her famous purpose among the Milenians of the Hollow World, where she's worshipped as Zargos). Nyx is not truly cruel or sadistic, but she does embody a cold form of evil that wants to bring to the Multiverse a kind of order that normal living creatures find aberrant, where undead dominate and night is eternal. To Nyx, the universal order should have undeath replace life, and she tries to push her own vision by increasing the power of necromancy and of the creatures of darkness. Since she is so obsessed with the opposite of the normal order, she is Ixion's bane, who in contrast is the embodiment of Light, Sun, and all that is Good. They are on the opposite sides of the circle of life. Therefore, they oppose one another not just philosophically but also in more practical ways, interfering with each other's schemes whenever possible.

Nyx is also on bad terms with Thanatos and Orcus (the rivalry with Thanatos dates back to the Taymor Empire), as these two demons push the undead towards raw chaos and use them sadistically to further their plans instead of protecting them, something that Nyx cannot bear. Undeath (much like Life for Ixion) is sacred to Nyx and must be preserved.

Patron: Unknown [presumed Hel]

Allies: None

Enemies: Ixion (and all immortals enemies of undead), Thanatos, Orcus

Classic D&D Stats

Followers' alignment: Any

Favoured weapon: None (allowed short spear, mace, sling and short sword)

Clerics' skills & powers: Permanent 60 feet *infravision*; they can freely cast darkness once a day at 1st level twice at 2nd level and 3 times at 3rd+ level; control undead as liege with same HD as same level; +2 bonus to *necromancy* general skill. Nyx's clerics are buried with a special ceremony, which allows them to rise as priestly mummies after their death; some others try to attain lichdom or become vampires during their life.

D&D 3E Stats

Domains: Entropy, Evil, Death, Magic, Darkness

Favoured weapon: Short sword

Source: WotI, HWR3, M5, IM1, IM2, OHP, Immortal set

ODIN

(Wotan, Viuden, Taranos, Zephyr, Amon, He Who Watches, Grammaton, *Jumal*, Oloron, *Father Sky*, Perun)

Patron of the Northlands, Patron of Fair

Rulership and Nobility, Lord of Sky and Winds

Level, Alignment, Sphere: 36th (Hierarchy), NG, Thought

Symbol: Silhouette of two ravens whispering in a man's ears

Portfolio: Authority and rulership, live one's life fully, knowledge, cunning, wisdom, sky and air, storms, winds

Worshipped in: Known World (Northern Reaches, Heldann, Thyatis, Darokin, Wendar), Norwold, Qeodhar, Isle of Dawn, Savage Coast (Eusdria, Robrenn), Davania (Thratia), Hollow World (Antalia, Neathar lands, Icevale, Merry Pirate Seas, Nithia)

Appearance: Odin appears to be an elderly bearded man wearing an eyepatch over his left eye, with broad shoulders but an arched back, clad in grey dusty clothes, with an old hat and cloak, holding a long spear while walking with a staff. His two ravens, Hugin and Munin, always follow him and he often appears riding his mythical eight-legged flying horse, Sleipnir.

History: Odin is one of the eldest immortals, one of those who do not remember their past (or pretend not to). He often theorized that during his ascension to immortality his patron stripped him of his memories or that he lost them the day he hung from Yggdrasil to discover the secrets of the Multiverse. Whatever the truth, Odin is the current ruler of the Sphere of Thought, and spends a great deal of his time travelling throughout the Multiverse to observe the actions of mortals and to discover the secrets of mortal and immortal minds. Many Immortals say that he gave away his left eye to drink at the spring of eternal knowledge (as the northern myths have it) and according to the rumours, he may even know things about the Multiverse's future that he has yet to reveal (something regarding the long awaited Ragnarok that he is always talking about with his allies).

Odin is worshipped by the Antalians and their descendants, the Northmen, as well as the Eusdrians (who call him Taranos) and the Thratians (who still call him Wotan). They believe he protected them from the giants and gave them Midgard, the place where they live. Also according to their myths, Odin hanged himself to bestow the secret of the runes upon his followers, and for this ultimate sacrifice, they respect and worship him as Odin All-father. According to legend, the two ravens accompanying him (Hugin means Knowledge and Munin means Memory) are his eyes and ears, while his horse Sleipnir can take him wherever he wants in the

wink of an eye. The Nithians and the many races of the Sky Kingdom worship him as Zephyr.

Personality: Odin teaches his followers to use their wits and intelligence in life, seek knowledge and wisdom through experience, and to keep in touch with the world around them. He urges his followers to become wise and fair leaders, follow the example of virtue and justice of the more enlightened rulers, savour the joys of life and learn from their mistakes instead of living as hermits. He surrounds himself with a group of immortals he has sponsored or helped during their quests for immortality, the so-called Aesir and Ásynjur, who make up most of the northmen's pantheon. He's also allied with another group of Immortals who are known as the Vanir by the followers of the Antalian Cult. His two enemies are Hel and Loki. Hel is his opposite, who reincarnates souls of evildoers to spread chaos and evil in the world as much as he reincarnates the good souls to rally more champions. Loki is one of the Aesir, but he's doomed to betray everyone much like he did with his former patron Rathanos. Despite knowing and foretelling this, Odin insists in keeping him among his "children", and close by where he can keep an eye on him.

Patron: Unknown (likely none)

Allies: Thor, Frey, Freyja, Forsetta, Heimdall, Air Elemaster

Enemies: Hel, Loki

Classic D&D Stats

Followers' alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: Short spear (allowed all bludgeoning weapons, pike and javelin)

Clerics' skills & powers: +1 bonus to Wisdom, free general skills *Command*, *Persuasion* and *Diplomacy*, +2 bonus to any one skill based on Wisdom

Paladins' skills & powers: Lay on hands, free general skills *Command*

D&D 3E Stats

Domains: Thought, Law, Good, Air, Knowledge, Nobility, Storm

Favoured weapon: Spear (short or long)

Source: GAZ7, GAZ2, HW, WotI, DotE, SCS

OLEYAN

Patron of the Verdiers

Level, Alignment, Sphere: 2nd (Initiate), CN, Time

Symbol: A mahogany tree

Portfolio: Verdiers, power, prosperity, crafts

Worshipped in: Known World (Minrothad)

Appearance: *Oleyan is a mature elf of lordly aspect, with fine features, light blue eyes and long blonde hair that descends to his shoulders. He wears a long green silk tunic decorated with gold brocade and a small platinum crown on the front.*

History (PROBABLE THEORY): *Oleyan was the clan head who guided the Verdier away from Grunland and later caused the separation from Ilsundal, not wanting to*

submit to the authority of the old elf. Oleyan chose to settle in the region bordering Taymor where he hoped to create a proper kingdom. Following the geologic upheaval of 1700 BC that created the archipelagos of Minrothad and Ierendi, Oleyan and the Verdier found themselves on the southern coast of present day Thyatis, separated from their Meditor cousins by the newly formed sea. Oleyan then tried to unify his clan and that of the Vyalia under only one banner, but failed. He therefore decided to sail to the islands to rejoin the Meditor and establish a kingdom there. This time he had great success, but he knew that he would have something to focus the sense of unity and belonging to one clan that was required to create a nation. Therefore, he departed on a long pilgrimage in the outer planes, and managed to get Ordana to promise that she would create a new relic for them if he could successfully complete a trail. Thus, Oleyan began his own path for Immortality. Oleyan was just a step from achieving immortality when he made a serious error. Overconfident, he showed great impertinence to Ordana when he announced that the Verdier would no longer need her aid once he had become immortal as he would be the only spiritual centre of his protégées. Despite his arrogance, he had successfully completed that stage of the path, by travelling in time and helping the Verdier create a powerful and respected clan, but Ordana wanted to teach him humility and to respect the hierarchy. When Oleyan rose in the Sphere of Time, she gave him the Carven Oak artefact to give to his descendents as promised. Unfortunately, the artefact sucked Oleyan inside it when he touched it, effectively making him part of the relic of the Verdiers. According to the artefact's properties, he is condemned to remain within the Oak until its destruction, or until two thousand years have passed, meditating in the meantime on his errors. Imprisoned since the year of his ascension in 60 AC, Oleyan still has nearly a thousand years of captivity ahead of him.

Personality: *Oleyan is an Immortal who hasn't really yet tasted the powers of his new state and, because of this, is extremely annoyed. He knows that Ordana had punished him for his arrogance, but even a thousand years of imprisonment have not completely tempered his excessive ego. He even thinks that his imprisonment is a greater crime than his own is, and is intending to avenge himself when he is free and becomes more powerful. Oleyan is an astute, scheming, and extremely arrogant individual, who has over the centuries influenced the Verdier keepers in an attempt to orientate the clan to his directives, usurp the cult of Ordana and the dainrouw, and to escape from his imprisonment. He doesn't have allies (because few know of his existence) but has a strong antipathy towards his jailer Ordana, who will become his enemy when his power equals her's.*

Patron: Ordana

Allies: None

Enemies: Ordana

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Chaotic

Favoured weapon: Short sword (allowed all bludgeoning weapons and daggers)

Clerics' skills and powers: +2 bonus to any one *craft* (not free)

D&D 3E Stats

Domains: Time, Chaos, *Craftsmanship*

Favoured weapon: Rapier

Source: GAZ9

OPAL

(Star Spirit)

Lord of all Neutral Dragons, The Star Dragon

Level, Alignment, Sphere: 13th (Celestial), N, Matter

Symbol: A crown that resembles a snake swallowing its tail, with a huge opal set on the snake's head.

Portfolio: Neutral dragons, lizardkin, vengeance, willpower

Worshipped in: Norwold, Wallara Tribelands, neutral draconic communities of Mystara

Appearance: Opal is a huge dragon whose scales are iridescent white with hundreds of pinpoints of all the colours of the rainbow.

History: Opal was a jade dragon that lived in the heart of a great forest in the Davanian continent. Like all dragons, she fought against humans, monsters and humanoids in order to hold sway over a small region and began to hoard treasure in order to increase her power and to rule over her lesser kin. When the moment of the mating came, she chose a companion and hatched her eggs deep in her lair, slaughtering her mate afterwards. When the eggs broke and the small dragons opened their eyes to the world, they started demanding food and so Opal left her lair to hunt. Unfortunately during the combat with an elephant she seriously injured her wing, preventing her from returning home immediately. After some days she recovered and flew back to her lair, but once there she discovered that her hatchlings had been slaughtered and her treasure stolen. Piecing together all the clues that the murderers (men without doubt) had left behind, Opal began to study the magical arts fuelled by her thirst for vengeance. She patiently waited until she mastered the spell to turn herself into a human. Then she set out to find the adventurers that had slain her breed taking with her the little clues they had left. She wandered unnoticed through the land of men for twenty years, until thanks to her magic and cunning she found all the murderers and killed them (along with their families) one after the other in cold blood, never allowing fury or passion to guide her heart or mind. This incredible quest and the indomitable will she showed attracted the attention of the Great One, who decided to test her to see if she could become one of the Immortal Draconic Lords. Opal carried out all the tasks the Great One gave her and finally achieved immortality in the Sphere of Matter around the VII century AC.

Personality: During her quest in human shape Opal met many humans, some of them she appreciated and others she loathed. However, they all shared the same view about dragons: they were monsters to be killed and robbed of their treasures. Because of this, Opal nurtures a deep hatred of humans, especially human adventurers, whom she considers a bunch of murderers and thieves. Opal is the Patroness of cold-blooded vengeance, of rational and cunning planning, and has a deep liking for all those who survive family massacres. If called upon by these victims, she protects them and helps them in their quest for vengeance (even if they are humans!). Currently her cult is spread among dragons and lizardkin tribes.

Note: The draconic immortals (Sun, Moon, and Star Dragon and the Great One) are replaced by other candidates when the previous ones die; so that position in the draconic pantheon is never vacant (otherwise the universal balance could be altered).

Patron: The Great One

Allies: The Great One

Enemies: Bemarris, Halav

Classic D&D Stats

Followers' Alignment: Any; Clerics must be Neutral

Favoured weapon: Natural weapons (allowed all bludgeoning weapons and any type of dagger)

Clerics' skills and powers: Can cast *Light* spell (1st level) freely once per day, draconic language (free), bonus draconic language, +2 bonus to the general skill *Dracology* (not free)

D&D3E Stats

Domains: Matter, Strength, *Dragons, Vengeance, Will*

Favoured weapon: Natural weapons (Bite or claw)

Source: WoTl, Master and Immortal set

ORCUS

(Oruguz, The Goat, The Black Prince)

Lord of Demons and Undead, Patron of Violence

Level, Alignment, Sphere: 25th (Eternal), CE, Entropy

Symbol: A goat's head with ram horns

Portfolio: Violent death, sadism, mass destruction, undead, cannibalism, devilswine and evil lycanthropes

Worshipped in: Known World (Thyatis, Karameikos), Isle of Dawn, Savage Coast (Dark Jungle), cults of sadists, lycanthropes and necromancers all around the world

Appearance: Orcus typically appears as a 15-foot tall humanoid with a goat's head and cloven feet, a pair of huge ram's horns, a wiry and hairy torso with two muscled arms.

History: During his mortal life, Orcus was a merciless Taymora warleader who lived in the region that would later become Traladara. His hatred towards all the living beings and his thirst for blood caught Thanatos's attention. Soon Thanatos led Orcus on the path of immortality, turning him into the first Mystaran devilswine. Orcus became a legendary figure after his

ascension in XVIII century BC, and Traladaran legends incorporated his deeds as a prime example of cruelty and horror. Orcus's cult has become widespread among evil shapeshifters, and the Thyatians learned of him when they made contact with the Traladarans.

Personality: Orcus's main goal is to destroy everything associated with beauty and life. He is obsessed with spreading terror and mass destruction in the cruellest ways possible, and for this reason he is in a race against Alphaks for the crown of King of Destruction. Despite the fact that he is always portrayed in bestial forms, he is cynical and merciless, and the perfect example of evil's cold logic. Among his interests lies the patronage of undead, a field where he competes with Nyx and Demogorgon for the most followers. As a patron of lycanthropes, Orcus is also the sworn enemy of Ruaidhri Hawkbane and Saimpt Malinois.

Patron: Thanatos

Allies: None

Enemies: Djaea, Demogorgon, Alphaks, Nyx, Saimpt Malinois, Ruaidhri Hawkbane

Classic D&D Stats

Followers' alignment: Chaotic

Favoured weapon: Whip and club (allowed all bludgeoning weapons)

Cleric's skills & powers: -2 bonus to AC when fighting against demi-humans; control undead as liege with HD equal to double his level (max 40 HD); *torture* bonus skill

Avenger's skills & powers: +1 bonus to rolls to hit and damage with one weapon of choice, +2 bonus to *torture* general skill

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Destruction, Death

Favoured weapon: Great club

Source: Immortal set, WotI, M4

ORDANA

(Mother Forest, Thendara, Breig, Tawnia, Uì)

Patroness of Sylvan Races, Mother of the Elves

Level, Alignment, Sphere: 31st (Hierarch), NG, Time

Symbol: An oak leaf

Portfolio: Nature, fertility, protection of forests and woodland beings (especially elves and treants)

Worshipped in: Known World (Minrothad, Wendar, Alfheim, Five Shires), Norwold, Isle of Dawn, Davania, Savage Coast (Robrenn, Bellayne, Jibarù), Hollow World (Icevale, Neathar Lands)

Appearance: Ordana manifests herself in various forms, according to the cultures she is revered by.

❖ **Mother Forest / Uì:** An imposing and verdant oak treant.

❖ **Thendara / Tawnia:** A beautiful elven maiden with long flowing hair and emerald green skin clad with woodsman clothes.

❖ **Ordana / Breig:** A charming dryad with emerald green hair and eyes, clad in a simple thin tunic made with the leaves of different trees.

History: Ordana was the first (and up to now only) treant who reached immortality at the end of human Prehistory, long before the civilized races strode on Mystara's soil. She never did understand who her patron was, although Khoronus suspects he may have had part in her ascension working from the far future. Ordana's first creations were the sylvan races and she later perfected her skills when she gave life to the first elves. The elves were born with the purpose of ruling and guarding the most sacred Mystaran forests; in exchange, these paradises would nurture and shelter the elves. When the elves turned their back on her philosophy to follow the folly of Blackmoor, she felt betrayed, but she never acted against them. Instead she patiently waited for them to return to dainrouw, the way of the forest.

When she discovered that the southern elves were doomed, she inspired the most faithful of her followers, Ilsundal the Wise, to travel northwards in search of the lost clans and the Promised Land. She promised to lead them to another Evergrun, but only if they forsook the ways of Blackmoor and returned to the old way of the forest. She later helped Ilsundal create the Sylvan Realm, and even if after his ascension she lost most of her elven followers (who started to revere Ilsundal), she didn't bear any animosity towards her old pupil, knowing that he taught her people to respect always the way of the forest. Today Ordana is worshipped by the elves of Minrothad and Wendar, by some elves and druids in Alfheim, Davania, the Savage Coast, Norwold and the Isle of Dawn, as well as by humans and elves in the Hollow World. Throughout the world many woodland races (especially treants) also revere her.

Personality: Ordana is a force of nature, and she embodies the majesty and timeless strength of forests and woodland races. For this reason, she views herself as protector of all the races that dwell in, respect, and love the forest. On the other hand, she passionately opposes all those civilizations that destroy woodland areas or mindlessly use fire (thus, she considers Rathanos and Zugzul her enemies). Despite losing many followers to the elven immortals, she considers Ilsundal, Lornasen, and Calitha loyal allies, and she knows she can always count on the Korrigans' protection, on Zirchev's aid, and on Ka's wisdom.

Patron: Unknown [presumed Khoronus]

Allies: Korrigans, Calitha, Lornasen, Ilsundal, Zirchev, Ka.

Enemies: Rathanos, Zugzul

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral

Favoured weapon: Club or quarterstaff (allowed all bludgeoning weapons)

Clerics' skills & powers: Clerics gain thieves' skills hide in shadows and move silently as thief or same level

only in woodland areas; free *Nature Lore* and *Survival (Forest)* general skills; +2 bonus to *Herbalism* skill

D&D 3E Stats

Domains: Time, Good, Plants, Protection, *Fertility*

Favoured weapon: Club (any)

Source: GAZ5, GAZ9, HW, WotI, SCS

PAARKUM

Patron Law and Order, Patron of Sincerity and Loyalty

Level, Alignment, Sphere: 8th (Temporal), LG, Matter

Symbol: A triangle divided into three sections, each of which contains a different element: balance (bottom), sword (right) and book (left)

Portfolio: Order, justice, virtue, fidelity, loyalty, sincerity

Worshipped in: Davania (Brasol, Vulcania)

Appearance: Paarkum looks like a human of about sixty years. He has an imposing build and stature (1.95 metres tall; weighing 110 kilograms), with rippling and toned muscles, jet-black hair and black eyes. The sun and wind have weathered his tanned complexion. He wears plate armour that bears his symbol on the breastplate and carries a broadsword on his shoulder.

History: After years spent fighting a long and ultimately victorious campaign against the Milenian enemies and the Simbasta of the Aryptian Basin, Paarkum, a noble paladin of Varelyyan origin, sought the path for Immortality. His only aim was to continue working to bring order to the world, feeling he must serve the cause of Law for eternity. His sincerity and dedication affected his patron Maat so much, that she gave him a lot of help on his journey, impressing on him the need to recover the Ivory Feather, which was sacred to her. Paarkum's first incarnation as a priest took him to serve a lawful church with renewed vigour, and he managed to recover the artefact in just two years. Because of the new style of life and of the tasks to which he wasn't accustomed, his second incarnation as a thief instead gave him many more challenges. He completed his quest over four arduous years even requiring the resurrection of one of his companions -- a responsibility that Paarkum has alleged enhanced his reputation. In his incarnation as a mage, Paarkum was amazed to discover the incredible powers and knowledge to which arcane spellcasters have access. This time, because it was so well guarded, finding the Feather was a more difficult task than expected, but he finally achieved it. Returning to his homeland, he erected an obelisk on which he inscribed his deeds -- from the engagements with evil beings to the list of lawful actions he had completed while trying to bring order where chaos reigns. Completing this, he left to adventure only in the wild lands of southern Davania, and at the end of an epic adventure in which he defeated an evil wizard on the path of Entropy, freed slaves and saved

many innocents, he finally gained immortality in the Sphere of Matter during the 1 century AC.

Personality: Paarkum is the quintessence of legality and order, a person incapable of conceiving an existence that is not regulated by laws and codes of moral conduct. He doesn't tolerate injustice, and he feels that he must immediately avenge the wrongs suffered by the defenceless. He instructs his followers to respect justice and take order everywhere and at any cost. He is a fervent ally of Maat and has become a friend of Shaper, who converted to Good himself after having met Paarkum during his mortal existence, and of Finidel, who has welcomed him among the protectors of the region of Brasol.

Patron: Unknown [presumed Maat]

Allies: Maat, The Shaper, Finidel

Enemies: any Entropic

Classic D&D Stats

Followers' Alignment: Lawful or Neutral; clerics must be Lawful

Favoured weapon: Broadsword (allowed all thrown weapons, the mace and morningstar)

Clerics' skills and powers: +1 bonus to Wisdom, +2 bonus to *knowledge of codes and laws* (not free), obliged to respect the Codex of Maat

Paladins' skills and powers: Lay on hands, free *detect lies* ability. Clerics of Paarkum cannot cast inverted spells.

D&D 3E Stats

Domains: Matter, Law, Good, *Justice*

Favoured weapon: broadsword

Source: IM2

PALARTARKAN THE LOFTY ONE

Patron of Ar, Lord of the Air

Level, Alignment, Sphere: 12th (Temporal), N, Energy

Symbol: A flying mountain

Portfolio: Alphatia (Kingdom of Floating Ar in particular), astronomy and astrology, elemental plane of air, magic regarding gravity, air and flight

Worshipped in: Alphatia, Alatian Islands, Hollow World (Hiakrai Neathar)

Appearance: Palartarken is a large, muscular, with thick, pure-white, well-groomed hair, beard and moustache, dressed in clothes of blue and white tones that recall the clouds. He usually appears floating in a position of meditation, with crossed legs.

History: During his mortal life, Ar was an Alphatian mage who lived on Old Alphatia during the reign of Alphaks. When the world exploded because of the magic war and the Alphatians migrated across the planes, Ar had just started on the Path of the Paragon, and followed the exiles to Mystara. Here he decided to mould a part of the continent in which the Alphatian expatriates had settled in order to complete his test. Being fascinated by air and by flight, he decided to create the Floating Continent of Ar. He then taught his students the

majority of the modern Alphatian air mages' knowledge. Thanks to these efforts, he attained immortality around 840 BC, and later revealed himself to Alphatian spellcasters as Palartarkan.

Personality: An excellent student and researcher of the mysteries of the universe, Palartarkan is the Alphatian patron of magic, as well as all those who are interested in the nature of the Multiverse, in the laws of gravity, terraforming, techniques of flight, and in the Elemental Plane of Air.

Patron: Unknown [presumed Ixion]

Allies: Alphatia, Razud, Zalaj

Enemies: Alphaks

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral

Favoured weapon: Any one thrown weapon (allowed any missile weapon)

Clerics' skills and powers: Power to *fly* for 2 hours each day (innate ability, cannot be dispelled), +5% bonus for any attempt to create spells or magic items that have *flight* or *air* properties

D&D 3E Stats

Domains: Energy, Magic, Knowledge, *Gravity*

Favoured weapon: Half spear

Source: DotE, HW, WoI

PALSON

(Apollo)

Patron of Arts and Talent, Master of Tactics

Level, Alignment, Sphere: 4th (Initiate), NG, Thought

Symbol: A golden apple

Portfolio: Tactics, arts (music, theatre, painting, poetry and prose), passions, multi-talented characters

Worshipped in: Hollow World (Milenia), Known World (Thyatis), Skothar (Minaea)

Appearance: Palson appears as a handsome youth in his twenties with blond curly hair, a lithe and athletic figure that shows a healthy body, tanned skin, and a beautiful visage that is always smiling with a shrewd light in his eyes. He usually wears a sleeveless, white linen robe that covers him down to his thighs, wears a laurel crown on his head, and carries a short bow on his shoulder.

History (PROBABLE THEORY): *Palson was born around the V century AC in the Milenian Empire inside the Hollow World. The firstborn of a rich senator, he was given a complete academic education and he attended both gymnasium and academy, living by the ideal of "mens sana in corpore sano" (healthy mind in a healthy body), with excellent results. Later, he joined the army and had a brilliant career thanks to his keen mind, comprehensive knowledge, and love of tactics and strategy. However, his experience on the field was limited to a few mock battles, because he didn't like the fighting and violence in itself. After ten years in the army, he got an assignment within the newly founded Milenian Navy, and became an Admiral in 420 AC. There were high hopes that, thanks to his skills, the*

Milenian navy would finally prevail over the previously undefeated Traldar pirates. Two years later Palson's talent was really celebrated after the Battle of Corisa, where the Milenian Navy finally claimed its first and greatest triumph against its Traldar enemies thanks to the strategy prepared by Palson himself. Palson however never showed a great taste for skirmishes and battles and remained always quite aloof from the rest of the troops. He preferred to satisfy his needs by indulging in the pleasures of flesh and mind, and this outlook made him a famous multi-talented artist as well as an irresistible and charming heartbreaker. It was his passion for tactics and strategy and his multiple victories on the battlefield that made the Milenian Navy a power to be reckoned with during the 20 years following his assignment to that position. Because of this, he attracted the attention of Noumena, who started testing his skills year after year by putting him, his family, and his nation in difficult situations to challenge him and prove his worth. Palson embarked on the path of the Epic Hero reaching immortality in the VI century AC after unveiling a Zargosian plan to unleash a plague of undead within the empire.

Currently Palson is well known and worshipped in the Milenian Empire, where he acts as the patron of the arts and tactics and where many scholars and artists follow him. However he's trying to recruit new followers even on the surface world, especially in those cultures that are descended from the ancient Milenians (he has tiny cults in Minaea and Thyatis).

Personality: *Palson is a loyal ally of Noumena and often likes to play mind games and solve logical puzzles with him, and he became a staunch supporter of Taroyas too (first emperor of Milenia), whom he respects greatly. Recently he has developed a special empathy for Lokena, admiring her bravery and cunning.*

Overall, Palson is a poet and hedonist at heart and because of this he often enjoys the company of the blind Tiresias (master bard and musician), the wild, easygoing Faunus, and especially the charming Kythria, who always soothes him and leads him in the most debauched of deeds.

Patron: Noumena

Allies: Noumena, Lokena, Taroyas, Tiresias, Faunus, Kythria

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: Short bow (allowed all one-handed bludgeoning weapons)

Clerics' skills & powers: Bonus "Artistic Skill" skill, +2 bonus to "Military Tactics" skill

Spells: *Sonic wave* (2nd), *enchanted melody* (5th).

D&D 3E Stats

Domains: Thought, Good, Arts

Favoured weapon: Short bow

Source: IM2, WoI

PATURA

(Hera)

Patroness of Women and Motherhood, Patroness of Hearth and Family

Level, Alignment, Sphere: 4th (Initiate), NG, Energy

Symbol: A blazing hearth

Portfolio: Women, family, faithfulness, children, motherhood

Worshipped in: Known World (Thyatis, Darokin, Karameikos)

Appearance: Patura appears as a forty-year old, olive-skinned woman with a curvy body clad in a sleeveless white tunic with a golden brooch, an elaborate bun held with mother-of-pearl and a severe look that however does not diminish the beauty of her deep black eyes.

History (PROBABLE THEORY): During her mortal life, she was Pausania Monomachos, the firstborn of the Thyatian empress Valeria II (the only empress that begot children without marrying). She inherited the throne in 643 AC, when her brother Adrian (Crown Prince) disappeared in a terrible shipwreck along with the rest of the Imperial family. Pausania took the throne at barely twenty years of age and left the clerical order where her mother had sent her to become a wife of Ixion. She immediately had to work her way through the schemes and plots of the senators, the generals, and the courtiers, who tried to win her trust and use her as a puppet for their own goals. After discovering some of her most trusted advisors plotting against her, she became terribly suspicious of everyone. Despite her immense love for children and her great desire to become mother, she was never again able to trust those men who swore eternal love to her, and as such, she reigned alone on the throne, but unlike her mother, she was nicknamed the Virgin Empress. She later developed a rather misanthropic and paranoid character, and many laws that favoured Thyatian women and promoted the ascension of women in key places in the Senate and the Army marked her last years of sovereignty. Her constant solitude and paranoia turned her from an enlightened ruler into a despotic and fearful woman, who in the end listened only to her most trusted friend, Dafne. Unfortunately, for her, Dafne was in fact a demonic creature who posed as priestess of Vanya but had goals of her own. Pausania started to issue truly humiliating laws against the powerful male senators and generals and this threatening insult set the Senate and the Army against her. Therefore, they secretly devised a plot to replace her with her "more manageable" cousin Lucius Senestus.

Dafne discovered the conspiracy and predictably instigated Pausania's repression of the traitors. Many heads fell, starting with her cousin Lucius and the elder senators. However, this was the final straw; the centurions, backed by the majority of the remaining senators and noblemen, staged a coup. They formally declared Pausania insane and unable to hold the throne, and the Senate crowned the Commander-in-chief of the Imperial Guard, Gabrionikos Tatzianes, as Emperor Gabronius II. Pausania after losing

the support of her immortal patron Ixion was forced to flee. She started to travel around the empire plotting revenge. With Dafne's help, she was able to perform several assassinations, unwittingly embarking down the path of Entropy, to get her own vengeance against the entire male race and even her former patron, Ixion.

Her descent into the pits of Evil ended the day she killed a young patriarch of Ixion, when she discovered he had two infant sons in his temple. When Dafne tried to kill them (since "they were males and could have only wrought more grief to the women of the world once adult"), Pausania was overwhelmed by her repressed motherly instincts and stopped her friend, taking the babies with her. She wanted to raise them as her children, but Dafne tried to talk her out of it. When Pausania showed no inclination to follow her advice, Dafne simply killed the youngest in cold blood, threatening to leave Pausania if she didn't do the same. Pausania was struck by this deed, and she suddenly realized she had been wrong all along: Evil did not dwell inside men's hearts, as Dafne had told her so many times, but only in the hearts of petty and cruel people. Evil had no gender, just as babies had no guilt. She understood that her most trusted friend and lover, Dafne, had lied to her all this time and used her as a puppet to bring chaos and death to her own people. She rebelled against Dafne, and in the ensuing fight discovered her demonic nature. When she defeated Dafne, she swore to make amend for her mistakes and to raise the kid as if it was her own and try to help the Thyatians reverse her evil actions. Thanks to her repentance, Ixion finally forgave her and later led her on the road of immortality in VIII century AC.

Personality: Patura is a young immortal, but she acquired wisdom and temperance through the ordeals she endured in her mortal life. The mortals know her as the patroness of family, infants, and motherhood, and all those values associated with female gender. Now immortal she has even managed to find a likeable and trusting lover in Taroyas, even if she still harbours hatred towards those individuals (mortal or immortal) she considers too chauvinistic and mean. Because of this, she's a fierce enemy of Rathanos (patron of male dominance) and of Talitha (patroness of Dafne), who uses her female traits to bring death and torment. On the other hand, she is a dear friend of Diulanna (even if some rumours have them more than just friends), the clear example of feminine willpower.

Patron: Ixion

Allies: Ixion, Taroyas (her mate), Diulanna

Enemies: Rathanos, Talitha

Classic D&D Stats

Followers' alignment: Any

Favoured weapon: None (allowed all bludgeoning One Handed weapons)

Clerics' skills & powers: Free general skills *Danger Sense* and *Persuasion*

D&D 3E Stats

Domains: Energy, Good, Family

Favoured weapon: Light mace

Source: IM2, WotI

PEARL

(Moon Spirit)

Lord of all Chaotic Dragons, The Moon Dragon

Level, Alignment, Sphere: 10th (Temporal), CE, Matter

Symbol: A crown that resembles a snake swallowing its tail, with a huge pearl set on the snake's head

Portfolio: Chaotic dragons and lizardkin, instincts, hunting, greed, power

Worshipped in: Norwold, Wallara Tribelands and all Chaotic draconic communities of Mystara

Appearance: Pearl is huge dragon with scales of mother-of-pearl, whose shape is slightly but constantly shifting.

History: During her mortal life on Mystara Pearl was a particularly dangerous and sly red dragon, talented in the magical arts and so powerful and cunning that no mortal adventurer ever defeated her. The Great One had already sponsored the rise to immortality of a Lawful and a Neutral dragon, and in order to maintain the universal balance he chose Pearl, the most powerful and merciless among all dragons of Skothar, to become the Moon Dragon. After slaughtering hundreds of rakastas and humans and piling up an immense treasure, the Great One's proposal filled Pearl's greedy heart with joy and glee. She thought that her fierceness and voracity had finally been recognised and this was the Great One's gift to allow her to follow her natural instincts to the limit. Ever since she became immortal (a century ago), Pearl has acted as the protector of all Chaotic dragons and lizardkin. She teaches her followers to be sly and merciless predators, much as she was in life.

Personality: Pearl is a cunning, cruel, and treacherous immortal. She adores the power she gained with her new position and has transformed her home plane into a draconic hunting paradise, where adventurers, knights, and thieves are amusing and delicious playthings. Pearl loves to spend her days hunting mortals and increasing the rich treasure she accumulated in all these years. The Great One hopes that after a couple of centuries of this life, Pearl will understand what her true duties are as Moon Dragon; the other immortal dragons have serious doubts about this.

Note: The draconic immortals (Sun, Moon, and Star Dragon and the Great One) are replaced by other candidates when the previous ones die, so that position in the draconic pantheon is never vacant (otherwise the universal balance could be altered).

Patron: The Great One

Allies: The Great One

Enemies: Diamond, Bemarris

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic; Clerics must be Chaotic

Favoured weapon: Natural weapons (allowed all bludgeoning weapons and any dagger)

Clerics' skills and powers: Permanent *infravision* within 60 feet, draconic language (free)

Avengers' skills and powers: -1 bonus to the natural AC

D&D 3E Stats

Domains: Matter, Chaos, Evil, *Dragons*

Favoured weapon: Natural weapons (Bite or claw)

Source: WotI, Master and Immortal set

PETRA

Warden of Traladara, Patroness of Defenders, Patroness of Besieged Cities

Level, Alignment, Sphere: 17th (Celestial), LN, Time

Symbol: A round shield with a boss in its centre; some may consider it a potter's wheel viewed from above

Portfolio: Defence and safekeeping, patriotism, courage, resistance, virtue, fighting clerics, besieged settlements, Traldars, Milenians, Traladarans

Worshipped in: Known World (Karameikos), Hollow World (Traldar Kingdoms, Milenia)

Appearance: Petra is a petite woman with a light complexion and short dark hair who sports a determined and severe countenance. She wears an ancient bronze cuirass of Traldar or Milenian tradition and wields a round shield on her left arm and a heavy mace in her right hand.

History: Petra was the Queen of Krakatos and the most influential and charismatic priest of Khoronus in the Traldar lands when the gnolish invasion began in BC 1000. After losing her husband in a humanoid ambush, she sided with Halav in his efforts to unite the Traldar Kings and withstand the Beastmen's havoc. Her help was pivotal in convincing most of the other Traldar rulers to support Halav's battle plan, and because of her charisma and wisdom, she became first Halav's second-in-command and, later, his lover and Queen. During the dark years of the Beastmen's Invasion, Halav organised the offensive tactics and assaults against the gnolls, Petra was in charge of preparing the Traldars' defences, while Zirchev monitored the enemies' movement and kept communication open between the Traldar cities. When the final showdown came and Halav killed the gnoll warleader at the cost of his own life, Petra herself held the funeral with high honours and a mask of grief on her face. Later however, she and Zirchev stole Halav's body, and she raised him as the ultimate demonstration of her love. Once the gnoll menace had finally faded, Halav decided to continue his war against the beastmen in the unknown north, so he left his homeland and crown to his beloved Petra, sure that she would rule wisely and protect the kingdom in his absence. Petra did as she was expected, strengthening and enriching Krakatos despite the miserable conditions of the surrounding Traldar lands. Only later did she

understand that she was just a few steps from immortality, and following the signs of her patron Khoronus, she found a time travelling artefact, which she used to assure that her lineage continued to rule Krakatos for five generations. She completed the Path of the Dynast in the VIII century BC, just before the fall of the last true Traldar settlements. In the Celestial Spheres she joined with her old friends, Halav and Zirchev, and they banded together to protect their descendants all over the world.

Personality: Petra is a very practical immortal who doesn't like nonsense and trivialities. She does not feel pity for those who do not have the courage to challenge fate and adversity and prefer instead to cry and mourn. She prefers those characters that go on despite the hardships and never fear to face the impossible. Petra is the patroness of many warrior clerics, of those who defend besieged settlements, and of Traldars and Milenians (and their descendants) all around the world. She is often in open disagreement with Vanya because of Vanya's disposition for conquering anything (including Karameikos), and because Vanya is sworn enemy of the Milenians. She also despises Leptar (aka Hircismus) who played a large part in the collapse of the last Traldar cities.

Patron: Khoronus¹²

Allies: Halav (her mate), Zirchev

Enemies: Vanya, Leptar

Classic D&D Stats

Followers' alignment: Any; clerics must be Lawful

Favoured weapon: Mace (allowed all bludgeoning weapons, armed shields and short sword)

Clerics' skills & powers: +1 bonus to Strength, +2 bonus to *Leadership* and *Military Tactics* general skills

Paladins' skills & powers: +1 bonus to Strength

D&D 3E Stats

Domains: Time, Law, Protection, War, *Courage*

Favoured weapon: Heavy mace

Source: GAZ1, HWR3, HW, WotI

PFLARR

(Jackal-Head)

Patron of Hutaaka, Patron of Nithia, Patron of Magic, Guardian of the Living and the Dead

Level, Alignment, Sphere: 25th (Eternal), N, Energy

Symbol: A jackal head with human eyes

¹²**Note:** WotI says that Vanya was Petra's sponsor. However this is impossible, since Petra lived around the XI century BC, while Vanya lived 400 years AFTER (she was responsible for halting the Milenians and allowing the ancestors of the Thyatians, Hattians and Kerendans reach the Thyatian mainland in BC600!). For this reason I have changed Petra's sponsor to the most likely Khoronus, who also happens to be a very valid choice as head of the Traldar pantheon. It's really strange that with all the Time immortals sponsored by Khoronus, the most obvious choice (Petra) was not used.

Portfolio: Magic, knowledge, protection, hutaaka, magical experiments

Worshipped in: Savage Coast (Renardie), Hulean City-states, Hollow World (Hutaaka, Nithians)

Appearance: Pflarr appears as a 7 foot tall jackal-headed humanoid covered in fine brown fur, wearing a simple Nithian linen tunic covering his thighs and hips.

History: Pflarr wasn't born but rather created by a powerful Nithian wizard centuries before the Nithian Empire rose to greatness. Pflarr creation as the ultimate bodyguard wasn't very successful as a rival wizard slew Pflarr's master shortly after. After avenging his master by slaying his killer, Pflarr started to learn magic by reading the two huge magical libraries at his disposal. With time, he became an accomplished magic-user and eventually he discovered the Path of the Paragon, and began his climb to immortality under the sponsorship of Rathanos.

First, he won the respect and trust of many different villages thanks to his magic prowess, introducing himself as the divine herald of Ra, come to rule in the name of Rathanos. With the help of all the constructs he had built, Pflarr created a powerful army and conquered a large part of the Alasiyan Basin. He then fortified his borders to keep away the warring neighbours and used his magical knowledge he to build the first Monoliths (artefacts that absorb power from the dead and the living to create specific magical effects). This allowed him to turn the swampy and arid lands of his duchy into fertile plains and grasslands. After a few decades Pflarr's duchy became prosperous and strong and its inhabitants worshipped both Ra and Pflarr as divine beings. Pflarr then created the Puissant Pyramid as part of his legacy. After he defeated all the rival spellcasters in the Nithian valley (the last of whom was the sly Apophis, stepbrother of Chardastes), he finally became immortal in the Sphere of Energy in BC 1540. He was the first "Nithian" to achieve this status, followed shortly after by Maat. Because he had helped Chardastes to reconquer his kingdom, Chardastes imposed Ra's and Pflarr's cult (as well as Maat's) as Nithia's official religion, which became the basis of the future Nithian pantheon. When Nithia turned from a Kingdom to an Empire, Pflarr was already established as one of the main deities of the region, patron of all magic and right-hand man of Rathanos.

In BC 1500, Pflarr shaped a race after his own image and bestowed a broad magical knowledge upon them; thus, the hutaaka were born. He was only interested that his followers keep worshipping him and that magical research continued to advance and completely failed to pay attention to Nithian politics and ethics. Because of this, the sudden turn that the Nithians took caught him completely unaware, and when he finally noticed the threat that Nithia posed to Mystara, Thanatos's corruption was already too deeply rooted to be cleansed without major casualties. Therefore, he worked with Rathanos to save some of the Nithian communities still

loyal to the old ways. With the aid of Ka and Ixion, they placed the still loyal communities inside the Hollow World, before the Immortals unleashed their punishment on the outer Nithian Empire, erasing it and its memory from the face of Mystara. Pflarr obviously didn't forget his beloved hutaaka, and saved the wisest of them, abandoning those who had grown too decadent and stupid in their secluded valley on the surface world. With time however, he took a particular interest in lupins, a race of humanoids that later interbred with gnolls and hutaaka, and he helped them spread all over the world trying to obtain their worship.

Currently, Pflarr's cult is almost absent on the outer world. He is worshipped only in Thothia, the only surviving Nithian colony, and in some lupin communities. Because of this he pays much more attention to the affairs of the hutaaka and Nithians of the Hollow World.

Personality: Pflarr doesn't think like other immortals, probably because of his origin. What he's mostly interested in are magical research and respect in the form of worship which he feels his followers must give him. When he notices that some of his followers don't pay him his due tributes however, he doesn't intervene to punish them: he gives them a chance to make penance and take the right path, and if they refuse, he doesn't hesitate simply to abandon them, forgetting them in no time at all. He prefers to concentrate on his loyal worshippers or create a new cult somewhere else rather than trying to win back lost followers. In his mind, he owes nothing to his worshippers, but rather it's the contrary: they must spend time to worship him and show him respect for all the blessings they receive.

The only being that really drives Pflarr out of his mind is Ranivorus, a permanent sign of the Nithian attempt at creating another Pflarr (emulating the hutaaka race) and failing miserably. Pflarr hates Ranivorus with all his heart for the role he played in destroying Nithia and causing harm to his worshippers all over the world, and he doesn't refrain from hindering his plots whenever he can.

Patron: Rathanos

Allies: Rathanos

Enemies: Ranivorus, Thanatos

Classic D&D Stats

Followers' alignment: Any; clerics must be Neutral

Favoured weapons: Khopesh (allowed all bludgeoning weapons)

Clerics' skills & powers: +1 bonus to Intelligence, *hear noise* as thief of same level, +5% bonus to magical research of warding and protective spells

D&D 3E Stats

Domains: Energy, Magic, Knowledge, Protection

Favoured weapon: Khopesh

Source: HW, HWR2, WotI, SCS, Dragon #237

PHARAMOND

Patron of Ambition and Power

Level, Alignment, Sphere: 23rd (Empyrean), CN, Energy

Symbol: A black whirlwind with florescent red forked lightning

Portfolio: Magic, power, ambition, cleverness, dishonesty, deceit

Worshipped in: Alphatia, Ochalea, Midlands, various outer planes including Old Alphatia

Appearance: *Pharamond is a human of average stature, with skin of an ashen pallor and veins that draw a blue spider web visible under the skin. His head is shaved and shiny, and he has a short black beard, a hooked nose and violet eyes that constantly shine. He wears a gorgeous crimson-coloured tunic decorated with protective runes, with an enormous hood that he uses to shade his face in theatrical manner, a belt of gold wires woven with precious gems, a pair of rods at the waist, and he holds a green crystal staff in his hand.*

History (PROBABLE THEORY): *Known as Karandas on Old Alphatia, Pharamond was a mage who became extremely powerful following several betrayals and well devised plans for eliminating his rivals. After the destruction of his world, unlike the rest of his compatriots, he remained on an island drifting in space, managing to save himself thanks to his magic, and patiently reconstructed a small empire exploiting his magical knowledge. Following numerous journeys in the other planes he found what he was seeking (a way for attaining eternal life), and so began the Path of the Paragon under the guide of Razud. After creating the famous Gammarian phase ship, training his apprentices, and stabilising the atmosphere in the Alphatian space creating a unique environment, he was therefore welcomed among the Immortals in 930 BC. Afterwards he was completely dedicated to accumulating new knowledge and power to scale the Hierarchy of Energy by any means. He has extended his influence to the new Alphatian Empire on Mystara, even if he has always shown more interest in the outer planes and the other dimensions than in the Prime. Recently with the help of other Immortals (Mazikeen, Harrow, and Hircismus), he has prepared a plan to destroy several Mystaran Immortal candidates and favour others from the outer planes and the Nightmare Dimension whom he sponsors. This was to augment his prestige within his Sphere, but it was unmasked after the loss of Mazikeen. Ixion judged Pharamond guilty for acts against the Prime, and he was demoted a level. It is only thanks to the efforts he has undertaken in the last decade that he has returned to his previous level.*

Personality: *Pharamond is a power thirsty social climber, an ambitious Immortal who lives to command and impose his own ideas on others. He prefers to surround himself with allied succubi who share his personality. He loves power for the infinite possibilities of action it gives him, and his philosophy is that any means (including deceit and brute force) is legitimate to achieve his own end. Harrow is*

the only one of his former allies who has remained faithful to him and who continues with him to seek new immortal candidates from the Nightmare Dimension.

Patron: Unknown [presumed Razud]

Allies: Harrow

Enemies: Mazikeen

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Chaotic

Favoured weapon: Dagger (allowed all one-handed small weapons)

Clerics' skills and powers: +1 bonus to Intelligence, +2 bonus to arcane *magic*, *divine magic* and *alternative magic* (not free)

D&D 3E Stats

Domains: Energy, Chaos, Magic, Trickery

Favoured weapon: Dagger

Source: IM3

POLINIUS THE DESIGNER

(The Celestial Architect)

Patron of the Tritons, Patron of Sculpture, Architecture and Arts

Level, Alignment, Sphere: 25th (Eternal), LN, Matter

Symbol: A compass and a hammer

Portfolio: Tritons, architecture, arts and crafts, magic, creativity, tradition

Worshipped in: Arm of the Immortals (Gombar), Skothar (Tangor), Undersea, all Mysteran seas

Appearance: *Polinius is an old triton with a head of long white hair, a face lined by a thoughtful expression with intelligent and flashing eyes. He carries a coral bag full of books on a shoulder strap and a coral dagger and other items in a bandoleer across his chest.*

History: Polinius was a great triton cleric-mage who studied coral for the majority of his life, eventually discovering the secret of their growth and how to interact magically with them in order to shape them to his will. He then taught the tritons how to magically accelerate and shape coral formations, create architectural works of huge splendour, and to produce items and weapons of tough coral for the undersea peoples. His life's work cemented his dream of Immortality, and he was welcomed among the ranks of Matter by his patron Kagyar in the XV century BC.

Personality: Polinius embodies creativity, freedom of thought, the traditional triton values, and crafts and arts in general. He also holds the view that a brilliant builder is a perfectionist. Currently his cult is widespread among the undersea peoples who research harmonic and artistic architectural work, especially among the tritons. Polinius doesn't have a good relationship with either Gorziok (whose association with natural devastation opposes the philosophy of Matter) or with Saasskas, who preaches the destruction of aquatic life and beauty and who has oppressed his people from time immemorial in all the

waters of the globe. Polinius sometimes collaborates with Kagyar and Wayland, with whom he worked in the past to construct Pandius, the hidden Immortal city in the moon Patera.

Patron: Unknown [presumed Kagyar]

Allies: Collaborates with Wayland and Kagyar

Enemies: Gorziok, Saasskas

Classic D&D Stats

Followers' Alignment: Clerics and followers can have any alignment

Favoured weapon: Dagger (allowed all piercing weapons)

Clerics' skills and powers: +1 bonus to Dexterity and Intelligence, +2 bonus to *sculpture* and *construction* (not free)

D&D 3E Stats

Domains: Matter, Law, Magic, *Craftsmanship*, *Arts*

Favoured weapon: Dagger

Source: PC3, WoTl

PROTIUS

(Abti, Manadyn, Manwara, Nithys, Father Ocean, The Spuming Nooga, Old Man of the Sea)

Sovereign of the Oceans and Water, Patron of Sailors, Protector of Marine Fauna

Level, Alignment, Sphere: 29th (Eternal), N, Time

Symbol: A blue trident

Portfolio: Oceans and marine creatures, water, unpredictability, travel

Worshipped in: Alphatia, Bellissaria, Cathos, Cestia, Davania (Thyatian Hinterlands, Izonda, Meghala Kimata), Isle of Dawn (Caerdwicca, Dunadale, Helskir, East Portage, West Portage, Redstone, Trikelios, Westrouke), Pearl Islands, Hollow World (Anathy, Antalians, Milenians, Nithians, Merry Pirate Seas, Traldar), Known World (Darokin, Ierendi, Minrothad, Northern Reaches, Thyatis), Norwold (Autuusmaa, Landfall, Oceansend), Qeodhar, Skothar (Minaea, Zyx1), Undersea, Thanegioth

Appearance: The race of Protius's manifestation form varies based on each type of follower that worships him, but all (human, triton, merrow, etc.) share certain characteristics. He always appears with the traits of a male individual of advanced age, with a beard, moustache, and hair of greenish algae, with a nude body or enveloped by algae that constantly drips salt water, and a trident held in his fist. His face is mercurial: at one time, he is calm and seraphic, then suddenly he is happy, only to get angry the next moment, passing to alternate stages of reflection or determined by his fixed expression.

His other manifestation forms are a great dolphin of remarkable intelligence and gigantic whale.

History: Protius is one of those Immortals of the so-called First Generation, so ancient that there is no

record of his mortal form, even if he ever had been one¹³. He has always been associated with water and the immensity of the sea as well as to its awful power. Because of his disinterest in power struggles and his lack of ambition, he has always remained on the margins of immortal society. He is content in his place in the hierarchal scale to the point that he favourably viewed the younger Khoronus's rise to Supreme Hierarch of Time. Currently Protius is worshipped all over the world by those cultures that have to deal with the seas and rivers, and is often known as the Old Man of the Sea. To demonstrate that his true race is unidentified – each marine culture considers him as a member of their own species. The subaquatic creatures know him as Manwara, and each of the more important races give him a different role in their own pantheon. Manwara for the elves is the Guardian of Time and the Harbinger of Change. For the kna, he is the patron of the diversity of sub-aquatic life, creator of the aquatic races and the kna, to whom he gave the wisdom to earn the talents of all the other races. For the kopru, Manwara is the patron of diversity and chaos, of warmth and of cold, and he is important because he gave them the ability to withstand the cold water and ice and to watch the sources of heat and volcanoes. Manwara commands the other races and because the kopru are his favoured children, he gave them their domination ability that allows them to command others. For the merrow, Manwara is the Creator of all the Oceans and Father of Life. He is present in every drop of water, he has given all aquatic creatures the freedom to travel in the boundless seas, and he allows anyone to use the sea's resources to enjoy life and to bring balance actually does his, Protius, will. For the tritons, he is the Creator of the Sea and Magic, as well as the repository of life's mysteries, and the one who gave the tritons (the wisest of the aquatic races) the magic knowledge necessary to control the aquatic elements. Finally, for the shark-kin, Manwara created the sea as their hunting lands, and in exchange, they must go regularly onto the mainland and seek information to control the land dwellers, and prevent them from dominating in the kingdom of Manwara.

Personality: For millions of years Protius has embodied the sea in all its aspects: beauty, abundance, unpredictability, danger, vastness, riches, and mystery. During the evolution of the species, he has always presided and watched over the oceans; causing storms and calming the oceans at his will in order to make

¹³This supplement uses the first written version for the history of Protius from the *Hollow World* manual. The later version written by Aaron Allston in *Wrath of the Immortals*, considered reductive for the figure of Protius, can be resolved in this way: Protius was in life the most intelligent specimen of a race of mammals similar to seals living millennia before the appearance of the human species. Being capable of mastering arcane magic, he managed to discover the secrets of time travel, and he is projected into the future of his world... arriving in the past of Mystara! Here Khoronus contacted him and followed his journey, helping him to become an Immortal, after which he remained behind in his time.

mortals understand just one thing: that he is the unchallenged lord of Mystaran waters, which effectively is the only thing that matters to him. Protius is a loner and doesn't particularly love the human or humanoid races; not that he detests them: he simply has no interest in their fate. Usually he receives the prayers of sailors and fishermen, and he either listens to or ignores them depending on his whims. What he truly values and is only interested in are the subaquatic races, animals (including those intelligent ones) and plants. Even so, he can be persuaded to help a land-based human or demihuman if it has performed particularly generous acts towards the sea and the marine beings that Protius protects.

Patron: Khoronus

Allies: Al-Kalim, Water Elemaster

Enemies: Saasskas, rivalry with Calitha

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic

Favoured weapon: trident (allowed all bludgeoning weapons, harpoon, net and short spear)

Clerics' skills and powers: can *breathe underwater* (or *breathe air* if the cleric is of a sub aquatic race) permanently (the ability is innate and cannot be dispelled) and can swim at the same rate as he can walk on the ground, +2 bonus to *navigation* and *sailing* (not free)

D&D 3E Stats

Domains: Time, Water, Animal, Travel, *Sea*

Favoured weapon: trident

Source: HW, DotE, WotI, GAZ2, HWR3

RAD

Patron of Glantri, Patron of Magic, Lord of Radiance

Level, Alignment, Sphere: 22nd (Empyrean), LN, Energy

Symbol: Three semi-circumferences which intersect each other, forming a perfect triangle

Portfolio: Radiance, magic, knowledge, order, Glantri

Worshipped in: Glantri

Appearance: Rad appears to be an elderly man with a long white beard, a gruff outlook, but with keen and piercing eyes, wearing a long robe embroidered with mysterious runes and magical symbols.

History: Etienne d'Ambreville was born in the province of Averoine on the world of Laterre (Dimension of Myth). Last heir to an old tradition of wizards and alchemists, Etienne was always a bit odd but had a real talent for magic. The problem was that magic was widely considered a blasphemous pact with fiendish forces, a heinous crime, and outlawed in his world. Etienne sought for many years a way to escape his world, and he finally was able to create a magical gate that he used to lead his whole family out of Averoine, fleeing religious persecutions in time.

The Ambrevilles arrived in Glantri in AC 728 and immediately gained lordship over a wide area that they

christened Nouvelle Averoine. Etienne then discovered the existence of a powerful source of magic buried beneath the very soil of Glantri, and became the first human to unveil the power of Radiance. After tinkering with its powers, he reached immortality in the Sphere of Energy in AC 855, the second mortal to rise to the Celestial Spheres without a patron (the first had been Rafiel). He immediately created the philosophy of "The Rad," a concept that represented magic in all its forms, which he himself promoted and spread among the wizards of Glantri; thereby starting his own philosophical religion. To avoid the religious persecutions and debates he suffered in his homeland, he did not want to be recognized as a true Immortal. Later he had the Council of Wizard-Princes ban any kind of religious order from Glantri, in order to prevent any kind of religious schism in his country.

Etienne was later responsible for creating the Great School of Magecraft, becoming its Grand Master in AC 875, and in AC 896 the Principality of Nouvelle Averoine obtained its seat in the parliament of the Principalities of Glantri. However, shortly after this acknowledgment, Etienne was treacherously killed by his brother Henri and his own mother Catharine, who wanted to usurp his lordship. Because of Etienne's curse, the two conspirators were reduced to skeletons and the whole Chateau d'Ambreville vanished into another dimension, while the Princes of Glantri prevented anybody from settling the Nouvelle Averoine to avoid further disappearances.

In AC 979, a group of adventurers was able to enter Ambreville Castle and break Etienne's curse, raising him from the dead. The castle crumbled and all of the d'Ambrevilles trapped inside died, except for Etienne. He went back to Averoine on Laterre and bargained with his old friend, the sorceress Geneviève de Sephora, a passage to Mystara in exchange for her own tower, la Maison de Sylaire, which became the d'Ambrevilles new fortress. Finally, he wished all of his relatives back to life and returned Nouvelle Averoine to its ancient glory.

From that day he has used his mortal identity of Etienne d'Ambreville to further his researches on the Radiance and the Nucleus of the Spheres, and to create a cadre of powerful mages to help him maintain this secret (Brotherhood of Radiance).

Personality: Rad is brilliant, unpredictable, lonely, and terribly stubborn. While he impersonates Etienne, he pretends to be absent-minded and gruff, in order to make others believe he is senile, while his mind is as keen as ever. Rad enjoys teasing all those people he considers too proud or stiff-necked by using his typical Averoinese irony. In particular, he irritates Ixion every time he can, since he has never acknowledged his leadership in his Sphere. This irreverence for the immortal hierarchy obviously brings him the sympathy as well as the hatred of many fellow immortals. Rad's irreverent character is often the point of many debates within the Sphere of

Energy, where many hot-headed immortals who want to shake the hierarchy and overthrow the reigning immortals follow his example. Despite his stubbornness and his boldness, Rad is too kind-hearted to take his enemies seriously.

Patron: None (Radiance)

Allies: None (sometimes collaborates with Rafiel)

Enemies: None (often in contrast with Ixion)

Classic D&D Stats

Followers' alignment: Neutral or Lawful: clerics must be Lawful

Favoured weapon: None (allowed all weapons which do max 1d4 hp at Basic level of mastery)

Clerics' skills & powers: Rad has no clerics. The Shepherds of Rad in Glantri are in fact wizards who receive from Rad these powers:

- ❖ +1 bonus to Wisdom and Intelligence (one of the two bonus is granted at 1st level, the other at 9th level, at the Shepherd's choice);
- ❖ +10% bonus to any roll for enchanting magic items and researching spells.

D&D 3E Stats

Domains: Energy, Law, Magic, Knowledge

Favoured weapon: Dagger

Source: GAZ3, WotI

RAFIEL

Patron of the Shadowelves, Patron of Science

Level, Alignment, Sphere: 21st (Emptyreal), LG, Energy

Symbol: A book with a star on its cover

Portfolio: Shadowelves, radiance, magical and scientific knowledge

Worshipped in: Shadowelf Territories, Hollow World (Schattenalfen)

Appearance: Rafiel is a middle-aged human with meek outlook but a piercing and cunning gaze. He wears a white tunic (a scientist's apron) and a pair of spectacles.

History: In ancient Blackmoor, Rafiel was a nuclear scientist and a pioneer in the field of thought transmission and super symmetry, a science that rivalled the arcane arts in usefulness and complexity. He analysed thoughts and theories on collective memory, with the firm belief that these experiments would find another layer of reality. He was exploring this reality thanks to one of his inventions when the Great Rain of Fire struck and annihilated his mortal body. His mind however was trapped inside the matrix of energy and thought which he had entered and was exposed to the tremendous energies released by the catastrophe. His consciousness survived, but his soul was drastically altered.

Rafiel lived in a dull limbo (the reality of thoughts he was so eager to discover) for a long time without being able to feel anything. Finally, his mind touched the thoughts of some elves that had gone underground to escape Blackmoor's mortal taint, and he got a firm grip on them, trying desperately to escape his prison. The

elves' need for a new hope became Rafiel's beacon, a new catalyst to focus his thoughts upon, and slowly he managed to recreate a whole body with just the strength of his mind. This way he left the reality that had trapped (but also saved) him for so long, and once back in the Multiverse he discovered he had become an Immortal. The elves he had contacted now worshipped him as a deity, and he renamed them the Shadowelves, his chosen people. Since then (BC 1104) he has always acted to protect the Shadowelves with parental affection, as they were the only ones to show him the faith and devotion that allowed him escape his prison.

Rafiel created the 14 Verses and led his people to the Refuge of Stone with the promise of a brighter future, and he altered the soul crystals to further his own agenda. This way he began to build the Chamber of the Spheres, a new nuclear reactor, and at the same time he gave his followers the means to survive underground, curing the radiations that for generations had altered the genes of this folk.

Personality: Rafiel is a calm, wise, and good willed immortal. It was because of his extreme humanity and sense of duty that he helped the Shadowelves survive their affliction and that he became so attached to them. The 14 Verses he gave them as his commitments may seem harsh at times, but they have helped protect the Shadowelves and allowed them to thrive over the centuries. His followers have however always considered him stern and severe because of these religious traditions (such as the habit of abandoning the malformed babies in the upper tunnels and chase off the elderly elves), but this is only because they do not know the reasons behind these laws. In fact, Rafiel guides various humanoids to find and raise the malformed Shadowelves as their babies, to purify the Shadowelf race of radiation and infiltrate his followers among the humanoids.

His main interest is the different kinds of energies found throughout the Multiverse, in particular the Radiance, and he has always secretly studied that same energy which made him immortal. His most ambitious project is the construction of a nuclear reactor known as the Chamber of the Spheres (similar to the Beagle's Nucleus) under the Refuge of Stone, with the only purpose of assuring that all the principles and scientific laws that he based his mortal life on are still viable (a clear sign of an obsessive-compulsive personality). For this same reason, he is very interested in Rad's researches, and even if they are not allies, they often collaborate to further their experiments.

Rafiel is a pacifist but he has always used every means to fight against Atzanteotl's influence over his people. Atzanteotl is his only true nemesis, and he's held responsible for corrupting many Shadowelves (among which are the Schattenalfen) to the cause of Entropy.

Patron: None (Radiance)

Allies: None (he secretly collaborates with Rad)

Enemies: Atzanteotl

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful

Favoured weapon: None (allowed all bludgeoning weapons and short sword)

Clerics' skills & powers: +1 bonus to Wisdom, +1 bonus to ST vs. Spells, a free general skill to choose among a type of Engineering or a Science.

Rafiel's clerics are Shadowelf shamans and gain access to a special list of spells (see GAZ13)

D&D 3E Stats

Domains: Energy, Law, Good, Magic, Protection

Favoured weapon: Short sword

Source: GAZ13, HW, WotI

RAITH

Patron of Just Revenge and Plots, Patron of Honour

Level, Alignment, Sphere: 11th (Temporal), CG, Energy

Symbol: A white unicorn

Portfolio: Just revenge, plots, honour, truth

Worshipped in: Davania (Brasol)

Appearance: *Raith is a man over forty years old with clear skin and a long, bushy head of tawny hair. He wears a wolf skin fastened at his shoulder with a short white linen robe underneath, and a sword at his waist. He has many healing scars on his face and body (signs of his followers' broken promises), and is always accompanied by a proud white unicorn – the symbol of indomitable truth.*

History (PROBABLE THEORY): *Raith was a Neathar who lived in the XI century BC in the region of Brasol. During his life he was always a righteous man and a great clan chief, but given of an ardent temperament and of a similar sense of pride. Overcome by fury when he discovered that his wife was cheating on him with the high cleric of the clan (a priest of Diulanna), he impulsively killed the two lovers. Because of his rash deed and the fact that he had treacherously stabbed the two while they slept, his tribe exiled Raith after they have tortured him as required by clan law. Exiled, Raith, full of anger and rancour, took to wandering the Brasolian plains, placing his sword in the service of the other clan heads as a mercenary in order to vent his resentment. It was only following an encounter with a unicorn accompanied by a group of amazons that Raith changed his behaviour. Indeed, after having saved the creature, the two became close friends, and Raith frequently confided in Uryon (the unicorn), who made him understand violent actions such as his had was turning him into an evil person and had poisoned his heart. Full of remorse for what he had done to that point, Raith tried to atone by returning to all the places where he had killed somebody in anger or duty, and began to help his victims' families – revealing from time to time the nature of his debt to them. Raith had to overcome many ordeals and humiliations, but his soul slowly brightened when he saw the understanding and respect on the faces of those that he had once hurt with his actions. At the end of his life, Raith was a changed man, famous in all Brasol for being a noble spirit and for never*

leaving an injustice unpunished, and had completed his task. On his deathbed, he met Uryon for the final time, where the unicorn transformed into a beautiful woman who revealed that she was the Immortal of justice – Tarastia. She had set him a trial, and he had demonstrated that he could pursue justice whilst respecting the laws of the Brasolian tribe. Because of his sense of honour and virtue, Tarastia decided to reveal to him the way to become Immortal. Raith spent the years of his old age attempting to create an item that would restore his youth. When he accomplished this task, he continued on the path of the Paragon travelling to central Davania in search of wrongs that need righting – especially those committed by unscrupulous wizards and mages. Raith became known as the Avenging Angel – the one who avenges injustice and cleanses consciences with blood. When his name became synonymous with oath and honour, he knew that he had finally attained Immortality. Even today, the Brasolians use the term “raith” to define both the testimony of a trustworthy person and the ordeal a defendant must undergo to disprove the charges against him and regain his honour.

Personality: Raith is a very determined Immortal, and doesn't like compromise. In his experience, every sin must be absolved and every debt repaid in order to have a clear conscience and for justice to reign. He, however, doesn't believe that the law ensures justice among mortals, so he acts with quick, decisive methods, as in his opinion, the end justifies the means. He never tells his faithful to impose penalties greater than the sin, instead he urges them to use all means available to ensure that the guilty are tried and sentenced. The philosophy of Raith is that of the law of retaliation: an eye for eye and a tooth for tooth.

Patron: Unknown [presumed Tarastia]

Allies: None

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Chaotic or Neutral

Favoured weapon: Short sword (allowed all one-handed slashing weapons)

Clerics' skills and powers: Bonus *detect lies* ability, +2 bonus to *codes and laws* (not free)

D&D 3E Stats

Domains: Energy, Chaos, Good, Vengeance

Favoured weapon: Rapier

Source: IM3

RALON

(Sister Grain)

Patroness of Renardy, Patroness of Healing and Fertility, Patroness of Agriculture and Trade

Level, Alignment, Sphere: 4th (Initiate), NG, Thought

Symbol: a bunch of grapes above an ear of grain

Portfolio: Renardy, fertility, life, joy, agriculture, trade, wealth, health, healing, lupins, turtles

Worshipped in: Savage Coast (Bellayne, Dunwick, Renardy, Territory of the Tortles)

Appearance: Ralon appears as a *maremme lupin* with snow-white fur and loving eyes, wearing a large white tunic, a series of phials with alchemical preparations tied at her belt, a bag full of food on her shoulder and a wineskin of wine tied at the neck. Her second form is that of a tiny female turtle with a golden shell and sweet eyes, who carries at her waist a wineskin of wine and a bag of food.

History (PROBABLE THEORY): During the VI century, another character aside from the brave Mâtin left a mark in the history and legends of the people of Renardy. Ralon was a clever, young noblewoman who lived in the region bathed by the River of Dreams during the years when the amber lotus' (transported from the northern plains by the river) soporiferous effects threatened life and the cultivations of the lupin of the eastern regions. Though motherless, Ralon was a young person with many talents, given of a rowdy character, whose father's position (noble Baron to the court of the monarch) permitted her the possibility of satiating her thirst for knowledge and experience in any way she liked. Therefore, she became an able botanist, an alchemist, a healer, a mage, and an excellent student of history and legend. The sudden death of her beloved father during a hunting accident, caused by the pollen of the amber lotus, pushed Ralon (heiress of the house and at this point twenty years old) to study at length the lotus's effects in order to find a cure. At the same time, she became more enterprising and independent; refusing many offers of marriage in order to manage the affairs of her house by herself. With a little luck and intuition, Ralon discovered that the wine of her vines, thanks to the properties of the land and to the alchemical products used by Ralon, mixed with powder from the lotus, created a mixture that made whoever drank it immune to the effects of the flower. In a short time, she prepared the potion and presented it to the monarch, guaranteeing the effects. Thanks to this secret preparation, the lupins were finally in a position to advance into the northern prairies and bang heads with the goblinoids. During the same period, thanks to the efforts of Saimpt Mâtin, the completion of first lock system on the River of Dreams made Renardy safer. In the following years she spread among the Renardois nobles the news that the vineyards could help to combat the effects of the amber pollen. Since then, numerous small and medium size wineries have flourished, bringing to the fore a new class, that of the winemakers, who together with the merchants have enormously improved their social position since the VII century. In just a few decades, the cultivation of grapes and the production of wine became one of the more profitable activities and of national prestige; the house of Ralon benefited the most. Ralon also suggested to the monarch the establishment of the “gold leaves” as an annual competition between the vineyards in order to decide which wine was the best, a method that is still used for mediating the rivalry between the nobles and merchants that previously had instead been resolved with duels to the death. Thanks to all this her innovations and inventions, Saimpt Renard summoned her to him one day, while strolling in the middle

of her vines, and at that moment she entered into the ranks of the Renardois saints. She carried on with her quest for immortality; which she achieved in the Sphere of Thought during the first half of the VII century AC).

Personality: *Ralon is an Immortal very focused on the lupins and Renardy, but who hasn't lost her love for agriculture, knowledge, and research. She became the patroness of farmers and merchants, as well as sages and a large band of Renardois monks, whose monasteries always possess a spacious area dedicated to botanic arts, vineyards, and other cultivations of every kind. In the last century, she has also been welcomed into the turtle pantheon as Sister Grain, hypothetical child of Father Earth (Ka) and Mother Ocean (Calitha).*

Patron: Korotiku

Allies: Saimpt Renard (Korotiku), Saimpt Mâtin

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: Scythe (allowed all tradition 'farmer' weapons)

Clerics' skills and powers: Power of freely casting the spell *purify food and water* once per day

Paladins' skills and powers: Permanent ability of determining if food and drink are edible or harmful

D&D 3E Stats

Domains: Thought, Good, Healing, *Fertility*

Favoured weapon: Scythe

Source: SCS

RANIVORUS

(Yeenoghu)

Patron of Gnolls, Patron of Raiders, Lord of Madness

Level, Alignment, Sphere: 16th (Celestial), CE, Entropy

Symbol: A human head with five snakes coming out of the mouth

Portfolio: Gnolls, madness, raiding, destruction, deceit

Worshipped in: Known World (Broken Lands, Ylaruam, Northern Reaches), Hule, Yazak Steppes, Hollow World (Nithia)

Appearance: Ranivorus is a 17 foot tall gnoll with long yellow fur. He has powerful, drooling jaws with wickedly pointed fangs. He wears black plate mail and wields a footman's flail in each hand.

History: Ranivorus was one of the first gnolls bred by the Nithians around BC 1050. He soon proved to be a charismatic leader with chaotic and destructive tendencies and gathered many other mischievous gnolls under his shadow. Finally, he led the gnolls in rebellion against their Nithian masters, and was able to flee from Nithia, guiding his gnoll followers to wreak havoc to the four corners of the Known World. His madness and sadism attracted Thanatos's attention, who placed the gory gnoll

on the path toward immortality. After urging his fellow gnolls to invade Traladara in BC 1000, Ranivorus was one of the few who survived their defeat and moved westward rampaging through the countries they encountered, until they stopped in Hule, where he attained immortality in the Sphere of Entropy at the end of the X century BC. From that day, Ranivorus's cult has spread throughout the surviving gnolls with a few rare exceptions (the Grugraakh of Graakhalia and some tribes of Hardanger gnolls). He cooperated with Thanatos to corrupt the Nithian society by promising power to its leaders, and ultimately caused the downfall of his hated masters.

Personality: Ranivorus was a good pupil of Thanatos, and has become a hateful, chaotic, and destructive deity. He loves to watch creatures harm things and beings; he revels in bringing madness and desperation to mortal souls, and he enjoys corrupting the weaker willed with evil deceptions. He often uses his shamans to rally humanoids into warbands and spread violence and chaos across Mystara. Ranivorus hates Pflarr (patron of Nithians) and Halav (patron of Traldars) with fiery passion, and competes with Karaash to gain more followers among the humanoids. He also views Garal as an enemy, because he represents a part of his ancestry that he despises (since mixing gnomes and trolls created gnolls).

Patron: Thanatos

Allies: Sometimes teams up with Thanatos

Enemies: Halav, Pflarr, Karaash, Garal

Classic D&D Stats

Followers' alignment: Neutral and Chaotic; clerics must be Chaotic

Favoured weapon: Footman's flail (allowed all bludgeoning weapons)

Clerics' skills & powers: Clerics can bring temporary madness upon a living being once a day if he fails his save vs. Spells (it causes the victim to drool for 1d4 rounds doing nothing else); madness can influence only creatures up to 4HDs (total HD that can be influenced with a single use is equal to shaman's level); bonus *Fighting frenzy* general skill

Avengers' skills & powers: *Fear* spell-like power twice a day

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Destruction, *Madness*

Favoured weapon: Footman's flail

Source: GAZ10, HWR2, HW, WotI, GAZ2

RATHANOS

(Ra)

Patron of Nithia, Lord of Fire

Level, Alignment, Sphere: 28th (Eternal), CN, Energy

Symbol: A flaming brand

Portfolio: Fire, fire creatures, energy, power, male supremacy

Worshipped in: Davania (Meghales Amosses), Great Waste, Isle of Dawn (Ekto, Thothia, Trikelios), Alatian Islands, Hollow World (Nithia), Known World (Ierendi), Skothar (Esterhold, Jen, Minaea)

Appearance: Rathanos appears to be a 7 foot tall humanoid made of blazing fire, without any distinctive features.

History: Rathanos was a wizard of the ancient Oltec civilization, completely obsessed by the power of fire and its elemental plane. With the passing of the years, he became an unchallenged master of fire magic until he discovered the path to immortality. Finally, around XXV century BC, he ascended to the Sphere of Energy under the patronage of Ixion.

After becoming immortal, he spread his teachings to all of the Jennite tribes that lived in Skothar – descendants of the Oltecs whom Rathanos belonged to in his mortal life. At the same time, he took a particular interest in the ascension of the Nithian people, becoming one of their pantheon's most important deities and their foremost patron together with Pflarr. During the centuries, he managed to create a strong movement for male supremacy inside the Jennite culture and this endangered the Jennites matriarchal tradition. The friction escalated into an open civil war with the female followers of Tarastia opposing the male worshippers of Rathanos. The conflict caused the collapse of the Jennite civilization, which reverted to the stone age. This lit the fire of misogynist hatred inside Rathanos's soul.

Rathanos then turned his attention wholly on Nithia, but here Thanatos's schemes made the Nithians turn to the wrong side and caused Rathanos to lose many of his followers to the rival Corona (the Nithian identity of Zugzul), who brought the Magian Fire Worshippers to his side. Rathanos chose to concentrate his blessings and protection only on the most faithful of his followers and managed to preserve Thothia (the Nithian colony on the Isle of Dawn) from the Entropic influence of Thanatos and his allies, saving it from the Immortals' cleansing and annihilation of the empire. Afterwards he joined Pflarr, Ixion, and Valerias in recreating the Nithian Empire in a preserved place, and transplanting the most traditional of the spared communities into the Hollow World. Here the Nithians thrive once more, and they prosper under the guidance of the pharaohs loyal to the ancient Immortals.

Personality: Rathanos is obsessed with power and his misogynist view of the universe, which leads him systematically to oppose every female immortal just for being female (the same attitude is also present in many of his clerics). Rathanos's only interest is the complete transmutation of all matter into energy, particularly fire. He is constantly searching for a spell that will allow his followers to transform into beings of pure energy, making them indestructible and immortal. However, up to now his research has not produced the ultimate spell, and therefore he continues to push his followers along this

path, promising them that this is the only way they will achieve true immortality. If his plan ever happens, he will create a nation of beings that will be born as mortals and learn as fast as only mortals can do, but who will later become eternal beings serving the cause of Energy.

Because of his character and goal, he is in eternal conflict with many female immortals (notably Tarastia) and with Zugzul, patron of fire giants and self-appointed Master of Fire way before Rathanos rose among the immortal ranks.

Patron: Ixion

Allies: Pflarr, Elemaster of Fire

Enemies: Zugzul, Stodos, Tarastia, Diulanna, Vanya and all female Immortals that challenge male supremacy in the universe

Classic D&D Stats

Followers' alignment: Neutral or Chaotic

Favoured weapon: Torch (allowed all bludgeoning weapons)

Clerics' skills & powers: Clerics can cast *Resist Fire* and *Produce Fire* once per day for free (see spells with same name), +5% bonus to researching spells based on fire, bonus "*Firebuilding*" general skill

Avengers' Skills & powers: Permanent "*Resist Fire*" power (see clerical spell with same name) after sacrificing 1 point of Constitution in a ritual dedicated to Rathanos, +1 bonus to ST vs. Fire

D&D 3E Stats

Domains: Energy, Chaos, Fire, Magic, Strength

Favoured weapon: Club (any)

Source: HWR2, HW, WotI, DotE, M5

RAVEN

Patron of Good Luck, Patron of Jokes and Fun, Master of Guile

Level, Alignment, Sphere: 7th (Temporal), CN, Thought

Symbol: A black crow with spread wings seen from above

Portfolio: Good luck, fun, jokes, games, guile, pranks, halfings

Worshipped in: Alphatia, Known World (Five Shires), Serraine

Appearance: Raven is an old but active halfling who wears showy clothes, with sparkling eyes and a malicious look that only promises trouble. He has short blond hair streaked with grey and a face full of wrinkles. Despite his body, he is still healthy.

History: In his mortal life, Falcho Fallowguard, known as Raven, was a halfling from the flying city of Serraine who never took anything seriously, not even his quest for Immortality. Perennially blessed with luck, all his life was an unending anthem to recklessness, in search of adventure and fun, always relying on his instincts, guile, or chance, and never planning anything. Falcho spent decades among the clouds in his beloved Serraine and among the lands of the Known World bringing

disorder (in particular in the Five Shires). By chance, Falcho came across the legend of the Epic Hero pointed to in the writings of a sage in some books that he had recently stolen from the library of a Thyatian mage. He subsequently literally slammed against an Immortal on the peak of a mountain where he was trying to recover some of his property, lost while travelling through clouds on the back of a dragon companion. Tyche was affected to such an extent by his boastful attitude and his luck that she wanted to propel him on the path of Immortality. During his quest, Falcho continued to be blessed with luck, since the deeds to which he was called to achieve turned out to be child's play for him, so that Tyche, amused beyond measure, welcomed him among the Immortals in the IV century AC.

Personality: Raven is not at all interested in the problems of Mystara and doesn't want anything to do with the obligations that are normally relevant to an Immortal. He doesn't ignore the orders of his superiors, but each time finds an excuse, by seeming busy, and avoids them. He never passes an occasion to infringe the rules. He prefers to employ his sense of humour and play practical jokes on, and make fun of, the other Immortals; particularly those who take things too seriously. In this he has good collaborators both in Cretia (who often participates in his digressions) and in Korotiku. Raven doesn't practice jokes and tricks for malice or with spitefulness, but merely for enlivening an otherwise too placid and boring life. This is exactly the philosophy that he teaches his followers. Furthermore, due to his incredible luck, he is worshipped as the patron of good luck, and because of this it often amuses him to dupe Tourlain (eternally unlucky and his preferred target) who is also under the protection of Tyche for some unknown reason. Raven's cult is popular in the Five Shires, among the Alphatian Halfings, and in the flying city of Serraine.

Patron: Unknown [presumed Tyche]

Allies: Tyche, Cretia, Korotiku

Enemies: None (playful rivalry with Tourlain)

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic; clerics must be Chaotic

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: Free *acrobatics* and *taunt* skills

D&D 3E Stats

Domains: Thought, Chaos, Luck, Trickery

Favoured weapon: Sling

Source: IM3

RAZUD

Patron of Self-determination and Independence, Patron of the Alphas

Level, Alignment, Sphere: 31st (Hierarchy), NG, Energy

Symbol: The granite tree (a tree of any kind, made of stone)

Portfolio: Alphas, self-determination, independence, courage, freedom, authority, strong willed characters

Worshipped in: Alphas, Bellissaria, Isle of Dawn (Ekto, East Portage, Trikelios), Known World (Glantri, Minrothad), Norwold (Alpha), Skothar (Esterhold), Old Alphas

Appearance: Razud is a charming, sixteen-year-old male with a golden complexion. He has chestnut hair, green eyes, and a huge smile that illuminates his face. He is dressed in an emerald green toga of smooth silk.

History: In ancient times, on another world, Razud belonged to the Cypri people; copper-skinned humans who were later conquered by the pure Alphas and ended up assimilated into the Alphas race. Razud was a very powerful and wise wizard, who, at the end of his life, discovered the path for immortality and undertook it under the protection of Ixion. He became immortal long before the Alphas invasion of his world (around 4400 BC). When then Alphas conquered the Cypri, the empire assimilated many of the Cypri habits and legends, amongst which was the cult of Razud. In the millennia that followed, Razud also became a patron of the Alphas (mainly worshipped by middleclass and wizards), and thanks to his intercession and guidance, the survivors of the war that annihilated Old Alphas (both Followers of Air and of Fire) managed to land on Mystara in order to rebuild the empire. Nevertheless, although he helped the Flaems to purge themselves from the evil taint of Alphas IV's madness, his cult didn't remain as strong among them as it did among the other Alphas (because of Rad's manipulation of Glantrian politics).

Personality: Razud is a determined and resolute individual. Because of this, he especially looks with favour over those worshippers who show themselves to be independent and self-sufficient. Those who look for his guidance and protection should be, at the same time, bold and resolute enough to face life's challenges with their own strengths. All those who struggle for a better life, independence, and success worship Razud. He is a loyal ally of Alphas and collaborates occasionally with Koryis (whose extreme lack of will often angers him), while his true enemy is Alphaks the Destroyer.

Patron: Ixion

Allies: Alphas, occasionally Koryis

Enemies: Alphaks

Classic D&D Stats

Followers' Alignment: Any

Favoured Weapon: Mace (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Wisdom and Initiative rolls, +2 bonus to Saving Throws vs. spells of domination or charm

D&D 3E Stats

Domains: Energy, Good, Strength, Will, Courage

Favoured Weapon: Mace (light or heavy)

Source: HW, DotE, WoI

RU Aidhri Hawkbane

(The Silver Hunter)

Bane of Lycanthropes, Patron of Hunters

Level, Alignment, Sphere: 3rd (Initiate), LE, Thought

Symbol: A giant hawk with human eyes pierced by a silver arrow in its chest

Portfolio: Destroying all lycanthropes, protecting demi-humans, hunting, revenge

Worshipped in: Known World (Minrothad, Darokin), Sind, Undersea

Appearance: Ruaidhri is an elven hunter wearing silvered chain mail and wielding a silver longsword, with a longbow on his shoulders and silver-tipped arrows in his quiver.

History: Ruaidhri was born in the IV century AC on the Traders' Isle in Minrothad into a family of wood elves. He witnessed all his parents and relatives massacred by werehawks during the spreading of lycanthropy in Minrothad. Mad with rage and burning with vengeance, he led the faction of elves that eventually brought about the Silver Purge in AC 443. After ridding Minrothad of its werebeasts, he left his home to complete his revenge, following all traces and rumours pointing to the existence of werehawks around the world. He killed the last member of that race in AC 593. After all his travels and experiences he was convinced that despite all his efforts and long life, a mere mortal could never free the world from the plague of lycanthropy. Because of this, he chose to walk the path towards immortality: in order to continue his hunt for all eternity. He became an Immortal in the VIII century AC, and his cult is especially prevalent in Minrothad and Undersea.

Personality: Ruaidhri's crusade, against what he perceives to be a cursed race that preys on the living and is above all a constant threat to the life of all demi-humans (he was an elf), obsesses him. Because of this, he eliminates werecreatures without regret or mercy. Because of his ruthless hatred of all lycanthropes, he has become a fierce enemy of Mrikitat, Orcus, and even Zirchev, who instead protects them. Ruaidhri is a loner who doesn't want stable alliances, and even his sponsor, Malinois, abandoned him when he realized the extent of his pupil's hatred. In order to pursue his vendetta, Ruaidhri will go to great lengths, even allying himself with Entropics needed.

Patron: Unknown [presumed Saimpt Malinois]

Allies: None

Enemies: Mrikitat, Zirchev, Orcus

Classic D&D Stats

Followers' alignment: Any

Favoured weapon: Long and short bow (allowed all classic hunter's weapons: dagger, long and short sword, quarterstaff, spear, sling, bolas, net, trident and javelin)

Clerics' skills & powers: Bonus *tracking* skill

D&D 3E Stats

Domains: Thought, Law, Evil, *Hunting*

Favoured weapon: Long bow

Source: PC4

SAASSKAS THE DESTROYER

(Panzuriel)

Patroness of the Devilfish and Death

Level, Alignment, Sphere: 17th (Celestial), CE, Entropy

Symbol: a black manta seen from above

Portfolio: destruction, conquest, necromancy, oceans, devilfish

Worshipped in: Izondan Abyss, Sea of Dread, Undersea, and everywhere where devilfish are present

Appearance: Saasskas's first form is that of an enormous ink black manta with *keen fangs that extend from its mouth. The second form is that of a creature with the upper half of a human woman with a face deformed by an enormous mouth and fangs. It has smooth, milky skin, six muscular, weapon-wielding arms, and a powerfully long serpent tail of white scales. Its nude back bears a tattoo of a black manta.*

History: Saasskas began her mortal life as one of the most ruthless devilfish of the southern seas. After leading legions of her kind to raid and predate the other underwater races for decades, she succeeded eventually in becoming a vampire (ixitxachitl) thanks to a pact with Demogorgon. From that moment, she dedicated herself to achieving true immortality, a goal she realised around XXIV century BC. She accomplished this by sacrificing thousands of tritons on altars situated in the oceanic depths of the Izondan Deep and causing an entire triton population to flee in fear of her. After spending couple of centuries in the outer planes advancing the plans of Entropy, Saasskas returned to Mystara and saw that her natural enemies, the tritons, were living in the Sunlit Sea and had founded Undersea. She appeared to her followers and exhorted them to undertake an evil crusade against the Sunlit Sea tritons, guiding their actions from the shadows. She also subjugated some Taymoran priests inducing them to follow the entropic cause and harass her enemies. Following the terrible natural catastrophe that caused the Taymoran region to sink into the Sea of Dread, Saasskas took many of the Taymoran dead and reanimated them as zombies and velya under her control, spreading them throughout the Sea of Dread. Today Saasskas controls many hordes of undead, devilfish and pirates, scattered throughout the Sea of Dread, where her humanoid followers also know her as Panzuriel.

Personality: Saasskas is an unfaithful yet far-sighted Immortal. She prefers corrupting and later exploiting all those that venture into the dark realm of her followers, and isn't in any hurry to achieve her aims, given that she has a firm conviction in the absolute power of chaos. She

believes that the kingdom of Undersea will inevitably capitulate, and she delights in observing the suffering inflicted on the tritons and the discord that her followers sow among the other undersea races. When the time is finally right, she will use all the undead that she has collected in the abysses (sailors, ancient Taymorans, and underwater humanoids) in the final assault against her hated enemies and annihilate the kingdom of Undersea.

Patron: Unknown [presumed Demogorgon]

Allies: None

Enemies: Protius, Calitha, Polunius, Gorrziok, Malafor

Classic D&D Stats

Followers' Alignment: Chaotic

Favoured weapon: Natural weapons (allowed spears and tridents)

Clerics' skills and powers: +1 bonus to damage inflicted, +1 bonus to rolls for controlling or destroying undead

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Death, Sea

Favoured weapon: Bite

Source: PC3, WotI

SATURNIUS

Patron of Liberty, Protector of Pirates

Level, Alignment, Sphere: 16th (Celestial), CG, Energy

Symbol: The Phrygian cap (pileus)

Portfolio: Liberty, fight slavery, independence, adventurers, pirates

Worshipped in: Hollow World (Milenian, Merry Pirate Seas, Traldar), Known World (Ierendi, Minrothad, Thyatis), Skothar (Minaea)

Appearance: *Saturnius is a middle-aged human, with a tanned complexion and many wrinkles that line his face giving it a mature attraction. His greying black hair is gathered into a ponytail behind his neck, and there is a shadow of a grey beard on his chin and cheeks. His clear blue eyes express determination and benevolence. He is dressed in the simple clothes of a sailor; leather boots, a crimson cloak, and a red Phrygian cap worn across his head (the pileus), with a dagger and a magic rod at his belt.*

History (PROBABLE THEORY): *Saturnius was a Taymoran mage who lived towards the end of the golden age of this culture. He had served for years in the court of a small southern noble when he began to notice a negative change in Taymoran society. He saw that the increasing influence of entropy was due to the arrival of a mysterious stranger – who had appeared from the north seeking to convert Saturnius' lord to the ways of necromancy with promises of eternal life. Saturnius tried to warn his noble, but despite his efforts, he was accused of treason and imprisoned. After years of slavery and now resigned to being devoured by his now vampiric lord, Saturnius was unexpectedly freed during a raid organised by a group of rebels led by a fighter named Kron. Saturnius joined with this band and discovered that, while*

he had been in prison, other small nobles and lords of the Taymoran war had begun to convert to evil and necromantic cults and unleashed war on the nearby cities, throwing the southern region into chaos. Kron was the leader of a large group of Taymorans that had endured many losses and obligations for the guilt of those nobles, and had tried to fight back. On the strength of Saturnius's knowledge about the fortress in which he dwelt, Kron organised a full scale assault to destroy the vampire and his minions and free the remaining prisoners. The endeavour was a success, and Saturnius was even able to retrieve his own very precious arcane tomes. Afterwards, he began to conceive the idea of creating an independent kingdom to shelter from the war and the expanding demonic influence. After convincing Kron to follow his plan, Saturnius planned the construction of an immense floating and habitable platform that would be able to take the fugitives far from the Taymoran coast, allowing them to live in the Sea of Dread with no need of housing. They would be able to dock everywhere and take what they needed without having to yield to anyone. It was at this point that Saturnius was contacted in a dream by Ixion, who had followed his tasks, and who revealed to him that continuing on his undertaken path he would not only achieve independence, but immortality as well. Therefore, aided by the magic of Saturnius (who had also created the Pileus, a cap of astonishing powers, which he gave to Kron to aid the revolt and their allies escape), the Free City of Kron was finally constructed; an immense floating platform capable of moving in the oceanic waters and of housing a thousand people. Mostly Taymoran, they were allied to Kron, who became a legendary leader for all the oppressed. He, however, always refused the title of king and preferred that of Commander. Thanks to the floating city, they were able to escape the terrible seismic disasters (between 2000 and 1700 BC) that sank a large part of the Taymoran region and created the islands of Minrothad and Ierendi. Kron never wanted to leave his floating city, he instead preferred to enlarge it while still leaving it capable of moving to his will, thanks to the magic of Saturnius. This was to prevent their enemies from having an easy target to conquer and over time, the inhabitants of the floating city resorted to piracy. For his part, Saturnius with the passing of the years managed to build a unique artefact, capable of calming the waves and controlling the weather around the floating city of Kron in order to protect it, and positioned it in the heart of his territory. After training his descendents in the arcane arts, he was proclaimed High Wizard of Kron (a name that the city had taken from its first legendary governor); Saturnius left the platform for the Celestial Spheres. His agenda is to continue fighting to free the oppressed from slavery by teaching the inhabitants of Kron to advance and become pirates and corsairs. Over the centuries the floating city has been partly destroyed by natural events and Nithian assaults, but the survivors continue their work of piracy with their war rafts, while the cult of Saturnius is popular in all the nations bathed by the Sea of Dread and among the Merry Pirate Seas of Hollow World.

Personality: *Since his ascension at the end of the XIX century BC, Saturnius has been the patron of liberty and joy the overwhelmed on Mystara; he has also gained a small following among those that pursue the ideals of self-determination, independence, and anarchy – such as pirates, corsairs, and adventurers. His only sworn enemy is Brissard, patron of slavery, and he doesn't have any stable allies.*

Patron: Unknown [presumed Ixion]

Allies: None

Enemies: Brissard

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Chaotic

Favoured weapon: Dagger (allowed the sabre, short spear, scimitar, trident and throwing dart)

Clerics' skills and powers: +2 bonus to ST vs. any form of paralysis (magic or normal), free *escape artist* and *run* skills

D&D 3E Stats

Domains: Energy, Chaos, Good, Travel

Favoured weapon: Dagger

Source: Master and Immortal set

SHAPER, THE

Patron of Tolerance and Equality, Master of Charity, Defender of the Weak

Level, Alignment, Sphere: 7th (Temporal), NG, Energy

Symbol: A black quarterstaff with an open white hand at the upper extremity

Portfolio: Peace, charity, equality, justice, tolerance, combat disorder and prejudice, protect the weak

Worshipped in: Alphatia, Davania (Brasol, Izonda, Pelatan, Ice Peaks, Vulcania), Yannivey

Appearance: The Shaper usually appears to be a young human of twenty years, with a stately and muscular physique (1.80m by 80kg), long blond hair, and a noble and kind expression.

History: Durblaga was born to a tribe of orcs in the southern continent of Davania. Beaten since he was little by his fellows because of his submissive disposition and his superior intelligence, he grew with a crooked back and numerous physical flaws. Neglected by the tribe he became grumpy and incredibly vindictive. When a powerful Varelyyan mage subjugated Durblaga's tribe while expanding his domains, Durblaga took the opportunity to offer his own services to the mage. The wizard took him as an apprentice and he eventually became the mage's right hand man because of his remarkable intelligence. However, over time, Durblaga became increasingly disconcerted by the atrocities committed by his lord in his quest for power and wealth, and he began to doubt the path he had undertaken. Observing the wizard's ways, Durblaga began to learn about the paths to immortality when the mage began his

climb in the Sphere of Entropy. Eventually, a paladin arrived in the evil wizard's land and challenged his power. The paladin (the valiant Paarkum – who became an Immortal after this deed) defeated the mage and freed his slaves. The paladin's piety saved Durblaga, who swore a solemn oath to forswear the cause of evil and to fight to protect the defenceless. Durblaga took his old master's books of magic and tomes of ancient knowledge and moved to the mountainous and uninhabited land of Vulcania. He chose a remote site where he wouldn't have to battle other power thirsty magicians and started along the path of the Paragon. He created an artefact known as the Hand of Kindness (a staff capable of helping the oppressed and the suffering) and trained his disciples in the ways of good. Finally, he transformed a large area of his abode into a fertile and habitable oasis; a place where humans, demihumans, and humanoids could peacefully live together. This completed his path, and Ixion welcomed him into the Sphere of Energy in 240 AC. He left the Hand of Kindness to his followers as his legacy. His followers have travelled across Davania preaching, in Shaper's name, the way of justice, equality, and charity to humans and non-humans alike. His faith has even reached Alphatia where he manifested himself. He has gained followers in the kingdom of Limn, the homeland of humanoids and intelligent monsters who, by law, live peacefully as full citizens in Alphatia.

Personality: Shaper is extremely touchy regarding his orcsish origins, due to the current prejudices that many have about the humanoids. Because of this, he often deliberately keeps his own past hidden. Shaper is a kindly being and reasonable to the requests for help by the suffering. His ultimate aims are promoting the ideals of equality, respect of the diversity in peaceful cohabitation, of charity and peace, and of protecting the weak and the defenceless. Since rising to immortality and discovering that Paarkum had also become an Immortal, he frequently acts together with him, and can claim among his allies Alphatia and Koryis.

Patron: Unknown [presumed Ixion]

Allies: Koryis, Alphatia, Paarkum

Enemies: Any Entropic

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: Quarterstaff (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Wisdom, +2 bonus to *persuasion* skill (not free)

Paladins' skills and powers: Lay on hands

D&D 3E Stats

Domains: Energy, Good, Protection, *Persuasion*

Favoured weapon: Quarterstaff

Source: IM3

SHARPCREST

Patron of Kna, Protector of Marine Hunters, The Squidslayer

Level, Alignment, Sphere: 14th (Celestial), N, Time

Symbol: A giant squid pierced by a trident

Portfolio: Kna, prosperity through trade, underwater hunting

Worshipped in: Undersea and all Mystaran seas

Appearance: *Sharpcrest is a kna gifted with great charisma and oratory ability, of imposing stature (over 3 metres tall) with powerful shoulders and musculature, orange scales and a majestic, pointed, cobalt blue dorsal crest, dressed in a tunic of algae and armed with only a spear and a harpoon.*

History: During his mortal existence, Sharpcrest was a kna hunter and merchant renowned for his countless battles against octopi and giant squid. He created the first underwater caravan when he personally killed a giant squid and then tamed a masher (a great aquatic worm) to transport its carcass. Sharpcrest then accumulated an enormous fortune thanks to his mercantile prowess, and he founded a commercial empire that stretched across the entire Sunlit Sea, opening up trade routes for the kna race. He became an Immortal in the Sphere of Time during the XI century AC, after ensuring the success of his mercantile company in various time periods. He is currently the patron of underwater hunters, kna, and trade in general.

Personality: Even today, any kna preparing to begin a business negotiation or sea journey will call on Sharpcrest's negotiation skills and his good faith. He is an able orator and an astute negotiator who frequently acts as the representative of his Sphere. He is generally a friendly though cautious and sly individual. His only declared enmity is towards those who seek to undermine his follower's peace – such as Slizzark, Saasskas, and Crakkak.

Patron: Unknown [presumed Calitha]

Allies: Malafor, Calitha

Enemies: Slizzark, Saasskas, Crakkak

Classic D&D Stats

Followers' Alignment: Followers and clerics may have any alignment

Favoured weapon: Short spears (only allowed all types of dagger, trident, javelin, net, and harpoon)

Clerics' skills and powers: +1 bonus to attack rolls and to the damage inflicted when fighting against marine monsters (excluding marine humanoids), +2 bonus to one of the following general skills (chosen by cleric) *haggle, appraise or train squid* (not free)

Avenger and Paladins' skills and powers: +1 bonus to attack rolls and to the damage inflicted when fighting underwater

D&D 3E Stats

Domains: Time, Water, Trade, Hunting

Favoured weapon: Trident

Source: PC3, WotI

SIMURGH

Patron of the Life Cycle, Patron of Flyers and Travellers, Keeper of the Flow of Time

Level, Alignment, Sphere: 18th (Celestial), NG, Time

Symbol: The face of an eagle seen from the side

Portfolio: Protection of living species and the flow of time, health, wisdom, flight, travel

Worshipped in: Great Waste, Known World (Sind) and in many cultures escaping disasters

Appearance: *Simurgh is a giant bird with silver eagle's head, his beak armed with two rows of teeth, the body and the legs of a lion, two pairs of wings with metallic orange feathers, and the tail of a peacock.*

History (PROBABLE THEORY): *Simurgh is an immortal creature whose origins remain mysterious. His first appearances in the history of Mystara go back to the time of the first Beastmen and the carnifex, but no one knows if he was a mortal being before he became an Immortal. Although he has a proper home plane, he is rarely found in the Multiverse, and even seemed to disappear for centuries at a time, only to return as a prelude to great calamities and catastrophes, with the declared aim of helping mortals and their cultures to survive the events. Khoronus is his most loyal supporter, and he affirms that Simurgh is a native being of the temporal plane that gained Immortality in the Sphere of Time in time immemorial, and who normally lives within the flow of time. Some suspect instead that Simurgh is an emissary of the Old Ones, the creatures that live on the other side of the Dimensional Barrier, and that he emerges from the Vortex, whenever something's wrong in the Multiverse, to repair the errors of both mortals and Immortals. What is certain is that since he first appeared, in the prehistory of Mystara, his level of power has never changed despite his efforts in protecting different species and cultures. This, together with his long absences, has led the Immortals to believe that he is totally disinterested in the Immortal hierarchy of power, or that he has not even been influenced by them (although continues to operate in accord with the hierarch of Time).*

Personality: *Simurgh is an affable being who fundamentally tries to preserve the life cycle and the existing cultures in the Multiverse, having already seen over time the loss of continents and worlds. Because of this, he inspires his followers with visions, dreams, and apparitions; helping the most worthy with gifts (among which is the fabulous Claw) and miraculous generosity, but he is careful to avoid intervening in a more direct ways in mortal affairs. He didn't approve of the creation of the Hollow World: for him every race has the right to select its own destiny, and his Sphere believes that preserving a culture forever in the same static and stratified form is an aberration. In this, both Khoronus and Fugit share his viewpoint. Simurgh is worshipped as the protector of life and bearer of health, patron of travellers and flight in different parts of the*

Multiverse. Intelligent flying species like rocs and giant eagles consider him their own ancestor.

Patron: Unknown (probably none)

Allies: Khoronus, Fugit

Enemies: None (antipathy on the part of Ka)

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral

Favoured weapon: Dagger (allowed mace and thrown weapons)

Clerics' skills and powers: Power of transforming into a giant eagle once per day (gains the physical characteristics of the eagle, keeps his own mental characteristics, THAC0 and ST, cannot use any of his special powers), free *train animals (flying)* skill

D&D 3E Stats

Domains: Time, Good, Protection, Healing, Travel

Favoured weapon: Dagger

Source: Master and Immortal set

SINBAD

(The Celestial Traveller)

Patron of Travellers and Explorers, Patron of Boldness and Discovery

Level, Alignment, Sphere: 15th (Celestial), NG, Thought

Symbol: A white sail blown by the wind

Portfolio: Travel, exploration, adventure, boldness, to overcome any barrier or border

Worshipped in: Bellissaria, Davania (Ice Peaks), Hollow World (Merry Pirate Seas), Known World (Ierendi, Minrothad, Thyatis, Ylaruam), Pearl Islands, Skothar (Tangor)

Appearance: *Sinbad is a male being in the prime of life clad like a sailor or an explorer. He always appears as a member of the ethnic group of the people watching him, and his true form is unknown.*

History: Sinbad comes from a remote place of the Multiverse, and no Immortal has ever managed to unveil his true history or origin. He claims he was a sailor in his mortal life, and he discovered the path of the Epic Hero because of his travels and quests across the Multiverse, which made him wiser and more powerful. He does not remember who his patron was, but it is certain he appeared on Mystara before the Blackmoor civilization's rise to power. Because of this, he encourages mortals to abandon the safety of their homes to follow their own dreams of fame and glory. For Sinbad, travel and adventure are the ways that leads to wisdom, enlightenment, and perfection. Some Immortals say that all those who listen to Sinbad's tale of his epic quests inevitably leave on a bold trek into the unknown. In fact, this is just what his clerics do and preach, as they have taken the vow of Eternal Wandering. There are indeed no settled clerics of Sinbad, and all the temples dedicated to this immortal are small structures maintained by local worshippers, not by resident clerics. (Priests can stay no

more than one month in a single place before moving.) Persistent rumours among the Celestial Spheres whisper that Sinbad is in fact an Old One or their agent. Others think he may be one of the early Immortals who became lost while exploring the Vortex and later managed to come back with a false identity. The truth, whatever it may be, has still to be revealed.

Personality: Sinbad is a charismatic, unpredictable, and daring immortal, who is constantly on the lookout for new barriers to break, new risks to take, and new adventures to experience. Because of his dashing personality, he has a faithful ally in young Turmis, who shares his love for adventures and risks.

Patron: Unknown (probably nobody)

Allies: Turmis

Enemies: None

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Sabre (allowed all one-handed weapons)

Clerics' skills and powers: +2 bonus to ST vs. Fear, free general skills *Direction Sense* and *Navigation*, +2 bonus to *Survival* general skill (not free)

D&D 3E Stats

Domains: Thought, Good, Travel, *Courage*

Favoured weapon: Scimitar

Source: WoTl, Master and Immortal set

SKULD

Patroness of Fate, Keeper of the Future

Level, Alignment, Sphere: 17th (Celestial), N, Entropy

Symbol: A head of a woman with a black veil that hides the face

Portfolio: Future, fate, death, divination, visions

Worshipped in: Hollow World (Antalians), Known World (Northern Reaches, Heldannic Territories), Norwold

Appearance: *Skuld is a tiny woman with an emaciated physique. A black veil perennially covers her face and a large hood hides her other features. She dresses in a black robe that completely envelops her, only exposing her hands with long tapered fingers that end with nails pointed like blades.*

History (PROBABLE THEORY): *No one is exactly sure about the past of Skuld, an extremely cold and detached entity. One thing is certain: despite her low profile in the Entropic hierarchy, she is one of the most ancient Immortals. There are many stories circulating about her origins, on her true interests in the Multiverse, and especially on her link with two other Immortals of different Spheres. These two immortals are Urd (ancient Lawful hierarch of Matter who vanished during the Great Rain of Fire) and Verthandi (Neutral hierarch of Time who vanished from the Multiverse by the end of the Fury of the Immortals). However, up to now no one has ever been able to discover her exact nature. The most credited hypothesis among the Celestial Spheres is all based on the fact that Urd,*

Verthandi, and Skuld were a group of closely linked Immortals known by various names among mortals (the Norns according to the Northmen). They marked the dominions of fate and destiny of both mortals and Immortals. Urd represents the past and birth; Verthandi the present, the unending flow of time and life; while Skuld embodies the future and ultimate death. According to theory, Verthandi existed before as Urd (the unchangeable past), and is now Skuld (the chaotic future), and like a wheel that turns, when she becomes a Hierarch she will vanish to return as Urd. Another, more popular, theory is that this will happen at the end of this turn of the Great Cosmic Cycle and the rise of Entropy as the new cosmic order. Others instead prefer to believe that the three Immortals are simply three aspects of just one Immortal called Holle, who often appears in mortal myths (a female Immortal represented with three faces: the Maiden, the Mother, and the Hag). A mysterious source, in the past, had split Holle's vital essence, causing it to become three different Immortals in three different Spheres, probably in order to maintain the balance of the Multiverse. There are some willing even to believe that this Immortal was an Old One, who sacrificed himself to seal the Multiverse after the completion of the Dimensional Vortex and balance it, always reminding the mortals and Immortals that all must submit to their Destiny. It maybe that the inexplicable disappearance of (his aspects) Urd and Verthandi is a portent of the imminent end of the recognized balance. One thing certain is that, even if Urd and Verthandi have disappeared, their priests (Norwold's three Cronos of Crystykk are the most famous on Mystara) continue to receive spells, probably from Skuld.

Personality: *Skuld is a shy and solitary creature, who never leaves her outer plane and always seems to withhold information and precious knowledge. Each of her interventions have a specific purpose in the order of things, and when she expresses herself it is always in a cryptic manner, both with her own followers and with the other Immortals.*

Patron: Unknown (probably none)

Allies: None

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral

Favoured weapon: Short spear (allowed all bludgeoning weapons)

Clerics' skills and powers: Anyone killed by a cleric of Skuld must make a ST vs. Spells, and if they fail, they cannot be resurrected with anything but a *wish* or a *raise dead fully* cast by a priest of equal or higher level; free *predict the future* general skill but based on Wisdom, and with a probability of really knowing the future of the person if the result rolled is at least 4 points higher than the value of the ability.

D&D 3E Stats

Domains: Entropy, Luck, Death, Oracle

Favoured weapon: Half spear

Source: Master and Immortal set

SLIZZARK THE LURKER

Patroness of the Kopru, The One Who Waits In Ambush

Level, Alignment, Sphere: 15th (Celestial), NE, Energy

Symbol: An eye with a hypnotic spiral at the centre

Portfolio: Kopru, domination of the weak, power, corruption

Worshipped in: Undersea, Thanegioth, cold seas

Appearance: *Slizzark is a kopru with greasy black skin about 3m long, with yellowish claws, protruding eyes with a bluish glare within which are oddly hypnotic flashes. She wears a gold tiara on her head and carries a coral sceptre in her hand.*

History: Slizzark was the first kopru to develop the ability to resist magic, thus ensuring her descendents supremacy over other races.

(PROBABLE THEORY): *In effect, she was one of the first kopru to earn her freedom and carve out her own dominion following the disappearance of the Serpentine Empire, which comprised the continent of Davania and the Thanegioth Archipelago. Slizzark, unlike the other kopru, independently developed an amazing ability to resist magic and a strong ability with mental domination. This power helped her surround herself with loyal slaves (both kopru and humanoids like troglodytes and other lizardkin) and build a kingdom based on the worship of her own persona. In order to increase the number of her subjects and resist the pressure of the nearby enemies, she mated with numerous other kopru, creating offspring that exhibited all her qualities, and who were her subjects from the start. Using them, she began the expansion of what would become the great Kopru Empire (both in the seas and on the mainland). Because of her abilities and willpower, Slizzark completed the path of the Paragon in 2740 BC (though she has never wanted to reveal the name of her patron). A few decades after however, she began to lose the heart and the intelligence that had helped her create the kopru's pyramid of power. The empire broke apart following internal rivalries, ending the golden age of the kopru forever.*

Personality: *Slizzark is unfaithful and egotistic, but also profoundly indolent. Since she achieved immortality, she has only been interested in gaining power and receiving the adoration of her followers. She demands frequent bizarre sacrifices of the clergy that worship her, with the only aim to exert power over them: her followers on the one hand are slaves and on the other seek to put into effect the same despotic demands on all those who find themselves within their own reach. Because of this, Slizzark is the enemy of Calitha, who wants to protect the creatures of the sea, and of Sharpcrest, whose kna are targets of the kopru.*

Patron: Unknown [presumed Zugzul]

Allies: None

Enemies: Calitha, Sharpcrest

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic

Favoured weapon: Natural weapons (allowed spears and daggers)

Clerics' skills and powers: +3 bonus to ST vs. spells

D&D 3E Stats

Domains: Energy, Evil, *Corruption, Slavery*

Favoured weapon: Half spear

Source: PC3, WotI

SOUBRETTE

Patroness of Arts and Talent

Level, Alignment, Sphere: 11th (Temporal), NG, Thought

Symbol: An open red fan

Portfolio: Arts, talent, persuasion, illusion

Worshipped in: Savage Coast (Renardy)

Appearance: *Soubrette is a bouchon lupin with glossy and well-groomed black fur and a bushy and fluffy tail. She has a penetrating and magnetic gaze. She wears a silver tiara on her forehead, a red gown finished with lace and netting, and holds a fan in her hand that hides her face in a coquettish manner and uses it to emphasise her theatrical movements.*

History (PROBABLE THEORY): *Soubrette lived in the Renardois region during the IV century AC, when the ancestors of modern lupins who lived there still following ancient tribal customs and when the monarchy had only been established for a few generations. Soubrette, however, was an extremely astute, witty, and curious lupin – who suffered as a youngster due to her stubborn and proud character. She decided that she no longer wanted to live like a servant – destined only to obey her parents and to serve – just for being born female. Therefore, she implemented an extremely ingenious ruse to escape her situation. She pretended to have a love letter from a lupin noble, from the other end of the country, and when the moment came to meet her promised spouse, she would assume his identity. With an excuse she retired to a nearby monastery in order to have no temptations, and while pretending to remain in her cell to pray, she would sneak out, disguise herself as her promised spouse, and impersonate him before her parents (the region's first winegrowers). Finally, she insisted to her family (now persuaded of the young and promising lupin's goodness) that they should leave for her future home with a substantial dowry and marry in her husband-to-be's city. After moving house, Soubrette continued her farce in her own residence, and took pleasure in the arts to pass the time. Very quickly, news spread of the artistic talent of the wife of the noble Nyapas ("no one" in ancient Renardois), and she became an established presence in the houses of the bourgeois and the more fashionable nobles. Great were the works that she executed, so much that her fame became national, and the King wanted to know both her and her husband. Knowing that her deceit would be unmasked, Soubrette planned her greatest prank. She trained her most loved pupil and friend to impersonate her, Soubrette then used her magic fan (a unique item made by her for creating and improving illusions) to pretend to be her own husband, and*

persuaded the girl that this was simply a ruse thought up by her (nonexistent) spouse in order to protect her from a conspiracy. The improbable couple departed in the direction of the royal court. Here the two acted in perfect harmony, and the ruler with the more illustrious nobles convened from all Renardy remained pleasantly surprised by the talent of the couple, who staged the most beautiful operas and recited the most epic poems composed in the court's honour. Just before she left, the king spoke to Soubrette stating in front of everybody that the wife's merit should be attributed to the influence of "a wonderful husband." Soubrette, with wounded pride, made public her previous deceit to all the court. Surprised and fooled, the infuriated king demanded an explanation that would avoid putting the two in prison for life, and this time Soubrette surpassed herself. She explained that her phantom spouse was none other than Saimpt Renard, who through her fiction had obviously intended to test to everybody, in order to make the lupins reflect on their sense of identity and on feminine nature. Since it was true that Soubrette had created better things disguised a male, therefore tapping into male creativity and talent, but she always remained a woman, and this meant that genius and deceit are the most powerful arts that had been given to women, which not even Saimpt Renard can resist. The truth of her words astonished the court to such an extent that it found the whole event amusing, as it was part of the umpteenth spectacle organised by Soubrette. It was after this task that Korotiku, amused to tears of laughter, conferred Immortality to Soubrette at the end of the IV century AC. Soubrette is remembered by future generations as the founder of the modern theatre and the greatest artist of Renardois history. Her name is also a term for a paragon also in the modern Renardois language, where the term "soubrette" shows a woman who has held the stage and is an exceptional actress.

Personality: *Soubrette had a rebellious yet exceptionally good-humoured character, and her love for defiance and irony hasn't diminished since she became Immortal. She adores assuming different forms in order to interact with mortals and Immortals, and uses her illusions and her abilities to play practical jokes or to spy on the movements of her rivals. Given her character, she has found in Korotiku an admirer and a valuable ally, while she is often found in disagreement with Guidarezzo because of the serious and very structured views that they have on the arts. In reality, she wants to push both her faithful and the spectators of their plays to inner and profound reflection. While Guidarezzo prefers to make serious drama, Soubrette prefers comedy, satire, and pantomime. Given her nature, Soubrette doesn't have any real enemies.*

Patron: Unknown [presumed Korotiku]

Allies: Korotiku

Enemies: None, rivalry with Guidarezzo

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Stiletto (allowed all small one-handed weapons)

Clerics' skills and powers: +1 bonus to Charisma, one free artistic skill (for example *singing, play instrument, dance, perform, artistic ability*, etc.).

D&D 3E Stats

Domains: Thought, Good, *Arts, Illusion*

Favoured weapon: Stiletto

Source: IM3

SSU-MA

(Ganetra, Pangloss)

Patron of Memory, Father of Written Knowledge, Keeper of History and Order

Level, Alignment, Sphere: 23rd (Empyreal), LN, Thought

Symbol: An open book

Portfolio: Memory, history, books, wisdom, education, order, sages, scribes

Worshipped in: Alpathia, Bellissaria, Hollow World (Shahjapur), Known World (Sind), Patera

Appearance: Ssu-Ma has two manifestation forms, a human and a pachydermion.

- ❖ **Human (Ssu-Ma, Pangloss):** A venerable, bald and barefoot oriental sage, with a short white chin beard, wearing a simple linen tunic, a parchment at his waist and often under his arm a well thumbed tome.
- ❖ **Pachydermion (Ganetra):** An enormous humanoid with the head and feet of an elephant full of wrinkles of venerable age, with a profound and wise look, a red dot marked in the centre of the forehead, a white tunic fastened at the shoulder and a book always underarm.

History (PROBABLE THEORY): *The origins of Ssu-Ma are uncertain, and even the Immortal hasn't so far been able to dispel all the doubts on his past. Ssu-Ma believes that this fact, and his obsession for history and memory, are derived from a manipulation that his patron (from which Ssu-Ma has also lost all memory) must have made to his immortal mind, removing all the memories. Because of this, Ssu-Ma now desperately tries to archive every single piece of information that he encounters, with the hope of successfully finding the roots of his own origins. Ssu-Ma is considered to have been probably the first creature of the Multiverse who was able to codify his thoughts in words and his words in writing, and achieved immortality because of this. Given that the cult of Ssu-Ma is linked in first place to the Ochaleans and to the Alpathians, he assumed that during his mortal life he may have belonged to one of these peoples, even if he hasn't established which. What is sure is that in the first centuries after the arrival of the Alpathians on Mystara, his cult appeared both in Alpathia (where he is known as Pangloss) and in Ochalea, and possessed many similar characteristics. Shortly after, Ssu-Ma became interested in the pachydermion culture of Patera (the invisible moon), where he became worshipped as the patron of memory, history, wisdom, and writing. He gave the pachydermions a new method of codifying their language and a series of sacred books (the Rig Veda) that have heavily influenced their spiritual and social growth. Because of this, the*

pachydermions, Alpathians, and Ochaleans consider him the creator of the codified system of ideograms that has allowed the gathering and cataloguing of acquired knowledge. Among the most ancient texts and sacred of his works are three books. The first book is the legendary Rig Veda (a transcription of the philosophical teachings of a pachydermion cleric of Ganetra to the court of the Sindhi Great Moghul during the VI century AC). The second book is the Tablet of Celestial Balance (also known as the Tome of Ssu-Ma, which the Ochaleans consider forms the basis of the philosophy of the Celestial Court and the art of good writing). Finally, the third book is the Tome of Gambia (written, according to the Alpathian legend, by the First Mage, who discovered the arcane arts). In these books, all the world's knowledge can be found.

Personality: *Ssu-Ma is an extremely calm and compassionate individual, so faithful to precision and order that it borders on becoming an obsession. He doesn't support chaotic or incoherent thinking and because of this, he is often in disagreement with Korotiku, who loves to provoke him with incoherent and illogical arguments and what drags up Ssu-Ma's inability to remember his own past in order to make him feel more humble. He is often so absorbed in his own thoughts that it results in him being distracted, but when speaking he is always aware of the subject. Because of this, many young Immortals turn to him for advice, as the mortals consult his followers, who are shining lights among the sages and learned of the entire world. Ssu-Ma, as the patron of meaningful knowledge such as memory, history, and education, has taken particularly to heart the transmission of knowledge through writing. Writing, he considers, is the only defence that he can use to make sure that knowledge isn't lost over time. Ssu-Ma has little predisposition to adventure and prefers avoiding the fight for power. Because of this and despite his long time in the Immortal ranks he has never reached the apex of his Sphere. He doesn't have any allies or enemies because of his detached character, but nurtures esteem for Noumena, who he considers an important interlocutor and a stimulating rival in games of logic and wit.*

Patron: Unknown [presumed Korotiku]

Allies: None (respect for Noumena)

Enemies: None (antipathy for Korotiku)

Classic D&D Stats

Followers' Alignment: Lawful

Favoured weapon: Mace (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Intelligence, permanent power of *read languages*, +2 bonus to *librarianship* and *concentration* (not free)

D&D 3E Stats

Domains: Thought, Law, Knowledge

Favoured weapon: Light mace

Source: Master and Immortal set, WotI, HWA3, IM3

STODOS

(Cryonax)

Master of the Icy Wastes

Level, Alignment, Sphere: 3rd (Temporal - Croaking Demon), NE, Entropy [Stasis]

Symbol: Crystalline toad (ideally carved from magical unmelting ice)

Portfolio: Ice, cold, arctic wastes, multiversal heat death

Worshipped in: High in the Cruth Mountains, other cold frostfell regions

Appearance: Enormous, demonic toad-like biped

History (PROBABLE THEORY): *Stodos was a descendent of those frogfolk created by Saint Stephen in the early Blackmoor era. He was an accomplished technomage, but extremely introverted, even antisocial. Feeling out of place in the human-dominated academic world, he eagerly joined one of Blackmoor's moon missions in 3205 BC. Stodos grew to love the pristine chill of the moon and hated the Blackmoorian officers when they attempted to bring him back at the end of the mission. Working in secret, he created a bacterium that would kill humans but leave frogfolk unharmed, thereby causing the failure of Blackmoor's first colonization attempt. He crudely killed the other frogman crewmember with a large, club-like wrench. As far as the mission commanders at home knew, the deaths were completely unexplained, and they assumed no one survived. Unbeknownst to Stodos, this fulfilled the 'create a unique magic item' requirement of the Path of the Paragon.*

Stodos cannibalized as much of the moonbase's technology that he felt he needed to construct a secret base some distance away, using mechs to transport the materials. Then he utterly destroyed the remains of the base to cover his tracks, thereby fulfilling the Sphere of Entropy's requirement that its questors destroy a lesser artefact of the Sphere of Energy – the base and its power, which he and other Blackmoor technomages had laboured on for decades. While he created heat and atmosphere in his new base for a time, he worked primarily on altering himself so that he could survive on the barren surface of the Moon without any artificial aid.

Over the next few years, Stodos destroyed several more colonization attempts, secretly working to sabotage key components or creating new tailored bacteria that the colonists would not detect in time. Thus it was that he easily proved himself the greatest techno-wizard in far more than a thousand miles. He also expanded his base, creating a labyrinth of tunnels and experimental laboratories beneath each subsequent lunar base, transforming the terrain beneath the lunar surface to a remarkable extent.

In the planes of Entropy, Hel noticed Stodos' feats and saw in him a kindred spirit who had nearly completed the requirements for immortality entirely on his own. She sent him a vision of her home plane, Niflheim, and hinted at the power buried there. That was all that Stodos needed – he used his extensive labs to research the means to create an interplanar gate, and used it to visit Niflheim under his own power.

Stepping into the freezing fog and snow of Niflheim, he came face to face with Hel herself. She explained to him about immortality and that he needed only to train a group of apprentices to achieve it. He was welcome to do this in her service rather than bothering himself with the wretched inferiors of his own world. Impressed with this offer, Stodos accepted.

As a mark of his new status, Hel transformed Stodos into a hezrou, a croaking, demonic creature of great power. In this new form, Stodos taught magic and technology to six of Hel's fiendish servants, teaching them many of his secrets – though not all of them. When Hel deemed the last apprentice sufficiently accomplished, she rewarded their teacher with true Immortality. In the millennia since, Stodos has been up and down the immortal hierarchy. His greatest success was helping to destroy the Blackmoor civilization and its interplanetary colonies once and for all; after this was complete he became lost for a time, unsure what his next goal should be, and he was defeated a number of times in the immortal Olympic games.

Ultimately, Stodos decided that only when all the worlds had become as barren as Niflheim or the Moon would he be content. In this, he is most strongly opposed by the immortals of the Sphere of Energy, and due to the efforts of Rathanos, Ixion, and others he hasn't made much headway since the last Ice Age. Still he nurtures his mortal following in the coldest places of the world, he recruits armies of icy beings on the elemental planes, and he creates endless new varieties of icy monsters in his home plane, called the Chiselled Estate. He is patient and knows one day victory will be his.

Stodos has allied himself with the gods of Ragnarok (Hel, Orcus, Demogorgon, Loki, Alphaks, and Thanatos). However, he has his own agenda and works to ensure that the worlds end not with fire, but with ice. For this reason, Zugzul has taken violent exception to his means (if not his aim), and has become one of his greatest foes.

ALTERNATE THEORY: *Stodos is a far more ancient deity. A being of cold and chill who during the Age of Serpents took many troglodytes and lizardfolk to serve it in the arctic wastes later known as Nithia. Even with his magical aid, Stodos and his people were unsuccessful and they slowly sank into a centuries long sleep. It awoke, finally, to the sound of strange engines. Seeing potential, it persuaded a scientist of Blackmoor to create a race of froglike servitors for it. When this race was largely wiped out by followers of the demon-god Zugzul, Stodos began concentrating all of its efforts into destroying Zugzul and all it stood for along with all fire, heat, and energy.*

Personality: Cunning, creative, patient, hateful, sociopathic.

Patron: Hel

Allies: Orcus, Demogorgon, Loki, Alphaks, Thanatos

Enemies: Rathanos, Ixion, Zugzul, Odin, Frey, Freya, Djaea, Ka the Preserver

Classic D&D Stats

Followers' Alignment: Chaotic

Favoured weapon: Club (allowed club, dagger, natural weapons)

Clerics' spells & powers: Permanent *Resist Cold*

Avengers' skills & powers: Permanent *Resist Cold*

D&D 3E Stats

Domains: Air, Cold, Evil, Storm, Winter, Water

Favoured weapon: Club

Source: M1

TAHKATI STORM-TAMER

Patron of the Clan of the Horse

Level, Alignment, Sphere: 16th (Celestial), CN, Energy

Symbol: A knife of buffalo bone

Portfolio: Clan of the horse, horses and cavalry, protecting the children of Atruaghin, fighting, revenge, fierceness

Worshipped in: Known World (Atruaghin Clans)

Appearance: A copper-skinned human much smaller than normal (around 1.60m), but with shoulders so wide and muscular the result is both imposing and threatening. The sides of his head are shaven and the remaining hair is gathered in a black mane similar to that of a horse, whilst the rest of his body is nude, except for a linen loincloth held up by a belt that also holds the scalps of his enemies, and a dagger carved from a buffalo's humorous.

History: Tahkati lived among the Oltecs, who later became the Children of Atruaghin long before the arrival of the latter, and he was the first to unify the tribes by force of arms in 1675 BC. The secret of Tahkati's military strength derives from his greatest deed: the domestication of the horse. Once they were successfully mounted, he led his tribe (renamed the Clan of the Horse) against the other clans until he had reduced all the tribes to obedience and had united them under his banner. Tahkati became the greatest warrior of the prairies, and following his military vocation he managed to achieve Immortality in the Sphere of Energy in 1620 BC. When he heard that a new leader had reunified the people of the prairies, he was interested, but he quickly began to despise Atruaghin when he saw that the unification was due to diplomacy and words rather than military conquest. If it had not been for the intervention of Ka and Ixion, whom he once worshipped and still revered, he would have attempted to destroy Atruaghin. He decided instead to leave him alone, and immediately left to seek the counsel of Atzanteotl. On Atzanteotl's advice (and the promise that the Clan of the Horse would be spared), the humanoid tribes were unleashed against the Children of Atruaghin and enslaved them. He was insulted when he learned of Atzanteotl's lies and rushed to destroy him. However, he was defeated and almost killed by great power of the Entropic Immortal. Therefore, when Atruaghin returned among the clans to free them, Tahkati joined with Ka and Ixion to grant

Atruaghin the means to expel the humanoids and raise the great plateau.

Personality: Since Atruaghin became immortal, the two have frequently collaborated, and even if they are not true friends, they respect each other and Tahkati is faithful to Atruaghin. Because of his fierce, haughty, and determined character (which frequently causes him to respond to any provocation, placing him in difficult situations) he doesn't approve of Atruaghin's calm and temperance, and wishes that Atruaghin would be quicker and more decisive in promoting the crusade against the Entropic Immortals and the Clans' enemies.

Patron: Unknown [presumed Ixion]

Allies: Atruaghin, Hattani

Enemies: Atzanteotl

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: Bone dagger (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Strength, free *resistance* skill

D&D 3E Stats

Domains: Energy, Law, War, Strength, Animal

Favoured weapon: Bone dagger

Source: GAZ14, WoT

TALITHA

(Ait-tha, *Ta Liu Ai-Tan*)

Patroness of Egotism, Queen of Treachery and Vice, Protector of Murderers

Level, Alignment, Sphere: 25th (Eternal), NE, Entropy

Symbol: A crying child

Portfolio: Self-gratification (at the expense of others), egotism, envy, avidity, strife, immorality, treachery, theft and murder

Worshipped in: Alphatia, Norwold, Isle of Dawn, Ochalea, Bellissaria, Esterhold, Savage Coast (Dark Jungle)

Appearance: A beautiful brunette with Alphatian features, with a curvaceous body and coppery skin often exposed under very skimpy clothes, which enhances her charm and sensuality despite the fearsome battle axe she carries hidden on her back.

History: In her mortal life, Talitha was a famous Alphatian thief before the migration to Mystara. Even though a second class citizen (not possessing any magical ability), she managed to lead a wealthy and opulent life thanks to the proceeds of her illicit activities. Her greatest delight was spying on Alphatian wizards, and then, at the crucial moment, stealing the objects vital to the mages' plots and thus causing the mage's ruin or even death. Thanatos recognized her potential, and slowly guided her along the path of Entropy. Talitha became immortal around the XV century BC, after tracking other candidates for immortality in the other Spheres, and

ruining their efforts by stealing the artefacts they had obtained.

Later, she helped trigger the diatribe that resulted in the madness of Alphas and the destruction of her world. Her cult survived among the exiled Alphas and she became involved in Mystara's history upon the arrival of the surviving Alphas. From the moment of Alphas' landfall, the cult of Talitha has grown to encompass all the lands of the Empire and beyond. Talitha has become the patroness of greed, malice, treachery, and theft.

Personality: Talitha lives only for herself, and enjoys humiliating others and in causing distress and pain. It is not important for her to simply steal something, but to be meaningful the theft must always cause the ruin or the suffering of the victim. Talitha is a hedonist without remorse; she loves to be worshipped for her enterprises and is extremely vindictive. Over the course of centuries she has woven intrigues and conspiracies against both immortals and mortals, and even now she is one of the most active Entropic immortals in the Multiverse, a fact testified by her fast rise in her Sphere's hierarchy. She loves to play the ally of some Entropic only to turn the tables against him at the end, benefiting from her rival's fall. She is currently doing so with the boisterous Alphaks, hoping to steal away all his worshippers in the Alphas' Empire, whose patron deities she passionately hates.

Patron: Thanatos

Allies: Cooperates with Masauwu and Orcus

Enemies: Alphas, Razud, Koryis

Classic D&D Stats

Followers' Alignment: Any non Lawful; clerics must be Chaotic

Favoured weapon: Dagger (allowed all bludgeoning weapons)

Clerics' skills and powers: Either pickpockets or pick locks (like thief of equal level), free general skills *Persuasion*, *Seduce* and *Lie*.

Avengers' skills and powers: Immunity to spells like *quest* and *geas*, +1 bonus to Saves against all Mind affecting Spells.

D&D 3E Stats

Domains: Entropy, Evil, Trickery, *Stealth*

Favoured weapon: Battleaxe

Source: DotE, WotI, OHP

TARASTIA

(*Pax Bellanica*, *The Judge*, *Var*, *Ta Lai Si-Fa*)

Patroness of Justice and Revenge, Mistress of Truth and Order

Level, Alignment, Sphere: 30th (Eternal), LN, Energy

Symbol: Black executioner's axe

Portfolio: Law, Order, Truth, Justice, Just Vengeance

Worshipped in: Known World (Thyatis, Karameikos, Darokin), Norwold, Savage Coast (Bellayne, Torreòn,

Gargoña, Narvaez, Almarròn, Saragón, Guadalante, Cimmaron), Davania, Hollow World (Jennites, Milenia)

Appearance: A human female with dark, tanned skin, with a square jaw, always with a serious expression and an impassive air, she wears black plate armour and carries at her side a black, executioner's axe.

History: Tarastia was the priestess of a Jennite tribe that it lived in Skothar around 2500 BC. After she had been humiliated and abused by the leader of her clan, she took her revenge by killing him. Due to Jennite law, she was banished from the clan and wandered the Jennite steppes for a long time, gathering various disciples, especially women warriors, the Amazons, whom she taught to live according to honourable and just rules, and to carry her words of justice to various other regions. After creating her own horde of followers who recognized her superiority, she vanquished mad wizards and drove dangerous predators away from her territory. Later she built various sites to be used as safe refuges and holy meeting places for her people, and she asked for Ixion's help in guiding her toward immortality. Ixion listened to his devout follower and showed her the path of the Paragon, which she completed successfully in 2300 BC. From that moment, and by virtue of the deeds she accomplished while a mortal, her name became famous and whole tribes started to worship her and follow her teachings. Unfortunately, over the centuries, Rathanos grew interested in the Jennites (the descendants of the Oltecs) and tried to reform the Jennites according to his wishes. He urged his followers to change the laws of Tarastia and to promote male supremacy and fire-based sacrificial rituals. The war that occurred in XVII century BC between the two factions was devastating for the Jennites, who died by the thousands and whose culture reverted to Stone Age barbarism. Luckily, Tarastia spirited away some of her most loyal tribes before they were exterminated and placed them in the Hollow World; saving the Jennite culture before it became corrupted by Rathanos's machinations. Since that fateful moment, she has always opposed Rathanos, and she has spread her teachings of Justice and Order to the four corners of the world. She also took the mortal identity of Valentia the Justicar, first Empress of Thyatis (widow of Patriokanitas), and she devised the Codex Iustitiae, a system of laws and rules which formed the basis of the modern Thyatian bureaucratic and juridical corpus. With this act, she intended for Thyatis to follow the way of Order and Law, in opposition to the chaotic ways of Alphas, and therefore she holds a place of great importance in the Thyatian pantheon.

Personality: Tarastia is obsessed by the concept of Justice. She helps those who pursue a just vendetta, but only if it concerns an important and serious deed. She does not urge her faithful to give out punishments that are severer than the crime, but she shows no mercy when dealing with people who have deliberately ignored the laws. To her thinking, these are the only pillars that keep

any society from falling into anarchy. Tarastia does not approve of the methods of Koryis and Alphatia, which are too peaceful and permissive in her view, even if she does not consider them enemies. Her real enemies are the chauvinist Rathanos and the brutish Jammudaru. Her only ally is Diulanna, who shares Tarastia's determination and appetite for justice.

Patron: Ixion

Allies: Diulanna

Enemies: Rathanos, Jammudaru

Classic D&D Stats

Followers' Alignment: Any; Clerics must be Lawful

Favoured weapon: Battleaxe (allowed all bludgeoning weapons and axes)

Clerics' skills and powers: Bonus *detect lie* general skill, +2 bonus to *knowledge of codes and laws* general skill, the clerics can cast freely know alignment once per day

Paladins' skills and powers: They can know the alignment of a creature within 10 feet simply concentrating for one round (works as the power to detect evil), +2 bonus to *Knowledge of codes and laws* general skill

D&D 3E Stats

Domains: Energy, Law, Strength, *Justice, Vengeance*

Favoured weapon: Battleaxe

Source: DotE, HW, WoT, SCS, HWR3, DDA2

TAROYAS

(Zeus)

Patron of Milenia, Protector of Governors

Level, Alignment, Sphere: 6th (Initiate), LN, Time

Symbol: A crown and a sceptre

Portfolio: Milenia, nobility, authority, power, order, good government

Worshipped in: Hollow World (Milenians)

Appearance: A middle-aged human of olive complexion and a robust physique, with marked features, a typically Milenian nose and a short curly white beard, his look is dignified and arrogant, dressed only in a short white toga fastened at the right shoulder and decorated with geometric symbols along its hem, a golden tiara on his head and a sceptre in his right hand (symbols of royal power).

History (PROBABLE THEORY): *When Milen gathered his subjects and decided to flee to the south via the sea in order to escape the destructive gnolls, following the visions of the prophet Tiresias, the general Androsar, Milen's right arm, was busy organising the expedition. After crossing the Sea of Dread and losing a third of the fleet (King Milen among them) due to the adverse climatic conditions and marine monsters, Androsar led the survivors up a river in the Davanian north-western coast, to escape the enormous creatures of the abyss that had harassed them in the final months. There they established the city of Milenia on the lower side of this river. Androsar then organised the defence of the small community, and quickly assumed King Milen's*

ancient powers, becoming the figurehead for all. With the passing of time, Androsar's ambitions increased, until during an expedition in the southern mountains he encountered a seer, who revealed the path of Immortality to him. After seeking and gaining the support of Khoronus, Androsar left the palace to his son and successively travelled into the future appearing with other identities. The last of these was Taroyas, the individual who turned the kingdom into an empire and who granted to the senate the powers previously held by the king. Androsar became an Immortal in the Sphere of Time in the VII century BC taking the name of Taroyas.

Personality: *Taroyas is worshipped in Milenia as the patron of nobility, good government, and order, and has a large following among those who hold high positions. He is an extremely noble and authoritarian individual, and defends with his sword the values of order and tradition. Currently he is the lover of Patura and, besides his mentor Khoronus, he is also an ally of Palson and Tiresias (mortal contemporaries).*

Patron: Khoronus

Allies: Khoronus, Patura (his companion), Palson, Tiresias

Enemies: None

Classic D&D Stats

Followers' Alignment: Lawful or Neutral; clerics must be Lawful

Favoured weapon: short sword (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Charisma, +2 bonus to one of the following abilities (chosen by the cleric) *knowledge of codes and laws, etiquette, command, politics and diplomacy* (not free)

D&D 3E Stats

Domains: Time, Law, *Nobility*

Favoured weapon: short sword

Source: WoT, IM2

TERRA

(Cay, Dun, Frigg, Maderakka, Mother Earth, Magna Mater, Marau-Ixui, Mokosz, Mut, Sumag, Yamag, Yamuga)

Patroness of Life and Fertility

Level, Alignment, Sphere: 36th (Hierarch), LG, Matter

Symbol: A circle of stones with a plant (often a flower) or a living creature (usually an animal) inside it

Portfolio: Creation and protection of all life-forms, balancing the life-death cycle, birth, fertility and prosperity, nature, earth, shepherds and farmers

Worshipped in: Known World (Ethengar), Yazak Steppes, Savage Coast (Cay, Jibarù), Alphatia, Bellissaria, Davania, Skothar, Hollow World (Neathars, Nithians, Jennites), Elemental Plane of Earth and some outer planes

Appearance: A squat, human woman clad in simple brown robes with dark skin without any particular racial traits. Her expression is both stern and compassionate. The colour of her hair varies with the time of the day: rosy red at dawn, brown during the morning and afternoon, blond at midday and black from sunset until sunrise.

History: Terra was an earth elemental who quickly distinguished herself as a powerful defender of her plane from the invasions of rival elementals. During her youth, she was contacted by an incorporeal voice that led her on the path of enlightenment, unveiling before her eyes the mysteries of the universe. That same voice pushed her along a difficult and dangerous path for the welfare of her kin and her world, and she followed her patrons' orders understanding only at the end that this voice belonged to a mysterious immortal being. However, Terra did not follow the Path of the Polymath as later candidates in the Sphere of Matter: it is likely she became immortal a long time before that path was established. Whatever the truth, in one of the last adventures she was exposed to a huge amount of magical energy released by the destruction of an evil fire creature, and just when she believed she was about to fade into nothingness she realised she had become immortal.

From that moment, she increased her knowledge of the Multiverse, and she became fascinated by the power of Matter to give birth to and protect whole civilizations made of all manner of creatures. Creation of life became her passion and recruiting new candidates for her Sphere was her ultimate aim. This way, millennia later, she became the Supreme Hierarchy of Matter when Ouranos left that seat vacant and disappeared.

Personality: Terra's main interest lies in the creation and protection of new living species, and she tries hard to do this especially in those areas of the universe where Matter dominates. Terra oversees many aspects of a planet's or a civilization's life cycle and she is worshipped throughout the Multiverse as Patroness of Life, Birth, and Fertility. Even if she despises the plots and intrigues most immortals spin every day, she would do anything to protect the interests of her own Sphere and to triumph over death and chaos.

Terra is extremely stubborn and focused on ancient laws and order. She does not follow new theories, nor does she promote changes from the primeval order of the Multiverse. Order and life must be protected at all costs.

Patron: Unknown [presumed Ouranos]

Allies: Djaea, Utnapishtim, Diamond, Buglore, Urtson, Ground, Earth Elemaster

Enemies: No specific enemy, but opposes all Entropics

Classic D&D Stats

Followers' alignment: Lawful or Neutral

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills & powers: Terra's clerics can choose 4 druidic spells (one for each spell level from 1st to 4th) and add them to their spell-list. They can also choose one of the following options:

- ❖ +1 bonus to Constitution; bonus spell-like power *Speak with Animals* always active; from 10th level they can also permanently *speak with plants*.
- ❖ +2 bonus to ST vs. Poisons and Petrification; from 10th level they gain 2 Hit Points per level instead of only 1 as per normal clerics.

Paladins' skills & powers: lay on hands, permanent spell-like power to *Speak with Animals*

D&D 3E Stats

Domains: Matter, Law, Good, Earth, Protection, Fertility

Favoured weapons: Warhammer

Source: GAZ12, WoT, SCS, Immortal set

THANATOS

(**Tha-to, Karr, The Grim Reaper, Old Nick, Father of Demons, Darga, The Eternal One**)

Patron of Death and Destruction

Level, Alignment, Sphere: 35th (Hierarchy), CE, Entropy

Symbol: A black scythe

Portfolio: End of all life forms, death, entropy, destruction, decadence, corruption

Worshipped in: Known World (Thyatis, Karamaikos, Darokin, Northern Reaches), Hule, Isle of Dawn, Alphatia, Sind, Davania, Hollow World (Nithia, Brute-men) and various outer planes

Appearance: A humanoid wrapped in dark stained bandages that hide his features, wearing a wide black robe, with decomposed wings on his back and a black rusted scythe tightly hold in his skeletal claws.

History: Thanatos is one of the most powerful and ancient immortals in the Multiverse. Like Odin, Valerias, and Ixion, he claims he has no memory of his mortal existence (if he ever had one) and doesn't show the slightest interest in his past. During his eternal life, he has continuously sowed the seeds of grief and death throughout the multiverse, using every means at his disposal. Thanatos embodies the essence of the Sphere of Entropy.

He has been involved in almost all of the major disasters that have befallen Mystara; notably the creation of the Burrowers (great annelids that possess awesome telepathic powers) to corrupt the people of the Hollow World; the first attempt to destroy Blackmoor (prevented at the very end by Asterius's intervention when he was still a mortal); the internal strife that brought first Taymor and then Nithia to their fall (and total annihilation in the latter case); the philosophy of hatred he instilled in the Hattian people by impersonating their leader (Count Heinrich Oesterhaus) to cause a schism in Thyatis; and finally the Blood Brothers' plot that

threatened to destroy the Hollow World and to kill many immortals (a plot that was foiled and ultimately caused his demotion from the position of High Hierarch -- a seat which Hel now holds).

Personality: Thanatos hates every kind of living form, and he considers death as the only possible remedy to the pestilence that the living spread through the universe. So, he tries to bring death and destruction everywhere: this way Chaos will rule and death will be the perfect state of the universe. He uses any and every way to attain his goals (both brute force and complex schemes), which makes him the most active Entropic Immortal in the universe. It doesn't matter how important his goal is (whether it affects an individual or a whole country); Thanatos always focuses all his efforts to succeed with merciless devotion, savouring all of the individual moments of grief he causes to the living towards the final ends. He often loves to kill mortals and assume their identities to deceive his enemies and personally push his plans further, but most of the time he has to rely on the thousands of worshippers he has across the Multiverse to spin his web of wickedness.

Thanatos has no stable allies, but he never hesitates to use other immortals as pawns or conscious (albeit temporary) allies in his plots, and none of the immortals he sponsored would ever dare to refuse his requests. Thanatos has always survived thanks to his incredible cunning and merciless soul, and, because he knows has all the time in the Multiverse, he never needs to rush his schemes.

Patron: Unknown (likely nobody)

Allies: None stable

Enemies: All living beings and many immortals to boot

Classic D&D stats

Followers' Alignment: Chaotic

Favoured weapon: Scythe (allowed only two-handed weapons)

Clerics' skills & powers: Death touch once a week (the victim touched must make a ST vs. Death Ray or suffer the consequences based on the priest's level: 1-11: victim faints for 1d6 rounds; 12+ victim dies for heartache); +2 bonus to general skills *Funeral Rites*, *Necromancy* and *Toxicology*; 9th level clerics can freely Animate Dead once a week; once dead, Thanatos's clerics cannot be raised, and if they are at least 6th level they always come back from life 1d20 days after as intelligent corporeal undead with same HD as levels they had in life (unless their corpses have been dismembered, or destroyed, or blessed).

Avengers' skills & powers: Immune to energy drain; after death they come back as corporeal undead (see above) to bring more suffering in the world.

Thanatos's clerics can only cast the reverse form of all the healing and resurrection spells.

D&D 3E Stats

Domains: Entropy, Chaos, Evil, Death, Destruction, *Corruption*

Favoured weapon: Scythe

Source: HWA1-3, HW, WotI, DotE, X13 (as Darga)

THOR

(Donar, *Donegal*, Tuatis, The General, The Thunderer, Dugong)

Patron of Warriors, Lord of Battle and Honour

Level, Alignment, Sphere: 28th (Eternal), NG, Energy

Symbol: Warhammer

Portfolio: War, battle, honour, bravery, battle rage

Worshipped in: Known World (Northern Reaches, Heldann, Thyatis, Darokin), Norwold, Qeodhar, Isle of Dawn, Savage Coast (Vilaverde, Torreón, Guadalante, Cimmarron, Narvaez, Saragón, Teixeiras, Gargoña), Hollow World (Antalia, Neathar lands, Icevale, Merry Pirate Seas)

Appearance: A powerfully built Antalian with fiery red hair and beard, wearing a chain mail with a typical Norse horned helm and a huge warhammer at his belt.

History: Donar was born among the Antalians who lived in Norwold long before the Glantrian Cataclysm. He was a brave warrior who led a populous tribe that dwelt in lower Norwold. After spending his whole life following the precepts of Odin and Tyr (Ixion), putting loyalty to his tribe and deities, honour, and bravery above all else, Donar was finally able to step on the path to immortality under Ixion's sponsorship. His defeat of numerous giant clans and dozens of evil sorcerers in his region allowed his people to migrate from Nordurland (lower Norwold) to the regions of Vestland, Ostland, and the northern Isle of Dawn. Thor then went to an outer plane and built the mighty fortress known as Bliskirnir in his future home region of Thrudheim (these epic deeds later became the core of his myths). By this he completed his quest and became immortal in 1750 BC. Odin immediately recruited him into the Antalian Pantheon, as one of the 12 Aesir (sons of Odin), and with Ixion's approval he became Odin's right hand. He is worshipped as The General among many people of the Savage Coast and as Dugong by the omm-wa (intelligent aquatic creatures similar to sea-lions). He was nicknamed the Thunderer by the Norse people, because they believe that the sound of thunder is the sound of Thor's hammer Mjollnir crashing on some giant's skull up in Asgard.

Personality: Thor is the embodiment of the perfect warrior, and he demands his followers to stay true to his code of conduct based on honour, courage, and respect for tradition. Fearless and ever ready for battle, Thor has an easygoing character most of the time, even if he's prone to fits of rage when offended or teased, something Loki loves to do whenever they meet. Thor considers all Aesir as his allies except for Loki (who doesn't miss a chance to ridicule or trick him), and he is often in league

with Hymir, the only giant immortal he gets along with (thanks to Hymir's ability with liquors and a few common adventures they had while mortals). He also considers Bartziluth, Bemarris, and Madarua (the only mortals he sponsored to immortality) as his three children (Modi, Magni, and Thrud according to Antalian legends); precious allies always ready to obey his commands. He hates Zugzul with a fiery passion because he's patron of all those evil giants who frequently tormented his people, and he constantly watches Hel's moves because of her alliance with Loki. He also opposes Kiranjo, who tried to influence the Norse berserker with his cult of Gylgarid, and for this reason he beat him soundly in an open immortal contest.

Patron: Ixion

Allies: Odin, Frey, Freyja, Heimdall, Forsetta, Hymir, Bemarris, Bartziluth, Madarua

Enemies: Zugzul, Hel, Loki, Gylgarid

Classic D&D Stats

Followers' alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: Warhammer

Clerics' skills & powers: +1 bonus to Strength, +1 bonus to Hit Points per level up to 9th, bonus general skill *Courage*. Thor's clerics must respect the Warrior's Code of Honour, which basically says that surrender to the enemy or retreating are vile options, as well as betraying your liege or clan.

Paladin's skills & powers: +1 bonus to Strength, +5% bonus to all rolls to increase in weapon's mastery with warhammer. Paladins' code of conduct is even stricter.

D&D 3E Stats

Domains: Energy, Good, Strength, War, *Courage*

Favoured weapon: Warhammer

Source: GAZ7, HW, WotI, DotE, SCS

TIRESIAS

(Dallbard)

Patron of Dreams and Visions, Patron of Bards and Seers, Master of Poetic Inspirations

Level, Alignment, Sphere: 9th (Temporal), N, Thought

Symbol: A golden harp

Portfolio: Dreams, prophetic revelations, poetry and music, astrology, legends

Worshipped in: Known World (Thyatis, Karameikos), Isle of Dawn, Davania, Hollow World (Milenia, Traldar Kingdoms)

Appearance: An elderly human clad in a simple linen robe, with a long white venerable beard and white long hair, whose eyes are covered by a strip of grey leather, holding a small golden harp with his right hand and a gnarled but sturdy staff in the other.

History (PROBABLE THEORY): *Tiresias was a very talented bard who became famous for his divination skills*

during the Traldar era. After being falsely accused and condemned for treachery by the jealous wife of a Traldar King he was serving as counsellor, he was blinded and then exiled. Thanks to his skills, however, he was able to survive with music, dreams, and words as his only companions. Tiresias foresaw the coming of the gnolls and he tried to rally the Hutaakans (who had formerly schooled him in the magical arts) to defend their Traldar neighbours. However, he faced the stern and uncompromising decision of the Hutaakans to stay out of the war, and he was escorted out of their secluded valley.

Tiresias dreamt of a fertile and rich land beyond the southern sea, which he judged to be an omen sent by the Immortals to guide his people to a better place. With this knowledge he came to Halav's court, and he tried to convince him of the great threat which was about to wreak havoc on the Traldar Kingdoms, suggesting that the only way to survive was to migrate southwards beyond the Sea of Dread. Halav did not take him for a fool, but he clearly stated he would never abandon his homeland. So Tiresias travelled at length to warn all of the Traldar Kings about their fate, until finally one heard his pleas and followed his advice: King Milen.

Thanks to Tiresias's prophetic powers, Milen's expedition reached Davania, and Milen's descendants founded the Milenian Kingdom. Later Tiresias undertook the Path of the Epic Hero, and in his travels he went as far as the Isle of Dawn, where he recovered the Harp of Turlock and became famous among the duns as Dallbard MacCrubach. He later went to Hel's domain to destroy an artefact of Entropy. It was after this epic deed that he achieved immortality in the Sphere of Thought in BC 780. From that moment he became the patron of poetry, dreams, and prophecy among Traldars, Milenians and their descendants (the Thyatians and Traladarans), as well as among the people of the Isle of Dawn and the Hinterlands (as Dallbard).

Personality: Tiresias is a good friend of Halav and Petra, after he was able to persuade them to protect and respect the Milenians. He is also a staunch ally of Taroyas, with whom he shared the first years of the Kingdom of Milenia in the outer world. He is also on good terms with Odin, although he's not a member of the Norse pantheon.

Despite being calm and thoughtful most of the time, Tiresias burns with rage at the mere mention of Thanatos and Ranivorus, who were responsible for the invasion of the Beastmen that caused him to abandon his homeland and suffer so much. Tiresias loves to be surrounded by a sense of mystery and wonder about his past, so he always comes up with a different story every time he is asked about it. He loves to create legends, which are much more stimulating and interesting than the simple truth. This is part of his personality, a love for mind games and tricks that leads him to come up with interesting lies, riddles and metaphors instead of giving simple replies to answers; this way, he says, he helps people to think more. His interests lie in music, good stories and ballads,

poetry, dreams and the wonders of language. For this reason, he often associates with the frivolous Palson and the stern Guidarezzo alike, and competes with the young and daring Harrow to become the true master of Dreams.

Patron: Unknown [presumed Tyche]

Allies: Halav, Petra, Taroyas, Guidarezzo, Palson

Enemies: Thanatos, Ranivorus

Classic D&D Stats

Followers' alignment: Any; Clerics must be Neutral

Favoured Weapon: None (allowed all bludgeoning weapons)

Clerics' skills & powers: +1 bonus to Wisdom, +2 bonus to any one of the following skills: *astrology, play an instrument, fortune telling, singing, writing, dreamwalking*

D&D 3E Stats

Domains: Thought, Magic, *Oracle, Arts*

Favoured weapon: Quarterstaff

Source: IM3, WotI

TOURLAIN

Protector of the Unlucky and Losers, Patron of Perseverance

Level, Alignment, Sphere: 8th (Temporal), CG, Thought

Symbol: A candle that lights shines in the darkness (the hope that doesn't die from the adversity of life)

Portfolio: Perseverance, cleverness, sacrifice, unlucky individuals, losers, anarchy

Worshipped in: Bellissaria, Alatian Islands

Appearance: A middle-aged human, short and sinewy (1.60m by 45kg), with a dark complexion, ebony coloured hair and eyes and a penetrating look.

History: During his mortal life Tourlain was part of the criminal underworld until he became the respected head of the Guild of Thieves of East Portage (on the Isle of Dawn), a position he retained until, at the end of the III century AC, he discovered a way to become Immortal. At this point, he abandoned his life and went in search of a patron. During his climb of the rough slope of the Tower of Death, he failed every test that he had been given. Therefore, when he arrived at the peak he was certain that he wouldn't gain an audience with those that presided over the summit. However, the Eternal of Thought, Tyche, was of the opposite opinion, and she accepted with pleasure the task of helping him in his attempt for Immortality. Tourlain had to first recover the Feather of Fidas, a pen that allows its owner to write in any language and to put the writer's thoughts directly onto paper. After this quest which lasted years, Tourlain was charged to find and destroy a sword of destructive and harrowing powers, which was in the possession of a great fighter, the ruthless pirate Hrothgar. During his first attempt, Tourlain almost lost his life, and therefore started again with a different strategy: this time using subterfuge and guile he was able to make Hrothgar destroy it himself. Returning to his birth city, he adopted

an orphan and raised him as a thief; who after several years was able to take Tourlain's place as the guild head. When his patron appeared again, he told Tourlain that to complete his journey he must move a mountain. Initially demoralised by the impossible task, Tourlain was able to collect himself and rediscovered his vigour when he came up with an eccentric plan to satisfy his patron. After seven years, with the help of some trusted mages and powerful enchanted items, Tourlain was finally able to move an entire mountain from the Bellissarian coast to the sea, and in that moment he knew had become Immortal.

Personality: Tourlain is an astute and able individual, without however being unfaithful or dishonest. He has always been a person to be counted on, and he is faithful to his friends. He loves to face his problems and is constantly attempting to find either the quick way or an alternative method of overcoming any obstacle. He urges his followers to never surrender in the face of difficulty and to endure their hardships in view of the final objective. Tourlain has an extremely individualistic and chaotic personality; he has no love of rules or order, preferring anarchy and the freedom to change his path at will. He is the patron of all those that, despite being prone to accidents or failure, continue to hope and persevere in their aims, by using guile or deviousness in different ways. He is a protégée of Tyche and of Raven, who represent his opposite (the eternal fortunate), and is a faithful ally Korotiku, who appreciates his style of thinking.

Patron: Unknown [presumed Tyche]

Allies: Tyche, Korotiku

Enemies: None (spirited rivalry with Raven)

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 to Intelligence, +2 bonus on one Charisma based skill (not free)

D&D 3E Stats

Domains: Thought, Chaos, Good, *Will*

Favoured weapon: Small club

Source: IM2

TURMIS

(Hermes)

Patron of Defiance and Daring, Guardian of Thieves and Adventurers, Master of Guile and Bravery

Level, Alignment, Sphere: 1st (Initiate), CG, Thought

Symbol: A pair of winged sandals

Portfolio: Bravery, boldness, guile, epic deeds, intrepid adventurers and swaggering thieves

Worshipped in: Known World (Thyatis, Darokin, Ierendi), Pearl Islands

Appearance: A lithe, young, olive-skinned man with black eyes and short brown hair, an unremarkable face

with a cunning and self-confident look, clad in a comfortable brown leather cuirass and white robe, with a pair of winged sandals at his feet. A rapier hangs from his belt on one side and on the other one he carries a small purse filled with thieves' gear and dozens of other trinkets.

History (PROBABLE THEORY): *Turmis lived between the VIII and IX century AC, as an orphan who grew on the streets of Thyatis City. He survived by his own cunning and the teachings of a shrewd conman who took him under his wing after the man's best friend's (Turmis's father's) death. By his twenties, Turmis already had an enviable reputation as master thief in the slums of Thyatis. However, he was not interested in the gains but in glory. He wanted to be popular and to be known for his cleverness and boldness. For this reason he left the city and became member of an adventuring party, and in the years that followed he visited all the countries of the Known World, undertaking a series of incredibly bold and dashing adventures against corrupt nobles, powerful monsters, and merciless sorcerers. His reputation grew over time, and Turmis found himself frequently embroiled in situations where somebody wanted to kill him to obtain their own popularity. He was thus forced to seek a haven where he could rest and enjoy a brief holiday, so he sailed for the Pearl Islands. However, there, he heard some rumours about the fabled Winged Sandals, a legendary Nuari artefact hidden in a volcano that no one had yet managed to recover. Loving this kind of challenge, he immediately forgot about his holiday and began a quest for the sandals, and eventually was able to recover them. This was just the first step on the long path of the Epic Hero that Korotiku had set him on. Turmis became immortal in AC 880, and from that moment he started to prowl the Multiverse looking for new, challenging adventures.*

Personality: As patron of cunning and boldness, Turmis views with favour all bold thieves and reckless adventurers; those who love to be admired for their epic deeds and seek glory rather than wealth. Turmis is a loquacious, swaggering type, the typical "irresistible scoundrel." and acts as patron of all those who loves to risk and to test their wits and skills. Because of his interest in thieves he has a rivalry with Asterius, and he constantly tries to win Asterius's faithful over his cause. Turmis is a fierce enemy of Talitha, having faced many of her followers during his path towards immortality. He truly worships Korotiku; he admires Sinbad's bravery and style (and the two often band together to explore the Multiverse); and he is constantly trying to attract Kythria's attention, since he fell for her after they met whilst still mortal.

Patron: Korotiku

Allies: Korotiku, Kythria, Sinbad

Enemies: Talitha, rivalry with Asterius

Classic D&D Stats

Followers' Alignment: Neutral or Chaotic

Favoured weapon: Rapier (allowed all one-handed bludgeoning weapons and any type of dagger)

Clerics' skills and powers: bonus one-handed bludgeoning weapon and any type of dagger

D&D 3E Stats

Domains: Thought, Chaos, Good, *Stealth*

Favoured weapon: Rapier

Source: IM2, WotI

TWELVE WATCHERS

Patrons of Crafts

Level, Alignment, Sphere: 4th (Initiate), N, Matter

Symbol: A medallion with two eyes

Portfolio: Arts and crafts

Worshipped in: Bellissaria, Isle of Dawn (East and West Portage), Known World (Darokin, Ierendi, Minrothad)

Appearance: A human with no particular distinctive features aside from the fact that he is bald and has a magnetic gaze, wearing clothes and tools useful for the craft he embodies.

History: Before becoming immortal, Doregar was a talented Darokinian wizard and craftsman. During a particularly unlucky adventure, his companions were brutally slain in front of him, and he was able to escape and avoid their fate by lucky happenstance. However, because of the terrible distress he endured, he developed twelve different split personalities, one for each member of his slaughtered party. Probably because of his talent in the various crafts (which increased thanks to the fact that every personality specialized in a different craft) he attracted the attention of Kagyar, and after passing the tests Doregar was set on his path; the path of the Polymath. He eventually became immortal in the second century AC, even if his ascension didn't cure him of his mental ills. He became famous among immortals for being the first mortal candidate to experience the three different incarnations of the Polymath at the same time, thanks to his multiple personalities.

Personality: Doregar is now patron of craftsmen all over the world and sometimes collaborates with Kagyar. He created twelve avatars of himself, thus giving a body to each one of his twelve personalities, and even the mortals worship him under twelve different names, each one the patron of a specific craft (Smith, Carpenter, Stonecutter, Miner, Carver, Potter, Glass-blower, Jeweller, Taylor, Wheelwright, Tanner, Dyer and Miller).

Patron: Kagyar

Allies: Kagyar (occasionally)

Enemies: None

Classic D&D Stats

Followers' Alignment: Any; clerics must be Lawful or Neutral

Favoured weapon: Throwing hammer (allowed all bludgeoning weapons)

Clerics' skills and powers: Free *Appraise* general skill, +2 bonus to any one Craft general skill (not free)

D&D 3E Stats

Domains: Matter, *Craftsmanship, Metals*

Favoured weapon: Light hammer

Source: HW, GAZ9, WotI

TYCHE

(Bath, Tai Qi Ming)

Patroness of Luck and Fate

Level, Alignment, Sphere: 27th (Eternal), CN, Thought

Symbol: A medal (with a smiling face on one side and a crying face on the other) or a wheel

Portfolio: Luck (good or bad), destiny, chance

Worshipped in: Known World (Thyatis, Darokin), Sind, Bellissaria, Isle of Dawn, Ochalea, Alatian Islands, Hule, Savage Coast, Davania, Hollow World (Milenia, Traldar Kingdoms)

Appearance: A woman with a kerchief over her eyes clad in a white robe, with alabaster skin, raven hair and a never smiling visage.

History: Tyche is an ancient immortal much like Ixion and Thanatos, and is the patroness of luck (both bad and good), chance, and fate. She doesn't remember ever being mortal, and she speculates to have been born when universe was created, since she embodies destiny and chance. Whatever the truth is, she jealously guards that mystery.

Personality: Tyche has a very distant and lunatic character, and she never strikes alliances with anybody, but likewise she never ousts anyone. Her cult has a large following among commoners and adventurers alike, who often pray to her for good luck before engaging in difficult enterprises.

Patron: Unknown (likely: None)

Allies: Raven and Turlain, the only two immortals she sponsored (representing good and bad luck)

Enemies: None

Classic D&D Stats

Followers' alignment: Any; clerics must be Chaotic or Neutral

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills & powers: Special power to call for luck once a day (the player can roll any dice a second time and decides which roll to keep), +1 bonus to all Saving Throws

D&D 3E Stats

Domains: Thought, Chaos, Luck, Knowledge

Favoured Weapon: Light mace

Source: WotI, Master and Immortal set

USAMIGARAS

Patron of Cynidicea, Patron of Leeha

Level, Alignment, Sphere: 19th (Empyrean), CN, Energy

Symbol: A silver five pointed star

Portfolio: Magic, healing, guile, travel, messengers, thieves, Cynidicea

Worshipped in: Known World (Cynidicea), Norwold (Leeha)

Appearance: A youthful halfling who's about a metre tall, with the face of such an infantile candour as to be confused for a child, a sly and intelligent look, a small golden circlet on his head and a silver dagger at the waist, dressed in loud clothes of all colours of the rainbow and a pair of great wings of white on his back.

History (PROBABLE THEORY): *Usamigaras was, in life, a halfling given of a slyness and boldness equal only to his thirst for adventure. After leaving his homeland, the Five Shires, Usamigaras wandered around until in 400 BC, when escaping from a powerful wizard from whom he'd just stolen a ring of wishes (which he used to gain magic powers equal to those of an archmage), he found himself in the city of Cynidicea. Thanks to the exhibition of his powers, and to a little guile, Usamigaras was able to enter thanks to the rulers, Kallikrates and Valeria, and he was appointed court mage and tutor of the small Marina, the only heir of the two monarchs. When the king and queen of Cynidicea died due to a landslide while they searched a subterranean grotto only just discovered under the capital, Usamigaras was able to convince the council of nobles to support his nomination as the new monarch and regent of the crown. He promised to protect the queen Marina until her age of majority when he would return the power to her. During the following 20 years of the reign of Usamigaras, Cynidicea was able to peacefully prosper, and the Regent became a figure of great popularity both among the nobles and among the commoners, frequently organising ballets, festivals, and games in order to endear himself to the population (and justified with this conspicuous expense deficit in the case of the state). In 370 BC Usamigaras discovered secret documents of Gorm regarding the path for Immortality, and began to think seriously of doing a more important thing than the governing of the kingdom. Therefore, after having taught well the by now adult Marina on her duties and having found her a worthy husband in the captain of the guard, the faithful Alexius, as promised Usamigaras abdicated from his position of regent and left Cynidicea (taking with him a good part of the royal treasury and all the ancient documents of Gorm). It was revealed to him that the moment had arrived for him to undertake the path to join with the Immortals Gorm and Madarua. Usamigaras managed to become Immortal in 333 BC, after having found a patron in the form of Coberham and, on his indication, having guided those halflings who lived with difficulty between Soderfjord and the Alasiyan Desert (descendants of the survivors from the invasion of Soderfjord by part of the kobolds in 490 BC) to the distant Great Bay, where they founded the county of Leeha. It was here that Usamigaras completed his own path and became a hero and an Immortal worshipped by the bin of Norwold. Afterwards, he returned to manifest in Cynidicea, where he founded his own cult and became the third member of the Cynidicean pantheon. It was typical of Usamigaras to guide the Cynidiceans to the underground caves where they could escape from the northmen invaders, and where he suggested*

to his clerics that the reconstruction of the city should begin; a decision that was later also supported by the followers of the other Immortals.

Personality: *Despite wanting, most of all, during his mortal life to place the churches of Madarua and Gorm in a secondary position and gathering all the power in his own hands, Usamigaras has since becoming Immortal been a loyal ally of the other two Immortals who protect Cynidicea, acknowledging that fighting the threat of Zargon (the demonic entity that lives under the city) as well as guaranteeing the survival of the Cynidiceans are two prime reasons for acting in common accord. This does not remove the fact that Usamigaras is always much more cunning in the proffering of plans of action and he preaches to his cultists to use guile and subterfuge in order to more easily attain their aims. Despite this side of him, Usamigaras is also remembered for his great curative ability and for his profound knowledge of the arcane arts, and for this is worshipped as the patron of thieves, healers, messengers and mages of Cynidicea, while in Leeba he is recognised as the patron of guile, healing, and travellers.*

Patron: Unknown [presumed Coberham]

Allies: Gorm, Madarua

Enemies: None

Classic D&D Stats

Followers' Alignment: Chaotic or Neutral

Favoured weapon: Dagger (allowed all bludgeoning weapons)

Clerics' skills and powers: Clerics Usamigaras acquire the ability to cast arcane spells from scrolls, as a mage of level equal to 1/3 of their cleric level, free *read magic* ability

D&D 3E Stats

Domains: Energy, Chaos, Magic, Healing, *Stealth*

Favoured weapon: Dagger

Source: B4, WotI

UTNAPISHTIM

Patron of Survival, Patron of Hope and Justice, Protector of the Living Species

Level, Alignment, Sphere: 20th (Empyrean), LN, Matter

Symbol: A blue kingfisher

Portfolio: Survival, travel, justice, protection of the living species

Worshipped in: Bellissaria, Skothar (Esterhold, Jen, Minaea)

Appearance: A middle aged Oltec with a dark complexion, black moustache and goatee, curly raven hair that falls to his shoulders, hazel eyes with a keen gaze. He wears a short blue cotton robe embroidered with golden motives, a pair of simple sandals and a tall conical hat.

History (PROBABLE THEORY): *Utnapishtim was an Oltec who lived during the civil war between Oltecs and Azcans in central Brun. A devout cleric of Kalaktatla, he was pushed by his patron to gather a large group of followers in order to sail westward, looking for a new land to settle in*

where war could not reach them. Utnapishtim was thus responsible for organising the Oltec expedition that reached and colonized the Savage Coast in 3400 BC. Utnapishtim worked hard to keep peace between the Oltec princes who had followed him, and he became a central figure in the Oltec confederation of the Savage Coast, the only High Priest who managed to earn the confidence and the obedience of all the nobles without proclaiming his superiority or demanding to be hailed King. In BC 3150, near the end of his long mortal life (largely extended beyond human lifespan thanks to his powers and the Immortals' blessing), Kalaktatla appeared in his dreams and gave him a new choice: to die and come to live eternally in his paradise, or to be reincarnated in order to save other people from death and destruction, serving justice until his second death. Utnapishtim chose to serve his patron once again, and so he started his path of the Polymath.

In his first reincarnation he became a beastman explorer in the north of Brun. After witnessing the persecution brought to his brethren by the cruel and powerful Blackmoorians, he devised a plan to escape the Blackmoorian's crusade and save his tribe by using the sea as the only escape route. He built a great Ark with his companions' help, and he led his tribe southeast (since the Blackmoorians came from the west), making landfall in the proto-Alphatian peninsula inhabited by the Neathar Yanifye. Here the beastmen settled in the colder regions, living separated from the more numerous (albeit primitive) humans of the south, and the descendants of these beastmen are the humanoids that currently live in Alphatia, who follow the more peaceful teachings of Ka and Terra.

He was then reincarnated into an Oltec wizard on the eastern coast of Skothar some decades before the Great Rain of Fire. After receiving an omen regarding a disaster of huge proportions, he started to warn his fellow citizens of an imminent catastrophe, but very few heeded his words. He then went looking for a great Ark where he could store a sample of all the animal species, Oltecs without malice, and survive the great flood that he was expecting. All of this had been planned by Ka as a test to retrieve the Ark and accomplish part of his path of the Polymath, but even Ka did not know that his fake omens would prove so terribly true. After retrieving the Ark on the proto-Alphatian continent, Utnapishtim gathered many animals and few selected Oltecs who had proved themselves honest and true to his teachings, and he left the Skotharian coast shortly before the Great Rain of Fire hit Mystara. When the cataclysm struck, mountains of water rocked the sea, the sky started to cry tears of fire and the land cracked billowing black smoke from its bowels. Utnapishtim's Ark sailed on the perilous seas for weeks, waiting for a sign from the Immortals to know where to go or stop. Finally, a great kingfisher swam ahead of the vessel and guided the survivors to a great continent, where Utnapishtim and his followers landed. This land was still mostly uninhabited, save for some tribes of rakasta, and so they founded their colonies there, becoming the first human inhabitants of Bellissaria and bringing with them many

animal species so common in Skothar, which they thought had been swallowed by the sea.

Later on Utnapishtim became an elf in the devastated land of Evergrun, and had to find the Ark quickly in order to transport his clan and numerous inhabitants of the forests of Evergrun to their new homeland of Grunland, before the earthquakes and the waters swallowed Evergrun. Only in BC 2800 did he manage to become an Immortal in Sphere of the Matter, after accomplishing a last epic quest in the Savage Coast, where, in the jungles of the Immortal's Arm, he built the Temple of the Ark, a monumental ziggurat that hides the powerful artefact.

Personality: Utnapishtim is the patron of order and life that wins over Chaos and destruction. He gives hope to his followers and teaches them to respect law and to live peacefully. His clerics preach the respect for Immortal Justice, Traditions, and Order, and are famous as wise judges in the communities they protect. Utnapishtim is also associated with travel and protection of living species, and this makes him a good ally of Ka and Terra, while he is a long time enemy of Thanatos.

Patron: Unknown [presumed Ka]

Allies: Terra, Ka

Enemies: Thanatos

Classic D&D Stats

Followers' Alignment: Lawful or Neutral

Favoured weapon: None (allowed all bludgeoning weapons)

Clerics' skills and powers: Free *Direction Sense* and *Navigation* general skills, +2 bonus to general skill *Knowledge of Codes and Laws* of a specific civilization (not free)

D&D 3E Stats

Domains: Matter, Law, Travel, Protection, *Justice*

Favoured weapon: Light mace

Source: IM3

VALERIAS

(Ashanti, Biao Hun Xi—Ai, Girder-on of Weapons, Hathnor, Isiris, Shaya, Sjofn, Vanu)

Immortal of Love, Patroness of Passion and Desire, Lady of Charity, Protector of Lovers

Level, Alignment, Sphere: 31st (Hierarch), CG, Matter

Symbol: A delicate rose with particularly pointed thorns

Portfolio: Love, passion, desire, sensuality, beauty, arts, fertility, protection, charity

Worshipped in: Bellissaria, Cestia, Savage Coast (Almarròn, Cimmaron, Gargoña, Guadalante, Herath, Narvaez, Saragón, Texeiras, Torreòn, Vilaverde), Davania (Brasol, Izonda, Meghala Kimata, Pelatan, Vulcania), Isle of Dawn (Shadow Coast, Helskir, East Portage, Redstone, Thothia), Pearl Islands, Alphatian Sea (Alphatia, Alatian Islands), Hollow World (Milenians, Nithians, Tanagoro, Traldar), Known World (Darokin,

Ierendi, Northern Reaches, Thyatis), Norwold, Ochalea, Skothar (Minaea, Thonia, Zyxl), Yavdlom

Appearance: A most beautiful woman who appears to be of the observer's race, dressed in clothes of uniquely tasteful design and precious jewels typical of the culture to which she manifests, besides a pair of golden earrings that represent the rising sun, a gift of her lover Ixion..

History: Valerias belongs to the caste of Immortals so ancient they cannot remember their own mortal life nor does she want to try to shine a light on her past. Valerias only began to become interested in Mystara when the first humans appeared on it, and she remains fascinated by their vitality, passion and customs. In particular, Valerias is becoming the patroness of love, especially of the history of tragic, tormented, and impassioned love. In this capacity, she was often referred to as Girder-on of Weapons. Some legends tell of her intervention on the side of lovers who face death together as the bringer of arms and armour to better combat adverse luck. Her cult is popular in every part of Mystara, both as patroness of idealised and physical love, and of fertility (in women and in nature), sensuality, femininity, and charity.

Personality: Valerias is a very passionate Immortal and as such, her temperament is stormy, proud, and sanguine. She likes to meddle in the affairs of mortals and is inclined to intervene indirectly to help all those mortals that affect her fantasy or demonstrate charm and charisma. These rushes of blood are however transitory, and so as suddenly as her interest for a story or an individual can bloom it can diminish equally rapidly when it grows troublesome or predictable. Even her romantic relationship with Ixion, which has lasted since time immemorial, suffers disruptions from time to time when Valerias loses her head to someone else, but in the end she always returns to Ixion, when looking for stability. Despite being both the uncontested patroness of love and beauty, she has however recently began to feel a serious rivalry towards Kythria, a young Immortal who was once her priestess and who is now under the protection of Eiryndul (another Immortal that Valerias detests for his unendurable arrogance and his repeated advances), who seeks to steal her place and her followers. Furthermore, given his spirited and unstable character, she doesn't support the pedantry of Khoronus, often ending with her arguing with him.

Patron: Unknown (probably none)

Allies: Ixion (her companion)

Enemies: All the Entropics, Eiryndul, Kythria, Khoronus

Classic D&D Stats

Followers' Alignment: Clerics and followers can have any alignment (clerics are usually Neutral or Chaotic)

Favoured weapon: Short sword or rapier (allowed all bludgeoning weapons)

Clerics' skills and powers: Can freely cast *locate object* and *remove fear* each once per day (considered magical abilities), and on reaching 9th level can cast *charm person*

once per day, +2 bonus on the skills *seduction*, *fashion expert* and *make up* (not free)

Paladins' and Avengers' skills and powers: Lay on hands, +1 bonus to Charisma, free *persuasion* skill

D&D 3E Stats

Domains: Matter, Chaos, Good, Protection, *Fertility*, *Persuasion*

Favoured weapon: Short sword

Source: HW, HWR2, WoT, DotE, SCS, HWR3

VANYA

(Belbion, Faña, the Grey Lady, the Inquisitor, Matera, Varellyya)

Patroness of War and Conquerors, Patroness of the Heldannic Knights, Patroness of the Kubitts

Level, Alignment, Sphere: 23rd (Empyreal), N, Time

Symbol: Two short swords crossed over a vertical spear or a black rampant lion on white field (the Heldannic Knights' standard)

Portfolio: War, conquest, victory, pride, honour, strength, feminine power, birth (only in Milenia)

Worshipped in: Cestia, Davania (Arypt, Brasol, Hinterlands, Meghala Kimata, Pelatan), Isle of Dawn (Ekto, Furmenglaive, Kendach, Redstone, Shadow Coast, West Portage, Westrouke), Hollow World (Kubitts, Merry Pirate Seas, Milenia, Oostdok, Stonehaven), Known World (Karameikos, Heldannic Territories, Thyatis), Norwold (Landfall, Oceansend), Savage Coast (Bellayne, Narvaez, Teixeiras, Torreòn, Vilaverde)

Appearance: A human woman of medium height with brown eyes and long brown hair worn in a single braid, wearing a red dragonscale armour, horseman's clothes and spurs on the boots, and carrying a pair of weapons always fastened at the belt (long sword or short sword and spear).

History: Vanya was a brave warrior princess of the Kerendan tribe, who lived in Davania around the VII century BC. Fleeing before the marching forces of the Milenian Empire, Vanya led her own people northwards, along with the ancestors of the Thyatians and the Hattians, looking for a refuge where the Milenians would not pursue them. When it was clear that the only hope lay beyond the ocean and that they needed to abandon their homeland, Vanya formed a battalion of brave soldiers, and with hit-and-run raids she delayed the Milenian troops long enough to allow the three tribes to build ships and to sail northward. This sacrifice cost her freedom, as the survivors of her warband were captured and enslaved by the merciless Milenians.

After years of serving her hated enemies as a slave, Vanya was sent near the southern border of the Empire, in Lower Arypt. Here she found an unlikely ally in a Milenian cleric of Khoronus, who admired her indomitable will and eventually fell in love with her. When her master threatened to kill her when she refused to submit to his sexual desires, the Milenian cleric

organised her escape and followed her, heading southwest into the uncharted wilderness. After days spent marching, they arrived near the coast where Vanya helped the many Neathar tribes living here to withstand the might of rakasta raiders. Thanks to her wits and military prowess, as well as to the superior knowledge she learnt from her Milenian captors, she taught her Neathar allies to build better weapons and armour, and she trained them in more efficient military tactics. In a decade, she became the warleader of a large clan, and later the overlord of a whole coalition of tribes, building a fortress as her seat of power that would later be renamed Vanya's Rest by the Heldannic Knights who discovered the keep in Lower Arypt.

Once the simbasta threat was dealt with, Vanya convinced her allies to plan a massive raid against the northern Milenian outpost she fled many years before. This way she would halt the Milenian expansion in the south and avenge all the years of slavery she had to endure. Vanya's troops obtained a crushing victory and the city was completely annihilated. Following this success, Vanya returned to her allies and in BC 586, she was proclaimed Queen Varellyya (using the name the Neathar gave her, which meant "Victory"). In the following years, she faced two major threats to her kingdom but she was ever victorious, until one night Khoronus appeared in her dreams and asked her to abandon her people and to follow him: only in this way she could earn true immortality. Vanya abdicated in favour of her son and went on a quest, looking for an artefact to travel through time. Thanks to this artefact, she assured her dynasty a firm grip on the Kingdom of Varellyya for the centuries to come. After building the new capital of the kingdom turned Empire in the middle of the Vulture Peninsula (using a fake identity), she finally managed to become an Immortal in the Sphere of Time around BC 380, leaving her mortal body in the ancient fortress of Vanya's Rest.

From that moment, Vanya became patroness of war and victory, and she extended her protection first over the Varellyan Empire, and then over the Thyatian Empire (founded by the descendants of her people, and thus deserving special attention). The last consequence of her machinations was the war that led the Order of Vanya to migrate from Thyatis and conquer the Heldann Freeholds, thus establishing the new theocracy called the Heldannic Territories in AC 956. The Heldannic Knights were then guided by Vanya to find Vanya's Rest and take possession of the Star of Vanya, a priceless artefact the Knights used to improve their military might and impose Vanya's will all around the world.

Personality: Vanya is the perfect example of a person who lived by leaps and bounds. During her mortal life, she launched herself without restraint into every war, battle, adventure, challenge, and even personal relationships. As an Immortal, she views with favour all those individuals who live their life to the max as she did

herself. Vanya appreciates above all those followers who never hesitate when faced with danger, but are prepared to test their faith and their force of will against impossible challenges. On the other hand, she despises cowardice and doesn't hesitate to punish cowards and traitors. For Vanya, war is an art that must be appreciated, practiced and undertaken seriously. She believes, in fact, that war and conquest are the major forces that influence the history and culture of any society. War tests people's willpower and resourcefulness, where only the best survive to improve the world. Likewise, conquest stimulates progress, since it brings together different civilizations (the victorious and the defeated ones) and forces them to confront each other, mixing elements of both to generate new ideas, new possibilities, and new paradigms. Vanya also knows that war brings destruction and desperation, and that if the conqueror is not wise, the risk of negating all the benefits of the conquest with its dysfunctions (tyranny, abuse, and indolence were the mark of the Milenian conquerors to her) is high. Therefore, only those who master the art of war will be capable of choosing the future of the world, and for this reason, she trains her followers to cover this role. Vanya does not like to maintain the status quo, since her vision of the world reflects her personality: ever changing and full of possibilities, much like any battle. She blesses the winners: she does not care the purpose of the battle; she just cares for victory and the glory that comes with it. Vanya shows no mercy towards the losers or the weak ones, and she does not care to promote kingdoms or laws that will eventually led to stagnation and therefore to indulgence and sloth. She encourages battle and war to strengthen her followers and shape healthier future generations, so that the more skilled (not just the stronger) will be victorious.

Remembering her distress under the Milenians' yoke, Vanya has never forgiven them and passionately fights against those Immortals who protect the Milenians (Halav and Petra above all); adding to her enemies Rathanos because of his male chauvinist pomposity.

Patron: Khoronus

Allies: None

Enemies: Rathanos, Halav, Petra, rivalry with the Eternal General

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Short sword and spear (allowed longsword, bastard sword, dagger, gladius and two-handed sword)

Clerics' skills and powers: Free *Fighting Instinct* general skill; +2 bonus to two general skills among the following (not free): *Alertness, Ride, Authority, Military Tactics, Courage, Danger Sense, Terrorise*

Avengers' and Paladins' skills and powers: Lay on Hands, free *Authority* general skill

D&D 3E Stats

Domains: Time, War, Strength, *Courage*

Favoured weapon: Sword (one type to choose among: longsword, short sword and greatsword)

Source: M1, DotE, WotI, HW, HWR3, SCS, CoM

WAYLAND

(Svarog, Volund, Vulcan)

Patron of Metallurgy, Master of Constructions, Patron of Smiths and Armourers, the Gods' Smith

Level, Alignment, Sphere: 21st (Empyreal), TN, Matter

Symbol: A hammer floating over an anvil

Portfolio: Metallurgy, smiths & armourers, engineers & builders, magical creations

Worshipped in: Known World (Northern Reaches, Heldann, Darokin), Norwold, Isle of Dawn, Alphatia, Hollow World (Traldars and Antalian)

Appearance: A wiry and bearded smith wearing a large leather apron and linen trousers, showing his broad chest while wielding a heavy hammer in his right hand. The race he belongs to varies, according to which followers he appears to, but he always sports a short black beard, grey eyes and a slightly hunched back.

History (PROBABLE THEORY): *Wayland was a skilled Antalian smith who lived in the XXII century BC. Thanks to the friendship he struck with some dwarven craftsmen he managed to discover the secret of forging iron way ahead of time (his kinsmen were still in the bronze age), and this allowed him to manufacture titanic weapons for the most famous heroes of his time (Thor, Heimdall, Frey and Freyja). This helped him acquire a divine aura in the eyes of his fellow men, and it attracted Kagyar's attention, who sponsored him on the path of the Polymath. He was then reincarnated as a dwarf (Weland), a gnome (Wielandt), and an elf (Volund), and thanks to his metalworking talent, each time he managed to fulfil his quest: finding and forging anew Odin's sword, Balmung. This was how he earned his place in the Sphere of Matter in the XX century BC.*

Personality: Also known as the Gods' Smith, Wayland is famous for creating many of the Immortal artefacts found around the world, as well as for being chief architect of Pandius, the City of Immortals located on the moon Matera. He is always busy with creating some new kind of magic item, and he has a distinctive gruff and aloof character that he developed during his dwarven incarnation. He protects all artisans, in particular smiths and armourers whom he's fond of, and gives his blessings to all those who like to create magic weapons, armours, and golems. He's a trusted ally of Kagyar and Odin and has worked in a team with Polunius many times, sharing a common passion for building and magic. He has a friendly rivalry with Ilmarinen, another talented Immortal artisan.

Patron: Unknown [presumed Kagyar]

Allies: Kagyar, Odin, Polunius

Enemies: None

Classic D&D Stats

Followers' alignment: Any

Favoured weapon: Throwing hammer (allowed all bludgeoning weapons)

Clerics' skills & powers: +1 bonus to Strength, +2 bonus to any skill related to metalworking or construction.

D&D 3E Stats

Domains: Matter, Magic, *Craftsmanship, Metals*

Favoured weapon: Throwing hammer

Source: WoI, Master and Immortal set

WOGAR

(Maglubiyet, Wong-Ah)

Patron of Goblins, Lord of Wolves and Predators

Level, Alignment, Sphere: 6th (Initiate), NE, Matter

Symbol: A black wolf's head viewed frontally

Portfolio: Goblins, war and military tactics, conquest, predators, cruelty, wolves and werewolves

Worshipped in: Savage Coast (El Grande Carrascal, Eusdria, Hule, Robrenn), Davania (Izonda), Known World (Broken Lands, Darokin, Rockhome), Midlands (Borea, Yazak Steppes)

Appearance: A well-muscled goblin wearing a wolf's pelt and a hood made from a wolf's head.

History: During his mortal existence, Wogar was a great humanoid warleader who chose to follow his shaman's prophecies to achieve power and greatness above all other humanoids. So he gathered a great horde and left the Cradle (the place of origin of the modern humanoid races) heading south-eastward in search of the Blue Knife, a legendary artefact that could make its owner invincible. Wogar's Horde left the Cradle (in the centre of Brun) in BC 1310 and traversed the Savage Coast, leaving mayhem and destruction in its wake. Once it reached Hule however, the ogres chose to split from the main horde, as they did not recognize his authority anymore. After killing his shaman and stealing his treasure at the battle of Khuzud, the ogres fled to nearby Sind and over following decades they continued to move until arriving in the Broken Lands, where they founded OGREMOOR in BC 1269. Meanwhile, Wogar's horde overran Hule, where it pillaged the scattered villages and towns, killing many people and enslaving the survivors. Their reign of terror ended when Hosadus, a young holy man, convinced the leaders of the horde by using his magic and deception skills that the sacred Blue Knife was located to the east, beyond the Black Mountains and the Great Desert. Wogar and the majority of his followers departed Hule believing Hosadus's lies, while those who remained in Hule quickly became devout followers of the sly Hosadus, who quickly gained power over humans too. During the crossing of Sind, Wogar was finally able to attain immortality as his shaman had predicted thanks to his warleader skills. His teachings allowed his descendants to conquer first the lands of the Atruaghin Clans (red orcs in BC 1257) and then Faerdinel (current Five Shires) in BC 1255, while a third group found the Rock of

Oenkmar and the Blue Knife in the Broken Lands in BC 1190, thus ending the quest. Currently all the humanoid tribes of the Broken Lands recognize Wogar's importance in history, but only the goblins and a few tribes of orcs worship him as patron of their race.

Personality: Wogar is sly and clever, gifted with an instinct and an aura of authority still unmatched among the humanoids. He has always had a special bond with wolves and for this reason he created the wolf-riders as elite troops among his soldiers and he currently takes interest in the actions of werewolves too (who share an even stronger bond with wolves). He considers his most fearsome enemies Halav (bane of all humanoids) and Atzanteotl (who is trying to subvert his faith and steal away his followers using treachery and false promises).

Patron: Unknown [presumed Ninfangle]

Allies: None (respect for Karaash)

Enemies: Halav, Atzanteotl

Classic D&D Stats

Followers' Alignment: Any; clerics must be Chaotic or Neutral

Favoured weapon: Sabre (allowed all bludgeoning weapons and whip)

Clerics' skills and powers: Clerics can turn into a wolf once a month for one hour and benefit from all werewolves' classic powers while in this form (the cleric maintains his mental capacities and acquires the werewolf's physical strengths). Free *Animal Empathy (Wolves)* general skill and +2 bonus to *Train Wolves* and *Ride Wolves* general skills (not free).

Avengers' skills and powers: Free *Ride Wolves* and *Animal Empathy (Wolves)* general skills.

D&D 3E Stats

Domains: Matter, Evil, War, Animal

Favoured weapon: Longsword

Source: GAZ10, HW, WoI

YAGRAI

(He Who Always Rises)

Patron of Tenacity and Obsession, Patron of Humanoids

Level, Alignment, Sphere: 12th (Temporal), NE, Entropy

Symbol: A black skull on a white background

Portfolio: Humanoids (especially hobgoblins and orcs), obstinacy and tenacity, death and necromancy

Worshipped in: Davania (Addakia, Meghales Amosses), Known World (Ethengar, Broken Lands)

Appearance: A large yellow-skinned humanoid without well defined traits (he might be an orc or a hobgoblin), dressed in black leather armour and a helmet that has a black skull for a visor, and wielding a black broadsword.

History: Even though it isn't known whether he was a hobgoblin or a yellow orc, Yagrai was a humanoid called Akkila-Khan. Leaving with the Great Horde of King Loark from Urzud, he and his tribe quickly split from

that of the supreme leader. He headed southwards, with the intension of creating a dominion to complement that of King Loark. He invaded the Ethengar Steppes in 1720 BC and conquered them thanks to the tenacity and superior weaponry of his people. Afterwards, the Ethengar nomads began to rebel against the invaders, until in 1711 BC, in order to crush the Ethengar insurrection, Akkila-Khan allied with the Horde of Loark that had also found its way to the steppes. In 1709 BC however, Akkila-Khan betrayed King Loark, by conspiring with the Ethengarians in exchange for the land to the west of Dol-Anur. The Great Horde was therefore defeated in the battle of Chongor, and it scattered to colonize the neighbouring western lands (the future Broken Lands). In 1691 BC when Baka (a very influential tribal head amongst the Ethengarians) betrayed Akkila-Khan in order to usurp his position, Akkila-Khan fled with his humanoids and ended up building a fortress on the northern border of the Broken Lands. From here, he started to launch many raids against the people of the steppes, and became legendary for being revived from death numerous times and always avenging his defeat (thanks to powerful magical items able to cure his wounds and regenerate him). Later, in 1688 BC, there was no trace of him and he was thought killed. In truth, thanks to his indomitable tenacity and obstinacy (rather than to his slight intelligence or mediocre combat ability) he had finally succeeding in becoming an Immortal in the Sphere of Entropy. He now acts as patron of all the humanoid races (embodying the unstoppable force of the humanoid nature), even if yellow orcs and hobgoblins have sought to monopolise his cult.

Personality: The main characteristic of Yagrai is his determination. He has never been very intelligent or particularly strong, but has always achieved his objectives and is proud of this. He has an immodest vanity, and having no particular plans, his only interest in his subjects is in receiving their admiration and praise. After his repeated deaths, he has developed an obsession for necromancy and the spirits, which he has passed on to his followers.

Patron: Unknown [presumed Hel]

Allies: None

Enemies: Halav

Classic D&D Stats

Followers' Alignment: Neutral and Chaotic

Favoured weapon: Broadsword (allowed all bludgeoning weapons)

Clerics' skills and powers: A cleric of Yagrai must have 12 death scars on his body (or must have been reduced to 1 hp at least 12 times in battle), that allows them to survive death. Indeed, if reduced to under 0 hp, must make a Wisdom check, and if successful instantly recover an amount of hp equal to the difference between their Wisdom value and the number rolled on a d20 (if

this does not result in a positive number they die in 1d4 rounds); free *resistance* skill

Avengers' skills and powers: +1 bonus to ST vs. Ray of Death and energy drain for every 10 death scars accumulated (cumulative, max +5)

D&D 3E Stats

Domains: Entropy, Evil, Death, *Will*

Favoured weapon: broadsword

Source: GAZ10, HW, WoI

YAV

Patron of Yavdlom, Patron of Divination, Protector of Prophets and Seers

Level, Alignment, Sphere: 13th (Celestial), TN, Time

Symbol: A conch shell

Portfolio: Yavdlom, seers, prophecies and divinations

Worshipped in: Yavdlom and Serpent Peninsula

Appearance: An elderly black-skinned man of mixed elven and Tanagoro features, sporting a short grey beard and a few lumps of curly white hair on his temples, wearing a simple sleeveless cotton tunic and with a peaceful and meditative look on his face.

History: Yav was born in BC 556 to an elven mother and a human father in the Serpent Peninsula. Early in his childhood, he began to manifest exceptional foreseeing skills, and he quickly became the most powerful seer the region had ever seen, saving hundreds of people by the foretelling of hurricanes and other natural disasters. When Yav reached adulthood he joined the clergy and started to preach against those seers who used their powers for personal gain, but his proselytizing didn't have much success.

In BC 529, after major abuses on the part of the ruling class of seers, various factions of elven purists massacred all the half-breeds they could find, whether they had divination skills or not. During this riot, the Tanagoro inhabitants of the Serpent Peninsula grouped together to stop the elves, and the resulting civil war left tens of thousands dead. During this period of turmoil, Yav disappeared, and his followers spread the rumour that he had been killed by the elves. In fact, he had chosen to leave the region to discover the true cause of this outbreak of violence and chaos, because with his powers he had sensed that something was influencing the thoughts of both the seers and the commoners (making all of them greedier and more evil).

After travelling a lot, he became aware of the fact that the farther he got from Thanegia the more difficult it became for him to use his divination skills. So he came back home convinced that the solution to this mystery lay buried in the Serpent Peninsula. After his return he discovered that the most powerful seers now ruled the cities, and those who were without the Sight were forced to pay the seers to benefit from their gifts. He also discovered that his followers had turned him into a god by proclaiming him infallible and omnipotent. The cult

of Yav was especially attractive to people from the humbler classes, who all waited for Yav to return and bring justice and harmony to Thanegia once again. So Yav chose to remain hidden, and he introduced himself as Mulogo, reaching a powerful position in short time thanks to his powers. In BC 500 he proclaimed himself the Herald of Yav and by predicting a terrible earthquake all other seers had failed to anticipate, he finally managed to convince the Tanagoro to leave Thanegia en masse, foretelling that Yav's wrath for their sins would have caused great catastrophes and that moving to a faraway place was the only solution. So the Tanagoro built a great fleet and sailed westwards, settling in the Arm of Immortals where all the seers lost their powers.

In BC 480 Mulogo sailed back to Thanegia and eventually found the cause of all the problems. Buried deep in an underwater cave between Thanegia Island and the Serpent Peninsula he located an artefact of the Sphere of Time that had two important side effects. It gifted those people with mixed human and elvish blood with precognitive skills and at the same time it corrupted people's thoughts, increasing their greed, egotism, and thirst for power.

In trying to repair the artefact Yav triggered it and he found himself cast forward to AC400. When he sailed westwards to his kin, he discovered the seers were long gone and that the Tanagoro were now threatened by humanoid warbands. Assuming the identity of Mulogo, he led his descendants back to their ancestral home in Thanegia and saved them again. Then he personally taught the Precepts of Yav to the new ruling class of seers, to promote a peaceful coexistence with those not gifted and avoid all previous abuses. After giving the reins of power to his nephews, he returned to the cave of the artefact to master its use.

Later he travelled 300 years further into the future, but there he discovered that not even his teachings had protected the seers from the corrupting influence of the artefact. He went back to study the time machine and discovered it had been damaged by an earthquake in the past, and this was the cause of its devious side effect. After another long trek, he managed to recover the missing parts and put them in place, but this caused a new unforeseen side effect. His kin grew lazy and decadent, and his kingdom broke up into many small autonomous villages, many of them threatened by the neighbouring civilizations.

In a final attempt at fixing the artefact once and for all, he eventually repaired it and was cast ahead in time up to AC 750. He successfully located his descendants and helped them to unify the tribes, thus creating the Most Serene Divinarchy of Yavdlom. At that point, an Immortal contacted him and explained to him that all of his efforts had granted him a place in the Sphere of Time.

Personality: Yav is an exceptionally righteous and pious person, who preaches that power should only be for the common good and not for achieving personal goals.

His incredible peacefulness and wisdom make him the perfect advisor even among Immortals, and they have allowed him to avoid making enemies.

Patron: Unknown [presumed Calitha]

Allies: Tiresias

Enemies: None

Classic D&D Stats

Followers' alignment: Any

Favoured weapon: Any (allowed all bludgeoning weapons)

Clerics' skills & powers: Yav's clerics can foretell future with good accuracy once a month (in game terms, the DM can send them an omen through dreams which shows an event that will happen within the next year if nothing interferes with the planned course of facts), bonus *Astrology* skill, +2 bonus vs. ST that influence the mind

D&D 3E Stats

Domains: Time, Knowledge, Luck, *Oracle*

Favoured weapon: Quarterstaff

Source: CoM, WotI

ZALAJ

(Bergelmir)

Patron of Cloud and Mountain Giants

Level, Alignment, Sphere: 20th (Emptyreal), LN, Time

Symbol: A cloud

Portfolio: Cloud and mountain giants, knowledge, magic, strength

Worshipped in: Davania (Ice Peaks), Known World (Rockhome, Northern Reaches), Norwold, Kingdom of the Clouds, Skothar (Nentsun, Tangor)

Appearance: *A classic cloud giant about six metres tall, with grey skin and a bushy white head of hair, a long, white, drooping moustache and an attentive and curious look, wearing a ancient tunic that shows off his forearm and calf muscles.*

History (PROBABLE THEORY): *Before the age of the humans and of the Empire of Blackmoor, Mystara saw the rise of the Age of the Giants, when the Garl (primitive giants) evolved into three sub races (plains, frost, and sea) and spread into the continents of Brun and Skothar raising the first kingdoms. The giants of the plains were the wealthiest and most powerful; those of the sea were the wisest and more reticent; while the frost giants, who lived in the cold areas of the north, were envious of their cousins of the fertile southern plains and often fought against them. It was because of the greed and hate brought to these giants by Surt that the Age of the Giants ended in a bloody Fratricide War. Indeed, when fertile land became scarce (partly due to the expansion of the more numerous humans) a large group of giant followers of Surt, the Gundirrim (the first fire giants) descended en masse from the north and put the kingdoms of the south to the sword and fire.*

Zalaj was then the Bromdignag Clan's recognized ruler and, as such, the richest and most powerful of the southern giants – thanks largely to his unrivalled strength and intellect. Unfortunately, because of the internal rivalry among the lowland giants, the assault of Zugzul also provoked an internecine war among them that caused the collapse of the kingdoms of the giants and the dispersal of the survivors. After the fall of his stronghold, Zalaj ended up guiding his allies onto the summits of the highest mountains, where they found temporary refuge from their enemy's fury. He set off himself in search of a place where he and his followers could forever escape the persecutions of Surt and the internecine wars. He eventually reached the plane of the creator of the giant race, the powerful Ouranos. Unfortunately, here Zalaj made a terrible discovery: the Immortal had disappeared, and could no longer respond to the prayers of his followers. Zalaj decided to take this burden on his own shoulders and therefore the destiny of his people. He returned to Mystara, taking with him the ancient knowledge that he had found in the abandoned city of Ouranos. Thanks to the items and the magic he discovered, Zalaj then started the construction of the first city among the clouds, where he eventually took his most faithful allies in order to found a new kingdom.

From the descendents of these exiles was born the first generation of cloud giants, while the giants who had remained to live on the highest summits became the original mountain giants. Zalaj nevertheless wasn't content with having saved his followers, and wanted to find a way to become the new protector of the giant race; replacing the vanished Ouranos. Therefore, the giants started to worship him as a deity whilst he was studying a way to achieve Immortality. After he had gained the support of Verthandi (the then Hierarch of Time) and after finding an artefact that enabled him to travel through time, Zalaj was finally able to complete the Path of the Dynast. He achieved this by creating the Kingdom of the Cloud Giants above the Mystaran skies, whilst establishing an alliance between the ancient dwarves and the mountain giants that also allowed his disciples to live undisturbed on the most impervious mountain ranges.

Zalaj achieved immortality in 10,200 BC after becoming the patron of both the cloud (Bromdignag) giants and mountain (Zoldignag) giants. Later, after seeing a repeat of the fratricide clashes between the giant races, he decided to give his cloud giant adepts an ambassadorial role amongst the world's giant communities. Therefore the cloud giants became merchants; capable of travelling from one place to another in their flying castles and of exchanging the goods produced by one giant clan with those of other clans that needed the goods. This way, all the giants became dependent on things that were produced by one of the other races, reducing the feuds between clans. The pivotal role the cloud giants assumed guarantees the global peace between the giants; as well as their superiority over the terrestrial and marine giants. Moreover, Zalaj secured himself the unceasing worship of the cloud giants. He kept them from becoming too greedy and he prevented anybody else from

restricting the cloud giants' way of life by taking advantage of the flying islands: indeed, each year it is necessary for them to perform an elaborate secret ceremony in which precious items are destroyed in a special brazier consecrated to the Zalaj. This is necessary because it maintains the spell that allows all the islands and castles to float and move. Thus, the cloud giants depend on Zalaj as the others depend on them, and no treasure is more important than the protection that Zalaj offers them, thanks to the flying castles of the Heavenly Realm.

Personality: Zalaj is an extremely arrogant and threatening individual, who always demands to be shown great respect and he grants hearings only to those who are lavish in their flattery of his wisdom and power. He is very protective in the struggles of his followers and likewise prepared to curse them when they abandon him. He profoundly hates Zugzul (Surt) and Hel, who caused the schism of the giants, and his only allies are Palartarkan, who, like him, demonstrates an unbridled passion for the skies and magic, and Gorrziok, who helped Zalaj when still mortal to protect the new-born Heavenly Realm from the fire giants.

Patron: Unknown [presumed Verthandi]

Allies: Palartarkan, Gorrziok

Enemies: Zugzul, Hel

Classic D&D Stats

Followers' Alignment: Any; clerics must be Neutral or Lawful

Favoured weapon: Warhammer (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Wisdom, free orientation skill, +2 bonus on the astronomy and knowledge of myths and legends of the giants (not free)

D&D 3E Stats

Domains: Time, Law, Strength, Magic, Gravity

Favoured weapon: Warhammer

Source: AC10

ZIRCHEV

(The Huntsman, Leug, Uatumà)

Protector of the Sylvan Races, Patron of Hunting

Level, Alignment, Sphere: 17th (Celestial), N, Energy

Symbol: A hawk riding a wolf

Portfolio: Sylvan races, animals, survival, tolerance, magic, nature, outcasts, hunting

Worshipped in: Known World (Karamaikos, Darokin, Thyatis), Alphatia, Savage Coast (Robrenn, Jibarù), Isle of Dawn, Davania, Hollow World (Neathar and Traldar lands, Milenia)

Appearance: A well-muscled hardened hunter with a charming look, clad in mimetic hunting clothes (green and brown) and with a longbow on his shoulders, usually accompanied by a group of sylvan creatures or tamed beasts.

History: During his mortal life, Zirchev was a Traldar mage trained in the arcane arts by the wisest of the

Hutaakans whom he served as an apprentice. Upon earning his freedom, he became a friend of the sylvan creatures, including the mysterious Vyalia elves, and started to act as patron of the sylvan races and keeper of the woodland areas of the Traldar Kingdoms, therefore earning the nickname of "Huntsman".

When the gnolls invaded Traldar, Zirchev answered King Halav's call to arms and allied with him to defend the Traldars from the humanoid horde about to bring mayhem to their region. Zirchev became Halav's court mage and advisor, and together with Petra they developed a successful strategy to hold the gnoll invasion and avoid utter destruction. This was accomplished thanks to the King's and Queen's armies and to Zirchev's band of powerful sylvan creatures. After the final epic battle in which the gnoll warleader perished, Zirchev recovered Halav's corpse and took it to Petra to raise. After that, the trio split up in order to pursue their individual goals. Zirchev succeeded in earning immortality after he completed the path of the Paragon under Ilsundal's sponsorship in BC 870. (He created the fabled Eye of Traldar and the magic site called Haven, and his long time friends, the Vyalia elves acknowledged him as the area's most powerful wizard.) Only then did he discover that Halav and Petra had become Immortals too, and the three banded together again to become the patrons and protectors of the Traldars and their descendants, the Traladaran. Zirchev also became the patron of various animals, many sylvan races around the world (phanatons above all, who know him as Uatumà, the Huntsman), and outcasts in general (including non-evil lycanthropes). He is also worshipped in Robrenn as Leug, patron of wisdom, tolerance, and demi-humans.

Personality: Zirchev has always been an introvert and lonely type and, not getting along with humans, he ended up striking a bond with animals. He spent so much time in the woods that he befriended the intelligent sylvan creatures (centaurs, fey, treants, etc.) and grew to love this lifestyle. For this reason he is now a patron of outcasts and preaches tolerance and respect for fellow beings (be it a man or something else). The later Traladaran legends distorted the facts and presented him only as a huntsman and woodsman that had the gift of taming every animal he met, making him patron of the woods. Zirchev has never done anything to change this view, among the Traldars or in Traladara, as he likes their portrayal of him. The Sylvan races however, have a better understanding of his real personality and goals. He has many allies, all among the nature-oriented immortals (first and foremost Halav and Petra), but only one real enemy: Ruaidhri, responsible for slaughtering a whole race of good-aligned lycanthropes (werewalks).

Patron: Ilsundal

Allies: Halav, Petra, Ordana, Eiryndul, Faunus, Ilsundal

Enemies: Ruaidhri Hawkbane

Classic D&D Stats

Followers' alignment: Any; clerics must be Neutral

Favoured weapon: Longbow (allowed all druidic weapons)

Clerics' skills & powers: Bonus *Tracking* and *Danger Sense* general skills; +2 bonus to any one skill among the following: *Hunting*, *Survival (woods)*, *Nature Knowledge*, *Stealth (woods)*, *Animal Handling*

D&D 3E Stats

Domains: Energy, Animals, Magic, *Hunting*

Favoured weapon: Longbow

Source: GAZ1, HWR3, HW, DotE, WotI, SCS

ZUGZUL

(Surt, Corona)

Patron of Power and War, Patron of Fire, Patron of Necromancy

Level, Alignment, Sphere: 32nd (Hierarch), NE, Energy

Symbol: A burning pit

Portfolio: Power, conquest, fire and fire creatures, necromancy, darkness, war, destruction

Worshipped in: Ylaruam, Skothar, Davania and wherever fire giants dwell

Appearance: *An imposing giant clad with a heavy red robe, with bronze skin and flaming eyes, his head completely shaven and tattooed with strange runes, wearing a golden amulet and gold bracelets and with a flaming double axe on his belt. He usually travels on a chariot pulled by two fire salamanders.*

History (PROBABLE THEORY): *Zugzul is one of the most ancient living Immortals, and like Ixion and Thanatos he doesn't remember, or simply doesn't want to speak of, his origins. He is continually obsessed by the power of fire and negative energy, and he is in constant competition with Ixion to rule the Sphere of Energy. However, in all this time, he has never been able to overthrow the ruling hierarchy of Energy, and this burns him more than any magical flame.*

Over the course of millennia, he tried very hard to expand his influence over mortals, with devastating results for Mystara. His first attempt at creating a cult among Mystaran giants was aimed at reducing the Sphere of Matter's influence over them. He descended onto Mystara using the mortal persona of a giant named Surt. He soon became the leader of an entire clan by using both brute force and by making promises to claim the better and richer lands of the southern giants with the power of fire. Thanks to his superior knowledge and magic, Surt revealed to his followers the secret of metallurgy, crafting better weapons and armour for his warmongering clan. Surt's love for fire soon ignited within all his followers, who started practicing mystical rituals to strengthen their bodies through fire. Finally, he led his fiery army against the southern giants, challenging the rulership of the storm giants and thus beginning a long and disastrous civil war. After two centuries, the civilization of the giants fell into its darkest age, and the surviving giants scattered to the four corners of the world. Surt's descendants gradually became the fire giants, while other clans became

the modern cloud giants (followers of Brom) and the frost giants (followers of Hel).

After this, Zugzul tried to cast his shadow over the human populations without coming directly into the Prime, and he eventually gained the favour of the Afridhi. In a short time, he led the Afridhi to threaten Thonian supremacy in Skothar, but Blackmoor's swift and unforeseen ascension ruined his plans. The new Blackmoor Empire severely beat the Afridhi and pushed them out of its borders. Zugzul's cult remained in power in the Afridhi civilization until the Great Rain of Fire obliterated them as well as many other races.

Afterwards, Zugzul focused his attention on the rising Nithian Empire; where he was worshipped as Corona. There, he started eroding Rathanos's and Pflarr's base of faithful, and later he allied secretly with Thanatos to corrupt the Nithian clerical hierarchy in exchange for power and knowledge over death and the dead. The Magian Fire Worshippers switched their worship almost completely from Rathanos to Corona which helped bring about the downfall of the Nithian Empire. His cult has never been completely forgotten by the descendants of the Nithians and he's still worshipped by the deranged Magians in Ylaruam.

Personality: Zugzul is power-hungry and not very inclined to follow the Immortal's code of conduct. He frequently tries to break the rules without being caught; and since he is so cunning and clever, he succeeds most of the time. (His greatest plot was conspiring with Thanatos and Ranivorus to bring about Nithia's downfall without being blamed for it.) Raw elemental energy is another of his particular interests, and he has based his philosophy on the worship of Fire and Shadow (indeed, his name in Afridhi

means Dark Fire or Chill Fire). The dark side of life (undeath and necromancy) has also fascinated him, and his partnership with Thanatos has only reinforced this aspect of his personality. He considers Rathanos more of an embarrassing joke orchestrated by Ixion at his expense than a real rival in fire magic, and he has always been an enemy of Protius (since the two represent two opposed elements). Although he continues to operate in furtherance of Energy's goals, his methods have always alienated him from Ixion's support; who considers Zugzul a dangerous rival, who could tip the universal balance to Entropy's side if he were to take his seat. Finally, he counts among his enemies the Immortals Brom (patron of the cloud giants, who has not forgotten Surt's part in destroying the giant civilization) and Thor (another deity who despises Zugzul's philosophy and his control over the evil fire giants).

Patron: Unknown (probably nobody)

Allies: Only occasionally a secret ally of Thanatos

Enemies: Ixion, Protius, Brom, Rathanos, Thor

Classic D&D Stats

Followers' alignment: Neutral or Chaotic; clerics must be Chaotic

Favoured weapon: Battleaxe (allowed all bludgeoning weapons)

Clerics' skills & powers: +1 bonus to Constitution, resist fire power free (3 times a day), +2 bonuses to necromancy and arcane spellcraft skills.

D&D 3E Stats

Domains: Energy, Evil, Fire, Death, War

Favoured weapon: Battleaxe

Source: DA4, AC10, GAZ2, GAZ4, GAZ7

IMMORTALS NOT ACTIVE ON MYSTARA

BUGLORE

Patron of the Formians, Protector of Plants and Insects

Level, Alignment, Sphere: 9th (Temporal), LN, Matter

Symbol: A green ant seen from above

Portfolio: Insects, plants, order, protection and studio of the environment, formians

Worshipped in: Various outer planes

Appearance: Buglore appears to be a humanoid of bright green colour about a metre and a half high, with the head of an ant, the legs of a locust, the body of an ape (with a sting and two short wings on the back) and two human arms.

History (PROBABLE THEORY): During his mortal life, Buglore was an Emerondian who lived in the forests of northern Davania. An expert on insects and plants, he was one of the first and wisest students and xeno-manipulators (a sort of mage able to manipulate plants and animals in order to obtain living crosses between the two kingdoms) of the kingdom of Emerond. His thirst for knowledge also made him travel outside of his homeland, where he used arts to hide among the other races and not arouse too much attention. During these explorations, he was to learn all about the new plants and insects he discovered, as well as of natural and magical methods to grow and mould them that were previously unknown. He recorded everything he learned about in what, much later, would become known as the *Natural Code*, a fundamental text of the Emerondian culture. Little by little as his knowledge advanced, he also realised that his patron, Terra, blessed his experiments and his research and his curiosity finally took him to the outer planes, where he found himself face to face with the Immortal in order to find the answers to her questions. Appreciating Buglore's determination and intelligence, Terra proposed an invasive experiment to him – Buglore was to try and live the lives of his favourite insects in order to truly understand their rhythms and secrets. Therefore, Buglore was initially reincarnated as an ant, then as a bee and finally as a locust. During this time, Buglore was able to study carefully the insect community he was part of and to protect it from an external threat, by successfully protecting the queen. After this, Terra allowed him to return to Emerond to complete his studies, and he finished writing the *Natural Code*. He later created an enormous tree in order to keep all the volumes of his immense work inside. Terra summoned him and gave him the task of scouring the formians' plane and help them to restore order – in order to save them from the creeping anarchy that was destroying their culture. After a century of effort and thanks to his great experience and variety of powers, Buglore was able to mould the new generation of the formians with cultural rules similar to those of ant and bee societies, in which everyone

has a specific role and are led by the queen, giving them a kind of Immortality. It was then, around the II century BC, that Terra revealed that he was worthy of entry among the Immortals of Matter.

From that moment, Buglore became the patron of the formians, as well as the protector of plants and insects, and he passionately continues to study the ecosystems present on the various worlds of the Multiverse, seeking a common blueprint that would explain the evolution of all life. He teaches his followers to respect and the environment, and, particularly its most precious and unprotected inhabitants, i.e. the plants and the insects, which form the basis of the food chain, without which the rest of nature could not exist. Buglore is a rather rigid Immortal in the way he views things and is evasive in his relations with others (mortals and Immortals). At the same time he never misses an opportunity to expand his knowledge; find the answers to his inquisitive research about his field; or to question those that have shown great wisdom or informed him about certain topics, thus demonstrating that he is not as snobbish or pretentious as he may seem at first sight. Buglore is a fan of order and of community spirit, and he believe that everyone must do their best in order to make the system function. For this, the Immortals of Matter often use him for very different tasks, but he never complains about the assignments he receives. Moreover, due to his nature, he has no particular enemies or allies, to the fury of Terra, who has a sort of protective maternal affection for him.

Patron: Unknown [presumed Terra]

Allies: Terra

Enemies: None

Classic D&D Stats

Followers' Alignment: Lawful or Neutral

Favoured Weapon: None (allowed all weapons made with wood, stone or bone)

Clerics' skills and powers: +2 bonus to all the skills relating to the knowledge and treatment of plants. The clerics of Buglore can add 1st level druid spells to their spell list.

D&D 3E Stats

Domains: Matter, Law, Plant

Favoured Weapon: Quarterstaff

Source: IM3

ELEMASTER, AIR

Patron of all Elemental creatures of Air

Level, Alignment, Sphere: 32nd (Hierarch), N, Thought

Symbol: An azure circle

Portfolio: Protecting the Elemental Plane of Air and aerial creatures

Worshipped in: Elemental Plane of Air and some outer planes

Appearance: The Air Elemaster is a colossal androgen humanoid (around 20 feet tall) made of air, clouds and lightning.

History: The current Air Elemaster is an elemental that found the way to immortality at the dawn of time, asserting his rule over the Elemental Plane of Air to grant balance and stability inside that plane. Nobody knows whether he was sponsored by another immortal or not (and he is not telling anybody). Even the ancient immortals do not know, although they assert that he's held his position as long as they can remember. Aside from his home plane and a few outer planes aligned with Thought and filled with airborne creatures, he does not care about the existence of other creatures or other planes of existence, and because of this his cult is not present on Mystara.

Personality: Like all the Elemasters, he is a Neutral being that rules his subjects whilst leaving them a great degree of freedom. He leaves the day-to-day administration of the various regions of the Elemental worlds to the many nobles of his court, which has a pyramid-like organization, and he prefers to concentrate on the extraplanar relationships with other immortals and Elemasters. He tolerates the infighting and the occasional intraplanar wars among his nobles, as long as it does not threaten the overall stability of the plane. For this reason, he alternates long periods of silence with periods of constant edicts and iron fist policy. As with all other elemasters, he does not like to share his position with power-hungry nobles and for this reason, he hampers any possible attempt at challenging his rule over the Plane of Air. This paranoia has reached the point of preventing any of his subjects to discover the path to immortality, and become immortal; in fear of being replaced, (since he knows there can be only one Elemaster for each element to maintain balance in the Multiverse). The Air Elemaster own nature inclines him to be friendly with the immortals of the Sphere of Thought, and he is a loyal ally of Odin, lord of skies and storms, while he opposes the Elemaster of Fire because of the laws of elemental opposition.

Patron: Unknown [presumed none]

Allies: Odin

Enemies: Fire Elemaster

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Natural weapons (allowed all ranged and thrown weapons)

Clerics' skills and powers: +1 bonus to Intelligence, +2 bonus to three general skills related to knowledge or air (not free)

D&D 3E Stats

Domains: Thought, Air, Knowledge, *Gravity*, *Storm*

Favoured weapon: Natural weapons (slam)

Source: Immortal set

ELEMASTER, EARTH

Patron of all Elemental creatures of Earth

Level, Alignment, Sphere: 32nd (Hierarchy), N, Matter

Symbol: A brown circle

Portfolio: Protecting the Elemental Plane of Earth and earthbound creatures

Worshipped in: Elemental Plane of Earth and some outer planes

Appearance: The Earth Elemaster is a colossal androgen humanoid (around 20 feet tall) made of earth, rocks, and stone.

History: The current Earth Elemaster is an elemental that found the way to immortality at the dawn of time, asserting his rule over the Elemental Plane of Earth to grant balance and stability inside that plane. Nobody knows whether he was sponsored by another immortal or not (and he is not telling anybody). Even the ancient immortals do not know, although they assert that he's held his position as long as they can remember. Aside from his home plane and a few outer planes aligned with Matter and filled with terrestrial creatures, he does not care about the existence of other creatures or other planes of existence, and for this reason his cult is not present on Mystara.

Personality: Like all the Elemasters, he is a Neutral being that rules his subjects whilst leaving them a great degree of freedom. He leaves the day-to-day administration of the various regions of the Elemental worlds to the many nobles of his court, which has a pyramid-like organization, and he prefers to concentrate on the extraplanar relationships with other immortals and Elemasters. He tolerates the infighting and the occasional intraplanar wars among his nobles, as long as it does not threaten the overall stability of the plane. For this reason, he alternates long periods of silence with periods of constant edicts and iron fist policy. As with all other elemasters, he does not like to share his position with power-hungry nobles and for this reason, he hampers any possible attempt at challenging his rule over the Plane of Earth. This paranoia has reached the point of preventing any of his subjects to discover the path to immortality, and become immortal; in fear of being replaced (since he knows there can be only one Elemaster for each element to maintain balance in the Multiverse). The Earth Elemaster's own nature inclines him to be friendly with the immortals of the Sphere of Matter, and he opposes the Elemaster of Water because of the laws of elemental opposition. However, he does not like the ruling Hierarchy of Matter, since Terra was once one of his subjects, and he does not forgive her for surpassing him. He is afraid that Terra could one day assume power over his homeplane or sponsor the ascension of an elemental to replace him. In order to avoid an open feud between the Hierarchy of Matter and the most powerful lord of elemental earth, Terra has agreed not to enter his

homeplane and has instructed her own relative Land, whom she sponsored to immortality, to remain there serving under the Earth Elemaster. The Earth Elemaster has given Land the duty to protect the Plane of Earth from immortal intrusions and from invasions from other planes, but he keeps two eyes open to oversee his movements, as he doesn't completely trust him. In fact, he even went so far as to sponsor another earth elemental, Ground, to higher status, in the hope that the two would eventually come into conflict and annihilate one another. Unfortunately, his plan went awry when a group of marauding high-level mortals from the Prime killed Ground some years ago. His only ally against Terra and Land now is N'grath, the Lord of Hordes, whom he sponsored to immortality millennia ago and who has always obeyed his commands, albeit a bit coldly. In truth, he does not know that even N'grath has plans of his own for the future of the Elemental Plane of Earth and is perhaps his most powerful enemy – a wolf in sheep's hide.

Patron: Unknown [presumed none]

Allies: Land, Terra (although he distrusts them a bit)

Enemies: Water Elemaster, N'grath

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Natural weapons (allowed all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Constitution, +2 bonus to three general skills related to building or earth (not free)

D&D 3E Stats

Domains: Matter, Earth, Strength, Protection, Fertility

Favoured weapon: Natural weapons (slam)

Source: Immortal set

ELEMASTER, FIRE

Patron of all Elemental creatures of Fire

Level, Alignment, Sphere: 32nd (Hierarchy), N, Energy

Symbol: A red circle

Portfolio: Protecting the Elemental Plane of Fire and fire creatures

Worshipped in: Elemental Plane of Fire and some outer planes

Appearance: The Fire Elemaster is a colossal androgen humanoid (around 20 feet tall) made of fire and hot magma.

History: The current Fire Elemaster is an elemental that found the way to immortality at the dawn of time, asserting his rule over the Elemental Plane of Fire to grant balance and stability inside that plane. Nobody knows whether he was sponsored by another immortal or not (and he is not telling anybody). Even the ancient immortals do not know, although they assert that he's held his position as long as they can remember. Aside from his home plane and a few outer planes aligned with

Energy and filled with fire creatures, he does not care about the existence of other creatures or other planes of existence, and for this reason his cult is not present on Mystara.

Personality: Like all the Elemasters, he is a Neutral being that rules his subjects whilst leaving them a great degree of freedom. He leaves the day-to-day administration of the various regions of the Elemental worlds to the many nobles of his court, which has a pyramid-like organization, and he prefers to concentrate on the extraplanar relationships with other immortals and Elemasters. He tolerates the infighting and the occasional intraplanar wars among his nobles, as long as it does not threaten the overall stability of the plane. For this reason, he alternates long periods of silence with periods of constant edicts and iron fist policy. As with all other elemasters, he does not like to share his position with power-hungry nobles and for this reason, he hampers any possible attempt at challenging his rule over the Plane of Fire. This paranoia has reached the point of preventing any of his subjects to discover the path to immortality, and become immortal; in fear of being replaced, (since he knows there can be only one Elemaster for each element to maintain balance in the Multiverse). The Fire Elemaster own nature inclines him to be friendly with the immortals of the Sphere of Energy, and he is a loyal ally of Rathanos and Ixion, fire-loving immortals, while he opposes the Elemaster of Air because of the laws of elemental opposition. Zugzul has tempted him in the past and offered him his support in exchange for his help against Ixion, but so far the Fire Elemaster has always remained a staunch ally of the ruling Hierarchy of Energy.

Patron: Unknown [presumed none]

Allies: Rathanos, Ixion

Enemies: Air Elemaster

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Natural weapons (allowed all slashing weapons)

Clerics' skills and powers: +1 bonus to Charisma, +2 bonus to three general skills related to magic or fire (not free)

D&D 3E Stats

Domains: Energy, Fire, Sun, Magic, *Illusion*

Favoured weapon: Natural weapons (slam)

Source: Immortal set

ELEMASTER, WATER

Patron of all Elemental creatures of Water

Level, Alignment, Sphere: 32nd (Hierarchy), N, Time

Symbol: A blue circle

Portfolio: Protecting the Elemental Plane of Water and water creatures

Worshipped in: Elemental Plane of Water and some outer planes

Appearance: The Water Elemaster is a colossal androgen humanoid (around 20 feet tall) made of water and ice.

History: The current Water Elemaster is an elemental that found the way to immortality at the dawn of time, asserting his rule over the Elemental Plane of Water to grant balance and stability inside that plane. Nobody knows whether he was sponsored by another immortal or not (and he is not telling anybody). Even the ancient immortals do not know, although they assert that he's held his position as long as they can remember. Aside from his home plane and a few outer planes aligned with Time and filled with aquatic creatures, he does not care about the existence of other creatures or other planes of existence, and for this reason his cult is not present on Mystara.

Personality: Like all the Elemasters, he is a Neutral being that rules his subjects whilst leaving them a great degree of freedom. He leaves the day-to-day administration of the various regions of the Elemental worlds to the many nobles of his court, which has a pyramid-like organization, and he prefers to concentrate on the extraplanar relationships with other immortals and Elemasters. He tolerates the infighting and the occasional intraplanar wars among his nobles, as long as it does not threaten the overall stability of the plane. For this reason, he alternates long periods of silence with periods of constant edicts and iron fist policy. As with all other elemasters, he does not like to share his position with power-hungry nobles and for this reason, he hampers any possible attempt at challenging his rule over the Plane of Water. This paranoia has reached the point of preventing any of his subjects to discover the path to immortality, and become immortal; in fear of being replaced (since he knows there can be only one Elemaster for each element to maintain balance in the Multiverse). The Water Elemaster own nature inclines him to be friendly with the immortals of the Sphere of Time, and he is a loyal ally of sea-loving Protius, while he opposes the Elemaster of Earth because of the laws of nature that make Water and Earth opposing elements.

Patron: Unknown [presumed none]

Allies: Protius

Enemies: Earth Elemaster

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: Natural weapons (allowed all piercing weapons)

Clerics' skills and powers: +1 bonus to Wisdom, +2 bonus to three general skills related to healing and water (not free)

D&D 3E Stats

Domains: Time, Water, Healing, *Sea*, *Cold*

Favoured weapon: Natural weapons (slam)

Source: Immortal set

KERSY

Patroness of Witchcraft and Charms

Level, Alignment, Sphere: 10th (Temporal), CN, Matter

Symbol: A pair of feminine eyes with long lashes

Portfolio: Magic, witchcraft, charms, egocentricity, enjoying life

Worshipped in: Outer plane of Old Alphatia

Appearance: *Kersy appears to be a most beautiful, milky skinned woman, with a head of long raven hair, languid and sensual, with amber coloured eyes, dressed in a long tunic of white silk that shows her form.*

History (PROBABLE THEORY): *The history of Kersy is unique among those of Immortals and is indelibly linked to the rise of Koryis. In fact, during the path of the Epic Hero Koryis arrived in a little known outer plane with the intent of purifying himself before facing the last test that would finally take him to Immortality. According to the legend, whoever slept in this plane linked to the Sphere of Matter could drive from his soul any thoughts contrary to his nature.*

Koryis meant to remove from his soul all the aggressive and chaotic tendencies, that until now he had controlled and hidden, so that he would be able to face his last trial without being in danger of yielding to his instincts. It was only the following morning, after a restless night populated by many strange dreams, that Koryis awoke and found himself lying next to an extremely beautiful and nude woman in his bed. Bewildered, he thought that he was dealing with some demon that had arrived during the night to tempt him, and immediately tried to dispel it; but when she opened her eyes and addressed him, they both knew that a miracle had happened. The woman was Kersy (the feminine form of the name Koryis in Alphatian), the incarnation of the more chaotic, egocentric, and dangerous thoughts of Koryis, representing his dark side in the most insidious form for Koryis – the female. Kersy understood what had happened, and began to trick Koryis. She attempted to calm him and attract him into her arms, understanding that this was the fantasy of her twin's soul. However, Koryis, whose anxieties had indeed fled thanks to the sleep, wasn't tempted, and instead asked the woman to remain in the grotto until he returned. After dressing and giving her clothes to cover herself, Koryis used his powers to supply her with food and water in abundance, and to summon friendly creatures to protect and watch her in his absence, while he left to finish his epic quest. Kersy didn't waste time, and in a few days, using her incredible persuasive gifts, she convinced her keepers to follow her orders. The vital energy that Kersy shared with Koryis had obviously disoriented the creatures, and so they had to obey the woman, who was able to leave the outer plane and arrive on Old Alphatia in the last decade before its destruction. Here she became the concubine of a powerful archmage, and learned from him all the secrets of the magic of charming, gaining fame as a dangerous witch however charming she may be. In her mind, there was only one important objective: to again find Koryis (her lost half)

and bend him to her will and make him her slave and lover. Therefore she very quietly arrived at the court of Alphas IV (the future demon Alphaks), and became one of his lovers. With the passing of time and the escalation of the rivalry between the Followers of Air and of Fire, Kersy knew that Old Alphatia was heading towards civil war, and she tried to advise Alphas by using her enchantress arts on him to stem the diatribe before it was too late. It was because of her that Alphaks ended the philosophical contest between the two alignments, declaring arbitrarily his faction of Fire the winner. This was the final straw, and it is what changed an academic question into a truly global magic war. It destroyed Old Alphatia and Kersy fled among the outer planes, escaping the disaster and the vengeance of the mad Alphaks. Shortly afterwards, something suddenly changed within of her, and she knew that she had become Immortal. When she sought to understand why, Koryis appeared before her and explained things: he had completed his journey, and was now an Immortal. Given their linked life essences Kersy had also immediately changed, and was now linked to the opposite Sphere, that of Matter. Unluckily for her, Kersy didn't have a patron that could protect and instruct her, or even the possibility of claiming a home plane. She therefore decided to remain hidden from the various Immortals, and to continue to live, indulge her pleasures, and wander the outer planes, never forgetting that her objective was to get Koryis to swear eternal fidelity to her. However, because of the extreme contrast between the two characters, Koryis has always refused to help or humour Kersy. She has ended up living on the Isle of Paradise, a flying continent in the plane of Old Alphatia, attracting travellers and making them her own servants, and protecting herself and her island thanks to her great magic powers, waiting for the right moment to conquer Koryis's soul.

Kersy is a very shy Immortal, who normally tries to not show her own powers. She does not even possess a manifestation form, but is imprisoned in the mortal form that she had at the moment of the ascension of Koryis, precisely that of an attractive, young Alphatian woman. However, her essence is Immortal, and she, therefore, doesn't age and is much more resilient than common mortals are. She can also draw on her Immortal power in order to create any magic effect, but in order to avoid discovery she prefers to use her powers of Alphatian magic and doesn't meddle in immortal affairs. Only Koryis knows her true history and objectives, but he stays away from her as though he is afraid of her. However, he doesn't begrudge using powerful emissaries to study the affected and protect her, in the fear that any harm brought to her could then also affect him.

Patron: None

Allies: None

Enemies: None

Classic D&D Stats

Followers' Alignment: Any

Favourite weapon: None (allowed all small weapons)

Clerics' skills and powers: Kersy does not have clerics

D&D 3E Stats

Domains: Matter, Chaos, Magic, Persuasion

Favoured weapon: Dagger

Source: M1

LAND

Patron of Earth Elementals, Guardian of the Elemental Plane of Earth

Level, Alignment, Sphere: 21st (Empyrean), LN, Matter

Symbol: A stonewall

Portfolio: Earth elementals, order, strength, protecting the Elemental plane of Earth

Worshipped in: Elemental Plane of Earth

Appearance: Land is a huge headless humanoid made of rocks, earth, and soil.

History (PROBABLE THEORY): Land was an earth elemental from the plane of Earth who is directly descended from Terra's lineage. Due to his fealty and devotion to his old ancestor, Terra took a special interest in Land and tried to lead him through the path to immortality. Knowing that this act would greatly offended the Elemaster of Earth, she convinced Land to swear loyalty and eternal servitude to the Elemaster before embarking on the path of the Polymath, and this pleased the ancient immortal.

After Land attained immortality (during Blackmoor's rise on Mystara), the Elemaster immediately took the opportunity to remember his oath, and since then Land has served two masters: Terra and the Elemaster of Earth; following the orders of both. He is, thus, in a difficult position, always obliged to mediate between the two parties without betraying either of them. He's the ultimate defender of earth elementals and is in charge of guarding the plane of earth against planar interference of any kind; a duty he performs with the outmost efficiency and even bouts of sadism.

Patron: Unknown [presumed Terra]

Allies: Terra, Elemaster of Earth

Enemies: Elemaster of Water

Classic D&D Stats

Followers' alignment: Lawful or Neutral

Favoured weapon: Natural weapons (allowed all bludgeoning weapons)

Clerics' skills & powers: +1 bonus to Strength, free general skill Endurance

D&D 3E Stats

Domains: Matter, Law, Earth, Strength

Favoured weapon: Natural weapons (slam)

Source: IM2

LUCA

Patroness of the Proteans

Level, Alignment, Sphere: 12th (Temporal), N, Time

Symbol: An ochre coloured amoeba

Portfolio: Life, proteans, origin of the cosmos

Worshipped in: Astral and Outer Planes

Appearance: Luca is a great-ochre coloured amoeboid creature deprived of a clear nucleus and of sensory organs,

but equipped with many pseudopods that extend and withdraw at will from the central body.

History (PROBABLE THEORY): *Luca is the most atypical among all existing Immortals. She named herself with an acronym that she chose and which stands for "Last Universal Common Ancestor." Indeed Luca was originally as a very common cell at the dawn of the Multiverse, even if none knows exactly in which plane (although the Immortals ruled out her being from of the Prime and assume she must have originated either from the Astral or from an Outer Plane). After centuries of life, probably exposed to some type of magic fields, the cell changed and became sentient. When she was able to reason, she began to ask questions on the meaning of her existence, and sought out her original creator. This quest was probably helped by an Immortal (even if none has ever confirmed his involvement), since she ended with the acquisition of divine powers and ascension in the Sphere of Time during Mystara's prehistory. Afterwards she finally gave life to her own breed (the frightening Proteans) and she aids their expansion throughout the Multiverse. Since becoming Immortal Luca has never shown any interest in the affairs of the Prime, limiting her interventions to the Outer Planes and to the Astral Plane. She prefers drifting in incorporeal form among the planes in order to watch the evolution of life and discover other cells like her original form, possibly in search of her own kind or of the secret of the birth of the Multiverse. She rarely uses her own manifestation form, created with the only aim of interacting with the material form of the cosmos. The peculiarity of Luca is that her power derives from her ability to draw upon the life force present in all the cells that descend from her, which allows her to keep her Immortal status despite not having any true followers (given the instinctive rather than rational nature of the proteans). Luca is patroness of life in the largest sense of the term, and her objectives are to spread her child cells into all possible environments, until they have engulfed and absorbed all other forms of life, and search for the cause that unleashed life in the Multiverse and her kind. Luca is not interested in individual beings, nor does she have any rapport or alliance with other Immortals, given that she prefers to act alone and always keeps away from plots and intrigues. Her pre-eminent enemy is Thanatos (more philosophical than real), as he represents the total negation of all life.*

Patron: Unknown [probably none]

Allies: None

Enemies: Thanatos

Classic D&D Stats

Followers' Alignment: Any

Favoured weapon: None

Clerics' skills and powers: Luca doesn't have clerics

D&D 3E Stats

Domains: Time, Protection

Favoured weapon: Natural weapons (crush)

Source: IM3

MAZIKEEN

(Maziburg Keengror, Mazikeena, Stirpicore the Snake-Shaped)

Patron of Magic and Magical Research

Level, Alignment, Sphere: 13th (Celestial), N, Energy

Symbol: a cubic labyrinth

Portfolio: magic and magical research, magical constructs

Worshipped in: his 24 outer planes

Appearance: Mazikeen is a 1.60m tall four-armed humanoid. His multiple arms allow him to manipulate more objects at the same time. He has a slender build and a square face with greasy, un-groomed, long black hair. His head is disproportionately large due to the dimensions of his brain; the weight of his head causes his spine and neck to curve.

History: In his mortal life, Mazikeen served as court mage to various tyrants and rulers of a long vanished world. Everyone he served who died "passing him on" to his or her successor. Mazikeen was very happy in serving whomever, until they deemed that the fees for his continued research were excessive. He would never have reached immortality without the guidance of his patron, Pharamond. He succeeded in his task in the I century BC by creating the Cubic Labyrinth of the Six Planes, an innovative artefact whose creation formed his Test, Task, and part of the Testimony (seeing that in the part of the universe we're talking about he was the unquestioned lord of magic). Later Mazikeen concentrated his attention on the outer planes that he controlled, starting to create new races and cultures as experiments in order to verify the relationships between the development of magic and social and technological progress. Convinced by accusation that the celestial hierarchy was prejudiced against Immortal candidates from outside the Prime Material, he dedicated himself, body and soul, to that cause. He conducted experiments in the outer planes in order to find new candidates for Immortality. Only after he had worked out that Pharamond had manipulated him and had violated many Immortal laws did Mazikeen find the strength to abandon his patron. He therefore ending up as a victim of revenge and was only able to escape due to the intervention of other Immortals. Despite being a brilliant and original individual, who never looks for the simplest and most straightforward solution, Mazikeen is terribly introverted and socially inept. He lacks the ambition and aggressiveness that the majority of Immortals have required to be successful. Because of his timidity and sense of fragility, he is extremely naïve and is easily manipulated by those whose approval he tries to gain; because of this Mazikeen has remained largely under Pharamond's dominant influence (towards whom he has yet to show any desire for revenge). Mazikeen's real fixation is nevertheless magic and invention: without any desire for power, wealth, or the defence of justice, he only wishes to play with the

laws of the universe and carry out his weird experiments. On one hand, he sincerely believes that the universe's nature is completely predictable, and on the other, his only objective in life is subverting the same laws of the universe.

Patron: Pharamond

Allies: None

Enemies: None

Classic D&D Stats

Followers' Alignment: Followers and clerics can have any alignment

Favoured weapon: None (permitted all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Intelligence, +5% bonus to any magical research

D&D 3E Stats

Domains: Energy, Magic, Knowledge

Favoured weapon: Light hammer

Source: IM3

N'GRATH

Patron of the Hordes

Level, Alignment, Sphere: 28th (Eternal), LE, Matter

Symbol: a swarming heap of stone insects

Portfolio: horde, power, strength, conquest, slyness

Worshipped in: Elemental Plane of Earth

Appearance: N'grath appears to be an enormous heap of insect-like stone creatures that extends for about a hundred metres.

History (PROBABLE THEORY): *N'grath is an extremely ancient being, the first example of a horde that appeared in the plane of Earth. The Lord of that plane studied the horde's properties and evolution at length. When he understood that the hordes could greatly aid the expansion of the plane of Earth, he assisted their growth until, to control them, he decided to sponsor N'grath in his quest for immortality. This allowed him to control directly the only mind that controlled all of the hordes. Another reason was to have an Immortal ally to use against, the recently ascended, Terra, if she was revealed to be a dangerous rival. After his rise, N'grath was a faithful aide of the Lord of the Earth, until Land became an Immortal. This event has slightly shaken N'grath who until then had considered himself pre-selected. This was because he had been the only native of the Elemental Plane of Air to achieve Immortal status other than his lord and the "renegade" Terra. After seeing that Land and Urton (sponsored by Terra) had also succeeded in the task and that they enjoyed greater freedom than he did, N'grath began brood a sense of oppression and envy in the struggles of the Earth Elemaster (who now has him absolutely side by side with Land!). He is convinced that he has always been betrayed and used as a (albeit powerful) servant rather than an equal (which in effect was true). Therefore, over the centuries N'grath has established a network of conspirators in order to attempt to overthrow the Lord of the Earth and become the new ruler of the plane. He has struck an alliance with minor elemental lords. At the*

same time, he was sowing the seeds about a possible betrayal by Land (who after Terra had sponsored) into the ears of his lord. This is because Land has always faithfully served the Elemaster and he could prove to be an obstacle to N'grath's plans. He is now only waiting for the best moment to rebel.

N'grath is Machiavellian and a heartless being, animated by a desire of extreme power. However, he is also patient and calculating, and makes his move, without risking anything, only at the most opportune moment.

[**Note:** during IM1 N'grath tried to usurp the Lord of the Earth and the actions of the PC Immortals determined the results of his deeds.]

Patron: Earth Elemaster

Allies: None

Enemies: Earth Elemaster, Land

Classic D&D Stats

Followers' Alignment: Lawful or Neutral

Favoured weapon: Fist (permitted all bludgeoning weapons)

Clerics' skills and powers: +1 bonus to Strength, free resistance skill

D&D 3E Stats

Domains: Matter, Law, Evil, Earth, Strength

Favoured weapon: Natural weapons (fist)

Source: IM1

QYWATTZ

Patron of the Neh-Thalggu, The Great Devourer

Level, Alignment, Sphere: 20th (Empyrean), NE, Thought

Symbol: A mass of purple boils

Portfolio: Neh-thalggu, knowledge, power, deceit

Worshipped in: Astral Plane, Nightmare Dimension and anywhere there are neh-thalggu communities

Appearance: *Qywattz is a purple mass formed of cerebral matter from which emerge long pseudopods, the wriggling of which allow him to move; and who communicates telepathically.*

History (PROBABLE THEORY): *A member of an ancient race of explorers, from the Nightmare Dimension, Qywattz was so thirsty for knowledge that he would have sacrificed anything, in the desperate attempt to understand the secrets of Immortality. His desire of knowledge was transformed into a limitless voracity, to such an extent that gathering the testimonies and the writings of ancient cultures were no longer enough for him. In his haunted mind, he began to form the idea that in order to discover the secret of the Immortals it would be necessary to have direct access to the experiences and memories of every living creature. So he began to hunt the outer planes' more erudite beings, and developed the idea he should remove their brains in order to conserve them. He would then create a magical connection between the brains and his own mind so that he could finally acquire all their wisdom. His library of brains was always increasing, but Qywattz knew that he would not be able to accomplish this task on his own. He therefore created a servitor race that he called Neh-Thalggu (called*

“brain-eaters” by *Mystarans*) and instructed them to gather as many brains as possible and hand them over to him. This brought Qywattz to the attention of the powerful *Ouranos*, after he had assisted in the total destruction of one of the more peaceful and wise races of the outer planes of which *Ouranos* was patron. *Ouranos* went to Qywattz’s fortress of *Jawwag-Uf* (situated in the middle of the *Astral*) and demanded that Qywattz explain his actions towards the pitiful creatures. Here, however, *Ouranos* fell into Qywattz’s trap; Qywattz had been deliberately provoking disasters in the outer planes with the aim of attracting an Immortal to his castle. *Ouranos* was imprisoned with an ancient ritual in a mini-dimension and, isolated from the rest of the Multiverse, was slowly deprived of his powers that flowed instead to Qywattz. Finally, *Ouranos* disappeared, and having absorbed sufficient power and information Qywattz became an Immortal of Thought (the Sphere that dominates the *Astral Plane* where the transformation took place). However, fearing the discovery of his subterfuge and that the Immortals could harm him, Qywattz preferred to barricade himself in his abode deep inside his fortress on the *Astral Plane*. His *neh-thalggu* followers over the centuries have converted the castle into the University of *Jawwag-Uf*, and have continued their mission of gathering any form of knowledge; amassing it in the university and therefore making it accessible to the ravenous Qywattz.

Qywattz is able to manifest in the dreams of his faithful wherever they are. The constant link he has to their brains enhances his perception of the Multiverse. However, his hunger has never been satiated, and for millennia, he has sought a way to transcend Immortality and become eternal, in order to ultimately emerge from his hideaway and reveal his real power to the Immortals. Because of this, the *neh-thalggu* roam the entire Multiverse (and other known dimensions) in search of new information and brains to give to their creator.

Patron: Unknown [probably none]

Allies: None

Enemies: None

Classic D&D Stats

Followers’ Alignment: Any

Favourite weapon: None (allowed all natural weapons)

Clerics’ skills and powers: +1 bonus to Intelligence, +2 bonus to all ST vs. mind-affecting spells

D&D 3E Stats

Domains: Thought, Evil, Knowledge, Trickery

Favoured weapon: Natural weapons (crush)

Source: Dragon magazine 185

URTSON

Patron of the Kryst, Patron of Diplomacy

Level, Alignment, Sphere: 12th (Temporal), LG, Matter

Symbol: Twelve golden points that extend from a common centre

Portfolio: Order, peace, cooperation, diplomacy, mediation, kryst

Worshipped in: Various outer planes

Appearance: Urtson looks like a series of points of crystalline matter that appear from a common centre, arranged in a way of resembling a being equipped with many legs and a head surmounted on a neck longer than the other points, without however showing facial traits or sensory organs.

History (PROBABLE THEORY): *Urtson* was a kryst born in the outer plane dominated by *Terra*. After a century of life, he came to *Terra*’s attention because she was able to conciliate the peace between many adverse factions thanks to her honesty and diplomacy. *Terra* tested him many times; she reincarnated him into many other races, but he always obtained positive results based on his dialogue and loyalty. It was around the XI century BC that Urtson became the Multiverse’s first immortal kryst, and he now acts as a diplomat and councillor for *Terra*, as well as her representative in dealings with the outer and elemental planes.

Urtson is a patient, diplomatic and extremely benevolent being and the perfect mediator. He always seeks a peaceful solution and never intervenes at the wrong moment.

Patron: Unknown [presumed *Terra*]

Allies: *Terra*

Enemies: None

Classic D&D Stats

Followers’ Alignment: Lawful or Neutral

Favoured weapon: None (allowed all piercing weapons)

Clerics’ skills and power: Free general skills *oratory* and *persuasion*

D&D 3E Stats

Domains: Matter, Law, Good, *Persuasion*

Favoured weapon: Natural weapons (spike)

Source: IM1

THE MULTIVERSE'S MISSING IMMORTALS

GROUND

(Killed by a party of high level mortals)

Level, Alignment, Sphere: Empyreal, LN, Matter

Symbol: A black rock

Portfolio: Earth elementals, protection, gravity

Probable History: Ground was an immortal sponsored by the Earth Elemaster to oppose Terra. A group of powerful adventurers killed him during an epic battle in the plane of Earth or in some outer plane aligned with Matter.

Followers' Alignment: Lawful

Source: IM2

OURANOS

(Probably killed and absorbed by Qywattz)

Level, Alignment, Sphere: Hierarch, LN, Matter

Symbol: A mountain on a blue field filled with stars

Portfolio: Perseverance, strength, hard will, building, giants

Probable History: Ouranos was the oldest immortals of the Sphere Matter and its High Hierarch before Terra's ascension. He disappeared before the rise of humans on Mystara, probably during the last aeons of the Giant Era (a race he created on Mystara after the extinction of the Carnifex). Some rumours say the mysterious Qywattz, creator of the neh-thalggu, trapped him and then devoured his soul to become an immortal himself.

Followers' alignment: Neutral or Lawful

Source: Master and Immortal sets

PAX

(Disappeared with Thalia into the Dimensional Vortex)

Level, Alignment, Sphere: Hierarch, NG, Thought

Symbol: A white dove

Portfolio: Peace, tolerance, love, forgiveness, light, good, purity, harmony

Followers' alignment: Lawful or Neutral

Probable History: Pax was one of the elder immortals who later became Hierarch of his Sphere after Grammaton's disappearance. He was the most peaceful and benign of the original immortals, and mortals revered him as the embodiment of good and light. He has a relationship with Thalia whom he dearly loves. They later chose to abandon the Multiverse, seeking a new level of existence beyond the Vortex, just as Grammaton had done millennia earlier. This left Odin in charge of the Sphere of Thought. Some older immortals believe he returned secretly from the Barrier and ascended once

again as Koryis, given the great similarity between the two characters.

Source: M5

THALIA

(Disappeared with Pax into the Dimensional Vortex)

Level, Alignment, Sphere: Eternal, LG, Energy

Symbol: A golden ring

Portfolio: Arts, harmony, beauty, youth

Followers' alignment: Any

Probable History: Thalia was one of the most ancient immortals together with Ixion, Thanatos and Valerias, and was the more lawful of the Energy immortals. She was associated with Pax (another hierarch of Thought) and many mortal pantheons often revered the two as a couple. Her interests lay in harmony, arts and beauty. One day she decided to sponsor a mortal to replace her in the Sphere of Energy, and she chose Guidarezzo. In the XI century BC, Thalia and her lover Pax voluntarily decided to cross the Dimensional Barrier, and the two have never been seen since. Guidarezzo took up her portfolio. Some older immortals think she has returned from the Vortex and taken up the identity of Alphiaia.

Source: Immortal set, IM1

URD

(Probably absorbed by Skuld)

Level, Alignment, Sphere: Hierarch, N, Matter

Symbol: A black pit

Portfolio: Past, history, fate, memory, birth, wisdom

Followers' alignment: Any

Source: Master set

VERTHANDI

(Probably absorbed by Skuld)

Level, Alignment, Sphere: Hierarch, N, Time

Symbol: A half-filled hourglass

Portfolio: Flow of Time, time travel, fate, knowledge, balance, preserving life

Probable History: Urd and Verthandi were the two Norns who oversaw Past and Present respectively. Their disappearance is still a mystery, since they were among the most ancient Immortals of the Multiverse. Many Immortals think that Skuld (the last of the three Norns still living and the one who is granting spells to their clerics) is the only one who knows the truth behind the facts. Some even speculate that their disappearance is tied to the imminent fate that is awaiting the Multiverse, which will happen once Skuld also fades away.

Followers' alignment: Any

Source: Master & Immortal sets, WotI

IMMORTAL CANDIDATES

The following individuals are those mortals that have been clearly shown, in the official supplements, to be currently (1003 AC) undertaking the path towards Immortality. It is reasonable that other PCs among those most powerful of Mystara are attempting to ascend the Spheres, but they aren't explicitly listed in this appendix. The list shows, after the name of the character in **bold**, the class, level, and alignment of each, the Sphere in which he is seeking Immortality, and his Patron. The use of *italics* shows an assumption on the part of the author of this manual when nothing has been specified in the original supplements. In the description of the Immortal is the area of action of the candidate, his present and future (expected) plans, and some indications on his personal history and personality, finishing with the source(s) in which further information can be found.

BARIMOOR

Human Wizard 36th, CE, Energy (*Pharamond*)

Barimoor is an expatriate wizard of Alphatia thirsty for power, who is trying the climb to Immortality along the path of the Paragon. He created an underground colony in the area of Ylaruam and has already spent over two centuries expanded his kingdom, populated with elemental creatures and making the area unique. In order to complete his path he must still accomplish the following tasks. First, create a truly unique magical item. Second, retrieve an artefact of the Sphere of Energy (probably the Celestial Planisphere – a well-guarded possession of a Makai sorcerer). His last task is to be proclaimed the most powerful wizard by defeating the other wizards within 100 miles. In order to avoid a brutal competition he has chosen the path in Brun rather than his native Alphatia. Barimoor currently believes that it will take him another couple of centuries (he is a cautious, calm, and calculating individual) to complete his plan. [GAZ2]

DORIATH

Elf Lord (At.Cl. I), NG, Time (*Ordana*)

Doriath is an elven adventurer who, three centuries ago, became the King of Alheim. Since then he has governed with wisdom. Over the course of the centuries, he has accumulated knowledge and uncovered the existence of the Path of the Dynast. This is the path that today he is trying desperately to follow in order to become Immortal. Up to now, he has yet to make much progress. However, given the invasion of Alheim in 1004-1009 AC (see *Fury of Immortals*) by the Shadowelves, Doriath could now find it a good time to depart on his Quest and found another elvish kingdom in Brun. [GAZ5]

HOSADUS (MASTER OF HULE)

Human Cleric 36th, CE, Entropy (*Loki*)

Hosadus, known as the Master, is a clergyman of Bozdogan (Loki). He ruled Hule for at least 400 years thanks to his deceit and astuteness. It is not known what exactly he still needs for ascension, but he shouldn't be far away from his goal. [X5, PWA3]

KALADAN (THE MASTER OF FORMS)

Wizard 36th/Weretiger 21st, CE, Entropy (*Thanatos*)

Kaladan is the leader of the sect of Alphatian wizards who secretly continues to conduct experiments to modify the initial lycanthropy stock after which it spread like wild fire in the empire and colonies in 400 AC. Over the course of centuries, he has experimented with various alchemical preparations in order to change lycanthropy. This has finally compromised his physical and mental stability. Kaladan, in moments of great stress, is victim to unexpected and uncontrolled transformations from one shape to another in quick succession. The only form that he is able to manage to control to any extent is that of his original weretype – weretiger. After having abundantly spread death and chaos through the world, Thanatos has finally contacted him and now is guiding him along the path of Entropy. Kaladan operates mainly in the Alphatian territories. [PC4]

LEO VARIANTIA

Fighter 36th/ Thief 18th/ Wizard 14th/ Cleric 13th/ Weretiger 36th/ Werewolf 13th/ Werebat 9th/ Werebear 10th, CG, Matter (*Terra*)

Leo is a Thyatian fighter who was infected with weretiger lycanthropy whilst already trying to become Immortal by following the Path of the Polymath (since 500 AC). His patron has agreed that Leo would experience a different form of lycanthropy in each of his reincarnations. Now, at the end of his Objective, he can use all the powers of his different were types. He is currently in Glantri in the last phase of his journey, and there is the very good chance that within the next decade he will achieve immortality. Once immortal, he plans to be the patron of all species of were creatures of Mystara. Leo is extremely astute and patient, but he is also a person who will try to help anyone in difficulty, especially the weak and the outcast. [PC4]

LORBELLIN MULGOR

Hin Master 32nd, CG, Thought (*Raven*)

Lorbellin was an exceptional pirate, famous for her quick spirit and audacity. She is currently (since 980 AC) the slyest and most feared of the Sea of Dread. Following an encounter with a Hin Master, she decided to abandon

piracy and become a Master herself. Raven, who she already revered during her years of piracy, has contacted her and he has started her on the Path of the Epic Hero. She can be encountered anywhere in the Shires, even if nobody would recognize her now. She is particularly interested in protecting the Shires from anyone trying to damage it. As she doesn't have a good idea of how to continue her path towards Immortality, for now, she aimlessly roams the Shires seeking inspiration while carrying out her duty of protecting the halflings. [GAZ8]

MYLERTHENDAL

Human Wizard 36th, CG, Energy (Alphatia)

Mylertkendal is an extremely powerful and famous Alphatian archmage who began his journey along the path of the Paragon in around 900 AC. He instigated a policy of embellishment and revival of the arts in Alphatia. He hasn't hurried in becoming Immortal and has extended his life of approximately 250 years. Because of the tragic facts at the end of 1009 AC, it is quite probable that he died when Alphatia sank beneath the waves – unless the immortals saved him. [DotE]

PSA'GH

Kobold Fighter 30th, NE, Entropy (*Hircismus*)

Psa'gh is a skilful kobold leader of Soderfjord who is trying to rise in the Sphere of Entropy. Helped by his shaman Tra'gh, he has been able to recover the Shining Armour created centuries ago by Kurtulmak on the instruction of his demonic Patron. Currently he is using the artefact in order to lengthen his own life and to gather all the kobold tribes of Soderfjord to him: his ultimate aim is to deliver a massive, decisive attack against the humans of the Northern Reaches in order to avenge the losses inflicted on the kobold race over the centuries. He will then extend his Dominion to the rest of the humanoid tribes in order to become Immortal. His most serious problem now is that his shaman, Tra'gh has become jealous of Psa'gh's power, especially seeing that he continues to age and approach the death that his leader seems to be avoiding. [GAZ7]

STARWATCHER

Elf Wizard 20th, N, Energy (*Ilkundal*)

Starwatcher is the most skilled and brilliant elven wizard in all of Alfheim. He is a wise and eminent appreciator of all elvish mysteries (but equally is economical when imparting information to others). He started on his road along the Path of the Paragon a short time ago (less than a decade) and he still clearly doesn't know how to create his own kingdom. This is because currently he refuses to leave Alfheim and his clan (Long Runner). It is probable that the Shadowelf invasion and Corruption of Alfheim (see *Fury of the Immortals*) in 1007 AC will serve to rouse him and motivate him to finish his goal. [GAZ5]

TRAVESTIS

Treant 34th/ Druid 10th, CE, Entropy (*Atzanteotl*)

Travestis is an evil treant on the path of the Sphere of Entropy. He intends to become the Patron of the malignant sylvan creatures and the court of the dark fairies. The idea of the corruption of nature by entropic forces particularly obsesses him. He operates in the heart of the Forest of Canolbarth (as shown in PC 1, *Tall Tales of the Wee Folk*). He is probably helping the shadowelves to plot against the surface elves, with the secret intent to poison the entire forest and to transform it into a twisted parody of the original behind the back of his Allies. If this happens as shown by the chronology of WotI, it is probable that Travestis will successfully complete a discreet part of his journey (the Testimony) by 1010 AC, even if there are no indications about the goals that he must still achieve in order to complete his ascension. He is a great antagonist for any PC that acts in the area of Alfheim during the period of the *Fury of the Immortals*. He is an enemy who loves to act from the shadows using his ruthless followers before directly facing his weakened enemies. [PC1]

TYLARI III

Human Mage 36th, N, Energy (*Razud*) or Thought (*Koryis*)

Tylari is the mother of Tylon and was the Empress of Alphatia before her son. She left her duties and responsibilities to Tylon when she decided to undertake the road towards Immortality. She is either on the Path of the Paragon or of that of the Epic Hero, and she has probably left her motherland in order to avoid the competition of the various wizards present in the empire. [DotE]

TYLION IV (TERARI)

Human Mage 36th, CG, Thought (*Ssu-Ma*)

Tylon had been Emperor of Alphatia until he attempted to conquer Thyatis in 970 AC (Assault of the Spears). This was a scorching defeat for the empire and created serious embarrassment in the Council. He yielded his position to his daughter Eriadna, the current empress, and he has recently taken his first steps on the Path of the Epic Hero after finding a patron in Ssu-Ma. He chose this path since it doesn't require him to leave his family (to which he has close ties) for very long. However, given that he can no longer keep himself young with magic, Tylon is hurrying to crown successfully his dreams of glory. Because of this, he wanders the world under the identity of Master Terari, seeking powerful artefacts of Thought and a worthy enterprise for his objective. The foundation of the Karamaikan School of Magic that happens in 1012 AC will be considered part of his Objective and Testimony. [DotE]

APPENDIX I:

INDEX OF IMMORTALS BY SPHERE

This appendix lists show all the Immortals, listed by Sphere. The list for each sphere goes from the most powerful to the least powerful, subdivided for hierarchical degrees, and for each Immortal shows it's true name, level, date of ascension, alignment, areas of interest, and domains (for D&D Third Edition).

SPHERE OF ENERGY

(41 Immortals)

Grade	Name	Lvl	Al	Areas of Interest	Domains
Hierarch	Ixion	36	NG	Light, sun, fire, power, heroism, war, knowledge, banishing darkness, fighting Entropy and Evil, preserve universal balance	Energy, Fire, Good, Knowledge, Sun, War
	Ilisundal	33	LG	Protection of elves and nature, wisdom, wisdom, magic, tradition, serenity and peace	Energy, Good, Knowledge, Law, Magic, Plant
	Fire Elemaster	32	N	Protection of the Plane of Fire and fire creatures	Energy, Fire, Illusion, Magic, Sun
	Zugzul	32	NE	power, conquest, fire, necromancy, darkness, war	Death, Energy, Evil, Fire, War
	Razud	31	NG	Alphatia, self-determination, independence, freedom, courage, force, authority	Courage, Energy, Good, Strength, Will
Eternal	Tarastia	30	LN	law, order, truth, just justice and vengeance	Energy, Justice, Law, Vengeance
	Rathanos	28	CN	fire, energy, power, male supremacy, pride	Chaos, Energy, Fire, Magic, Strength
	Thor	28	NG	war, combat, fury in battle, honour, audacity	Courage, Energy, Good, Strength, War
	Pflarr	25	N	magic, knowledge, protection, hutaaka, magical constructions	Energy, Magic, Knowledge, Protection
	Empyrean	Mealiden	23	NG	Elves, Alfheim, protection, guardians, loyalty, war, adventurers and explorers
Pharamond		23	CN	power, magic, ambition, deceit, trickery, stealth	Chaos, Energy, Magic, Trickery
Korrigans		22	NG	elves, protection, healing, magic, knowledge, nature, fertility, sacrifice, courage, hunting, Wendar	Energy, Good, Magic, Protection
Rad		22	LN	radiance, magic, magical search, knowledge, order, Glantri	Energy, Knowledge, Law, Magic
Rafiel		21	LG	shadow elves, radiance, scientific and magical knowledge, emergency, order, peace	Energy, Good, Law, Magic, Protection
Eiryndul		20	CG	sylvan creatures, elves, illusions and deceits, jokes, astuteness, entertainment, curiosity, adventure	Chaos, Energy, Good, Illusion, Trickery
Ninsun		20	NG	magic, knowledge, wisdom, prosperity, fertility, agriculture	Energy, Good, Knowledge, Magic, Fertility
Gorm		19	LN	justice, war, storms, Cynidicea	Energy, Justice, Law, Storm, War
Madarua		19	NG	Female warriors, courage, natural cycle, fertility, Cynidicea	Courage, Energy, Fertility, Good, War
Usamigaras		19	CN	magic, healing, craftiness, travel, messengers, thieves, Cynidicea	Chaos, Energy, Healing, Magic, Stealth
Celestial	Idraote	18	N	magic, knowledge, alchemy, medicine, strategy	Energy, Healing, Knowledge, Magic
	Zirchev	17	N	Hunting, survival, tolerance, magic, sylvan races, animals, nature, outcasts, lycanthropes	Animal, Energy, Hunting, Magic
	Alphatia	16	LG	arts (music, theatre, painting, poetry & prose), magic, beauty, peace, order & harmony, protect Alphatia and to oppose Alphaks	Arts, Energy, Good, Law, Protection
	Saturnius	16	CG	freedom, fight slavery, independence, pirates, adventurers	Chaos, Energy, Good, Travel
	Tahkati	16	CN	Horse clan, horses and knights, protect the sons of Atruaghin, combat, vengeance, pride	Animal, Chaos, Energy, Strength, War
	Guidarezzo	15	LN	arts (especially music and song), order, harmonic creatures	Arts, Energy, Law
	Slizzark	15	NE	kopru, domination of weak people, power, corruption	Corruption, Energy, Evil, Slavery
	Bartziluth	14	CN	bugbear, fury, battles, audacity, strength	Chaos, Energy, Strength, War
	Mahmatti	13	N	Elk clan, protect the sons of Atruaghin, wisdom, nature, magic	Animal, Energy, Magic, Plant
	Mazikeen	13	N	magical search, technomancy, magical constructions	Energy, Knowledge, Magic
Temporal	Palartarkan	12	N	Alphatia (Floating Ar), astronomy, astrology, magic about gravity, air and flight, Elemental Plane of Air	Energy, Gravity, Knowledge, Magic
	Raith	11	CG	just vengeance, order, honour, truth	Chaos, Energy, Good, Vengeance

	Coberham	10	N	halfling, magic, black flame, mysteries, knowledge	Energy, Fire, Knowledge, Magic
	Kurtulmak	9	CN	kobolds, cayma, stealth, traps, astuteness, tactics, war, fire	Chaos, Energy, Fire, War
	Iliric	8	NE	magic, knowledge, greed, egoism, ambition	Energy, Evil, Knowledge, Magic
	Lornasen	8	NG	beauty, perfection, fertility, grace, spring, plants, nature, elves	Energy, Good, Plant, Fertility
	Marwdyn	7	N	necromancy, death, magical search, capriciousness	Death, Energy, Magic
	Shaper	7	NG	peace, charity, equality, justice, tolerance, fight tyranny and prejudice, protect weak people	Energy, Good, Protection, Persuasion
Initiate	Patura	4	NG	women, family, fidelity, children, maternity	Energy, Good, Family
	Bemarris	3	CG	battle, strength, extermination of dragons, defence of Norwold	Chaos, Energy, Good, Strength
	Kythria	2	CN	passion, sensuality, lust, beauty, Jerendi	Chaos, Energy, Persuasion
	Benekander	1	NG	protect mortals and free them from the machinations of the Immortals, liberty and truth	Energy, Good, Knowledge, Protection

SPHERE OF ENTROPY

(25 Immortals)

Grade	Name	Lvl	Al	Areas of Interest	Domains	
Hierarch	Hel	36	NE	Cold, reincarnation, corruption, death, darkness and energies, evil shapechangers, increase evil and entropy in the universe	Entropy, Evil, Death, Corruption, Darkness, Cold	
	Thanatos	35	CE	The end of all life forms, death, entropy, destruction, oblivion, forfeiture, corruption	Entropy, Chaos, Evil, Death, Destruction, Corruption	
	Nyx	33	NE	Darkness and dusk, undead, necromancy, magic, night, secrets	Entropy, Evil, Death, Magic, Darkness	
	Atzanteotl	31	NE	Corruption (physical and moral), deceit, betrayal, vengeance, destruction of all surface life, Azcans, humanoids	Entropy, Evil, Trickery, Destruction, Corruption	
Eternal	Demogorgon	30	CE	necromancy, witchcraft, diseases, corruption, destruction, resisted them, lizardmen, witches	Entropy, Chaos, Evil, Death, Corruption	
	Loki	30	CE	deceit, lies, cheat, betrayal, astuteness, fire, Hule, gremlin	Entropy, Chaos, Evil, Trickery, Fire	
	Masauwu	28	NE	intrigue, deceit, fiction, illusion, politics, diplomacy, manipulation of the weak willed, corruption, search for entropic candidates, thieves, spies, conmen	Entropy, Evil, Trickery, Illusion, Persuasion	
	Orcus	25	CE	death violent, sadism, destruction of mass, cannibalism, undead, devil swine and lycanthropes	Entropy, Chaos, Evil, Destruction, Death	
	Talitha	25	CE	Self-gratification to other people's expenses, egocentrism, greed, deceit, immorality, discord, betrayal, thieves and murders	Entropy, Chaos, Evil, Trickery, Stealth	
Empyreal	Alphaks	20	CE	Destroy Alpathia and all Alpathians, hatred, vengeance, slaughter	Entropy, Chaos, Evil, Destruction, Vengeance	
	Bachraeus	19	CE	Betrayal, hatred, poison, snakes and serpentine creatures (medusa and yuan-ti), vengeance	Entropy, Chaos, Evil, Trickery, Vengeance	
Celestial	Arik	18	CE	madness, chaos, nightmares, slaughters, beholder	Entropy, Chaos, Evil, Madness, Destruction	
	Saasskas	17	CE	destruction, conquest, necromancy, oceans, devilfish	Entropy, Chaos, Evil, Death, Sea	
	Skuld	17	N	future, fate, death, divination, visions	Entropy, Luck, Death, Oracle	
	Ranivorus	16	CE	gnoll, madness, racism, destruction, hatred	Entropy, Chaos, Evil, Destruction, Madness	
	Idris	15	NE	vengeance, cheating, destruction of elves, control, magical crossbreeds, humanoids, dragons, naga, life	Entropy, Evil, Corruption, Dragons, Vengeance	
	Danel	14	NE	Tiger clan, suffering, pain, vengeance	Entropy, Evil, Pain, Vengeance	
	Bagni Gullymaw	13	CE	troll, violence, hunger, destruction	Entropy, Chaos, Evil, Destruction	
	Hircismus	13	CE	violence, pain, torture, destruction, humanoids	Entropy, Chaos, Evil, Pain	
	Temporal	Yagrai	12	NE	humanoids (especially hobgoblins & orcs), persistence and tenacity, death & necromancy	Entropy, Evil, Death, Will
		Stodos	11	NE	cold, ice, storms, creatures of cold	Entropy, Evil, Cold, Storm
Brissard		10	NE	domination, slavery, oppression,	Entropy, Evil, Trickery, Slavery	
Kirango		7	CE	minotaurs, greed, violence, fury, cruelty, massacre, berserker	Entropy, Chaos, Evil, Destruction	
Initiate	Arachne Prime	6	LE	aranea & evil planar spiders, deceit, oppression, obscurity	Entropy, Law, Evil, Slavery	
	Jammudaru	5	CE	ogre, evil giants, vengeance, violence, torture, fear	Entropy, Chaos, Evil, Revenge	

SPHERE OF MATTER

(40 Immortals)

Grade	Name	Lvl	Al	Areas of Interest	Domains	
Hierarch	Terra	36	LG	creation and protection of all the life shapes (animals and plants), balance of the life cycle, natures, birth, prosperity, fertility, earth, breeders, agriculturists	Matter, Law, Good, Earth, Protection, Fertility	
	Ka	35	LG	protection of life, preservation of knowledge and civilizations, healing, prosperity, wisdom, magic, Hollow World, turtle, resistance, lizardmen, stone giants	Matter, Law, Good, Knowledge, Healing, Protection	
	Djaea	34	N	survival of worlds and races, natural balance, respect of life, druidism	Matter, Animal, Plant, Healing, Protection, Earth	
	Atruaghin	32	LG	diplomacy, wisdom, temperance, balance, fight evil, Atruaghin clans, Azcans	Matter, Law, Good, Knowledge, Persuasion	
	Earth Elemaster	32	N	protection of the plane of Earth and earth creatures	Matter, Earth, Protection, Strength, Fertility	
	Valerias	31	CG	love, passion, desire, sensuality, beauty, arts, fertility, protection, charity	Matter, Chaos, Good, Protection, Arts, Persuasion	
	Eternal	Maat	30	LG	justice, honour, virtue, integrity, honesty, order, loyalty, liberation, fight against chaos and evil	Matter, Law, Good, Justice
Kagyar		28	N	dwarves, craftsmanship, metallurgy, sculpture, construction, miners	Matter, Earth, Craftsmanship, Metals	
N'grath		28	LE	Insect swarms, power, strength, conquest, astuteness	Matter, Law, Evil, Earth, Strength	
Ninfangle		27	N	audacity, adventure, travel, battle, hunting, epic challenges, rakasta	Matter, Travel, Hunting, Courage	
Great One, The		26	N	dragons & reptilian creatures, creation, justice, knowledge, magic	Matter, Magic, Knowledge, Strength, Dragon	
Polonius		25	LN	tritons, architecture, magic, arts & craftsmanship, creativity, tradition	Matter, Law, Magic, Craftsmanship, Arts	
Empyrean		Gorrziok	22	N	Sea and storm giants, oceans, extreme natural phenomena, creation & destruction	Matter, Destruction, Protection, Sea, Storm
	Land	21	LN	protection of the plane of Earth, earth elementals, order, strength	Matter, Law, Earth, Strength	
	Wayland	21	N	metallurgy, craftsmanship, smiths and armourers, engineers and constructors, magical constructions	Matter, Magic, Craftsmanship, Metals	
	Utnapishtim	20	LN	survival, travel, justice, protection of living species	Matter, Law, Travel, Protection, Justice	
	Celestial	Bastet	18	CN	rakasta, felines, fortune, capriciousness, instinct, vitality, fertility, wealth	Matter, Chaos, Luck, Fertility
Ilmarinen		16	NG	inventions, craftsmanship, magical constructs, heroism, patriotism, hunting, war, sacrifice, exploration	Matter, Good, Craftsmanship (Ilmarinen), Hunting (Lemminkainen), War (Vainamoinen)	
Diamond		16	LG	Lawful dragons, order, wisdom, justice, tolerance	Matter, Law, Good, Justice, Dragon	
Hattani		14	NG	Horse clan, protect Atruaghin & the children of Atruaghin, courage, loyalty, battle	Matter, Good, War, Protection, Courage	
Malafor		13	NG	merrow, dolphins, protection & prosperity of the aquatic races & of the marine ecosystem	Matter, Good, Animal, Sea	
Minroth		13	LG	Minrothad, patriotism, hope, prosperity, wealth, trade	Matter, Law, Good, Trade	
Opal		13	N	neutral dragons & lizardmen, vengeance, perseverance	Matter, Strength, Dragon, Vengeance, Will	
Temporal		Garal Glitterlode	12	CG	gnomes, inventors & thinkers, science & mechanics, craftsmanship	Matter, Chaos, Good, Craftsmanship
		Infaust	12	LN	perfection, completeness, unity of mind & body, universal harmony (inner and outer)	Matter, Law, Knowledge, Will
	Urtson	12	LG	order, peace, cooperation, diplomacy, mediation, kryst	Matter, Law, Good, Persuasion	
	Faunus	11	CN	Sylvan races, animals, instincts, sensuality, intoxication, revelry, hedonism, poetry & music	Matter, Chaos, Animal, Arts	
	Macroblan	11	LE	prosperity, trade, money, wealth, greed, tanagore	Matter, Law, Evil, Trade	
	Crakkak	10	CN	sharks, shark-kin, predators, hunting, strength, ferocity	Matter, Chaos, Strength, Hunting	
	Kersy	10	CN	magic, witchcraft, sorcery, egocentrism, enjoy life	Matter, Chaos, Magic, Persuasion	
	Pearl	10	CE	Chaotic dragons & lizardmen, instinct, hunting, greed, command	Matter, Chaos, Evil, Dragon	

	Buglore	9	LN	insects, plants, formian, order, protection & study of the environment	Matter, Law, Plant
	Forsetta	9	LG	justice, law, obedience & loyalty, sincerity, protection of Vestland	Matter, Law, Good, Justice
	Paarkum	8	LG	order, justice, loyalty, fidelity, virtue, sincerity	Matter, Law, Good, Justice
	Eternal General	7	LN	war, battle, discipline, loyalty, victory, pragmatism, soldiers & mercenaries	Matter, Law, War, Strength
Initiate	Chiron	6	NG	centaurs, sylvan races, arts, healing, knowledge, wisdom	Matter, Good, Healing, Arts
	Wogar	6	NE	goblins, war & military tactics, conquest, ferocity, predators, werewolves	Matter, Evil, War, Animal
	Twelve Watchers	5	N	craftsmanship & traders	Matter, Craftsmanship, Metals
	Brandan	3	LN	progress, invention, conquest, fire, technomancy, Snartan gnomes	Matter, Law, War, Fire
	Lokena	2	LN	intelligence, astuteness, tactics, war, magic	Matter, Law, Magic, War

SPHERE OF THOUGHT

(33 Immortals)

Grade	Name	Lvl	AI	Areas of Interest	Domains
Hierarch	Odin	36	LG	Good government, authority, equity, astuteness, knowledge, wisdom, magic, sky, storms, wind, air	Thought, Law, Good, Air, Knowledge, Storm
	Noumena	34	N	knowledge, astuteness, enigmas, mysteries, magic, tactics, strategy, logic	Thought, Knowledge, Magic, Will
	Korotiku	32	CG	lucid thought, liberty, anti-conformism, wisdom, astuteness, cunning, frauds & stealth, jokes & entertainment, aranea, Tanagoro, lupin, spiders	Thought, Chaos, Good, Trickery, Stealth
	Air Elemaster	32	N	protection of the Plane of Air and air creatures	Thought, Air, Knowledge, Gravity, Storm
Eternal	Tyche	27	CN	luck (good or bad), chance, destiny, risk & hazard	Thought, Chaos, Luck, Knowledge
	Asterius	25	NG	trade, wealth, travel, astuteness, ambition, communication, thieves, merchants, messengers	Thought, Good, Travel, Trade, Stealth
Empyrean	Ssu-Ma	23	LN	memory, history, books, learning, education, order, sages, writers	Thought, Law, Knowledge
	Qywattz	20	NE	neh-thalggu, knowledge, power, trickery	Thought, Evil, Knowledge, Trickery
Celestial	Diulanna	18	NG	courage, strength of will, perseverance, hunting, liberty	Thought, Good, Courage, Will, Hunting
	Halav	17	LN	war, strategy & tactics, strength & determination, arms & armourers, sacrifice, fight the humanoids	Thought, Law, Strength, War, Nobility
	Cretia	16	CN	chaos, jokes & prank pulling, stealth, survival through change, war	Thought, Chaos, Trickery, War
	Sinbad	15	NG	travel, exploration, adventure, courage, cross any border	Thought, Good, Travel, Courage
	Malinois	14	NG	lupin, hunting, war, courage, just vengeance, arms & armourers, hunting of lycanthropes	Thought, Good, War, Hunting, Vengeance
	Ahmanni	13	LG	Turtle Clan, sea, family, sacrifice, beauty	Thought, Law, Good, Sea, Family
	Frey	13	NG	keenness & strategy in battle, loyalty, friendship, virility, fertility, agriculture	Thought, Good, Strength, Fertility
	Freyja	13	NG	women warriors, fertility, abundance, beauty, amore, Seidh (prophecy), souls of the valiant	Thought, Good, Fertility, Family
Temporal	Cochere	12	CG	gyerian, faenare, survival, liberty, family, songs & music	Thought, Chaos, Good, Family
	Loup	12	LE	lupin, death, winter, ferocity, survival of the strongest, night, nomadism, loyalty to clan	Thought, Law, Evil, Death
	Soubrette	11	NG	arts, talent, illusion, persuasion	Thought, Good, Arts, Illusion
	Harrow	10	CN	diaboli, illusion, dreams & nightmares, encouraging aspirant immortals of the dimension of nightmares	Thought, Chaos, Trickery, Illusion
	Koryis	10	LG	peace, prosperity, diplomacy, mercy, tolerance, respect of laws	Thought, Law, Good, Persuasion
	Tiresias	9	N	visions of the future, dreams, poetry & music, astrology, prophetic revelations, legends, magic	Thought, Magic, Oracles, Arts
	Tourlain	8	CG	Ill-fated perseverance, craftiness, sacrifice, losers & the unlucky, anarchy	Thought, Chaos, Good, Will?
	Arnelee	7	NG	Independent women, liberty, adventure, travel, loyalty, sincerity, wisdom, astuteness, messengers	Thought, Good, Travel, Courage
	Raven	7	CN	Good luck, entertainment, jokes, games, cunning, monkey	Thought, Chaos, Luck, Trickery

				business, halfling	
	Mâtin	7	LG	lupin, tortle, Renardie, security, protection, guardians, fortresses, sacrifice & martyrs of the homeland	Thought, Law, Good, Protection
Initiate	Karaash	6	N	humanoids, war, victory, conquest, tactics, strength	Thought, War, Strength
	Nob Nar	5	NG	halfling, audacity, epic deeds, revelry, vagabonds, adventurers	Thought, Good, Travel, Courage
	Palson	4	NG	tactics, arts (music, theatre, painting, poetry, prose), passion, multi-talented characters	Thought, Good, Arts
	Ralon	4	NG	Renardie, fertility & life, agriculture, trade, wealth, health, healing, joy, lupin, tortle	Thought, Good, Healing, Fertility
	Ruaidhri Hawkbane	3	LE	Extermination of lycanthropes, courage, hunters, protect the demihumans	Thought, Law, Evil, Hunting
	Clébard	2	LN	lupin, Renardie, order, patriotism, loyalty, fidelity, progress, nobility, family	Thought, Law, Nobility, Family
	Turmis	1	CG	Bravery, boldness, guile, epic deeds, intrepid adventurers and swaggering thieves	Thought, Chaos, Good, Stealth

SPHERE OF TIME

(24 Immortals)

Grade	Name	Lvl	AI	Areas of Interest	Domains
Hierarch	Khoronus	36	N	Time flow, wisdom, history, philosophy, good government, patience, diplomacy, persuasion	Time, Knowledge, Magic, Nobility, Oracle, Persuasion
	Water Elemaster	32	N	protection of the Plane of Water and creatures of water	Time, Water, Healing, Sea, Cold
	Ordana	31	NG	nature, fertility, protection of the forest & of sylvan races, elves, treants	Time, Good, Plant, Protection, Fertility
Eternal	Protius	29	N	oceans & marine creatures, water, capriciousness, travel	Time, Water, Animal, Travel, Sea
Empyreal	Vanya	23	N	war, conquest, victory, pride, honour, strength, power female, childbirth (only in Milenia)	Time, War, Strength, Courage
	Fugit	22	LN	preserve the flow of time, memory, history, experience, knowledge, time paradoxes	Time, Law, Knowledge, Oracle
	Zalaj	20	LN	Cloud and mountain giants, knowledge, magic, strength	Time, Law, Strength, Magic, Gravity
	Mrikitat	19	CN	wererats, stealth, thieves	Time, Chaos, Trickery, Stealth
Celestial	Calitha	18	NG	oceans, lakes & rivers, prosperity, fertility, travel, good luck, aquatic elves, aquatic races, tortle	Time, Good, Travel, Fertility, Sea
	Simurgh	18	NG	protect the living & the flow of time, health, wisdom, flight, travel	Time, Good, Protection, Healing, Travel
	Petra	17	LN	patriotism, protection, courage, resistance, virtue, fighting clerics, besieged cities, Traldar & descendents	Time, Law, Protection, War, Courage
	Chardastes	16	NG	life cycle, purification, health, medicine, healing, eternal life	Time, Good, Water, Healing
	Hymir	15	NG	Sea giants, water & liquids, alchemy, wisdom, revelry	Time, Good, Water, Sea
	Sharpcrest	14	N	kna, prosperity through trade, hunting underwater	Time, Water, Trade, Hunting
	Kallala	14	CN	nixies, malice, cunning, seduction, femininity	Time, Chaos, Water, Persuasion
	Brindorhin	13	LG	halfling, patriotism, security, prosperity, abundance, family	Time, Law, Good, Family
	Yav	13	N	Yavdlom, prophets, prophecy, protect the flow of time	Time, Knowledge, Luck, Oracle
Temporal	Luca	12	N	Life, proteans, origins of the cosmos	Time, Protection
	Carnelian	7	LN	tradition, nobility, patriotism, order, Machetos	Time, Law, Nobility
	Finidel	7	LN	family, patriotism, hope, justice, Brasolia	Time, Law, Justice, Family
Initiate	Taroyas	6	LN	Milenia, nobility, authority, power, order, good government	Time, Law, Nobility
	al-Kalim	3	LN	The 'Eternal Truth', tactics, war	Time, Law, Water, War
	Oleyan	2	CN	Forester, power, prosperity, craftsmanship	Time, Chaos, Craftsmanship
	Liena	1	LN	war, history, discipline, order, Norwold, Thyatis	Time, Law, War

APPENDIX 2:

ALPHABETICAL INDEX OF IMMORTALS

This appendix lists all the Immortals mentioned in this handbook, in alphabetical order. The list includes for each Immortal it's true name, level, Sphere, alignment, date of ascension (Roman numerals represent centuries, while BC or AC indicate Before or After the foundation of the Thyatian Empire, considered year zero), areas of interest and domains (for D&D Third Edition).

Name	Lv	Sphere	Al.	Date	Areas of Interest	Domains
Ahmanni	13	Thought	LG	VII BC	Turtle clan, sea, family, sacrifice, beauty	Thought, Law, Good, Sea, Family
al-Kalim	3	Time	LN	1001 AC	The "Eternal Truth", tactics and warfare	Time, Law, Water, War
Alphaks	20	Entropy	CE	VI AC	Destroy Alphatia and all Alphasians, hatred, vengeance, massacre	Entropy, Chaos, Evil, Destruction, Vengeance
Alphatia	16	Energy	LG	800 BC	Arts, beauty, peace, order and harmony, protect Alphatia and oppose Alphaks	Energy, Law, Good, Protection, Arts
Arachne Prime	6	Entropy	LE	5000 BC	Aranea and evil planar spiders, trickery, oppression, darkness	Entropy, Law, Evil, Slavery
Arik	18	Entropy	CE	Prehistory	Madness, chaos, nightmares, massacres, beholders	Entropy, Chaos, Evil, Madness, Destruction
Arnelee	7	Thought	NG	456 BC	Independent women, freedom, adventure, travel, loyalty, sincerity, wisdom, astuteness, messengers	Thought, Good, Travel, Courage
Asterius	25	Thought	NG	3200 BC	Trade, profit, communication, travel, cleverness, merchants, thieves, healing	Thought, Good, Travel, Trade, Stealth
Atruaghin	32	Matter	LG	795 BC	Atruaghin Clans, Azcans, diplomacy, wisdom, balance, truth, fighting Evil	Matter, Law, Good, Knowledge, Persuasion
Atzanteod	31	Entropy	NE	1500 BC	Corruption (physical and moral), deceit, treachery, vengeance, destruction of life on the outer world, Azcans, humanoids	Entropy, Evil, Trickery, Destruction, Corruption
Bachraeus	19	Entropy	CE	1320 BC	Vengeance, hatred, betrayal, poison, snakes and serpentine creatures (medusa and yuan-ti)	Entropy, Chaos, Evil, Trickery, Vengeance
Bagni Gullymaw	13	Entropy	CE	XII BC	Violence, cannibalism, trolls, humanoids	Entropy, Chaos, Evil, Destruction
Bartziluth	14	Energy	CN	XII BC	Bugbear, fury, battles, bravery, strength	Energy, Chaos, Strength, War
Bastet	18	Matter	CN	Pre-4000 BC	Rakasta, felines, luck, instincts, life, fertility, prosperity	Matter, Chaos, Luck, Fertility
Bemarris	3	Energy	CG	VII AC	Battles, strength, exterminate dragons, defend Norwold	Energy, Chaos, Good, Strength
Benekander	1	Energy	NG	1002 AC	Protect mortals, freedom and truth	Energy, Good, Protection, Knowledge
Brandan	3	Matter	LN	VI AC	Progress, invention, conquest, fire, technomancy, Snartan gnomes	Matter, Law, War, Fire
Brindorhin	13	Time	LG	572 BC	Halflings (hin), patriotism, safety, family, prosperity, wealth	Time, Law, Good, Family
Brissard	10	Entropy	NE	630 BC	Domination, slavery, oppression, cheating	Entropy, Evil, Trickery, Slavery
Buglore	9	Matter	LN	II BC	bugs, plants, formian, order, protection and study of the environment	Matter, Law, Plant
Calitha	18	Time	NG	1670 BC	Oceans, lakes and rivers, travel, fertility, good luck, sea elves, aquatic races, turtles	Time, Good, Travel, Fertility, Sea
Carnelian	7	Time	LN	IV AC	Tradition, nobility, patriotism, order, Machetos	Time, Law, Nobility
Chardastes	16	Time	NG	1360 BC	Medicine, healing, health, purification, learning and knowledge	Time, Good, Water, Healing
Chiron	6	Matter	NG	XI BC	Centaur, Sylvan races, arts, healing, knowledge, wisdom	Matter, Good, Healing, Arts
Clébard	2	Thought	LN	954 AC	lupin, Renardie, order, patriotism, loyalty, progress, nobility, family	Thought, Law, Nobility, Family
Coberham	10	Energy	N	VI BC	Halflings, magic, blackflame, mysteries, knowledge	Energy, Magic, Knowledge, Fire

Cochere	12	Thought	CG	2920 BC	gyerian, faenare, survival, freedom, family, song and music	Thought, Chaos, Good, Family
Crakkak	10	Matter	CN	IV BC	sharks, shark-kin, predators, hunting, strength, ferocity	Matter, Chaos, Strength, Hunting
Cretia	16	Thought	CN	2850 BC	chaos, jokes, stealth, survival through change, war	Thought, Chaos, Trickery, War
Danel	14	Entropy	NE	770 BC	Tiger clan, suffering, pain, vengeance	Entropy, Evil, Vengeance, Pain
Demogorgon	30	Entropy	CE	Pre-20,000 BC	Necromancy, witchery, diseases, corruption, destruction, lizardkin and reptiles	Entropy, Chaos, Evil, Death, Corruption
Diamond	16	Matter	LG	515 AC	Lawful dragons, order, wisdom, justice, tolerance	Matter, Law, Good, Justice, Dragons
Diulanna	18	Thought	NG	XVIII BC	courage, strength of will, perseverance, hunting, freedom	Thought, Good, Courage, Will, Hunting
Djaea	34	Matter	N	2930 BC	Respecting nature and life, balancing the ecosystem, survival of worlds and living races, druidism	Matter, Animal, Plant, Healing, Protection, Earth
Eiryndul	20	Energy	CG	1200 BC	Sylvan creatures, elves, illusion, Trickery, cleverness, tricks, amusement, curiosity, adventure	Energy, Chaos, Good, Trickery, Illusion
Air Elemaster	32	Thought	N	Primordial	Protecting the Elemental Plane of Air and aerial creatures	Thought, Air, Knowledge, Gravity, Storms
Earth Elemaster	32	Matter	N	Primordial	Protecting the Elemental Plane of Earth and earthbound creatures	Matter, Earth, Protection, Strength, Fertility
Fire Elemaster	32	Energy	N	Primordial	Protecting the Elemental Plane of Fire and fire creatures	Energy, Fire, Magic, Sun, Illusion
Water Elemaster	32	Time	N	Primordial	Protecting the Elemental Plane of Water and water creatures	Time, Water, Healing, Sea, Cold
Eternal General	7	Matter	LN	VI BC	war, battles, discipline, victory, loyalty, pragmatism, soldiers, mercenaries	Matter, Law, War, Strength
Faunus	11	Matter	CN	Pre-20,000 BC	Sylvan races, animals, instincts, sensuality, drunkenness, revelry, hedonism, poetry & music	Matter, Chaos, Animal, Arts
Finidel	7	Time	LN	410 BC	family, patriotism, hope, justice, Brasolia	Time, Law, Justice, Family
Forsetta	9	Matter	LG	XIII BC	Justice, Law, obedience and loyalty, truth, protecting Vestland	Matter, Law, Good, Justice
Frey	13	Thought	NG	1660 BC	Bravery and strategy in battle, loyalty, friendship, virility, fertility, agriculture	Thought, Good, Strength, Fertility
Freyja	13	Thought	NG	1660 BC	Female warriors, fertility, abundance, beauty, love, family, Seidh, valiant souls	Thought, Good, Fertility, Family
Fugit	22	Time	LN	19,000 BC	preserve the flow of Time, memory, history, experience, knowledge	Time, Law, Knowledge, Oracle
Garal Glitterlode	12	Matter	CG	3100 BC	Gnomes, inventions, science, mechanics, crafts, thinkers	Matter, Chaos, Good, Craftsmanship
Gorm	19	Energy	LN	444 BC	Justice, war, storms, Cynidicea	Energy, Law, War, Storms, Justice
Gorziok	22	Matter	N	10,000 BC	Sea & storm giants, oceans, extreme natural phenomena, creation & destruction	Matter, Destruction, Protection, Sea, Storms
Great One, The	26	Matter	N	Prehistory	All draconic and lizardkin races, creation, justice, knowledge, magic	Matter, Magic, Knowledge, Strength, Dragons
Guidarezzo	15	Energy	LN	3930 BC	Arts (especially music and singing), order, harmony	Energy, Law, Arts
Gylgarid	7	Entropy	CE	480 BC	Massacre, battle, berserkers, fury, wrath, cruelty	Entropy, Chaos, Evil, Destruction
Halav	17	Thought	LN	X BC	Warfare, strategy, tactics, arms, weapon-smithing, strength, willpower, sacrifice, fighting humanoids	Thought, Law, Strength, War, Nobility
Harrow	10	Thought	CN	V AC	Diaboli, illusion, Trickery, dreams and nightmares, favour the ascension of the Nightmare creatures to immortality	Thought, Chaos, Trickery, Illusion
Hattani	14	Matter	NG	760 BC	Horse clan, protect Atruaghin and its Sons, courage, loyalty, battles	Matter, Good, War, Protection, Courage
Hel	36	Entropy	NE	Primordial	Reincarnation, corruption, death, darkness, cold, increasing entropy and evil, evil shapeshifters, shadow and cold creatures	Entropy, Evil, Death, Corruption, Darkness, Cold
Hircismus	13	Entropy	CE	V BC	violence, pain, torture, destruction, humanoids	Entropy, Chaos, Evil, Pain

Hymir	15	Time	NG	XV BC	Sea giants, water & liquids, alchemy, wisdom, revelry	Time, Good, Water, Sea
Idraote	18	Energy	N	II AC	magic, knowledge, alchemy, medicine, strategy	Energy, Magic, Healing, Knowledge
Idris	15	Entropy	NE	VI BC	Vengeance, destroying elves, intrigue, magic, domination, creating the perfect race, humanoids, dragons, naga, wyverns	Entropy, Evil, Corruption, Dragons, Vengeance
Iliric	8	Energy	NE	XII BC	magic, knowledge, greed, egoism, ambition	Energy, Evil, Magic, Knowledge
Ilmarinen	16	Matter	NG	1610 BC	Inventions, magical creations, crafts, heroism, sacrifice, patriotism, war, exploration, hunting	Matter, Good, Craftsmanship (Ilmarinen), War (Vainamoinen), Hunting (Lemminkainen)
Ilsundal	33	Energy	LG	1800 BC	Protecting elves and nature, wisdom, scholarship, magic, traditions, serenity & peace	Energy, Law, Good, Knowledge, Plant, Magic
Inf Faust	12	Matter	LN	II AC	Perfection, thoroughness, unit of mind and body, universal harmony (inner and outer)	Matter, Law, Knowledge, Will
Ixion	36	Energy	NG	Primordial	Light, sun, fire, power, heroism, war, knowledge, banishing darkness, fighting Entropy and Evil, preserve universal balance	Energy, Good, Fire, Sun, War, Knowledge
Jammudaru	5	Entropy	CE	XII BC	Ogres and evil giants, vengeance, torture, violence, fear, destruction	Entropy, Chaos, Evil, Vengeance
Ka	35	Matter	LG	Prehistory	protection of life, preserve knowledge and civilisation, prosperity, wisdom, healing, magic, Hollow World, turtle, lizardmen, stone giants	Matter, Law, Good, Knowledge, Healing, Protection
Kagyar	28	Matter	N	11,000 BC	dwarves, craftsmanship, metallurgy, sculpture, construction, miners	Matter, Earth, Craftsmanship, Metal
Kallala	14	Time	CN	XIX BC	Nixies, seduction, malice, cleverness, femininity	Time, Chaos, Water, Persuasion
Karaash	6	Thought	N	VII BC	Humanoids, battle, tactics, conquest, rule of the strongest	Thought, War, Strength
Kersy	10	Matter	CN	990 BC	magic, witchcraft, sorcery, egocentrism, enjoy life	Matter, Chaos, Magic, Persuasion
Khoronus	36	Time	N	4050 BC	time flow, wisdom, history, philosophy, good government, patience, diplomacy, persuasion	Time, Knowledge, Magic, Nobility, Oracle, Persuasion
Korotiku	32	Thought	CG	Primordial	lucid thought, liberty, anti-conformism, wisdom, astuteness, cunning, frauds & stealth, jokes & entertainment, aranea, Tanagoro, lupin, spiders	Thought, Chaos, Good, Trickery, Stealth
Korrigans, The	22	Energy	NG	1640 BC	Wendar, elves, freedom, magic, protecting the woodland races, opposing Idris	Energy, Good, Magic, Protection
Koryis	10	Thought	LG	990 BC	peace, prosperity, diplomacy, mercy, tolerance, respect of the laws	Thought, Law, Good, Persuasion
Kurtulmak	9	Energy	CN	V BC	kobolds, cayma, stealth, traps, astuteness, tactics, war, fire	Energy, Chaos, War, Fire
Kythria	2	Energy	CN	910 AC	passion, sensuality, lust, beauty, Ierendi	Energy, Chaos, Persuasion
Land	21	Matter	LN	4000 BC	Earth elementals, order, strength, protecting the Elemental plane of Earth	Matter, Law, Earth, Strength
Liena	1	Time	LN	980 AC	War, history, discipline, order, Norwold, Thyatis	Time, Law, War
Lokena	2	Matter	LN	920 AC	Intelligence, astuteness, tactics, war, magic	Matter, Law, Magic, War
Loki	30	Entropy	CE	XVIII BC	Trickery, treachery, lies, cleverness, fire, Hule, gremlins	Entropy, Chaos, Evil, Trickery, Fire
Lornasen	8	Energy	NG	V BC	beauty, perfection, grace, spring, plants, nature, fertility, elves	Energy, Good, Plant, Fertility
Loup	12	Thought	LE	XVII BC	beauty, perfection, grace, spring, plants, lupin, death, winter, ferocity, survival of strongest, night, nomadism, clan loyalty	Thought, Law, Evil, Death
Luca	12	Time	N	Prehistory	life, proteans, origin of the cosmos	Time, Protection
Maat	30	Matter	LG	1530 BC	Justice, honour, virtue, honesty, order, integrity, loyalty, redemption, fighting evil and chaos	Matter, Law, Good, Justice
Macroblan	11	Matter	LE	I AC	Prosperity, trade, wealth, money, greed, Tanagogres	Matter, Law, Evil, Trade
Madarua	19	Energy	NG	345 BC	Amazons and fighting women, courage, life cycle, fertility, Cynidicea and Kerswig	Energy, Good, War, Courage, Fertility
Mahmatti	13	Energy	N	452 BC	Elk clan, protect the sons of Atruaghin,	Energy, Magic, Plant, Animal

					wisdom, nature, magic	
Malafor	13	Matter	NG	1440 BC	Merrows, dolphins, protection and prosperity of the aquatic races and the oceanic ecosystem.	Matter, Good, Animal, Sea
Malinois	14	Thought	NG	830 BC	Lupins, hunting, war, courage, just vengeance, weapons, hunting lycanthropes	Thought, Good, War, Hunting, Vengeance
Marwdyn	7	Energy	N	II BC	necromancy, death, magical search, capriciousness	Energy, Death, Magic
Masauwu	28	Entropy	NE	VII BC	Fast-talking, intrigue, Trickery, illusion, politics, brainwashing, temptation, corruption, sponsoring new Entropic candidates, thieves, spies & conmen	Entropy, Evil, Trickery, Illusion, Persuasion
Mâtin	7	Thought	LG	VI AC	lupin, tortle, Renardie, emergency, protection, guardians, fortresses, sacrifice and martyrs of the native land	Thought, Law, Good, Protection
Mazikeen	13	Energy	N	I BC	magic research, technomancy, magical constructions	Energy, Magic, Knowledge
Mealiden	23	Energy	NG	250 BC	Elves, Alfheim, protection, guardians, loyalty, war, adventure, exploration	Energy, Good, Protection, War, Travel
Minroth	13	Matter	LG	XI BC	Minrothad, patriotism, hope, wealth, prosperity, freedom	Matter, Law, Good, Trade
Mrikitat	19	Time	CN	491 AC	wererats, stealth, thieves	Time, Chaos, Trickery, Stealth
N'grath	28	Matter	LE	Prehistory	Insect swarms, power, strength, conquest, astuteness	Matter, Law, Evil, Earth, Strength
Ninfangle	27	Matter	N	15,000 BC	Bravery, adventure, travel, battle, hunting, rakasta, epic deeds	Matter, Travel, Hunting, Courage
Ninsun	20	Energy	NG	3400 BC	magic, knowledge, wisdom, prosperity, fertility, agriculture	Energy, Good, Knowledge, Magic, Fertility
Nob Nar	5	Thought	NG	690 AC	halfling, wanderers and adventurers, audacity, epic deeds, revelry	Thought, Good, Travel, Courage
Noumena	34	Thought	N	460 BC	Knowledge, memory, magic, mysteries, enigmas, cunning, tactics, strategy and logic	Thought, Knowledge, Magic, Will
Nyx	33	Entropy	NE	6000 BC	Darkness, night, shadow, undead, necromancy, secrets, magic	Entropy, Evil, Death, Magic, Darkness
Odin	36	Thought	LG	Primordial	Authority and rulership, live one's life fully, knowledge, cunning, wisdom, sky and air, storms, winds	Thought, Law, Good, Air, Knowledge, Storms
Oleyan	2	Time	CN	60 AC	Verdier, power, prosperity, crafts	Time, Chaos, Craftsmanship
Opal	13	Matter	N	VII AC	Neutral dragons, lizardkin, vengeance, willpower	Matter, Strength, Dragons, Vengeance, Will
Orcus	25	Entropy	CE	XX BC	Violent death, sadism, mass destruction, undead, cannibalism, devilswine and evil lycanthropes	Entropy, Chaos, Evil, Destruction, Death
Ordana	31	Time	NG	Prehistory	Nature, fertility, protection of forests and woodland beings (especially elves and treats)	Time, Good, Plant, Protection, Fertility
Paarkum	8	Matter	LG	I AC	order, justice, loyalty, fidelity, virtue, sincerity	Matter, Law, Good, Justice
Palartarkan	12	Energy	N	840 BC	Alphatia (Floating Ar), astronomy & astrology, Elemental Plane of Air, regarding magic gravity, air and flight	Energy, Magic, Knowledge, Gravity
Palson	4	Thought	NG	VI AC	Tactics, arts (music, theatre, painting, poetry and prose), passions, multi-talented characters	Thought, Good, Arts
Patura	4	Energy	NG	VIII AC	Women, family, faithfulness, children, motherhood	Energy, Good, Family
Pearl	10	Matter	CE	IX AC	Chaotic dragons and lizardkin, instincts, hunting, greed, power	Matter, Chaos, Evil, Dragons
Petra	17	Time	LN	VIII BC	Defence and safekeeping, patriotism, courage, resistance, virtue, fighting clerics, besieged settlements, Traldars, Milenians, Traladarans	Time, Law, Protection, War, Courage
Pflarr	25	Energy	N	1540 BC	Magic, knowledge, protection, hutaaka, magical experiments	Energy, Magic, Knowledge, Protection
Pharamond	23	Energy	CN	930 BC	power, magic, ambition, Trickery, trickery, stealth	Energy, Chaos, Magic, Trickery
Polunius	25	Matter	LN	XV BC	tritons, architecture, magic, arts and craftsmanship, creativity, tradition	Matter, Law, Magic, Craftsmanship, Arts

Protius	29	Time	N	Primordial	oceans & marine creatures, water, capriciousness, travel	Time, Water, Animal, Travel, Sea
Qywattz	20	Thought	NE	11,000 BC	neh-thalgggu, knowledge, power, Trickery	Thought, Evil, Knowledge, Trickery
Rad	22	Energy	LN	855 AC	Radiance, magic, knowledge, order, Glantri	Energy, Law, Magic, Knowledge
Rafiel	21	Energy	LG	1104 BC	Shadowelves, radiance, magical and scientific knowledge	Energy, Law, Good, Magic, Protection
Raith	11	Energy	CG	XI BC	Just vengeance, order, honour, truth	Energy, Chaos, Good, Vengeance
Ralon	4	Thought	NG	VII AC	Renardie, fertility and life, agriculture, trade, wealth, health, healing, joy, lupin, tortle	Thought, Good, Healing, Fertility
Ranivorus	16	Entropy	CE	X BC	Gnolls, madness, raiding, destruction, Trickery	Entropy, Chaos, Evil, Destruction, Madness
Rathanos	28	Energy	CN	XXX BC	Fire, fire creatures, energy, power, male supremacy	Energy, Chaos, Fire, Magic, Strength
Raven	7	Thought	CN	IV AC	good luck, amusement, joke, game, cleverness, make up, halfling	Thought, Chaos, Luck, Trickery
Razud	31	Energy	NG	4400 BC	Alphatians, self-determination, independence, courage, freedom, authority, strong willed characters	Energy, Good, Strength, Courage, Will
Ruaidhri Hawkbane	3	Thought	LE	VIII AC	Destroying all lycanthropes, protecting demihumans, hunting, revenge	Thought, Law, Evil, Hunting
Saasskas	17	Entropy	CE	XXIV BC	destruction, conquest, necromancy, oceans, devilfish	Entropy, Chaos, Evil, Death, Sea
Saturnius	16	Energy	CG	XIX BC	freedom, fight slavery, independence, pirates, adventurers	Energy, Chaos, Good, Travel
Shaper	7	Energy	NG	240 AC	peace, charity, equality, justice, tolerance, protect the weak people	Energy, Good, Protection, Persuasion
Sharpcrest	14	Time	N	XI BC	kna, prosperity through trade, underwater hunting	Time, Water, Trade, Hunting
Simurgh	18	Time	NG	Prehistory	protect living and the flow of time, health, wisdom, flight, travel	Time, Good, Protection, Healing, Travel
Sinbad	15	Thought	NG	4000 BC	Travel, exploration, adventure, boldness, to overcome any barrier or border	Thought, Good, Travel, Courage
Skuld	17	Entropy	N	Primordial	future, fate, death, divination, visions	Entropy, Luck, Death, Oracle
Slizzark	15	Energy	NE	2740 BC	kopru, domination of weak people, power, corruption	Energy, Evil, Corruption, Slavery
Soubrette	11	Thought	NG	IV AC	arts, talent, illusion, persuasion	Thought, Good, Arts, Illusion
Ssu-Ma	23	Thought	LN	Prehistory	memory, history, books, wisdom, education, order, tests, writers	Thought, Law, Knowledge
Stodos	11	Entropy	NE	Prehistory	Ice, cold, arctic wastes, multiversal heat death	Entropy, Evil, Cold, Storms
Tahkati	16	Energy	CN	1620 BC	Horse clan, horses and knights, protect the sons of Atruaghin, combat, vengeance, pride	Energy, Chaos, War, Strength, Animal
Talitha	25	Entropy	CE	XIV BC	Self-gratification (at the expense of others), egotism, envy, avidity, strife, immorality, treachery, theft and murder	Entropy, Chaos, Evil, Trickery, Stealth
Tarastia	30	Energy	LN	2330 BC	law, order, truth, justice, just vengeance	Energy, Law, Justice, Vengeance
Taroyas	6	Time	LN	VII BC	Milenia, nobility, authority, power, order, good government	Time, Law, Nobility
Terra	36	Matter	LG	Prehistory	Creation and protection of all life-forms, balancing the life-death cycle, birth, fertility and prosperity, nature, earth, shepherds and farmers	Matter, Law, Good, Earth, Protection, Fertility
Thanatos	35	Entropy	CE	Primordial	End of all life forms, death, entropy, destruction, decadence, corruption	Entropy, Chaos, Evil, Death, Destruction, Corruption
Thor	28	Energy	NG	1750 BC	War, battle, honour, bravery, battle rage	Energy, Good, Strength, War, Courage
Tiresias	9	Thought	N	780 BC	Dreams, prophetic revelations, poetry and music, astrology, legends	Thought, Magic, Oracle, Arts
Tourlain	8	Thought	CG	IV AC	ill-fated perseverance, craftiness, sacrifice, losers & the unlucky, anarchy	Thought, Chaos, Good, Will
Turmis	1	Thought	CG	880 AC	Bravery, boldness, guile, epic deeds, intrepid adventurers and swaggering thieves	Thought, Chaos, Good, Stealth
Twelve Watchers	5	Matter	N	II AC	Arts and crafts	Matter, Craftsmanship, Metal
Tyche	27	Thought	CN	Primordial	Luck (good or bad), destiny, chance	Thought, Chaos, Luck, Knowledge
Urtson	12	Matter	LG	XI BC	order, peace, cooperation, diplomacy,	Matter, Law, Good, Persuasion

					mediation, kryst	
Usamigaras	19	Energy	CN	333 BC	magic, healing, astuteness, travel, messengers, thieves, Cynidicea	Energy, Chaos, Magic, Healing, Stealth
Utnapishtim	20	Matter	LN	2800 BC	Survival, travel, justice, protection of the living species	Matter, Law, Travel, Protection, Justice
Valerias	31	Matter	CG	Primordial	Love, passion, desire, sensuality, beauty, arts, fertility, protection, charity	Matter, Chaos, Good, Protection, Arts, Persuasion
Vanya	23	Time	N	380 BC	War, conquest, victory, pride, honour, strength, feminine power, birth (only in Milenia)	Time, War, Strength, Courage
Wayland	21	Matter	N	XVII BC	Metallurgy, smiths & armourers, engineers & builders, magical creations	Matter, Magic, Craftsmanship, Metal
Wogar	6	Matter	NE	1263 BC	Goblins, war and military tactics, conquest, predators, cruelty, wolves and werewolves	Matter, Evil, War, Animal
Yagrai	12	Entropy	NE	XVII BC	humanoids (hobgoblin and orcs), stubbornness and tenacity, death and necromancy	Entropy, Evil, Death, Will
Yav	13	Time	N	758 AC	Yavdlom, seers, prophecies and divinations	Time, Knowledge, Luck, Oracle
Zalaj	20	Time	LN	10,200 BC	Cloud and mountain giants, knowledge, magic, strength	Time, Law, Strength, Magic, Gravity
Zirchev	17	Energy	N	870 BC	Sylvan races, animals, survival, tolerance, magic, nature, outcasts, hunting	Energy, Animal, Magic, Hunting
Zugzul	32	Energy	NE	Primordial	Power, conquest, fire and fire creatures, necromancy, darkness, war, destruction	Energy, Evil, Fire, Death, War

APPENDIX 3:

HIERARCHICAL INDEX OF IMMORTALS

This appendix shows an index of the Immortals based on their respective power level within the celestial hierarchies, in descending order (from most powerful to least powerful, in alphabetical order). Each entry includes the Immortal's true name, level, alignment, sphere and date of ascension. The first five Immortals listed in **bold** are the Supreme Hierarchs of the Spheres.

HIERARCH

Name	Lvl.	Al.	Sphere	Date
Hel	36	NE	Entropy	Primordial
Ixion	36	NG	Energy	Primordial
Khoronus	36	N	Time	4050 BC
Odin	36	LG	Thought	Primordial
Terra	36	LG	Matter	Prehistory
Ka	35	LG	Matter	Prehistory
Thanatos	35	CE	Entropy	Primordial
Djaea	34	N	Matter	2930 BC
Noumena	34	N	Thought	460 BC
Ilkundal	33	LG	Energy	1800 BC
Nyx	33	NE	Entropy	6000 BC
Atruaghin	32	LG	Matter	795 BC
Elemaster, Air	32	N	Time	Primordial
Elemaster, Earth	32	N	Matter	Primordial
Elemaster, Fire	32	N	Energy	Primordial
Elemaster, Water	32	N	Thought	Primordial
Korotiku	32	CG	Thought	Primordial
Zugzul	32	NE	Energy	Primordial
Atzanteotl	31	NE	Entropy	1500 BC
Ordana	31	NG	Time	Prehistory
Razud	31	CG	Energy	4400 BC
Valerias	31	NG	Matter	Primordial

ETERNAL

Name	Lvl.	Al.	Sphere	Date
Demogorgon	30	CE	Entropy	25.000 BC
Loki	30	CE	Entropy	XVIII BC
Maat	30	LG	Matter	1530 BC
Tarastia	30	LN	Energy	2330 BC
Protius	29	N	Time	Primordial
Kagyar	28	N	Matter	11.000 BC
Masauwu	28	NE	Entropy	VII BC
N'grath	28	LE	Matter	Prehistory
Rathanos	28	CN	Energy	XXX BC
Thor	28	NG	Energy	1750 BC
Ninfangle	27	N	Matter	15.000 BC
Tyche	27	CN	Thought	Primordial
Great One, The	26	N	Matter	Prehistory
Asterius	25	NG	Thought	3200 BC
Orcus	25	CE	Entropy	XX BC
Pflarr	25	N	Energy	1540 BC
Polonius	25	LN	Matter	XV BC
Talitha	25	CE	Entropy	XIV BC

EMPYREAL

Name	Lvl.	Al.	Sphere	Date
Mealiden	23	NG	Energy	250 BC
Pharamond	23	CN	Energy	930 BC
Ssu-Ma	23	LN	Thought	Prehistory
Vanya	23	N	Time	380 BC
Fugit	22	LN	Time	19,000 BC
Gorrziok	22	N	Matter	10,000 BC
Korrigans, The	22	NG	Energy	1640 BC
Rad	22	LN	Energy	855 AC
Alphaks	20	CE	Entropy	VI AC
Qywattz	20	NE	Thought	11,000 BC
Land	21	LN	Matter	4000 BC
Rafiel	21	LG	Energy	1104 BC
Wayland	21	N	Matter	XVII BC
Eiryndul	20	CG	Energy	1200 BC
Ninsun	20	NG	Energy	3400 BC
Utnapishtim	20	LN	Matter	2800 BC
Zalaj	20	LN	Time	10,200 BC
Bachraeus	19	CE	Entropy	1320 BC
Gorm	19	LN	Energy	444 BC
Madarua	19	NG	Energy	345 BC
Mrikitar	19	CN	Time	491 AC
Usamigaras	19	CN	Energy	333 BC

CELESTIAL

Name	Lvl.	Al.	Sphere	Date
Arik	18	CE	Entropy	Prehistory
Bastet	18	CN	Matter	19,000 BC
Calitha	18	NG	Time	1670 BC
Diulanna	18	NG	Thought	XVIII BC
Idraote	18	N	Energy	II AC
Simurgh	18	NG	Time	Prehistory
Halav	17	LN	Thought	X BC
Petra	17	LN	Time	VIII BC
Saasskas	17	CE	Entropy	XXIV BC
Skuld	17	N	Entropy	Primordial
Zirchev	17	N	Energy	870 BC
Alphatia	16	LG	Energy	800 BC
Chardastes	16	NG	Time	XIV BC
Cretia	16	CN	Thought	2850 BC
Diamond	16	LG	Matter	515 AC
Ilmarinen	16	NG	Matter	1610 BC
Ranivorus	16	CE	Entropy	X BC
Saturnius	16	CG	Energy	XIX BC
Tahkati	16	CN	Energy	1620 BC
Guidarezzo	15	LN	Energy	3930 BC
Hymir	15	NG	Time	XV BC
Idris	15	NE	Entropy	VI BC

Sinbad	15	NG	Thought	4000 BC
Slizzark	15	NE	Energy	2740 BC
Bartziluth	14	CN	Energy	XII BC
Danel	14	NE	Entropy	770 BC
Hattani	14	NG	Matter	760 BC
Kallala	14	CN	Time	XIX BC
Malinois	14	NG	Thought	830 BC
Sharpcrest	14	N	Time	XI BC
Ahmanni	13	LG	Thought	VII BC
Bagni Gullymaw	13	CE	Entropy	XII BC
Brindorhin	13	LG	Time	572 BC
Frey	13	NG	Thought	1660 BC
Freyja	13	NG	Thought	1660 BC
Hircismus	13	CE	Entropy	V BC
Mahmatti	13	N	Energy	452 BC
Malafor	13	NG	Matter	1440 BC
Mazikeen	13	N	Energy	I BC
Minroth	13	LG	Matter	XI BC
Opal	13	N	Matter	VI AC
Yav	13	N	Time	758 AC

TEMPORAL

Name	Lvl.	Al.	Sphere	Date
Cochere	12	CG	Thought	2920 BC
Garal Glitterlode	12	CG	Matter	3100 BC
Inf Faust	12	LN	Matter	II AC
Loup	12	LE	Thought	XVII BC
Luca	12	N	Time	Prehistory
Palartarkan	12	N	Energy	840 BC
Urtson	12	LG	Matter	XI BC
Yagrai	12	NE	Entropy	XVII BC
Faunus	11	CN	Matter	20,000 BC
Macroblan	11	LE	Matter	I AC
Raith	11	CG	Energy	XI BC
Soubrette	11	NG	Thought	IV AC
Stodos	11	NE	Entropy	Prehistory
Brissard	10	NE	Entropy	630 BC
Coberham	10	N	Energy	VI BC
Crakkak	10	CN	Matter	IV BC
Harrow	10	CN	Thought	V AC
Kersy	10	CN	Matter	990 BC
Koryis	10	LG	Thought	990 BC
Pearl	10	CE	Matter	IX AC

Buglore	9	LN	Matter	II BC
Forsetta	9	LG	Matter	XIII BC
Kurtulmak	9	CN	Energy	V BC
Tiresias	9	N	Thought	780 BC
Iliric	8	NE	Energy	XII BC
Lornasen	8	NG	Energy	V BC
Paarkum	8	LG	Matter	I AC
Tourlain	8	CG	Thought	IV AC
Arnelee	7	NG	Thought	456 BC
Carnelian	7	LN	Time	IV AC
Raven	7	CN	Thought	IV AC
Eternal General	7	LN	Matter	VI BC
Finidel	7	LN	Time	410 BC
Kirango	7	CE	Entropy	480 BC
Marwdyn	7	N	Energy	II BC
Mâtin	7	LG	Thought	VI AC
Shaper	7	NG	Energy	240 AC

INITIATE

Name	Lvl.	Al.	Sphere	Date
Arachne Prime	6	LE	Entropy	5000 BC
Chiron	6	NG	Matter	XI BC
Karaash	6	N	Thought	VII BC
Taroyas	6	LN	Time	VII BC
Wogar	6	NE	Matter	1263 BC
Jammudaru	5	CE	Entropy	XII BC
Nob Nar	5	NG	Thought	690 AC
Twelve Watchers	5	N	Matter	II AC
Palson	4	NG	Thought	VI AC
Patura	4	NG	Energy	VIII AC
Ralon	4	NG	Thought	VII AC
al-Kalim	3	LN	Time	1001 AC
Bemarris	3	CG	Energy	V AC
Brandan	3	LN	Matter	VI AC
Ruaidhri Hawkbane	3	LE	Thought	VIII AC
Clébard	2	LN	Thought	954 AC
Kythria	2	CN	Energy	910 AC
Lokena	2	LN	Matter	920 AC
Oleyan	2	CN	Time	60 AC
Benekander	1	NG	Energy	1002 AC
Liena	1	LN	Time	980 AC
Turmis	1	CG	Thought	880 AC

There are 22 Hierarchs arranged as (5 Energy, 4 Entropy, 6 Matter, 4 Thought, 3 Time).

There are 18 Eternals arranged as (4 Energy, 5 Entropy, 6 Matter, 2 Thought, 1 Time).

There are 22 Emyreals arranged as (10 Energy, 2 Entropy, 4 Matter, 2 Thought, 4 Time).

There are 42 Celestials arranged as (10 Energy, 8 Entropy, 7 Matter, 8 Thought, 9 Time).

There are 37 Temporals arranged as (8 Energy, 4 Entropy, 12 Matter, 10 Thought, 3 Time).

There are 22 Initiates arranged as (4 Energy, 2 Entropy, 5 Matter, 7 Thought, 4 Time).

Overall, there are 163 Immortals arranged as (41 Energy, 25 Entropy, 40 Matter, 33 Thought, 24 Time).

APPENDIX 4:

LIST BY NAME OR NICKNAME

This appendix lists the Immortals by all the names by which they are known by the populations of Mystara. This list includes all the names shown in the description of the Immortal (those written in **bold** are the official nicks, those in *italics* have been added in this supplement), and for each entry, listed in alphabetical order, the place (nation or larger region) where the Immortal is worshipped, as well as the identity by which the Immortal is known in that place (if different from its usual name). Some of the alter egos or nicknames have been invented in this supplement in order to expand regional or racial pantheons, and are listed in *italics*, just as in the description of the Immortal in Chapter 2. After every name, in square brackets [], are the manual(s) in which the Immortal is mentioned, described or in which that specific name appears (since in some cases the name of the Immortal has been associated to another Immortal). Naturally for the names invented in this manual (shown in *italics*) no official source is mentioned. Refer to the legend at the beginning of Chapter 2 for explanation of the abbreviations used in this appendix.

In the following list the regions of Sind and Shahjapur, as well as the Neathar of Hollow World, only the better-known Immortals of the culture are listed. However it is important to note that all the active Immortals on Mystara are present in the pantheons of the above-mentioned civilisations.



Adventurer, The [OHP]: see **Eiryndul** (Aeryl)
Aegir: see **Hymir** (Helskir, Northern Reaches)
Agundji [OHP]: see **Great One** (Land of the Wallara)
Ahmanni Turtle-Rider [GAZ14]: Atruaghin Clans
Ahri: see **Protius** (Autuusmaa)
Air Elemaster [ImmSet]: Elemental Plane of Air
Ait-tha [OHP]: see **Talitha** (Orc's Head Peninsula)
Aksyri [CoM]: see **Ixion** (Sind)
Al-Kalim [GAZ2, GAZ4, SCS, WotI]: Darokin, Gargoña, Ierendi, Saragón, Ylaruam
Alphaks [M1, M2, DotE, HW, WotI]: Alpha, Alpathia, Bellissaria, Dunadale, Esterhold, Alatian Islands, Ochalea (Hui Da-Zhi), East Portage, Thyatis
Alpathia [DotE, HW, WotI]: Alpathia, Bellissaria, Gentle Folk Elves, Alatian Islands, Ochalea (*Yao-Lan Zi*)
Ambassador, The [SCS]: see **Masauwu** (Almarròn, Dunwick, Gargoña, Narvaez, Richland, Saragón, Texeiras, Thyatis, Torreòn, Vilaverde)
Amber Serpent, The [HW, HWR1]: see **Kalaktatla** (Azcan)
Amon [HWR2]: see **Odin** (Nithians, Thothia)
Angrboda: see **Demogorgon** (Norwold, Northern Reaches)
An-Ying Zhu Hou: see **Arachne Prime** (Ochalea)
Aphrodite [IM2]: see **Kythria** (only in IM2)
Apollo [IM2]: see **Palson** (only in IM2)
Apophis: see **Bachraeus** (Nithians, Ylaruam)
Arachne Prime [M5]: Alpathia (*Spider Queen*), Thothian Plateau (Spider of the Night), Cestia (*Spider Queen*), Herath (*Asharya*), Ochalea (*An-Ying Zhu Hou*), Thanegioth Archipelago (*Rakhnee*), Thothia (Spider of the Night)
Aravjuk: see **Harrow** (Hule)
Arduinna [SCS]: see **Diulanna** (Robrenn)
Ares [HWR2]: see **Bemarris** (only in IM2)

Arik [B3, WotI]: Alpathia, Brun, Davania, Skothar
Arna [X8]: see **Gorziok** (Teki-nura-ria)
Arnelee [IM2]: Dunadale, Helskir (*Gna*), Norwold (*Gna*), Ochalea (*Han Li*), Northern Reaches (*Gna*), Westrourke
Ashanti: see **Valerias** (Cestia, Pearl Islands, Izonda, Tanagoro, Vulcania, Yavdlom)
Asharya: see **Arachne Prime** (Herath)
Asterius [DotE, HW, HWA1-3, HWR3, SCS, WotI]: Alpathia, Cathos, Five Shires, Darokin, Dunwick (*The Merchant*), Glantri, Ierendi, Karameikos, Landfall, Meghala Kimata, Minaea, Milenians, Minrothad, Nithians (Zephyr), Norwold (*Hermod*), Oceansend, West Portage, Richland (*The Merchant*), Robrenn (Belnos), Sind (Kudasha, Murtijai), Northern Reaches (*Hermod*), Texeiras (*The Merchant*), Thothia (Zephyr), Thyatis, Traldar, Vilaverde (*The Merchant*), Ylaruam
Athena [IM2]: see **Lokena** (only in IM2)
Atruaghin [GAZ14, HWR1, WotI]: Azcan (Quetzalcoatl), Atruaghin Clans
Atzanteotl [GAZ10, GAZ13, HW, HWR1, OHP, WotI]: Azcan, Jakar City-state, Atruaghin Clans, Jungle Coast, Schattentalfen Elves, Graakhalia (*Skorprios*), Nimmur (Menlil), Shadowrealm, Broken Lands (*Skorprios*), Northern Reaches (*Ivaldi*)
Ayazi [CoM]: see **Ixion** (Sind)
Ayodhya [CoM]: see **Ilsundal** (Sind)



Ba Pian-Shu: see **Brissard** (Ochalea)
Bachraeus [RC]: Jungle Coast, Meghales Amosses, Milenians, Nithians (*Apophis*), Ylaruam (*Apophis*)
Bagni Gullymaw [GAZ10, HW, WotI]: Darokin, Hule (*Yemekershey*), Broken Lands, Northern Reaches
Balder: see **Pax** (Helskir, Norwold, Northern Reaches)
Barramundje [OHP]: see **Calitha** (Land of the Wallara)

Bartziluth [HW, WotI]: Five Shires, Darokin, Denagoth, Helskir (*Modi*), Hule (Hruggek), Jen, Karameikos, Nentsun, Norwold, Redstone, Broken Lands, Northern Reaches (*Modi*)

Bastet [DrMa#247]: Plateau Thothian, Arypt, Dunwick, Nithians, Thothia

Bath: see **Tyche** (Hule, Meghala Kimata)

Bel: see **Ixion** (Redstone)

Belbion [SCS]: see **Vanya** (Bellayne)

Belnos [SCS]: see **Asterius** (Robrenn)

Belsamas [SCS]: see **Kagyar** (Robrenn)

Bemarris [IM2, WotI]: Helskir (*Magni*), Norwold, Northern Reaches (*Magni*)

Benekander [PWA1-3, WotI]: Darokin & Sind (Gareth)

Bergelmir: see **Zalaj** (Norwold, Northern Reaches)

Biao Hun Xi-Ai: see **Valerias** (Ochalea)

Black Prince, The [ImmSet]: see **Orcus** (Shadow Coast)

Boss Big Rat [PC4]: see **Mrikitat** (Darokin)

Bozdogan [WotI, X5]: see **Loki** (Hule, Meghala Kimata)

Bragi: see **The Rainbow Singer** one of the nine **Korrigans** (Helskir, Norwold, Northern Reaches)

Brandan Earth-Mover [CoM]: Vulcania

Breig [SCS]: see **Ordana** (Robrenn)

Brian: see **Frey** (Dunadale, Thyatian Hinterlands, Westrouрке)

Brianna: see **Freyja** (Dunadale, Westrouрке)

Brindorhin [GAZ8]: Alpathia, Brasol, Five Shires, Darokin, Karameikos

Brissard [IM2, WotI]: Alpathia, Esterhold, Ochalea (*Ba Pian-Shu*)

Brother Shell [SCS]: see **Mâtin** (Bellayne, Dunwick)

Buglore [IM3]: various outer planes



Calitha Starbrow [GAZ9, HW, OHP, PC3, SCS, WotI]: Bellayne (Felidae & Mother Ocean), Cimarron (Mother Ocean), Dunwick (Felidae & Mother Ocean), Pearl Islands, Minrothad, Undersea (Tallivai), Land of the Wallara (Barramundje), Yavdlom

Carnelian [IM3]: Thyatis

Cay [SCS]: see **Terra** (Bayou)

Celestial Architect, The: see **Polonius** (Gombar, Tangor)

Celestial Traveller, The: see **Sinbad** (Gombar, Ice Peaks, Tangor)

Cernuinn [SCS]: see **Faunus** (Robrenn)

Chai Shi Hui: see **Loup** (Jungle Coast, Ochalea)

Chardastes [B1-9, WotI]: Darokin, Karameikos, Nithians, Traldar

Cheimos [CM8]: see **Noumena** (Glantri)

Chernobog: see **Thanatos** (Vyolstagrad)

Chiron [PC1, WotI]: Alfheim, Ethengar, Meghala Kimata, Redstone (*Turlock*), Midlands, Wendar

Clébard, Saimpt [SCS]: Dunwick, Renardie

Coberham Shadowglint [GAZ8]: Five Shires, Lecha

Cochere [IM3, PC2]: Arm of the Immortals (*Nameless Mother*), Jen, Serraine (*Nameless Mother*), Broken Lands (*Nameless Mother*), Midlands

Corona [GAZ2]: see **Zugzul** (Yaruam)

Crakkak Sharptooth [OHP, PC3, WotI]: Pearl Islands, Atlass Ocean, Orc's Head Peninsula, Undersea, Thanegioth Archipelago

Cretia [GAZ12, WotI, X3]: Ethengar, Glantri, Vestland



Dain: see **Ilsundal** (Helskir, Norwold, Northern Reaches)

Dallbard: see **Tiresias** (Shadow Coast, Dunadale, Redstone, Westrouрке)

Danel Tigerstripes [GAZ14, WotI]: Atruaghin Clans

Darga [X13]: see **Thanatos** (Norwold, Northern Reaches)

Dark Lady, The [ImmSet]: see **Demogorgon** (Jungle Coast, Izonda)

Dazbog: see **Ixion** (Vyolstagrad)

Demogorgon [ImmSet, SCS, WotI]: Addakia (The Lizard King), Bayou (Goron), Jungle Coast (Dark Lady), Cynidicea, Darokin, Izonda (Lizard King/Dark Lady), Malpheggi (Lizard King), Meghales Amosses (Lizard King), Norwold (*Gullveig/Angrboda*), Vulture Peninsula, Northern Reaches (*Gullveig/Angrboda*)

Diamond [ImmSet, MstSet, OHP, WotI]: Norwold, Land of the Wallara (Spirit of the Sun)

Diulanna [DotE, HW, SCS, WotI]: Thyatian Hinterlands, Pelatan, Robrenn (Arduinna), Thyatis

Djaca [ImmSet, WotI]: Emerond (Mother Nature), Helskir (*Erda*), Thyatian Hinterlands (Mother Nature), Ierendi (Mother Nature), Isle of Dawn (Mother Nature), Pearl Islands (Mother Nature), Izonda (Mother Nature), Jen (Mother Nature), Lecha (Mother Nature), Norwold (*Erda*), Tanagoro, Tangor (Mother Nature), Northern Reaches (*Erda*), Midlands (Mother Nature), Zyxl (Mother Nature)

Donar [HW, SCS]: see **Thor** (Antalians, Icevale Elves, Eusdria)

Donegal: see **Thor** (Dunadale, Thyatian Hinterlands, Westrouрке)

Dreaming Seer, The: one of the **Korrigans** (Wendar)

Dugong [SCMC]: see **Thor** (Omm-Wa)

Dun: see **Terra** (Dunadale)



Earth Elemaster [ImmSet]: Elemental Plane of Earth

Eir: see **The Merciful Healer** one of the nine **Korrigans** (Helskir, Norwold, Northern Reaches)

Eiryndul [DotE, HW, OHP, SCS, WotI]: Aeryl (**The Adventurer**), Alpathia, Hulean City-state, Eusdria (Eirys), Herath (Shaibuth), Hule, Redstone, Midlands

Eirys [SCS]: see **Eiryndul** (Eusdria)

Eneeban [SCS]: see **Masauwu** (Herath)

Erda: see **Djaea** (Helskir, Norwold, Northern Reaches)
Erel: see **Hel** (Hule)
Eternal General [IM3]: Alpathia, Bellissaria, Esterhold, Jen, Myoshima (*Fukyuu Daishou*), Ochalea (*Heng Shang*), Thonia
Eternal Wanderer, The: one of the **Korrigans** (Wendar)
Executioner, The: see **Malinois** (Great Waste, Norwold)

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Faña [SCS]: see **Vanya** (Texeiras, Torreòn, Vilaverde)
Farbautides [HW]: see **Loki** (Caerdwicca, Redstone)
Father Earth [SCS]: see **Ka** (Bellayne, Cimarron, Dunwick)
Father Ocean: see **Protius** (Pearl Islands, Izonda, ZyxI)
Father of Demons [GAZ7]: see **Thanatos** (Modrigswerg Dwarves)
Father Sky: see **Odin** (Great Waste)
Father Sun: see **Ixion** (Emerond)
Father Time [ImmSet]: see **Khoronus** (Darokin, Yavdlom)
Faunus [HW, HWR3, SCS, WotI]: Alfheim, Hulean City-state, Hule (Inuus), Meghala Kimata, Milenians, Ochalea (*Fu Han Qing*), Redstone (Silenus), Robrenn (Cernuinn), Thyatis (Lupercus), Traldar
Feathered Snake, The [HW, HWR1]: see **QuetzalcoatI** (Azcan)
Felidae [SCS]: see **Calitha** (Bellayne, Dunwick)
Fiery Champion, The: one of the **Korrigans** (Wendar)
Finidel [IM2]: Brasol
Fire Elemaster [ImmSet]: Elemental Plane of Fire
Forsetta [WotI, X3]: Norwold, Northern Reaches, Heldannic Territories, Vvolstagràd (*Porewit*)
Fredar [HW, SCS]: see **Frey** (Antalians, Denagoth, Icevale Elves, Eusdria, Kogolor Dwarves, Wendar)
Fredara [HW, SCS]: see **Freyja** (Antalians, Denagoth, Icevale Elves, Eusdria, Kogolor Dwarves, Wendar)
Frey [GAZ7, HW, SCS, WotI]: Antalians (Fredar), Denagoth, Dunadale (*Brian*), Icevale Elves (Fredar), Eusdria (Fredar), Helskir, Thyatian Hinterlands (*Brian*), Kogolor Dwarves (Fredar), Norwold, Northern Reaches, Heldannic Territories, Vvolstagràd (*Jarilo*), Wendar (Fredar), Westrouurke (*Brian*)
Freyja [GAZ7, HW, SCS, WotI]: Antalians (Fredara), Denagoth, Dunadale (*Brianna*), Icevale Elves (Fredara), Eusdria (Fredara), Helskir, Kogolor dwarves (Fredara), Norwold, Northern Reaches, Heldannic Territories, Vvolstagràd (*Lada*), Wendar (Fredara), Westrouurke (*Brianna*)
Frigg: see **Terra** (Alpha, Neathar, Nentsun, Norwold, Oceansend, Northern Reaches, Heldannic Territories)
Fu Han Qing: see **Faunus** (Ochalea)
Fu Shi Liu: see **Khoronus** (Ochalea)
Fugit [IM2]: Yavdlom
Fukyuu Daishou: see **Eternal General** (Myoshima)
Fulvachioma [DotE, WotI]: see **Halav** (Kendach)

G

Ganetra [HWA3]: see **Ssu-Ma** (Shahjapur, Sind)
Garl Glitterlode [HW, PC2, WotI]: Alpathia, Rockhome, Oostdokian Gnomes, Hule, Hyborea, Karameikos, Kogolor Dwarves, Ice Peaks (Garl), Serraine, Thorin, Vulcania (Garl), Wendar
Gareth [PWA1-3]: see **Benekander** (Darokin, Sind)
Garl Glittergold [WotI]: see **Garl Glitterlode** (Ice Peaks, Vulcania)
Geffon: see **The Verdant Caretaker** one of the nine **Korrigans** (Helskir, Norwold, Northern Reaches)
General, The [SCS]: see **Thor** (Almarròn, Cimarron, Dunwick, Gargaña, Guadalante, Narvaez, Saragòn, Torreòn)
Genjoo [OHP]: see **Ka** (Land of the Wallara)
Girder-On of Weapons [DotE]: see **Valerias** (Thyatis)
Gna: see **Arnelee** (Helskir, Norwold, Northern Reaches)
Goat, The [ImmSet]: see **Orcus** (Karameikos)
Gorm [B4, WotI]: Cynidicea, Helskir (*Vali*), Norwold (*Vali*), Northern Reaches (*Vali*), Traldar
Goron [SCS]: see **Demogorgon** (Bayou)
Gorziok [PC3, WotI]: Nentsun, Undersea, Tangor, Thanegioth Archipelago, Teki-nura-ria (Tapu and Arna), Yavdlom and all the seas of the south
Grammaton [PC2]: see **Odin** (Milenians, Traldar)
Great One, The [ImmSet, MstSet, SCS, WotI]: Alpathia, Bellissaria, Borea, Arm of the Immortals, Jungle Coast, Norwold, Ochalea (*Wei Long*), Nentsun, Pelatan, Ice Peaks, Land of the Wallara (Agundji), Thonia, Vulcania, Vvolstagràd (*Zir*), Wendar
Gruaigerua: see **Fulvachioma** or **Halav** (Kendach)
Guan Zi-You: see **Korotiku** (Jungle Coast, Ochalea)
Guardian, The [OHP]: see **Mealiden** (Aeryl)
Guidarezzo [IM1, ImmSet]: Bellayne (*Guy d'Arets*), Darokin, Eusdria (*Guntyr*)
Guide, The [OHP]: see **Ilsundal** (Aeryl)
Gullveig: see **Demogorgon** (Norwold, Northern Reaches)
Guntyr: see **Guidarezzo** (Bellayne)
Guy d'Arets: see **Guidarezzo** (Eusdria)
Gylgarid [X13]: see **Kiranjo** (Northern Reaches, Heldannic Territories)

H

Halav [DotE, GAZ1, HW, HWR3, SCS, WotI]: Hulean City-state, Helskir (*Vidar*), Karameikos, Kendach (Fulvachioma or *Gruaigerua*), Milenians, Norwold (*Vidar*), Merry Pirates, Northern Reaches (*Vidar*), Thyatis, Traldar, Vvolstagràd (*Svetovid*)
Han Li: see **Arnelee** (Ochalea)
Hanged Man, The [IM3]: see **Marwdyn** (Alpathia)
Harrow [IM3, WotI]: Hule (*Aravjuk*), Dimension of Nightmares
Hathor: see **Valerias** (Nithians)

Hattani Stoneclaw [GAZ14, WotI]: Atruaghin Clans
He Who Always Rises [GAZ10, HW]: see **Yagrai** (Broken Lands)
He Who Watches [XL-1]: see **Odin** (Denagoth, Ghyr)
Heimdall [GAZ7]: see **The Fiery Champion** one of the nine **Korrigans** (Helskir, Norwold, Northern Reaches)
Hel [CoM, GAZ7, HW, SCS, WotI]: Antalians, Borea, Denagoth, Eusdria (Nyt), Frosthaven, Great Waste (Kala), Hule (*Erel*), Hyborea, Isle of Dawn (Nyt), Autuusmaa (*Hiisi*), Nentsun, Norwold, Ice Peaks, Qeodhar, Robrenn (Nyt), Sind (Kala), Yazak Steppes, Northern Reaches, Thonia, Beastmen, Vulcania, Vvolstograd (*Marzanna*)
Heng Shang: see **Eternal General** (Ochalea)
Hen-Hao Ten: see **Idraote** (Ochalea)
Hera [IM2]: see **Patura** (only in IM2)
Hermes [IM2]: see **Turmis** (only in IM2)
Hermod: see **Asterius** (Norwold, Northern Reaches)
Hiisi: see **Hel** (Autuusmaa)
Himayeti [CoM]: see **Ixion** (Great Waste, Sind)
Hircismus [B1-9, GAZ7, IM3, WotI]: Karameikos (Leptar), Northern Reaches
Hlin: see **The Eternal Wanderer** one of the nine **Korrigans** (Helskir, Norwold, Northern Reaches)
Hod: see **The Dreaming Seer** one of the nine **Korrigans** (Helskir, Norwold, Northern Reaches)
Hong Tzu [GAZ10]: see **Karaash** (Broken Lands)
Horon [HWR2]: see **Ixion** (Nithians, Thothia)
Hruggek [HW]: see **Bartziluth** (Hule)
Hui Da-Zhi: see **Alphaks** (Ochalea)
Hunter, The [WotI]: see **Zirchev** (Graakhalia)
Hymir [ImmSet, MstSet]: Frosthaven, Helskir (*Aegir*), Northern Reaches (*Aegir*), seas of the north



Idraote [ImmSet, MstSet]: Ochalea (*Hen-Hao Ten*), Thyatis
Idris [X11]: Denagoth, Ice Peaks, Wendar
Idu [OHP]: see **Ixion** (Dunwick, Eshu, Jen, Jennites, Nimmur)
Idunn: see **The Spring Maiden** one of the nine **Korrigans** (Helskir, Norwold, Northern Reaches)
Iliric [IM2, SCS]: Herath (Negyavim), Hule, Midlands
Ilmarinen [ImmSet, MstSet, WotI]: Autuusmaa (also known as Lemminkainen and Vainamoinen)
Ilneval [HW]: see **Karaash** (Hule, Meghala Kimata)
Ilkundal the Wise [CM7, CoM, DotE, GAZ5, HW, OHP, SCS, WotI]: Aeryl (The Guide), Alfheim, Thothian Plateau, Foresthome, Darokin, Gentle Folk Elves, Icevale Elves, Eusdria (Tiuz), Glantri, Helskir (*Dain*), Izonda, Autuusmaa (*Tapio*), Karameikos, Norwold (*Dain*), Sylvan Realm, Sind (Ayodhya, Sita, Laksman), Northern Reaches (*Dain*), Midlands, Thyatis
Infaut [IM3]: Thyatis
Infernal Judge, The: see **Masauwu** (Gombar, Tangor)
Inquisitor, The [SCS]: see **Vanya** (Narvaez)

Inuus [HW]: see **Faunus** (Hule)
Isiris [HWR2]: see **Valerias** (Nithians, Thothia)
Ivaldi: see **Atzanteotl** (Northern Reaches)
Ixion [CoM, GAZ4, GAZ12, HW, HWR1, HWR2, HWR3, IM1, IM3, ImmSet, OHP, SCS, WotI]: Alpathia, Azcans (Otzitiotl), Bellissaria, Brasol, Cestia, Shadow Coast (Solarios), Darokin, Dunwick (Tabak, Idu), El Grande Carrascal (Tabak), Emerond (*Father Sun*), Eshu (Idu), Ethengar (Tubak), Gargoña, Glantri, Gombar (*Pyrak*), Great Waste (Himayeti), Ierendi (Orisis), Pearl Islands (Pyro), Izonda (Pyro), Jen (Idu), Jennites (Idu), Meghala Kimata, Meghales Amosses, Milenians, Minaea, Narvaez, Neathar (*Tyr*), Nentsun (*Tyr*), Nimmur (Idu), Nithians (Horon, Orisis), Norwold (*Tyr*), Ochalea (*Xi-Yang*), Oltecs (Otzitiotl), Qeodhar (*Tyr*), Redstone (*Bel*), Sind (Ayazi, Himayeti, Aksyri), Yazak Steppes (Tabak), Thanegioth Archipelago (Pyro), Tanagoro (Pyro), Tangor (*Pyrak*), Land of the Wallara (Warruntam), Northern Reaches (*Tyr*), Thonia, Thothia (Horon), Thyatis (Solarios), Torreòn, Traldar, Vulcania (Pyro), Vvolstograd (*Dazbog*), Yavdlom (Pyro), Zyxl (Pyro)



Jackal Head [HW]: see **Pflarr** (Hulean City-state)
Jammudaru [GAZ10, HW, WotI]: Addakia, Borea, Rockhome, Darokin, Frosthaven, Hule (Vaparak), Karameikos, Nentsun, Norwold, Broken Lands
Jarilo: see **Frey** (Vvolstograd)
Jotun: see **Ouranos**
Judge, The [SCS]: see **Tarastia** (Almarròn, Cimarron, Dunwick, Gargoña, Guadalante, Narvaez, Richland, Saragón, Torreòn)
Jumal: see **Odin** (Autuusmaa)



Ka the Protector [HW, SCS, WotI]: Addakia, Alpathia, Thothian Plateau, Arypt, Azcans (Kalaktatla), Bayou (Ka'ar), Bellayne (Father Earth), Bellissaria, Borea, Cestia, Cimarron (Father Earth), City-state Jakar, Jungle Coast (Kalaktatla), Darokin, Dunwick (Father Earth, Ka'ar), Ierendi, Izonda, Jen, Malpheggi, Meghala Kimata, Minaea, Nentsun, Norwold, Oltecs (Kalaktatla), Ice Peaks, Tangor, Land of the Wallara (Genjoo), Beastmen
Ka'ar [SCS]: see **Ka** (Bayou, Dunwick)
Ka-gar [HW]: see **Kagyar** (Brute-men)
Kagyar [DotE, GAZ6, HW, HWR3, SCS, WotI]: Alpathia, Bellayne, Rockhome, Brute-men (Ka-gar), Cimarron, Darokin, Dunwick, Ekto (Ptahr), Eusdria, Helskir (*Modsognir*), Karameikos, Meghala Kimata (*Patriarch*), Milenians (*Patriarch*), Minaea (*Patriarch*), Nimmur (*Nin-Agar*), Nithians (Ptahr), Norwold (*Modsognir*), Oceansend, Richland, Robrenn (Belsamas), Northern Reaches (*Modsognir*), Thonia, Thyatis, Traldar (*Patriarch*), Trikelios (Ptahr), Ylaruam

Kala [CoM]: see **Hel** (Great Waste, Sind)
Kalakatla [HW]: see **Ka** (Azicans, Jungle Coast, Oltecs)
Kallala of the Seven Veils [PC3, WotI]: Helskir (*Ran*), Undersea, Northern Reaches (*Ran*) and all the seas
Karaash [GAZ10, HW, OHP, SCS, WotI]: Alpathia, Borea, Brasol, Rockhome, Five Shires, Jungle Coast, Darokin, Denagoth, El Grande Carrascal, Gombar, Hule (Ilneval), Meghala Kimata (Ilneval), Meghales Amosses, Minaea, Norwold, Krugel Orcs, Pelatan, Orc's Head Peninsula, Robrenn, Yazak Steppes, Tangor, Broken Lands (Hong Tzu), Western Orc lands, Beastmen, Westrourke
Kepher [HWR2]: see **Noumena** (Nithians)
Kersy [M1]: Old Alpathia
Khoronus [ImmSet, HWR3, WotI]: Cathos, Darokin (Father Time), Meghala Kimata, Milenians, Minaea, Nimmur (*Naabu*), Ochalea (*Fu Shi Liu*), Thonia, Thyatis, Traldar, Yavdlom (Father Time)
Kirango [M-S2, X13]: Borea, Jungle Coast, Meghales Amosses, Milenians, Minaea, Northern Reaches (Gylgarid), Heldannic Territories (Gylgarid), Vacros
Korotiku [DDA2, DotE, HW, SCS, WotI]: Alpathia (*High Spider*), Cestia, Jungle Coast (*Guan Zi-You*), Darokin, Dunwick (Saimpt Renard), Gombar (*The Shapechanger*), Herath (Yehm), Pearl Islands, Izonda, Meghala Kimata, Minaea, Ochalea (*Guan Zi-You*), Merry Pirates, Renardie (Saimpt Renard), Thanegioth Archipelago, Tanagoro, Tangor (*The Shapechanger*), Thyatis, Yavdlom, ZyxI
Korrigans, The Nine or *The Silent Hunter, The Fiery Champion, The Eternal Wanderer, The Rainbow Singer, The Spring Maiden, The Silver Carver, The Merciful Healer, The Dreaming Seer* and *The Verdant Caretaker* [ImmSet, MstSet]: Norwold, Northern Reaches, Wendar
Koryis [DotE, HW, HWR3, M1, WotI]: Alpha, Alpathia, Bellissaria, Darokin, Gentle Folk Elves, Alatian Islands, Milenians, Ochalea, East Portage, Thyatis
Kudesha [CoM]: see **Asterius** (Sind)
Kurtulmak [GAZ7, GAZ10, HW, SCS, WotI]: Bayou (Kutul), Rockhome, Darokin, Broken Lands (The Shining One), Northern Reaches (The Shining One)
Kutul [SCS]: see **Kurtulmak** (Bayou)
Kythria [IM2, WotI]: Ierendi

L

Lada: see **Freyja** (Vyolstagrad)
Laksman [CoM]: see **Ilkundal** (Sind)
Land [IM1]: Elemental Plane of Earth
Lemminkainen: see **Ilmarinen** (Autuusmaa)
Leptar [B1-9, WotI]: see **Hircismus** (Karamaikos)
Leug [SCS]: see **Zirchev** (Robrenn)
Liena [IM3, WotI]: Oceansend, Thyatis
Lizard King [ImmSet]: see **Demogorgon** (Addakia, Izonda, Malpheggi, Meghales Amosses)
Lokar [HW, SCS]: see **Loki** (Antalians, Eusdria)
Lokena [IM2, WotI]: Thyatis

Loki [DDA2, GAZ7, HW, WotI, X5]: Antalians (Lokar), Caerdwicca (Farbautides), Eusdria (Lokar), Helskir, Hule (Bozdogan), Landfall, Meghala Kimata (Bozdogan), Norwold, Oceansend, Merry Pirates, Redstone (Farbautides), Northern Reaches, Heldannic Territories, Vyolstagrad (*Veles*)
Lornasen [IM2]: Foresthome, Gentle Folk Elves
Loup, Saimpt [DrMa#237, SCS]: Borea (*Luup*), Hulean City-state (*Luup*), Jungle Coast (*Chai Shi Hui*), Dunwick, Hule (*Luup*), Ochalea (*Chai Shi Hui*), Renardie
Luca [IM3]: The Astral and various outer planes
Lupercus [HW, WotI]: see **Faunus** (Thyatis)
Luup the Black: see **Loup** (Borea, Hulean City-state, Hule)

M

Maat [ImmSet, MstSet, WotI]: Alpathia, Darokin, Helskir (*Snotra*), Nithians, Norwold (*Snotra*), Northern Reaches (*Snotra*), Thothia, Thyatis (Mitra), Ylaruam
Macroblan [IM3]: Gombar, Tangor
Madarua [B4, WotI]: Cynidicea, Darokin, Helskir (*Siff*), Norwold (*Siff*), Pelatan, Northern Reaches (*Siff*), Midlands (Yarella), Thyatis, Traldar
Maderakka: see **Terra** (Autuusmaa)
Maglubiyet [HW]: see **Wogar** (Hule)
Magna Mater: see **Terra** (Kendach, Thyatis)
Magni: see **Bemarris** (Helskir, Norwold, Northern Reaches)
Mahes: see **Ninfangle** (Nithians)
Mahmatti Running Elk [GAZ14, WotI]: Atruaghin Clans
Malafor [PC3, WotI]: Undersea and all the oceans
Maleen: see **Malinois** (Hulean City-state)
Malinois, Saimpt [SCS]: Hulean City-state (*Maleen*), Dunwick, Great Waste (*The Executioner*), Norwold (*The Executioner*), Ochalea (*Mao You-Li*), Renardie
Manadyn: see **Protius** (Caerdwicca, Dunadale, Redstone, Westrourke)
Manwara [PC3]: see **Protius** (Undersea, Thanegioth Archipelago)
Mao You-Li: see **Malinois** (Ochalea)
Marau-Ixui [OHP]: see **Terra** (Thothian Plateau, Jibarù, Thanegioth Archipelago)
Marwdyn [IM3, WotI]: Alpathia
Marzanna: see **Hel** (Vyolstagrad)
Masauwu [GAZ9, SCS, WotI]: Almarròn (Ambassador, The), Dunwick (Ambassador, The), Gargoña (Ambassador, The), Gombar (*The Infernal Judge*), Herath (Eneeban), Pearl Islands, Narvaez (Ambassador, The), Nimmur (*Namtaru*), Vulture Peninsula, Richland (Ambassador, The), Saragón (Ambassador, The), Tangor (*The Infernal Judge*), Texeiras (Ambassador, The), Thyatis (Ambassador, The), Torreòn (Ambassador, The), Vilaverde (Ambassador, The)
Matera [HWR3]: see **Vanya** (Milenians)

Mâtin, Saimpt [SCS]: Bellayne (Brother Shell), Dunwick, Renardie
Maziburg Keengror [IM3]: see **Mazikeen**
Mazikeen [IM3]: His 24 outer planes
Mazikeena [IM3]: see **Mazikeen**
Mealiden Starwatcher [GAZ5, HW, OHP, SCS, WotI]: Aeryl (The Guardian), Alfheim, Almarròn (Milan), Dunwick (Milan), Gargoña (Milan), Narvaez (Milan), Saragón (Milan), Texeiras (Milan), Torreòn (Milan), Vilaverde (Milan)
Menlil [OHP]: see **Atzanteotl** (Nimmur)
Merchant, The: see **Asterius** (Dunwick, Richland, Texeiras, Vilaverde)
Merciful Healer, The: one of the **Korrigans** (Wendar)
Milan [SCS]: see **Mealiden** (Almarròn, Dunwick, Gargoña, Narvaez, Saragón, Texeiras, Torreòn, Vilaverde)
Mimir: see **Noumena** (Norwold, Northern Reaches)
Minroth [GAZ9, WotI]: Minrothad
Mitra: see **Maat** (Thyatis)
Modi: see **Bartziluth** (Helskir, Norwold, Northern Reaches)
Modsognir: see **Kagyar** (Helskir, Norwold, Northern Reaches)
Mokosz: see **Terra** (Vyolstagrad)
Mother Earth: see **Terra** (Cestia, Great Waste, Pelatan, Thonia, Thorin, Traldar)
Mother Forest [HW]: see **Ordana** (Emerond)
Mother Nature [WotI]: see **Djaea** (Anathy, Emerond, Hinterland, Ierendi, Isle of Dawn, Pearl Islands, Izonda, Jen, Leeha, Tangor, Midlands, Zyxl)
Mother Ocean [SCS]: see **Calitha** (Bellayne, Cimarron, Dunwick)
Mrikitat [PC4]: Darokin (Boss Big Rat), Thyatis
Murtijai [CoM]: see **Asterius** (Sind)
Mut: see **Terra** (Nithians, Thothia)



N'grath [IM1]: Elemental Plane of Earth
Na'al [OHP]: see **Nyx** (Orc's Head Peninsula)
Naabu: see **Khoronus** (Nimmur)
Nameless Mother: see **Cochere** (Arm of the Immortals, Serraine, Broken Lands, Midlands)
Namtaru: see **Masauwu** (Nimmur)
Nanna: see **Thalia** (Helskir, Norwold, Northern Reaches)
Negyavim [SCS]: see **Iliric** (Herath)
News [ImmSet]: see **Noumena** (Bellayne)
Nian-Mai Si-Xiang: see **Noumena** (Ochalea)
Nicktu: see **Nyx** (Pearl Islands, Tanagoro, Tangor)
Nin Fang-Le: see **Ninfangle** (Ochalea)
Nin-Agar: see **Kagyar** (Nimmur)
Ninfangle [IM2]: Thothian Plateau, Arypt, Bellayne, Bellissaria, Borea, Brasol, Dunwick, El Grande Carrascal, Esterhold, Hyborea (*White Claw*), Izonda, Jen, Meghala Kimata, Minaea, Nentsun (*White Claw*), Nithians

(*Mabes*), Norwold (*White Claw*), Ochalea (*Nin Fang-Le*), Thanegioth Archipelago
Nin-Hurabi [OHP]: see **Nyx** (Nimmur)
Ninsun [ImmSet, MstSet]: Bellissaria, Cestia, Jen, Jennites, Minaea, Oltecs
Nithys: see **Protius** (Nithians)
Nob Nar [GAZ8]: Five Shires, Ierendi, Merry Pirates
Nooga, The Spuming [GAZ7, HW]: see **Protius** (Antalians, Helskir, Norwold, Qeodhar, Northern Reaches)
Norns, The: see **Urd, Verthandi** and **Skuld** (Antalians, Helskir, Norwold, Qeodhar, Northern Reaches)
Nott: see **Nyx** (Helskir, Norwold, Northern Reaches)
Noumena [HWR2, ImmSet, WotI]: Bellayne (News), Darokin, Glantri (Cheimos), Ochalea, (*Nian-Mai Si-Xiang*), Milenians, Nithians (Kepher), Norwold (*Mimir*), Vulture Peninsula, Northern Reaches (*Mimir*), Thyatis
Nuptys: see **Nyx** (Nithians)
Nu-Shi Hei-An: see **Nyx** (Ochalea)
Nyt [SCS]: see **Hel** (Eusdria, Isle of Dawn, Robrenn)
Nyx [HWR3, IM1, IM2, ImmSet, M5, OHP, WotI]: Alphatia, Shadow Coast (*Our Lady of Darkness*), Helskir (*Nott*), Ierendi, Pearl Islands (*Nicktu*), Karamaikos, Milenians (Zargos), Nentsun, Nimmur (Nin-Hurabi), Nithians (*Nuptys*), Norwold (*Nott*), Ochalea (*Nu-Shi Hei-An*), Orc's Head Peninsula (*Na'al*), Tanagoro (*Nicktu*), Tangor (*Nicktu*), Northern Reaches (*Nott*), Thyatis



Odin [DotE, GAZ7, HW, SCS, WotI]: Alpha, Anathy (Oloron), Antalians (Wotan), Brasol (Viuden), Caerdwicca (Viuden), Cestia (Viuden/Oloron), Darokin, Denagoth (He Who Watches), Dunadale (Viuden), Icevale Elves (Wotan), Eusdria (Viuden), Furmenglaive (Viuden), Ghyr (He Who Watches), Great Waste (*Father Sky*), Helskir, Thyatian Hinterlands (Viuden), Autuusmaa (*Jumal*), Milenians (Grammaton), Neathar (Wotan), Nentsun (Wotan), Nithians (Amon), Norwold, Oceansend, Merry Pirates, Qeodhar (Wotan), Robrenn (Taranos), Yazak Steppes (Wotan), Thanegioth Archipelago (Oloron), Northern Reaches, Heldannic Territories, Thothia (Amon), Thyatis, Traldar (Grammaton), Vyolstagrad (*Perun*), Wendar, Westrouke (Viuden), Yannivey (Wotan)
Old Man of the Sea, The [GAZ2, HW]: see **Protius** (Anathy, Ierendi, Merry Pirates and all marine creatures)
Old Nick [ImmSet]: see **Thanatos** (Darokin)
Oleyan [GAZ9]: Minrothad
Oloron [X1]: see **Odin** (Anathy, Cestia, Thanegioth Archipelago)
Opal [ImmSet, MstSet, WotI]: Norwold, Land of the Wallara (Spirit of the Stars)

Orcus [ImmSet, M4, WotI]: Shadow Coast (Black Prince), Izonda (Oruguz), Karameikos (The Goat), Nentsun, Orc's Head Peninsula (Oruguz), Thyatis

Ordana [GAZ5, GAZ9, HW, SCS, WotI]: Alfheim, Thothian Plateau (Ui), Bellayne (Tawnia), Brasol, Five Shires, Icevale Elves (Thendara), Emerond (Mother Forest), Izonda (Thendara), Jibarù (Ui), Karameikos (Thendara), Minrothad (Thendara), Robrenn (Breig), Thanegioth Archipelago (Ui), Midlands, Vulcania, Wendar

Orisis [GAZ4]: see **Ixion** (Ierendi, Nithians)

Oruguz [OHP]: see **Orcus** (Izonda, Orc's Head Peninsula)

Otzitiotl [HW]: see **Ixion** (Azcans & Oltecs)

Our Lady of Darkness: see **Nyx** (Shadow Coast)

Ouranos [ImmSet, MstSet]: vanished in the Era of the Giants

P

Paarkum [IM2]: Brasol, Vulcania

Palartarkan the Highest [DotE, HW, WotI]: Alpathia, Alatian Islands, Neathar

Palson [IM2, WotI]: Milenians

Pangloss [IM3]: see **Ssu-Ma** (Alpathia, Bellissaria)

Panzuriel [DuMa#59]: see **Saasskas** (Sea of Dread)

Patriarch: see **Kagyar** (Meghala Kimata, Milenians, Minaea, Traldar)

Patura [IM2, WotI]: Karameikos, Thyatis

Pax [M5]: Vanished in the XI century BC but still worshipped as *Balder* in Helskir, Norwold and Northern Reaches

Pax Bellanica [SCS]: see **Tarastia** (Bellayne, Dunwick)

Pearl [ImmSet, MstSet, WotI]: Norwold, Land of the Wallara (Spirit of the Moon)

Perun: see Odin (Vyolstograd)

Petra [GAZ1, HW, HWR3, WotI]: Hulean City-state, Darokin, Karameikos, Milenians, Traldar

Pflarr [DrMa#237, HW, HWR2, WotI]: Hulean City-state (Jackal Head), Hutaaka, Nithians, Renardie

Polonius the Sculptor [PC3, WotI]: Gombar (*The Celestial Architect*), Undersea, Tangor (*The Celestial Architect*), all the seas

Porewit: see **Forsetta** (Vyolstograd)

Protius [DotE, GAZ2, HW, HWR3, WotI]: Alpathia, Anathy (Old Man of the Sea), Antalians (Nooga), Bellissaria, Caerdwicca (*Manadyn*), Cathos, Cestia, Darokin, Dunadale (*Manadyn*), Helskir (Nooga), Thyatian Hinterlands, Ierendi (Old Man of the Sea), Pearl Islands (*Father Ocean*), Izonda (*Father Ocean*), Autuusmaa (*Ahti*), Landfall, Meghala Kimata, Milenians, Minaea, Minrothad, Nithians (*Nithys*), Norwold (Nooga), Oceansend, Merry Pirates (Old Man of the Sea), East Portage, West Portage, Qeodhar (Nooga), Redstone (*Manadyn*), Undersea (Manwara), Thanegioth Archipelago (Manwara), Northern Reaches (Nooga),

Thyatis, Traldar, Trikelios, Westrouke (*Manadyn*), Zyx (Father Ocean)

Ptahr [HWR2]: see **Kagyar** (Ekto, Nithians, Trikelios)

Pyrak: see **Ixion** (Gombar, Tangor)

Pyro [ImmSet]: see **Ixion** (Pearl Islands, Izonda, Tanagoro, Thanegioth Archipelago, Vulcania, Yavdlom, Zyx)

Q

Quetzalcoatl [HWR1]: see **Atruaghin** (Azcans)

Qywattz [DrMa#185]: Astral Plane, Dimension of Nightmares

R

Ra [HWR2]: see **Rathanos** (Nithians)

Rad [GAZ3, WotI]: Glantri

Rafiel [GAZ13, HW, WotI]: Alfheim, Shadowrealm, Schattentalen

Rainbow Singer, The: one of the **Korrigans** (Wendar)

Raith [IM3]: Brasol

Rakhnee: see **Arachne Prime** (Thanegioth Archipelago)

Ralon, Saimpt [SCS]: Bellayne (Sister Grain), Dunwick, Renardie, Land of the Turtle

Ran: see **Kallala** (Helskir, Northern Reaches)

Ranivorus [GAZ2, GAZ10, HW, HWR2, WotI]: Hule (Yeenoghu), Karameikos, Minaea, Nithians, Broken Lands, Northern Reaches, Ylaruam

Rathanos [DotE, HW, HWR2, M5, WotI]: Ekto, Esterhold, Great Waste, Ierendi, Alatian Islands, Jen, Meghales Amosses, Minaea, Nithians, Thothia, Trikelios

Raven, The [IM3]: Alpathia, Five Shires, Serraine

Razud [DotE, HW, WotI]: Alpha, Alpathia, Bellissaria, Ekto, Esterhold, Glantri, Minrothad, East Portage, Trikelios

Red Arrow, The [SCS]: see **Mealiden** (Alfheim)

Renard, Saimpt [SCS]: see **Korotiku** (Dunwick, Renardie)

Ruaidhri Hawkbane [PC4]: Minrothad, Sind, Undersea (The Silver Hunter)

Runar [CoM]: see **Thor** (Sind)

S

Saasskas the Destroyer [PC3, WotI]: Izondian Deep, Sea of Dread, Undersea and other deep oceans.

Saga: see **The Silver Carver** one of the nine **Korrigans** (Helskir, Norwold, Northern Reaches)

Saturnius [ImmSet, MstSet]: Ierendi, Milenians, Minaea, Minrothad, Merry Pirates, Thyatis, Traldar

Shaibuth [SCS]: see **Eiryndul** (Herath)

Shapechanger, The: see **Korotiku** (Gombar, Tangor)

Shaper, The [IM3]: Alpathia, Brasol, Izonda, Midlands, Ochalea, Pelatan, Ice Peaks, Vulcania, Yannivey

Sharpcrest [PC3, WotI]: Undersea and the various oceans

Shaya [SCS]: see **Valerias** (Herath)

Shining One, The [GAZ7, GAZ10, HW]: see

Kurtulmak (Broken Lands, Northern Reaches)

Sif: see **Madarua** (Helskir, Norwold, Northern Reaches)

Signora Grigia, la [DotE]: see **Vanya** (Thyatis)

Silent Hunter, The: one of the **Korrigans** (Wendar)

Silenus [M5]: see **Faunus** (Redstone)

Silver Carver, The: one of the **Korrigans** (Wendar)

Silver Hunter, The: see **Ruaidhri Hawkbane** (Undersea)

Simurgh [ImmSet, MstSet]: Great Waste, Sind

Sinbad [ImmSet, MstSet, WotI]: Bellissaria, Gombar (*The Celestial Traveller*), Ierendi, Pearl Islands, Minrothad, Ice Peaks (*The Celestial Traveller*), Merry Pirates, Tangor (*The Celestial Traveller*), Thyatis, Ylaruam

Sister Grain [SCS]: see **Ralon** (Bellayne, Dunwick)

Sita [CoM]: see **Ilsundal** (Sind)

Sjofn: see **Valerias** (Helskir, Norwold, Northern Reaches)

Skorpios [DuMa#20]: see **Atzanteotl** (Graakhalia, Broken Lands)

Skuld [ImmSet, MstSet]: Antalians, Norwold, Northern Reaches, Heldannic Territories

Slizzark the Lurker [PC3, WotI]: Undersea, Thanegioth Archipelago

Snotra: see **Maat** (Helskir, Norwold, Northern Reaches)

Solarios [ImmSet]: see **Ixion** (Shadow Coast, Thyatis)

Soubrette, Saimpt [IM3]: Renardie

Spider of the Night [M5]: see **Arachne Prime** (Thothia)

Spider Queen: see **Arachne Prime** (Alphatia, Cestia)

Spirit of the Moon [OHP]: see **Pearl** (Land of the Wallara)

Spirit of the Stars [OHP]: see **Opal** (Land of the Wallara)

Spirit of the Sun [OHP]: see **Diamond** (Land of the Wallara)

Spring Maiden, The: one of the **Korrigans** (Wendar)

Ssu-Ma [ImmSet, MstSet, WotI]: Alphatia (Pangloss), Bellissaria (Pangloss), Ochalea, Shahjapur (Ganetra), Sind (Ganetra)

Stirpicore the Serpentform [IM3]: see **Mazikeen**

Stodos [M1Solo]: Darokin, Frosthaven, Helskir, Hyborea, Nentsun

Sumag [OHP]: see **Terra** (Suma'a, Tangor)

Suolo [IM1]: Elemental Immortal killed in the XI century AC

High Spider: see **Korotiku** (Alphatia)

Surt [GAZ7]: see **Zugzul** (Great Waste, Nentsun, Norwold, Tangor, Northern Reaches, Vulcania)

Svarog: see **Wayland** (Vyolstagrad)

Svetovid: see **Halav** (Vyolstagrad)

T

Ta Lai Si-Fa: see **Tarastia** (Ochalea)

Ta Liu Ai-Tan: see **Talitha** (Ochalea)

Tabak [SCS]: see **Ixion** (Dunwick, El Grande Carrascal, Norwold, Yazak Steppes)

Tahkati Stormtamer [GAZ14, WotI]: Atruaghin Clans

Tai Qi Ming: see **Tyche** (Ochalea)

Talitha [DotE, OHP, WotI]: Alpha, Alphatia, Bellissaria, Dunadale, Ekto, Alatian Islands, Landfall, Ochalea (*Ta Liu Ai-Tan*), Orc's Head Peninsula (Ait-tha), East Portage, Trikelios

Tallivai [PC3]: see **Calitha** (Undersea)

Tapio: see **Ilsundal** (Autuusmaa)

Tapu [X8]: see **Gorrziok** (Teki-nura-ria)

Taranos [SCS]: see **Odin** (Robrenn)

Tarastia [DDA2, DotE, HW, HWR3, SCS, WotI]: Almarròn (The Judge), Bellayne (Pax Bellanica), Cimarron (The Judge), Dunwick, Gargoña (The Judge), Guadalante (The Judge), Helskir (*Var*), Thyatian Hinterlands, Jen, Jennites, Karameikos, Milenians, Narvaez (The Judge), Norwold (*Var*), Oceansend, Ochalea (*Ta Lai Si-Fa*), Pelatan, Richland (The Judge), Saragón (The Judge), Norwold (*Var*), Heldannic Territories (*Var*), Thonia, Thyatis, Torreòn (The Judge)

Taroyas [IM2, WotI]: Milenians

Tawnia [SCS]: see **Ordana** (Bellayne)

Terra [GAZ12, ImmSet, SCS, WotI]: Alpha (*Frigg*), Alphatia, Thothian Plateau (Marau-Ixui), Bayou (Cay), Bellissaria, Cestia (Mother Earth), Dunadale (*Dun*), Dunwick (Yamag), El Grande Carrascal (Yamag), Ethengar (Yamuga), Great Waste (Mother Earth), Alatian Islands, Jibarù (Marau-Ixui), Autuusmaa (*Maderakka*), Kendach (*Magna Mater*), Neathar (*Frigg*), Nentsun (*Frigg*), Nithians (*Mut*), Norwold (*Frigg*), Oceansend (*Frigg*), Pelatan (Mother Earth), Ice Peaks (Yamag), Yazak Steppes (Yamag), Suma'a (Sumag), Thanegioth Archipelago (Marau-Ixui), Tangor (Sumag), Northern Reaches (*Frigg*), Heldannic Territories (*Frigg*), Thonia (Mother Earth), Thorin (Mother Earth), Thothia (*Mut*), Thyatis (*Magna Mater*), Traldar (Mother Earth), Vyolstagrad (*Mokosz*)

Thalia [IM1, ImmSet]: Vanished in the XI century BC but still worshipped as *Nanna* in Helskir, Norwold and Northern Reaches

Thanatos [DotE, GAZ6, HW, HWA1-3, WotI]: Rockhome (Karr), Cavernicoli (Tha-to), Darokin (Old Nick), Milenians, Nithians, Norwold (Darga), Oceania, Shahjapur, Northern Reaches (Darga, Father of Demons), Thyatis, Traldar, Vyolstagrad (*Chernobog*)

Tha-to [HW]: see **Thanatos** (Brute-men)

Thendara [GAZ9]: see **Ordana** (Icevale Elves, Izonda, Karameikos, Minrothad)

Thor [DotE, GAZ7, HW, SCS, WotI]: Almarròn (The General), Alpha, Antalians (Donar), Cimarron (The General), Darokin, Dunadale (*Donegal*), Dunwick (The

General), Icevale Elves (Donar), Eusdria (Donar), Gargoña (The General), Guadalante (The General), Helskir, Thyatian Hinterlands (*Donegal*), Narvaez (The General), Norwold, Oceansend, Omm-Wa (Dugong), Merry Pirates, Robrenn (Tuatis), Saragón (The General), Sind (Runar), Northern Reaches, Heldannic Territories, Thyatis, Torreòn (The General), Wendar, Westrouрке (*Donegal*)

Tiresias [IM3, WotI]: Shadow Coast, Darokin, Dunadale (*Dallbard*), Karamaikos, Meghala Kimata, Milenians, Redstone (*Dallbard*), Thyatis, Westrouрке (*Dallbard*), Yavdlom

Tiuz [SCS]: see **Ilsundal** (Eusdria)

Tourlain [IM2]: Bellissaria, Alatian Islands

Tuatis [SCS]: see **Thor** (Robrenn)

Tubak the Legislator [GAZ12]: see **Ixion** (Ethengar)

Turlock: see **Chiron** (Redstone)

Turmis [IM2, WotI]: Darokin, Pearl Islands, Thyatis

Twelve Watchers [GAZ9, HW, WotI]: Bellissaria, Darokin, Ierendi, Minrothad, East Portage, West Portage

Tyche [ImmSet, MstSet, WotI]: Hule (*Bath*), Meghala Kimata, Milenians, Ochalea (*Tai Qi Ming*), Thyatis, Traldar

Tyr: see **Ixion** (Neathar, Nentsun, Norwold, Qeodhar, Northern Reaches)



Uatumà [OHP]: see **Zirchev** (Thothian Plateau, Jibarù, Thanegioth Archipelago)

Uì [OHP]: see **Ordana** (Thothian Plateau, Jibarù, Thanegioth Archipelago)

Uller: see **The Silent Hunter** one of the nine **Korrigans** (Helskir, Norwold, Northern Reaches)

Urd [MstSet]: Vanished at the end of Prehistory and worshipped still as one of the *Norns* in Antalia, Helskir, Norwold, Qeodhar and Northern Reaches

Urtson [IM1]: various outer planes

Usamigaras [B4, WotI]: Cynidicea, Leeha

Utnapishtim [IM3]: Bellissaria, Esterhold, Jen, Minaea



Vainamoinen: see **Ilmarinen** (Autuusmaa)

Valerias [DotE, HW, HWR2, HWR3, SCS, WotI]: Almarròn, Alpatia, Brasol, Cestia, Cimarron, Shadow Coast, Darokin, Gargoña, Guadalante, Helskir (*Sjofn*), Herath (Shaya), Alatian Islands, Pearl Islands (*Ashanti*), Izonda (*Ashanti*), Meghala Kimata, Milenians, Minaea, Narvaez, Nithians (*Isiris/Hathor*), Norwold (*Sjofn*), Ochalea (*Biao Hun Xi-Ai*), Pelatan, East Portage, Redstone (*Vanu*), Saragón, Tanagoro (*Ashanti*), Northern Reaches (*Sjofn*), Texeiras, Thothia (*Isiris*), Thyatis, Torreòn, Traldar, Vilaverde, Vulcania (*Ashanti*), Yavdlom (*Ashanti*)

Vali: see **Gorm** (Helskir, Norwold, Northern Reaches)

Vanu: see **Valerias** (Redstone)

Vanya [CoM, DotE, HW, HWR3, M1, SCS, WotI]: Arypt, Bellayne (Belbion), Brasol (*Varellya*), Cestia (*Varellya*), Shadow Coast, Ekto, Furmenglaive, Thyatian Hinterlands, Karamaikos, Kendach, Kubitts, Meghala Kimata (*Varellya*), Milenians (Matera), Landfall, Narvaez (The Inquisitor), Oceansend, Oostdok, Pelatan (*Varellya*), Merry Pirates, West Portage, Redstone, Stonehaven, Heldannic Territories, Texeiras (Faña), Thonia, Thyatis, Torreòn (Faña), Vilaverde (Faña), Westrouрке, Zyxl (*Ashanti*)

Vaparak [HW]: see **Jammudaru** (Hule)

Var: see **Tarastia** (Helskir, Norwold, Northern Reaches, Heldannic Territories)

Varellya: see **Vanya** (Brasol, Cestia, Meghala Kimata, Pelatan)

Veles: see **Loki** (Vyolstograd)

Verdant Caretaker, The: one of the **Korrigans** (Wendar)

Verthandi [ImmSet, MstSet, WotI]: Vanished in the X century AC and worshipped still as one of the *Norns* in Antalia, Helskir, Norwold, Qeodhar and Northern Reaches

Vidar: see **Halav** (Helskir, Norwold, Northern Reaches)

Viper Winged, The [HW, HWR1]: see **Atzanteotl** (Azcan)

Viuden [DotE, HW]: see **Odin** (Brasol, Caerdwicca, Cestia, Dunadale, Eusdria, Furmenglaive, Thyatian Hinterlands, Westrouрке)

Volund: see **Wayland** (Helskir, Norwold, Northern Reaches, Wendar)

Vulcan [TTS]: see **Wayland** (Thyatis)



Warruntam [OHP]: see **Ixion** (Land of the Wallara)

Water Elemaster [ImmSet]: Elemental Plane of Water

Wayland [ImmSet, MstSet, WotI]: Darokin, Helskir (*Volund*), Norwold (*Volund*), Redstone, Northern Reaches (*Volund*), Thyatis (Vulcan), Vyolstograd (*Svarog*), Wendar (*Volund*), Westrouрке

Wei Long: see **Great One** (Ochalea)

White Claw: see **Ninfangle** (Hyborea, Nentsun, Norwold)

Wogar [GAZ10, HW, WotI]: Borea, Rockhome, Darokin, El Grande Carrascal, Eusdria, Hule (Maglubiyet), Izonda, Robrenn, Yazak Steppes, Broken Lands (Wong-Ah)

Wong-Ah [GAZ10]: see **Wogar** (Broken Lands)

Wotan [HW]: see **Odin** (Antalians, Icevale Elves, Neathar, Nentsun, Qeodhar, Yazak Steppes, Yannivey)



Xi-Yang: see **Ixion** (Ochalea)

Y

Yagrai [GAZ10, HW, WotI]: Addakia, Ethengar, Meghales Amosses, Broken Lands
Yamag [SCS]: see **Terra** (Dunwick, El Grande Carrascal, Norwold, Ice Peaks, Yazak Steppes)
Yamuga [GAZ12]: see **Terra** (Ethengar)
Yao-Lan Zi: see **Alphatia** (Ochalea)
Yarella [DuMa#53]: see **Madarua** (Midlands)
Yav [CoM, WotI]: Yavdlom
Yeenoghu [HW]: see **Ranivorus** (Hule)
Yehm [SCS]: see **Korotiku** (Herath)
Yemekershey: see **Bagni Gullymaw** (Hule)

Z

Zalaj [AC10]: Rockhome, Nentsun, Norwold, Ice Peaks, Tangor, Northern Reaches (*Bergelmir*)
Zargos [HWR3]: see **Nyx** (Milenians)
Zephyr [GAZ2]: see **Asterius** (Nithians, Thothia)
Zeus [IM2]: see **Taroyas** (only in IM2)
Zir: see **Great One** (Vyolstograd)
Zirchev [DotE, GAZ1, HW, HWR3, SCS, WotI]: Alfheim, Alphatia, Thothian Plateau (Uatumà), Hulean City-state, Darokin, Graakhalia (The Hunter), Jibarù (Uatumà), Karameikos, Milenians, Robrenn (Leug), Thanegioth Archipelago (Uatumà), Midlands, Traldar
Zorya, The: see **The Norns** (Vyolstograd)
Zugzul [DA1-4]: Great Waste (Surt), Hyborea, Nentsun (Surt), Norwold (Surt), Tangor (Surt), Northern Reaches (Surt), Western Orc lands, Vulcania (Surt), Ylaruam (Corona), Zyxl

APPENDIX 5:

LIST BY PORTFOLIO

This appendix lists the Immortals based on the interests associated to each Immortal as shown in the 'Areas of Interest' section in the description of each Immortal.

- Abundance:** Brindorhin, Freyja
Adventure: Arnelee, Eiryndul, Mealiden, Ninfangle, Nob Nar, Saturnius, Sinbad, Turmis
Agriculture: Frey, Ninsun, Ralon, Terra
Air: Odin, Palartarkan, Air Elemaster
Alchemy: Hymir, Idraote
Alfheim: Mealiden
Allegiance: al-Kalim, Arnelee, Clébard, Forsetta, Frey, Eternal General, Hattani, Loup, Maat, Mealiden, Paarkum, Patura, Petra
Alphatia: Alphaks (destruction); Alphatia, Palartarkan & Razud (protection)
Ambition: Iliric, Pharamond
Anarchy: Turlain
Animals: Faunus, Terra, Zirchev
Anti-conformism: Korotiku
Aquatic Spirits (Nixie): Kallala
Aranea & Spiders: Arachne Prime, Korotiku
Architecture: Polonius
Arms & Armourers: Halav, Malinois, Wayland
Arts: Alphatia, Chiron, Guidarezzo, Palson, Polonius, Soubrette, Valerias
Assassins: Talitha
Astrology: Palartarkan, Tiresias
Astronomy: Palartarkan
Astuteness: Arnelee, Asterius, Raven, Eiryndul, Kallala, Korotiku, Kurtulmak, Lokena, Loki, N'grath, Noumena, Odin, Pharamond, Turlain, Turmis, Usamigaras
Atruaghin Clans: Ahmanni, Atruaghin, Atzanteotl, Danel, Hattani, Mahmatti, Tahkati
Audacity: see **Courage**
Authority: Odin, Razud, Taroyas
Avidity: Iliric, Kiranjo, Macroblan, Pearl, Talitha
Azcans: Atruaghin, Atzanteotl
Balance: Atruaghin, Djaea, Ixion, Terra
Balance: Shaper
Battle: Bartziluth, Bemarris, Frey, Freyja, Eternal General, Hattani, Ninfangle, Petra, Tahkati, Thor
Beauty: Ahmanni, Alphatia, Freyja, Kythria, Lornasen, Valerias
Beholder: Arik
Berserker: see **Fury**
Betrayal: Atzanteotl, Bachraeus, Loki, Talitha
Birth: see **Maternity**
Books: Ssu-Ma
Brasolia: Finidel
Bugbear: Bartziluth
Cannibalism: Bagni, Orcus
Cavalry: Tahkati
Cayma: Kurtulmak
Centaurs: Chiron
Chance: see **Luck**
Chaos: Arik, Cretia, Hel, Thanatos
Charity: al-Kalim, Shaper, Valerias
Chauvinism: Rathanos
Cheat: see **Deceit**
Childbirth: see **Maternity**
Circumvention: see **Astuteness**
Cities, Besieged: Petra
Cold: Hel, Stodos
Combat: Atruaghin (evil), Halav (humanoids), Maat (chaos & evil), Shaper (tyranny)
Conquest: Brandan, Karaash, N'grath, Saasskas, Vanya, Wogar, Zugzul
Cooperation: Urtson
Corruption: Atzanteotl, Demogorgon, Hel, Masauwu, Slizzark, Thanatos
Courage: Bartziluth, Diulanna, Frey, Hattani, Ilmarinen (Vainamoinen), Ixion, The Korrigans, Madarua, Malinois, Ninfangle, Nob Nar, Petra, Razud, Ruaidhri, Sinbad, Thor, Turmis
Craftiness: see **Astuteness**
Craftsmanship: Twelve Watchers, Garal, Kagyar, Ilmarinen, Oleyan, Polonius, Wayland
Creation: Gorziok, Great One, Terra
Creativity: Kagyar, Polonius
Crudity: see **Violence**
Cynidicea: Gorm, Madarua, Usamigaras
Daredevils: Turmis
Darkness: Arachne Prime, Hel, Nyx, Zugzul
Death: Hel, Loup, Marwdyn, Nyx, Orcus, Skuld, Thanatos, Yagrai
Deceit: Arachne Prime, Atzanteotl, Brissard, Idris, Loki, Masauwu, Pharamond, Qywattz, Talitha
Desire: see **Passion**
Destiny: see **Fate**
Destruction: Alphaks, Atzanteotl, Bagni, Demogorgon, Gorziok, Hircismus, Idris, Orcus, Ranivorus, Saasskas, Thanatos
Determination: see **Will**
Devilfish: Saasskas
Diaboli: Harrow
Diplomacy: Atruaghin, Khoronus, Koryis, Masauwu, Soubrette, Urtson
Discipline: Eternal General, Karaash, Liena
Discord: Talitha
Disease: Demogorgon
Divination: Skuld, Tiresias, Yav

Dolphins: Malafor
Domination: see **Slavery**
Dragons: Bemarris (extermination); Diamond (lawful), Great One, Idris, Opal (neutral), Pearl (chaotic)
Dwarves: Kagyar
Earth: Earth Elemaster, Terra, Land
Egocentrism: Iliric, Kersy, Talitha
Elves: Calitha, Eiryndul, Ilsundal, Korrigans, Lornasen, Mealiden, Ordana, Rafiel (shadow elves); Atzanteotl and Idris (destruction)
Enigmas: see **Mysteries**
Entertainment: Raven, Cretia, Eiryndul, Korotiku
Entropy: see **Chaos**
Epic Deeds: Ninfangle, Nob Nar, Sinbad, Turmis
Equity: see **Justice**
Exploration: Ilmarinen (Lemminkainen), Mealiden, Sinbad
Faenare: Cochere
Family: Ahmanni, Brindorhin, Clébard, Cochere, Finidel, Patura
Fate: Skuld, Tyche
Ferocity: Crakkak, Loup, Wogar
Fertility: Bastet, Calitha, Frey, Freyja, Korrigans, Lornasen, Madarua, Ninsun, Ordana, Ralon, Terra, Valerias
Fidelity: see **Allegiance**
Fire: Brandan, Ixion, Kurtulmak, Loki, Rathanos, Fire Elemaster, Zugzul
Forest: Ordana
Forester: Oleyan
Formian: Buglore
Fortresses: Mâtin
Fraud: see Korotiku, Loki, Masauwu
Fury: Bartziluth, Kiranjo, Thor
Giants: Gorziok (sea & storm), Hel (frost), Hymir (sea), Jammudaru (hill), Ka (stone), Loki (fire), Stodos (frost), Zalaj (mountain & cloud), Zugzul (fire)
Glantri: Rad
Gnoll: Ranivorus
Gnomes: Brandan, Garal
Goblin: Wogar
Good Government: Khoronus, Odin, Taroyas
Grace: see **Beauty**
Gremlin: Loki
Guardians: Mâtin, Pflarr
Gyerian: Cochere
Halfling: Brindorhin, Coberham, Raven, Nob Nar
Harmony: Alpathia, Guidarezzo, Infaust, Lornasen
Hatred: Alphaks, Bachraeus, Ranivorus
Healing: Asterius (only in Robrenn), Chardastes, Chiron, Idraote, Ka, Korrigans, Ralon, Simurgh, Usamigaras
Health: see **Healing**
Heroism: see **Courage**
History: Fugit, Khoronus, Liena, Ssu-Ma
Hobgoblin: Yagrai
Hollow World: Ixion, Ka, Korotiku, Ordana

Honesty: al-Kalim, Arnelee, Benekander, Forsetta, Maat, Paarkum, Raith, Tarastia
Honour: al-Kalim, Maat, Raith, Thor, Vanya
Hope: Finidel, Minroth
Hordes: N'grath
Hule: Loki
Humanoids: Atzanteotl, Hircismus, Idris, Karaash, Yagrai
Hunger: Bagni
Hunting: Crakkak, Sharpcrest, Diulanna, Ilmarinen (Lemminkainen), Korrigans, Malinois, Ninfangle, Pearl, Ruaidhri, Zirchev
Hutaaka: Pflarr
Ierendi: Kythria
Illusion: Eiryndul, Harrow, Masauwu, Soubrette
Immorality: Talitha
Independence: Arnelee, Benekander, Razud, Saturnius
Insanity: Arik, Ranivorus
Insects: Buglore
Instinct/s: Bastet, Faunus, Pearl
Intelligence: see **Astuteness**
Intrigue: Masauwu, Talitha
Invention: Brandan, Garal, Ilmarinen
Joke: see **Amusement**
Justice: al-Kalim, Diamond, Finidel, Forsetta, Gorm, Great One, Maat, Odin, Paarkum, Shaper, Utnapishtim, Tarastia
Karameikos: Halav, Petra
Kna: Sharpcrest
Knowledge: al-Kalim, Arnelee, Chiron, Coberham, Fugit, Great One, Hymir, Idraote, Iliric, Ilsundal, Ixion, Ka, Khoronus, The Korrigans, Ninsun, Noumena, Odin, Pflarr, Qywattz, Rad, Simurgh, Ssu-Ma, Zalaj
Kobolds: Kurtulmak
Kopru: Slizzark
Kryst: Urtson
Law: al-Kalim, Forsetta, Koryis, Tarastia
Learning: see **Knowledge**
Liberty: Arnelee, Benekander, Cochere, Diulanna, Korotiku, Razud, Saturnius
Life: Bastet, Chardastes, Djaea, Idris, Ka, Luca, Ralon, Terra
Light: Ixion
Logic: Noumena
Love: Freyja, Kythria, Valerias
Lucid Thought: Korotiku
Luck: Bastet, Calitha, Raven, Tourlain, Tyche
Lupin: Clébard, Korotiku, Loup, Malinois, Mâtin, Ralon
Lust: see **Sensuality**
Lycanthropes: Mrikitat, Orcus, Wogar and Zirchev (protection); Malinois & Ruaidhri (extermination)
Magic: Alpathia, Coberham, Great One, Idraote, Iliric, Ilsundal, Ka, Kersy, Korrigans, Lokena, Mahmatti, Mazikeen, Ninsun, Noumena, Nyx, Odin, Palartarkan, Pflarr, Pharamond, Polonius, Rad, Rafiel, Rathanos, Tiresias, Usamigaras, Zalaj, Zirchev
Magical Construction: Ilmarinen, Mazikeen, Pflarr, Wayland

Manipulation: see Deceit
Martyrs: Mâtin
Massacre: Alphaks, Arik, Kiranjo
Maternity: Patura, Terra, Vanya (only in Milenia)
Medicine: see **Healing**
Memory: Fugit, Noumena, Ssu-Ma
Mercy: Koryis, Shaper
Merrow: Malafor
Messengers: Arnelee, Asterius, Usamigaras
Metallurgy: Kagyar, Wayland
Milenia: Petra, Taroyas
Miners: Kagyar
Minotaurs: Kiranjo
Minrothad: Minroth
Money: Macroblan
Monkey Business: see Fraud
Moon: associated with Asterius and Valerias
Multi-talented characters: Palson
Music: Cochere, Faunus, Guidarezzo, Palson, Tiresias
Mysteries: Coberham, Noumena
Naga: Idris
Nature: Buglore, Djaea, Ilsundal, Korrigans, Lornasen, Madarua, Mahmatti, Ordana, Terra, Zirchev
Necromancy: Demogorgon, Marwdyn, Nyx, Orcus, Saasskas, Yagrai, Zugzul
Neh-Thalggu: Qywattz
Night: Loup, Nyx
Nightmares: Arik, Harrow
Nithia: Rathanos
Nobility: Carnelian, Clébard, Taroyas
Nomads: Loup, Ninfangle
Norwold: Bemarris, Liena
Obedience: al-Kalim, Forsetta
Oblivion: Thanatos
Obscurity: see **Darkness**
Ocean(s): see **Sea(s)**
Oppression: see **Slavery**
Oracle: Skuld, Tiresias, Yav
Order: Alphatia, Buglore, Carnelian, Clébard, Diamond, Guidarezzo, Infaust, Ixion, Liena, Maat, Paarkum, Rad, Rafiel, Raith, Ssu-Ma, Tarastia, Taroyas, Land, Urtson
Outcasts: Zirchev
Pain: Danel, Hircismus
Passion: Kythria, Palson, Valerias
Patience: Khoronus, Koryis
Patriotism: Brindorhin, Carnelian, Clébard, Finidel, Ilmarinen, Mâtin, Minroth, Petra
Peace: Alphatia, Ilsundal, Koryis, Shaper, Rafiel, Urtson
Perfection: Infaust, Lornasen
Perseverance: see **Will**
Persuasion: see **Diplomacy**
Philosophy: Khoronus
Pirates: Saturnius
Plant: Buglore, Lornasen, Ordana
Poison: Bachraeus
Politics: Masauwu

Power: Ixion, N'grath, Oleyan, Pharamond, Qywattz, Rathanos, Slizzark, Taroyas, Vanya, Zugzul
Predators: Crakkak, Wogar
Pride: Rathanos, Tahkati, Vanya
Progress: Brandan, Clébard, Garal
Prophecy: Tiresias, Yav
Prosperity: al-Kalim, Brindorhin, Calitha, Sharpcrest, Ka, Koryis, Macroblan, Malafor, Minroth, Ninsun, Oleyan, Terra
Protection: Alphatia (Alphatians), Bemarris (Norwold), Benekander (mortals), Buglore (nature), Forsetta (Vestland), Hattani (Atruaghin), Ilsundal (elves & nature), Ka (life), Korrigans, Mahmatti (Atruaghin), Malafor (sea & marine races), Mâtin, Mealiden (Ilsundal), Ordana (forest & sylvan races), Petra, Pflarr, Shaper (weak), Ruaidhri (demihumans), Simurgh (flow of time), Tahkati (Atruaghin), Terra (life), Land, Utnapishtim (mortals), Valerias (Lovers), Yav (flow of time)
Proteans: Luca
Races, Aquatic: Calitha, Malafor, Protius
Races, Sylvan: Chiron, Eiryndul, Faunus, Ordana, Zirchev
Radiance: Rad, Rafiel
Raiding: Ranivorus
Rakasta: Bastet, Ka, Ninfangle
Redemption: Maat
Reincarnation: Hel
Renardie: Clébard, Mâtin, Ralon
Reptiles & Lizard-kin: Bachraeus (snakes), Demogorgon, Great One, Ka, Opal, Pearl
Resistance: Petra
Revelry: Faunus, Hymir, Nob Nar
Sacrifice: Ahmanni, Halav, Ilmarinen, The Korrigans, Mâtin, Tournalain
Sadism: see **Violence**
Science: Garal, Rafiel
Sculpture: Kagyar, Polonius
Sea(s): Ahmanni, Calitha, Gorziok, Hymir, Malafor, Protius, Saasskas
Search for Entropic Candidates: Masauwu
Secrets: Nyx
Security: Brindorhin, Mâtin, Rafiel
Seduction: Kallala, Kythria, Valerias
Seidh: Freyja
Self-determination: Razud
Sensuality: Faunus, Kythria, see **Seduction**
Shadow: see **Darkness**
Sharks & Shark-kin: Crakkak
Sincerity: see **Honesty**
Sky: see **Air**
Slavery: Arachne Prime, Brissard, Idris, Pearl, Slizzark
Songs: Harrow, Tiresias, see **Music**
Spies: Masauwu
Spring: Lornasen
Stealth: Cretia, Korotiku, Kurtulmak, Mrikitat
Storms: Gorm, Gorziok, Odin, Stodos
Strategy: Frey, Halav, Idraote, Noumena

Strength: Bartziluth, Bemarris, Crakkak, Halav, Karaash, N'grath, Razud, Land, Vanya, Zalaj
Sun: Ixion (and rarely Rathanos)
Survival: Cochere, Cretia, Djaea, Loup, Utnapishtim, Zirchev
Tactics: al-Kalim, Halav, Karaash, Kurtulmak, Lokena, Noumena, Palson, Wogar
Tanagore: Macroblan
Tanagoro: Korotiku
Technomancy & Technology: Brandan, Garal, Mazikeen
Tenacity: see **Will**
Thieves: Asterius, Masauwu, Mrikitat, Talitha, Turmis, Usamigaras
Thyatis: Carnelian (Machetos), Liena, Vanya
Time: Fugit, Khoronus, Simurgh, Yav
Tolerance: Diamond, Koryis, Shaper, Zirchev
Turtle: Calitha, Ka, Mâtin, Ralon
Torture: Hircismus, Jammudaru
Trade: Asterius, Sharpcrest, Macroblan, Minroth, Ralon
Tradition: Carnelian, Ilsundal, Polonius
Traldar & descendants: Petra
Traps: Kurtulmak
Travel: Arnelee, Asterius, Calitha, Ninfangle, Protius, Simurgh, Sinbad, Usamigaras, Utnapishtim
Tritons: Polonius
Trolls: Bagni
Truth: see **Honesty**

Unpredictability: Bastet, Marwdyn, Protius
Vengeance: Alphaks, Atzanteotl, Bachraeus, Danel, Idris, Jammudaru, Malinois, Opal, Raith, Tahkati, Tarastia
Victory: Eternal General, Karaash, Vanya
Violence: Bagni, Hircismus, Jammudaru, Kiranjo, Orcus
Virility: Frey
Virtue: Maat, Paarkum, Petra
Visions: see **Divination**
Volatility: Simurgh
War: al-Kalim, Cretia, Eternal General, Gorm, Halav, Ilmarinen (Vainamoinen), Ixion, Karaash, Kurtulmak, Liena, Lokena, Malinois, Mealiden, Thor, Vanya, Wogar, Zugzul
Water: al-Kalim, Calitha, Hymir, Kallala, Protius, Water Elemaster
Wealth: Asterius, Bastet, Macroblan, Minroth, Ralon
Wendar: The Korrigans
Will: Diulanna, Halav, Opal, Razud, Tourlain, Yagrai
Winds: see **Air**
Winter: Loup, Stodos
Wisdom: Atruaghin, Chiron, Diamond, Ilsundal, Ka, Korotiku, Mahmatti, Ninsun, Odin
Witchcraft: Demogorgon, Kersy (Charms)
Women: Arnelee, Diulanna, Freyja, Madarua, Patura
Woods: see **Forest**
Yavdlom: Yav

APPENDIX 6:

LIST BY DOMAINS

This appendix lists the Immortals based on the Domains they grant to their clerics in Third Edition Dungeons and Dragons. For more information on the use of Domains see page 32 of the D&D 3.5E Player's Handbook published by Wizards of the Coast.

The domains listed in *italics* are new to this handbook and are described in [Appendix 11: New Domains](#).

Air: Odin, Air Elemaster

Animal: Djaea, Faunus, Mahmatti, Malafor, Protius, Tahkati, Wogar, Zirchev

Arts: Alphatia, Chiron, Faunus, Guidarezzo, Palson, Polonius, Soubrette, Tiresias, Valerias

Chaos: Alphaks, Arik, Bachraeus, Bagni, Bartziluth, Bastet, Bemarris, Cochere, Raven, Crakkak, Cretia, Demogorgon, Eiryndul, Faunus, Garal, Harrow, Hircismus, Jammudaru, Kallala, Kersy, Kiranjo, Korotiku, Kurtulmak, Kythria, Loki, Mrikitat, Oleyan, Orcus, Pearl, Pharamond, Raith, Ranivorus, Rathanos, Saasskas, Saturnius, Tahkati, Talitha, Thanatos, Tournalain, Turmis, Tyche, Usamigaras, Valerias

Cold: Hel, Water Elemaster, Stodos

Corruption: Atzanteotl, Demogorgon, Hel, Idris, Slizzark, Thanatos

Courage: Arnelee, Diulanna, Hattani, Madarua, Ninfangle, Nob Nar, Petra, Razud, Sinbad, Thor, Vanya

Craftsmanship: The Twelve Watchers, Garal, Ilmarinen, Kagyar, Oleyan, Polonius, Wayland

Darkness: Hel, Nyx

Death: Demogorgon, Hel, Loup, Marwdyn, Nyx, Orcus, Saasskas, Skuld, Thanatos, Yagrai, Zugzul

Destruction: Alphaks, Arik, Atzanteotl, Bagni, Gorziok, Kiranjo, Orcus, Ranivorus, Thanatos

Dragons: Diamond, Great One, Idris, Opal, Pearl

Earth: Djaea, Kagyar, N'grath, Earth Elemaster, Terra, Land

Energy: Alphatia, Bartziluth, Bemarris, Benekander, Coberham, Eiryndul, Gorm, Guidarezzo, Idraote, Iliric, Ilsundal, Ixion, Kurtulmak, Kythria, Lornasen, Madarua, Mahmatti, Marwdyn, Mazikeen, Mealiden, Ninsun, Palartarkan, Patura, Pflarr, Pharamond, Shaper, Rad, Rafiel, Raith, Rathanos, Razud, Saturnius, Fire Elemaster, Slizzark, Tahkati, Tarastia, The Korrigans, Thor, Usamigaras, Zirchev, Zugzul

Entropy: Alphaks, Arachne Prime, Arik, Atzanteotl, Bachraeus, Bagni, Gullymaw, Brissard, Danel, Demogorgon, Hel, Hircismus, Idris, Jammudaru, Kiranjo, Loki, Masauwu, Nyx, Orcus, Ranivorus, Saasskas, Skuld, Stodos, Talitha, Thanatos, Yagrai

Evil: Alphaks, Arachne Prime, Arik, Atzanteotl, Bachraeus, Bagni, Brissard, Danel, Demogorgon, Hel, Hircismus, Idris, Iliric, Jammudaru, Kiranjo, Loki, Loup, Macroblan, Masauwu, N'grath, Nyx, Orcus, Pearl, Qywattz, Ranivorus, Ruaidhri, Saasskas, Slizzark, Stodos, Talitha, Thanatos, Wogar, Yagrai, Zugzul

Family: Ahmanni, Brindorhin, Clébard, Cochere, Finidel, Freyja, Patura

Fertility: Bastet, Calitha, Frey, Freyja, Lornasen, Madarua, Ninsun, Ordana, Ralon, Earth Elemaster, Terra

Fire: Brandan, Coberham, Ixion, Kurtulmak, Loki, Rathanos, Fire Elemaster, Zugzul

Good: Ahmanni, Alphatia, Arnelee, Asterius, Atruaghin, Bemarris, Benekander, Brindorhin, Calitha, Chardastes, Chiron, Cochere, Diamond, Diulanna, Eiryndul, Forsetta, Frey, Freyja, Garal, Hattani, Hymir, Ilmarinen, Ilsundal, Ixion, Ka, Korotiku, Korrigans, Koryis, Lornasen, Maat, Madarua, Malafor, Malinois, Mâtin, Mealiden, Minroth, Ninsun, Nob Nar, Odin, Ordana, Paarkum, Palson, Patura, Shaper, Rafiel, Raith, Ralon, Razud, Saturnius, Simurgh, Sinbad, Soubrette, Terra, Thor, Tournalain, Turmis, Urtson, Valerias

Gravity: Palartarkan, Air Elemaster, Zalaj

Healing: Chardastes, Chiron, Djaea, Idraote, Ka, Ralon, Water Elemaster, Simurgh, Usamigaras

Hunting: Crakkak, Sharpcrest, Diulanna, Ilmarinen (Lemminkainen), Malinois, Ninfangle, Ruaidhri, Zirchev

Illusion: Eiryndul, Harrow, Masauwu, Fire Elemaster, Soubrette

Justice: Diamond, Finidel, Forsetta, Gorm, Maat, Paarkum, Tarastia, Utnapishtim

Knowledge: Atruaghin, Benekander, Coberham, Fugit, Great One, Idraote, Iliric, Ilsundal, Infaust, Ixion, Ka, Khoronus, Mazikeen, Ninsun, Noumena, Odin, Palartarkan, Pflarr, Qywattz, Rad, Air Elemaster, Ssu-Ma, Tyche, Yav

Law: Ahmanni, Al-Kalim, Alphatia, Arachne Prime, Atruaghin, Brandan, Brindorhin, Buglore, Carnelian, Clébard, Diamond, Finidel, Forsetta, Fugit, Eternal General, Gorm, Guidarezzo, Halav, Ilsundal, Infaust, Ka, Koryis, Land, Liena, Lokena, Loup, Maat, Macroblan, Mâtin, Minroth, N'grath, Odin, Paarkum, Petra, Polonius, Rad, Rafiel, Ruaidhri, Ssu-Ma, Tarastia, Taroyas, Terra, Urtson, Utnapishtim, Zalaj

Luck: Bastet, Raven, Skuld, Tyche, Yav

Madness: Arik, Ranivorus

Magic: Coberham, Great One, Idraote, Iliric, Ilsundal, Kersy, Khoronus, Lokena, Mahmatti, Marwdyn, Mazikeen, Ninsun, Noumena, Nyx, Palartarkan, Pflarr, Pharamond, Polonius, Rad, Rafiel, Rathanos, Fire Elemaster, The Korrigans, Tiresias, Usamigaras, Wayland, Zalaj, Zirchev

Matter: Atruaghin, Bastet, Brandan, Buglore, Chiron, Crakkak, Diamond, Djaea, Twelve Watchers, Faunus, Forsetta, Garal, Eternal General, Gorziok, Great One, Hattani, Ilmarinen, Infaust, Ka, Kagyar, Kersy, Land, Lokena, Maat, Macroblan, Malafor, Minroth, N'grath, Ninfangle, Opal, Paarkum, Pearl, Polonius, Earth Elemaster, Terra, Urtson, Utnapishtim, Valerias, Wayland, Wogar

Metals: Twelve Watchers, Kagyar, Wayland

Nobility: Carnelian, Clébard, Halav, Khoronus, Taroyas

Oracle: Fugit, Khoronus, Skuld, Tiresias, Yav

Pain: Danel, Hircismus

Persuasion: Atruaghin, Kallala, Kersy, Khoronus, Koryis, Kythria, Masauwu, Shaper, Urtson, Valerias

Plant: Buglore, Djaea, Ilsundal, Lornasen, Mahmatti, Ordana,

Protection: Alphatia, Benekander, Djaea, Gorziok, Hattani, Ka, The Korrigans, Luca, Mâtin, Mealiden, Ordana, Petra, Pflarr, Shaper, Rafiel, Earth Elemaster, Simurgh, Terra, Utnapishtim, Valerias

Sea: Ahmanni, Calitha, Gorziok, Hymir, Malafor, Protius, Saasskas, Water Elemaster

Slavery: Arachne Prime, Brissard, Slizzark

Stealth: Asterius, Korotiku, Mrikitat, Talitha, Turmis, Usamigaras

Storms: Gorm, Gorziok, Odin, Air Elemaster, Stodos

Strength: Bartziluth, Bemarris, Crakkak, Frey, Eternal General, Great One, Halav, Karaash, N'grath, Opal, Rathanos, Razud, Earth Elemaster, Tahkati, Land, Thor, Vanya, Zalaj

Sun: Ixion, Fire Elemaster

Thought: Ahmanni, Arnelee, Asterius, Clébard, Cochere, Raven, Cretia, Diulanna, Frey, Freyja, Halav, Harrow, Karaash, Korotiku, Koryis, Loup, Malinois, Mâtin, Nob Nar, Noumena, Odin, Palson, Qywattz, Ralon, Ruaidhri, Air Elemaster, Sinbad, Soubrette, Ssu-Ma, Tiresias, Tourlain, Turmis, Tyche

Time: Al-Kalim, Brindorhin, Calitha, Carnelian, Chardastes, Sharpcrest, Finidel, Fugit, Hymir, Kallala, Khoronus, Liena, Luca, Mrikitat, Oleyan, Ordana, Petra, Protius, Water Elemaster, Simurgh, Taroyas, Vanya, Yav, Zalaj

Trade: Asterius, Sharpcrest, Macroblan, Minroth

Travel: Arnelee, Asterius, Calitha, Mealiden, Ninfangle, Nob Nar, Protius, Saturnius, Simurgh, Sinbad, Utnapishtim

Trickery: Atzanteotl, Bachraeus, Brissard, Raven, Cretia, Eiryndul, Harrow, Korotiku, Loki, Masauwu, Mrikitat, Pharamond, Qywattz, Talitha

Vengeance: Alphaks, Bachraeus, Danel, Idris, Jammudaru, Malinois, Opal, Raith, Tarastia

War: Al-Kalim, Bartziluth, Brandan, Cretia, Eternal General, Gorm, Halav, Hattani, Ilmarinen (Vainamoinen), Ixion, Karaash, Kurtulmak, Liena, Lokena, Madarua, Malinois, Mealiden, Petra, Tahkati, Thor, Vanya, Wogar, Zugzul

Water: Al-Kalim, Chardastes, Sharpcrest, Hymir, Kallala, Protius, Water Elemaster

Will: Diulanna, Infaust, Noumena, Opal, Razud, Tourlain, Yagrai

APPENDIX 7:

LIST BY ALIGNMENT

The following lists in alphabetical order the Immortals based upon their moral alignment. In the list they are listed together with their Sphere of Power as well as the permitted alignments of their clerics as per the rules in the D&D Rules Cyclopaedia. At the beginning of each table the number of Immortals of the given alignment is listed by Sphere.

In the few cases in which Third Edition rules for the alignment of clerics are not followed, the permitted alignments are given in *italics*. Normally in 3E D&D, the alignment of a cleric must be at most “a step” away from that one of the divinity (that is a step on the good-evil axis or on the law-chaos axis, but not on both). Moreover, a cleric cannot be (True) Neutral unless his deity is also (True) Neutral.

Example: Al-Kalim is Lawful Neutral, and therefore He admits only Lawful Good, Lawful Neutral and Lawful Evil clerics (to a step on the axis of Law-Evil), but not (True) Neutral (which would be a step on the Good-Evil), since He is not Neutral in the first instance. Ahmanni instead it is Lawful Good, and He admits Lawful Good, Lawful Neutral and Neutral Good clerics.

LAWFUL GOOD (17)

Energy: 3; Matter: 9; Thought: 4; Time: 1

Name	Sphere	Alignment
Ahmanni	Thought	L or N
Alphatia	Energy	L or N
Atruaghin	Matter	L or N
Brindorhin	Time	L
Diamond	Matter	L; <i>LG, LN, LE</i>
Forsetta	Matter	L
Ilsundal	Energy	L
Ka	Matter	L or N
Koryis	Thought	L
Maat	Matter	L
Mátin	Thought	L
Minroth	Matter	L
Odin	Thought	L or N
Paarkum	Matter	L
Rafiel	Energy	L
Terra	Matter	L or N
Urtson	Matter	L or N

LAWFUL NEUTRAL (23)

Energy: 4; Matter: 8; Thought: 3; Time: 8

Name	Sphere	Alignment
Al-Kalim	Time	L
Brandan	Matter	L or N
Buglore	Matter	L or N
Carnelian	Time	L
Clébard	Thought	L or N
Finidel	Time	L or N
Fugit	Time	L or N; <i>LG, LN</i>
Eternal General	Matter	L
Gorm	Energy	L or N
Guidarezzo	Energy	L; <i>LG, LN</i>
Halav	Thought	L or N
Infaust	Matter	L; LN
Liena	Time	L or N
Lokena	Matter	L or N
Petra	Time	L or N; <i>no LE</i>
Polunius	Matter	L, N, C
Rad	Energy	L
Ssu-Ma	Thought	L; <i>no LE</i>
Tarastia	Energy	L
Taroyas	Time	L

Land	Matter	L or N
Utnapishtim	Matter	L or N
Zalaj	Time	L or N

LAWFUL EVIL (5)

Entropy: 1; Matter: 2; Thought: 2

Name	Sphere	Alignment
Arachne Prime	Entropy	N or C
Loup	Thought	L, N, C
Macroblan	Matter	L or N
N'grath	Matter	L or N
Ruaidhri	Thought	L,N,C

NEUTRAL GOOD (31)

Energy: 11; Matter: 4; Thought: 11; Time: 5

Name	Sphere	Alignment
Arnelee	Thought	Women
Asterius	Thought	L, N, C
Benekander	Energy	L or N
Calitha	Time	N; <i>N only</i>
Chardastes	Time	L or N
Chiron	Matter	L or N; <i>N only</i>
Diulanna	Thought	L or N
Frey	Thought	L or N
Freyja	Thought	L or N
Hattani	Matter	L or N
Hymir	Time	N
Ilmarinen	Matter	L,N,C
Ixion	Energy	L,N,C; <i>no evil</i>
Korrigan, The	Energy	L or N
Lornasen	Energy	N
Madarua	Energy	L or N
Malafor	Matter	L or N
Malinois	Thought	L, N, C
Mealiden	Energy	L
Ninsun	Energy	L or N
Nob Nar	Thought	L, N, C
Ordana	Time	N
Palson	Thought	L or N
Patura	Energy	L,N,C
Shaper	Energy	L or N
Ralon	Thought	L or N
Razud	Energy	L, N, C
Simurgh	Time	N
Sinbad	Thought	L, N, C

Soubrette	Thought	L, N, C
Thor	Energy	L or N

NEUTRAL (30)

Energy: 9; Entropy: 1; Matter: 9; Thought: 4; Time: 7

Name	Sphere	Alignment
Coberham	Energy	L,N,C
Djaea	Matter	N
Elemaster, Air	Thought	L, N, C
Elemaster, Earth	Matter	L, N, C
Elemaster, Fire	Energy	L, N, C
Elemaster, Water	Time	L, N, C
Gorziok	Matter	L,N,C
Great One	Matter	L,N,C
Idraote	Energy	L or N
Kagyar	Matter	L or N; <i>no NE</i>
Karaash	Thought	L, N, C
Khoronus	Time	L, N, C
Luca	Time	L, N, C
Mahmatti	Energy	N; <i>no NE</i>
Marwdyn	Energy	L, N, C
Mazikeen	Energy	L, N, C
Ninfangle	Matter	L, N, C
Noumena	Thought	L, N, C
Opal	Matter	N; <i>NG, N, NM</i>
Palartarkan	Energy	N
Pflarr	Energy	N
Protius	Time	N or C
Sharpcrest	Time	L,N,C
Skuld	Entropy	N
Tiresias	Thought	N
Twelve Watchers	Matter	L or N; <i>LN, NG, N</i>
Vanya	Time	L,N,C
Wayland	Matter	L,N,C
Yav	Time	N; <i>LN or N</i>
Zirchev	Energy	N

NEUTRAL EVIL (14)

Energy: 3; Entropy: 9; Matter: 1; Thought: 1

Name	Sphere	Alignment
Atzanteotl	Entropy	C
Brissard	Entropy	L, N, C
Danel	Entropy	C
Hel	Entropy	C
Idris	Entropy	C
Iliric	Energy	C
Masauwu	Entropy	C
Nyx	Entropy	L, N, C
Qywattz	Thought	L, N, C
Slizzark	Energy	N or C
Stodos	Entropy	N or C
Wogar	Matter	N or C
Yagrai	Entropy	N or C
Zugzul	Energy	C

CHAOTIC GOOD (10)

Energy: 4; Matter: 2; Thought: 4

Name	Sphere	Alignment
Bemarris	Energy	N or C
Cochere	Thought	L, N, C
Eiryndul	Energy	N or C
Garal Glitterlode	Matter	L, N, C
Korotiku	Thought	L, N, C

Raith	Energy	N or C
Saturnius	Energy	N or C
Tourlain	Thought	N or C
Turmis	Thought	N or C
Valerias	Matter	L, N, C

CHAOTIC NEUTRAL (18)

Energy: 7; Matter: 4; Thought: 4; Time: 3

Name	Sphere	Alignment
Bartziluth	Energy	C
Bastet	Matter	N or C
Raven	Thought	C
Crakkak	Matter	C
Cretia	Thought	C
Faunus	Matter	N or C
Harrow	Thought	C
Kallala	Time	N or C
Kersy	Matter	N/A
Kurtulmak	Energy	N or C
Kythria	Energy	N or C; <i>CG, CN</i>
Mrikitat	Time	N or C
Oleyan	Time	N or C
Pharamond	Energy	N or C
Rathanos	Energy	N or C
Tahkati	Energy	N or C
Tyche	Thought	N or C
Usamigaras	Energy	N or C

CHAOTIC EVIL (15)

Entropy: 14; Matter: 1

Name	Sphere	Alignment
Alphaks	Entropy	C
Arik	Entropy	C
Bachraeus	Entropy	C
Bagni Gullymaw	Entropy	C
Demogorgon	Entropy	C
Hircismus	Entropy	C
Jammudaru	Entropy	C
Kiranjo	Entropy	C
Loki	Entropy	C
Orcus	Entropy	C
Pearl	Matter	C; <i>CG, CN, CE</i>
Ranivorus	Entropy	C
Saasskas	Entropy	C
Talitha	Entropy	C
Thanatos	Entropy	C

Statistics Summary by Sphere

Energy (41): 3 LG, 4 LN, 11 NG; 9 N, 3 NE; 4 CG, 7 CN

Entropy (25): 1 LE; 1 N, 9 NM; 14 CM

Matter (40): 9 LG, 8 LN, 2 LE; 4 NG, 9 N, 1 NE; 2 CG, 4 CN, 1 CE

Thought (33): 4 LG, 3 LN, 2 LE; 11 NG, 4 N, 1 NE; 4 CG, 4 CN

Time (24): 1 LG, 8 LN; 5 NG, 7 N; 3 CN

Results for the Good-Evil axis

Good: Energy 18; Entropy 0; Matter 15; Thought 19; Time 6

Evil: Energy 3; Entropy 24; Matter 4; Thought 3; Time 0

Results for the Law-Chaos axis

Law: Energy 7; Entropy 1; Matter 19; Thought 9; Time 10

Chaos: Energy 11; Entropy 14; Matter 7; Thought 8; Time 3

APPENDIX 8:

CHRONOLOGICAL ASCENSION OF IMMORTALS

This appendix lists the Immortals based on their (known or presumed) ascension to the Spheres of Power. This particular chronology can be useful in order to determine which Immortals were active during which Age and who among them are more or less ancient. The list is in alphabetic order within each age or century, giving the precise date of ascension whenever possible.

It is necessary to note that in the majority of cases the official supplements do not give a precise date for the ascension of the Immortals, or even indicate the century. Therefore the following list has been developed following the principles present in the various Mystaran supplements, with particular attention to the official chronology and try to position the rise of the other Immortals, whilst there are no exhaustive guidelines, roughly back in time based on their level of power (with the implied, but not always true, rule - that the older the Immortal the more accumulated power it will have).

It is also necessary to highlight the case of the Immortals Simurgh and Sinbad. Indeed, although it is assumed in this manual that they first appeared during the prehistoric era (Simurgh) and the Blackmoorian (Sinbad), there is however no trace of their patron and the Immortals believe that they were dealing with ancient Immortals or by two entities sent by the Old Ones (beings that live beyond the Vortex), their aims however are still unknown.

Finally a last note regarding the disappearance of some Immortals during the ancient era; The Immortals listed in the section *Missing Immortals* refer to names present in the old set of *Immortal* rules (and in the DA adventures of the Blackmoor setting) and then disappeared from the *Wrath of the Immortals* set (update of the old rules). Since in this last supplement it is certain that Verthandi disappeared, it is also thought that these other Immortals have mysteriously disappeared for no reason, and it is arbitrarily chosen to locate their disappearance in the age shown below. The DM is allowed to carry out any changes he judges more fitting for his campaign.

Beginning of Multiverse (before 100,000 BC)¹⁴

Hel, *Ixion*, Korotiku, Odin, *Ouranos*, Pax, Protius, Skuld, the four Elemasters, Thalia, *Thanatos*, Tyche, Urd, Valerias, *Verthandi*, Zugzul

Prehistory (100,000–30,000 BC)¹⁵

Arik, Great One, Ka, Luca, N'grath, Ordana, Simurgh, Ssu–Ma, Stodos, Terra

Carnifex Tyranny (30,000 – 19,000 BC)

Demogorgon, Faunus, Fugit (19000 BC)

Era of the Giants (19,000 BC – 10,000 BC)¹⁶

Bastet, Gorrziok (10000 BC), Kagyar (11000 BC), Ninfangle (15000 BC), Qywattz (11000 BC), Zalaj (10200 BC)

First Civilisations (10,000 – 4,000 BC)

Arachne Prime (5000 BC), Khoronus (4050 BC), Nyx (6000 BC), Razud (4400 BC), Land (4000 BC)

Blackmoor Era (4,000 – 3,000 BC)

Asterius (3200 BC), Garal Glitterlode (3100 BC), Guidarezzo (3930 BC), Ninsun (3400 BC), Sinbad

Era of Reconstruction (3,000 – 2,000 BC)

Cochere (2920 BC), Cretia (2850 BC), Djaea (2930 BC), Rathanos (XXX century BC), Saasskas (XXIV

century BC), Slizzark (2740 BC), Tarastia (2330 BC), Utnapishtim (2800 BC)

XX century BC

Orcus

XIX century BC

Ilkundal (1800 BC), Kallala, Saturnius

XVIII century BC

Diulanna, Loki, Thor (1750 BC)

XVII century BC

Calitha (1670 BC), Frey and Freyja (1660 BC), Ilmarinen (1610 BC), The Korrigans (1640 BC), Loup, Tahkati (1620 BC), Wayland, Yagrai

XVI century BC

Atzanteotl (1500 BC), Maat (1530 BC), Pflarr (1540 BC)

XV century BC

Hymir, Malafor (1440 BC), Polunius

XIV century BC

Bachraeus (1320 BC), Chardastes (1360 BC), Talitha

XIII century BC

Eiryndul (1200 BC), Forsetta, Wogar (1263 BC)

XII century BC

Bagni Gullymaw, Bartziluth, Iliric, Jammudaru, Rafiel (1104 BC)

XI century BC¹⁷

Chiron, Sharpcrest, Minroth, Raith, Urtson

X century BC

¹⁴ In *italics* are the presumed Supreme Hierarchs of each Sphere at the beginning of time.

¹⁵ The list is in order of period of ascension, with Terra becoming Immortal some tens of millennia before all the others. During this age the disappearance of Urd is recorded.

¹⁶ During this age the disappearance of Ouranos is recorded.

¹⁷ During this age the disappearance of Pax and Thalia are recorded.

Halav, Koryis and Kersy (990 BC), Pharamond (930 BC), Ranivorus

IX century BC

Alphatia (800 BC), Malinois (830 BC), Palartarkan (840 BC), Zirchev (870 BC)

VIII century BC

Atruaghin (795 BC), Danel (770 BC), Hattani (760 BC), Petra, Tiresias (780 BC)

VII century BC

Ahmanni, Brissard (630 BC), Karaash, Masauwu, Taroyas

VI century BC

Brindorhin (572 BC), Coberham, Eternal General, Idris

V century BC

Arnelee (456 BC), Finidel (410 BC), Gorm (444 BC), Hircismus, Kiranjo (480 BC), Kurtulmak, Lornasen, Mahmatti (452 BC), Noumena (460 BC)

IV century BC

Crakkak, Madarua (345 BC), Usamigaras (333 BC), Vanya (380 BC)

III century BC

Mealiden (250 BC)

II century BC

Buglore, Marwdyn

I century BC

Mazikeen

I century AC

Macroblan, Oleyan (60 AC), Paarkum

II century AC

Twelve Watchers, Idraote, Infaust

III century AC

Shaper (240 AC)

IV century AC

Carnelian, Raven, Soubrette, Tourlain

V century AC

Harrow, Mrikitat (491 AC)

VI century AC

Alphaks, Brandan, Diamond (515 AC), Mâtin, Palson

VII century AC

Bemarris, Nob Nar (690 AC), Opal, Ralon

VIII century AC

Patura, Ruaidhri Hawkbane, Yav (758 AC)

IX century AC

Pearl, Rad (855 AC), Turmis (880 AC)

X century AC¹⁸

Clébard (954 AC), Kythria (910 AC), Liena (980 AC), Lokena (920 AC)

XI century AC¹⁹

Al-Kalim (1001 AC), Benekander (1002 AC)

¹⁸ During this age the disappearance of Verthandi is recorded.

¹⁹ During this age the disappearance of Ground is recorded.

APPENDIX 9:

LIST OF IMMORTAL SPONSORS

This appendix lists the Immortals that have sponsored other candidates over the course of their existence, allowing the ascension, into their own Sphere, of new Immortals.

Every sponsored Immortal is listed after the name of their **Sponsor in bold** (**Immortals in bold underline** disappeared a long time ago) based on their ascension date (they are listed from the oldest to the most recent), and after each is shown their current level (as happens for the various pleaders) to simplify the comparison relating to the rate that they advance along the Immortal hierarchical scale of the Sphere of membership.

The *Immortals shown in italics* are those that have, at a later date, sponsored other Immortals along the Paths that lead to the Celestial Spheres. The first list catalogues the Immortal sponsors in alphabetical order; the second, instead, collects them by Sphere of power, listing them in alphabetical order inside each Sphere.

Note 1: The magical energy of the *Radiance* has taken to Immortality in order Rafiel (21), Rad (22) and Benekander (1).

Note 2: Fugit (22) became Immortal due to a ritual in which he absorbed the energies and essences of several Immortals, combined in order to stop the carnifex.

Note 3: Qywattz (20) became Immortal probably by absorbing the energy of the vanished Ouranos.

Note 4: The four Elemasters (32) never (according to the ancient Immortals) had a sponsor.

List 1. Patron Immortals in Alphabetical Order

Atruaghin (32): Hattani (14)
Atzanteotl (31): Danel (14)
Brindorhin (13): Finidel (7)
Calitha (18): Sharpcrest (14), Yav (13)
Coberham (10): Usamigaras (19)
Demogorgon (30): Saasskas (17)
Djaea (34): Infaust (12)
Eiryndul (20): Iliric (8), Kythria (2)
Faunus (11): Chiron (6)
Garal (12): Brandan (3)
Gorrziok (22): Crakkak (10)
Great One (26): Diamond (16), Opal (13), Pearl (10)
Hel (36): Arachne Prime (6), Nyx (33), Stodos (11), Bagni (13), Masauwu (28), Yagrai (10), Idris (15)
Ilkundal (33): Zirchev (17), Mealiden (23), Lornasen (8)
Ixion (36): *Razud* (31), Ninsun (20), *Rathanos* (28), *Tarastia* (30), *Thor* (28), *Ilkundal* (33), Saturnius (16), Korrigan (22), Tahkati (16), Palartarkan (12), *Coberham* (10), Mahmatti (13), Gorm (19), Idraote (18), The Shaper (7), Patura (4)
Ka (35): Bastet (18), *Ninfangle* (27), *Gorrziok* (22), *Kagyar* (28), Utnapishtim (20), *Atruaghin* (32)
Kagyar (28): *Garal* (12), Wayland (21), Ilmarinen (16), Polunius (25), 12 Watchers (5)
Khoronus (36): *Ordana* (31), himself, Petra (17), Taroyas (6), *Vanya* (23), *Brindorhin* (9), Carnelian (7)
Korotiku (32): Ssu-Ma (23), Asterius (25), Cochere (12), Cretia (16), Diulanna (18), Loup (9), *Malinois* (14), Ahmanni (13), Soubrette (11), Harrow (10), Ralon (4), Clébard (2), Turmis (1)
Maat (30): Minroth (13), Eternal General (7), Paarkum (8), Lokena (2)

Malinois (14): Mâtin (7), Ruaidhri (3)
Ninfangle (27): Wogar (6)
Noumena (34): Palson (4)
Odin (36): Frey and Freyja (13), Halav (17), *Noumena* (34), Arnelee (7)
Orcus (25): Jammudaru (5), Kiranjo (7), Hircismus (13)
Ordana (31): *Calitha* (18), Oleyan (2)
Ouranos: *Terra* (36)
Pax: Koryis (10)
Pharamond (23): Kurtulmak (9), Mazikeen (13)
Protius (29): Hymir (15), Kallala (13), Chardastes (16), Al-Kalim (3)
Rathanos (28): Pflarr (25), *Eiryndul* (20)
Razud (31): *Pharamond* (23), Alphatia (16), Marwdyn (7)
Earth Elemaster (32): N'grath (28)
Sinbad (14): Nob Nar (5)
Talitha (25): Brissard (10)
Tarastia (30): Raith (11)
Terra (36): *Ka* (35), *Great One* (26), *Faunus* (11), Land (21), *Djaea* (34), *Maat* (30), Malafor (13), Forsetta (9), Urtson (12), Buglore (9), Macroblan (12)
Thalia: Guidarezze (16)
Thanatos (35): Arik (18), *Demogorgon* (30), Loki (30), *Orcus* (25), *Atzanteotl* (31), Bachraeus (19), Ranivorus (16), *Talitha* (25), Alphaks (20)
Thor (28): Bartziluth (14), Madarua (19), Bemarris (3)
Tyche (27): Tiresias (12), Raven (7), Tourlain (8)
Vanya (23): Mrikitat (19), Liena (1)
Verthandi: Zalaj (20)
Zugzul (32): Slizzark (15)

List 2. Patron Immortals by Sphere of Power

Sphere of Energy

Coberham (10): Usamigaras (19)

Eiryndul (20): Iliric (8), Kythria (2)

Ilkundal (33): Zirchev (17), Mealiden (23), Lornasen (8)

Ixion (36): *Razud* (31), Ninsun (20), *Rathanos* (28), *Tarastia* (30), *Thor* (28), *Ilkundal* (33), Saturnius (16), Korrigan (22), Tahkati (16), Palartarkan (12), *Coberham* (10), Mahmatti (13), Gorm (19), Idraote (18), The Shaper (7), Patura (4)

Pharamond (23): Kurtulmak (9), Mazikeen (13)

Rathanos (28): Pflarr (25), *Eiryndul* (20)

Razud (31): *Pharamond* (23), Alphatia (16), Marwdyn (7)

Tarastia (30): Raith (11)

Thalia: Guidarezzo (16)

Thor (28): Bartziluth (14), Madarua (19), Bemarris (3)

Zugzul (32): Slizzark (15)

Sphere of Entropy

Atzanteotl (31): Danel (14)

Demogorgon (30): Saasskas (17)

Hel (36): Arachne Prima (6), Nyx (33), Stodos (11), Bagni (13), Masauwu (28), Yagrai (10), Idris (15)

Orcus (25): Jammudaru (5), Kiranjo (7), Hircismus (13)

Talitha (25): Brissard (10)

Thanatos (35): Arik (18), *Demogorgon* (30), Loki (30), *Orcus* (25), *Atzanteotl* (31), Bachraeus (19), Ranivorus (16), *Talitha* (25), Alphaks (20)

Sphere of Matter

Atruaghin (32): Hattani (14)

Djaea (34): Infaust (12)

Faunus (11): Chiron (6)

Garal (12): Brandan (3)

Gorrziok (22): Crakkak (10)

Great One (26): Diamond (16), Opal (13), Pearl (10)

Ka (35): Bastet (18), *Ninfangle* (27), *Gorrziok* (22), *Kagyar* (28), Utnapishtim (20), *Atruaghin* (32)

Kagyar (28): *Garal* (12), Wayland (21), Ilmarinen (16), Polunius (25), 12 Watchers (5)

Maat (30): Minroth (13), Eternal General (7), Paarkum (8), Lokena (2)

Ninfangle (27): Wogar (6)

Ouranos: *Terra* (36)

Earth Elemaster(32): N'grath (28)

Terra (36): *Ka* (35), *Great One* (26), *Faunus* (11), Land (21), *Djaea* (34), *Maat* (30), Malafor (13), Forsetta (9), Urtson (12), Buglore (9), Macroblan (12)

Sphere of Thought

Korotiku (32): Ssu–Ma (23), Asterius (25), Cochere (12), Cretia (16), Diulanna (18), Loup (9), *Malinois* (14), Ahmanni (13), Soubrette, Harrow (10), Ralon (4), Clébard (2), Turmis (1)

Malinois (14): Mâtin (7), Ruaidhri (3)

Noumena (34): Palson (4)

Odin (36): Frey and Freyja (13), Halav (17), *Noumena* (34), Arnelee (7)

Pax: Koryis (10)

Sinbad (14): Nob Nar (5)

Tyche (27): Tiresias (12), Raven (7), Tourlain (8)

Sphere of Time

Brindorhin (13): Finidel (9)

Calitha (18): Sharpcrest (14), Yav (13)

Khoronus (36): *Ordana* (31), himself, Petra (17), Taroyas (6), *Vanya* (23), *Brindorhin* (9), Carnelian (7)

Ordana (31): *Calitha* (18), Oleyan (2)

Protius (29): Hymir (15), Kallala (13), Chardastes (16), Al–Kalim (3)

Vanya (23): Mrikitat (19), Liena (1)

Verthandi: Zalaj (20)

APPENDIX 10:

PLAYER LISTS OF IMMORTALS

This appendix lists the Immortals with only the information judged important for the players that they need to choose an Immortal to honour. The lists are subdivided based on the alignment of the Immortal (grouped on the Good-Evil axis) and the list includes, as well as the name of the Immortal, the permitted alignment(s) for clerics in D&D (remember that in 3E D&D clerics can only be one 'step' away from the Immortal's alignment, on either the Good-Evil axis or the Law-Chaos axis but not both, exceptions to this rule are shown in *italics*), its symbol, its portfolio of interests and the Domains it grants in D&D 3E (those in *italics* are new to this supplement).

LAWFUL GOOD

Name	Alignment	Symbol	Portfolio	Domains
Ahmanni	L or N	Necklace of whale teeth	Turtle Clan, sea, family, sacrifice, beauty	<i>Thought</i> , Law, Good, <i>Sea</i> , <i>Family</i>
Alphatia	L or N	A bright shield with spots of colour like the palette of a painter	Arts, beauty, peace, order and harmony, protect Alphatia and oppose Alphaks	<i>Energy</i> , Law, Good, Protection, <i>Arts</i>
Atruaghin	L or N	Feathered serpent wearing a war bonnet or tomahawk and war bonnet	Atruaghin Clans, Azcans, balance, diplomacy, fighting evil, truth, wisdom	<i>Matter</i> , Law, Good, Knowledge, <i>Persuasion</i>
Brindorhin	L	A golden ear of wheat	Halflings (hin), patriotism, safety, family, prosperity, wealth	<i>Time</i> , Law, Good, <i>Family</i>
Diamond	L (LG, LN, LE)	A crown that resembles a snake swallowing its tail, with a huge diamond set on the snake's head	Justice, lawful dragons, order, tolerance, wisdom	<i>Matter</i> , Law, Good, <i>Justice</i> , <i>Dragons</i>
Forsetta	L	A golden sceptre with four rubies set on its head	Justice, Law, obedience and loyalty, truth, protecting elves and nature, wisdom, scholarship, magic, traditions, serenity & peace	<i>Matter</i> , Law, Good, <i>Justice</i>
Ilsundal	L	Silhouette of the Tree of Life	protection of life, preserve knowledge & civilizations, prosperity, wisdom, healing, magic, Hollow World, turtle, reptiles, lizardmen, stone giants	<i>Energy</i> , Law, Good, Knowledge, Plant, Magic
Ka	L or N	A feathered, winged amber coloured snake	peace, prosperity, diplomacy, mercy, tolerance, respect the laws	<i>Thought</i> , Law, Good, Protection
Koryis	L	A hand held palm forward, fingers up, representing a hand-sign of peaceful intent	justice, honour, virtue, honesty, order, integrity, loyalty, redemption, fighting evil and chaos	<i>Matter</i> , Law, Good, <i>Justice</i>
Maat	L	A white feather	lupin, tortle, Renardie, security, protection, guardians, fortresses, sacrifice & martyrs of the homeland	<i>Thought</i> , Law, Good, <i>Persuasion</i>
Mâtin	L	Blue shield with a white tower in the centre	Minrothad, patriotism, hope, wealth, prosperity, freedom	<i>Matter</i> , Law, Good, <i>Trade</i>
Minroth	L	A four-feathered arrow	authority and rulership, live one's life fully, knowledge, cunning, wisdom, sky and air, storms, winds	<i>Thought</i> , Law, Good, Air, Knowledge, <i>Storm</i>
Odin	L or N	The silhouette of two ravens whispering in a man's ears	order, justice, loyalty, fidelity, virtue, sincerity	<i>Matter</i> , Law, Good, <i>Justice</i>
Paarkum	L	A triangle divided in three sections,: a balance (base), sword (r) and book (l)	Shadowelves, radiance, magical and scientific knowledge	<i>Energy</i> , Law, Good, Magic, Protection
Rafiel	L	A book with a star on its cover	creation and protection of all life-forms, balancing the life-death cycle, birth, fertility and prosperity, nature, earth, shepherds and farmers	<i>Matter</i> , Law, Good, Earth, Protection, <i>Fertility</i>
Terra	L or N	A circle of stones with a plant (often a flower) or a living creature inside it	order, peace, cooperation, diplomacy, mediation, kryst	<i>Matter</i> , Law, Good, <i>Persuasion</i>
Urtson	L or N	Twelve gold points radiating from a single centre		

NEUTRAL GOOD

Name	Alignment	Symbol	Portfolio	Domains
Arnelee	women	spear crossed with a battleaxe	Independent women, liberty, adventure, travel, loyalty, sincerity, wisdom, astuteness, messengers	<i>Thought</i> , Good, Travel <i>Courage</i>
Asterius	L,N,C	Moon or a silver coin	Cleverness, communication, healing (only in Robrenn), merchants, profit, trade, travel, thieves	<i>Thought</i> , Good, Travel, <i>Trade</i> , <i>Stealth</i>
Benekander	L or N	A beagle in a jumpsuit wearing a helmet and holding a monkey wrench in his palm	Protect the mortals, freedom and truth	<i>Energy</i> , Good, Protection, Knowledge
Calitha	N (all N)	A giant pearl enclosed in a mother of pearl	Oceans, lakes and rivers, travel, fertility, good luck, sea elves, aquatic races, tortles	<i>Time</i> , Good, Travel, <i>Fertility</i> , <i>Sea</i>
Chardastes	L or N	A silver bell	Healing, health, learning and knowledge, medicine, purification	<i>Time</i> , Good, Water, Healing
Chiron	L or N (all N)	White centaur on a green field	centaurs, sylvan races, arts, healing, Knowledge, wisdom	<i>Matter</i> , Good, Healing, <i>Arts</i>
Diulanna	L or N	A spear thrust through a boulder	courage, strength of will, perseverance, hunting, liberty	Thought, Good, Courage, Will, Hunting
Frey	L or N	a golden boar under a sickle crossed with a crown, or a great golden boar pulling a flying chariot	bravery and strategy in battle, loyalty, friendship, virility, fertility, agriculture	<i>Thought</i> , Good, Strength, <i>Fertility</i>
Freyja	L or N	a white winged horse	female warriors, fertility, abundance, beauty, love, family, Seidh, valiant souls	<i>Thought</i> , Good, <i>Fertility</i> , <i>Family</i>
Hattani	L or N	Bear's claw pendant	Bear clan, protect Atruaghin and its children, courage, loyalty, battle	<i>Matter</i> , Good, War, Protection, <i>Courage</i>
Hymir	N	A cauldron	Sea giants, water & liquids, alchemy, wisdom, revelry	<i>Time</i> , Good, Water, <i>Sea</i>
Ilmarinen	L,N,C	Ilmarinen: a windmill; Vainamoinen: a white crown; Lemminkainen: a bow with three arrows	inventions, magical creations, crafts, heroism, sacrifice, patriotism, war, exploration, hunting	<i>Matter</i> , Good, Craftsmanship (Ilmarinen), War (Vainamoinen), <i>Hunting</i> (Lemminkainen)
Ixion	L,N,C	a flaming wheel	light, sun, fire, power, heroism, war, knowledge, banishing darkness, fighting Entropy and Evil, preserve universal balance	<i>Energy</i> , Good, Fire, Sun, War, Knowledge
Korrigans	L or N	the korrigan	Wendar, elves, freedom, magic, protecting the woodland races, opposing Idris	<i>Energy</i> , Good, Magic, Protection
Lornasen	N	Hawthorn in flower	beauty, perfection, grace, spring, plants, nature, fertility, elves	<i>Energy</i> , Good, Plant, <i>Fertility</i>
Madarua	L or N	a sickle and a short sword crossed under a woman's visage	amazons and fighting women, courage, life cycle, fertility, Cynidicea and Kerswig	<i>Energy</i> , Good, War, <i>Courage</i> , <i>Fertility</i>
Malafor	L or N	a blue dolphin	merrows, dolphins, protection and prosperity of the aquatic races and the oceanic ecosystem	<i>Matter</i> , Good, Animal, <i>Sea</i>
Malinois	L,N,C	a vertical sword with blade pointing down and two arrows on its sides crossing at the tip of the blade	lupins, hunting, war, courage, just vengeance, weapons, hunting lycanthropes	<i>Thought</i> , Good, War, <i>Hunting</i> , <i>Vengeance</i>
Mealiden	L	A rainbow with one star above and one under it	Elves, Alfheim, protection, guardians, loyalty, war, adventurers and explorers	<i>Energy</i> , Good, Protection, War, Travel
Ninsun	L or N	ziggurat radiating golden rays	magic, knowledge, wisdom, prosperity, fertility, agriculture	<i>Energy</i> , Good, Knowledge, Magic, <i>Fertility</i>
Nob Nar	L,N,C	Fang-shaped sword with the point lowered	halfling, audacity, epic deeds, revelry, vagabonds, adventurers	<i>Thought</i> , Good, Travel, <i>Courage</i>
Ordana	N	an oak leaf	nature, fertility, protection of forests and woodland beings	<i>Time</i> , Good, Plant, Protection, <i>Fertility</i>
Palson	L or N	a golden apple	tactics, arts (music, theatre, painting, poetry and prose), passions, multi-talented characters	<i>Thought</i> , Good, <i>Arts</i>
Patura	L,N,C	a blazing hearth	women, family, faithfulness, children, motherhood	<i>Energy</i> , Good, <i>Family</i>
Shaper	L or N	Black club in a white hand	peace, charity, equality, justice, tolerance, fight tyranny and prejudice, protect weak	<i>Energy</i> , Good, Protection, <i>Persuasion</i>

Ralon	L or N	Bunch of grapes over an ear of wheat	people Renardie, fertility & life, agriculture, trade, wealth, health, healing, joy, lupin, tortle	<i>Thought</i> , Good, Healing, <i>Fertility</i>
Razud	L,N,C	the granite tree (a tree of any kind, made of stone)	Alphatians, self-determination, independence, courage, freedom, authority, strong willed characters	<i>Energy</i> , Good, Strength, <i>Courage</i> , <i>Will</i>
Simurgh	N	An eagle's beak seen from the side	protect the living & the flow of time, health, wisdom, volatile, travel	<i>Time</i> , Good, Protection, Healing, Travel
Sinbad	L,N,C	a white sail blown by the wind	travel, exploration, adventure, boldness, to overcome any barrier or border	<i>Thought</i> , Good, Travel, <i>Courage</i>
Soubrette	L,N,C	An open red fan	arts, talent, illusion, persuasion	<i>Thought</i> , Good, <i>Arts</i> , <i>Illusion</i>
Thor	L or N	A warhammer	war, battle, honour, bravery, battle rage	<i>Energy</i> , Good, Strength, War, <i>Courage</i>

CHAOTIC GOOD

Name	Alignment	Symbol	Portfolio	Domains
Bemarris	N or C	dragon	battle, strength, extermination of dragons, defence of Norwold	<i>Energy</i> , Chaos, Good, Strength
Cochere	L,N,C	silhouette of the head of a rooster	gyerian, faenare, survival, liberty, family, songs and music	<i>Thought</i> , Chaos, Good, <i>Family</i>
Eiryndul	N or C	a row of white teeth smiling on black background	sylvan creatures, elves, illusion, deceit, cleverness, tricks, amusement, curiosity, adventure	<i>Energy</i> , Chaos, Good, Trickery, <i>Illusion</i>
Garal Glitterlode	L,N,C	A faceted and sparkling crystal; or two joined cogs	Gnomes, inventions, science, mechanics, craftsmanship, thinkers	<i>Matter</i> , Chaos, Good, <i>Craftsmanship</i>
Korotiku	L,N,C	Black spider	Lucid thought, liberty, wisdom, astuteness, cunning, confusion, stealth, jokes, amusement, anti-conformity, aranea, Tanagoro, lupin, spiders	<i>Thought</i> , Chaos, Good, Trickery, <i>Stealth</i>
Raith	N or C	White unicorn	just vengeance, order, honour, truth	<i>Energy</i> , Chaos, Good, <i>Vengeance</i>
Saturnius	N or C	A woolly hat	liberty, fight slavery, independence, pirates, adventurers	<i>Energy</i> , Chaos, Good, Travel
Tourlain	N or C	candle that lights the darkness	perseverance, craftiness, sacrifice, unlucky individuals, losers, anarchy	<i>Thought</i> , Chaos, Good, <i>Will</i>
Turmis	N or C	a pair of winged sandals	bravery, boldness, guile, epic deeds, intrepid adventurers and swaggering thieves	<i>Thought</i> , Chaos, Good, <i>Stealth</i>
Valerias	L,N,C	Rose with thorns	love, passion, desire, sensuality, beauty, arts, fertility, protection, charity	<i>Matter</i> , Chaos, Good, Protection, <i>Arts</i> , <i>Persuasion</i>

LAWFUL NEUTRAL

Name	Alignment	Symbol	Portfolio	Domains
al-Kalim	L	Silhouette of a palm tree that grows in the desert with a rising moon on the background	The Eternal Truth, tactics and warfare	<i>Time</i> , Law, Water, War
Brandan	L or N	Flaming red cog-wheels	progress, invention, conquest, fire, technomancy, Snartan gnomes	<i>Matter</i> , Law, War, Fire
Buglore	L or N	Green ant	insects, protection and study of the environment, plants, formian, order	<i>Matter</i> , Law, Plant
Carnelian	L	Silver circle with a gilt crown inside on a white field	tradition, nobility, patriotism, order, Machetos	<i>Time</i> , Law, <i>Nobility</i>
Clébard	L or N	White fleur-de-lis	lupin, Renardie, order, patriotism, loyalty, progress, nobility, family	<i>Thought</i> , Law, <i>Nobility</i> , <i>Family</i>
Eternal General	L	Charging black knight with a levelled lance	war, battle, discipline, victory, loyalty, pragmatism, soldiers, mercenaries	<i>Matter</i> , Law, War, Strength
Finidel	L or N	Five green circles in a circle on a azure field	family, patriotism, hope, justice, Brasolia	<i>Time</i> , Law, <i>Justice</i> , <i>Family</i>
Fugit	L/N (LG, LN)	A snake biting its tail	preserve the flow of time, memory, history, experience, knowledge	<i>Time</i> , Law, Knowledge, <i>Oracle</i>
Gorm	L or N	Blue lightning	Justice, war, storms, Cynidicea	<i>Energy</i> , Law, War, <i>Storm</i> , <i>Justice</i>
Guidarezzo	L	a musical note (breve)	arts (especially music and singing), order,	<i>Energy</i> , Law, <i>Arts</i>

	(LG, LN)		harmony	
Halav	L or N	a sword plunged into an anvil	warfare, strategy, tactics, arms, weaponsmithing, strength, willpower, sacrifice, fighting humanoids	<i>Thought</i> , Law, Strength, War, <i>Nobility</i>
Infaut	L; LN	A Vitruvian man	perfection, completeness, unity of mind and body, universal harmony (inner and outer)	<i>Matter</i> , Law, Knowledge, <i>Will</i>
Land	L or N	a stonewall	earth elementals, order, strength, protecting the Elemental plane of Earth	<i>Matter</i> , Law, Earth, Strength
Liena	L or N	a golden sceptre	war, history, discipline, order, Norwold, Thyatis	<i>Time</i> , Law, War
Lokena	L or N	A white owl	intelligence, astuteness, tactics, war, magic	<i>Matter</i> , Law, Magic, War
Petra	L or N (no LE)	A round shield with a boss in its centre; some may consider it a potter's wheel viewed from above	defence and safekeeping, patriotism, courage, resistance, virtue, fighting clerics, besieged settlements, Traldars, Milenians, Traladarans	<i>Time</i> , Law, Protection, War, <i>Courage</i>
Polonius	L,N,C	dividers and hammer	tritons, architecture, magic, arts and craftsmanship, creativity, tradition	<i>Matter</i> , Law, Magic, <i>Craftsmanship</i> , <i>Arts</i>
Rad	L	three semi-circumferences which intersect each other, forming a perfect triangle	radiance, magic, knowledge, order, Glantri	<i>Energy</i> , Law, Magic, Knowledge
Ssu-Ma	L (no LE)	An open book	memory, history, books, wisdom, education, order, sages, writers	<i>Thought</i> , Law, Knowledge
Tarastia	L	Black executioner's axe	law, order, truth, justice, just vengeance	<i>Energy</i> , Law, <i>Justice</i> , <i>Vengeance</i>
Taroyas	L	A crown and a sceptre	Milenia, nobility, authority, power, order, good government	<i>Time</i> , Law, <i>Nobility</i>
Utnapishtim	L or N	a blue kingfisher	survival, travel, justice, protection of the living species	<i>Matter</i> , Law, Travel, Protection, <i>Justice</i>
Zalaj	L or N	A cloud	Cloud and mountain giants, knowledge, magic, strength	<i>Time</i> , Law, Strength, Magic, <i>Gravity</i>

NEUTRAL

Name	Alignment	Symbol	Portfolio	Domains
Coberham	L,N,C	A black flame	Blackflame, halflings, knowledge, magic, mysteries	<i>Energy</i> , Magic, Knowledge, Fire
Djaea	N	A big white stone with a serpent coiled around it	Respecting nature and life, balancing the ecosystem, survival of the worlds and of the living races, druidism	<i>Matter</i> , Animal, Plant, Healing, Protection, Earth
Air Elemaster	L,N,C	an azure circle	Protecting the Elemental Plane of Air and aerial creatures	<i>Thought</i> , Air, Knowledge, <i>Gravity</i> , <i>Storm</i>
Earth Elemaster	L,N,C	a brown circle	Protecting the Elemental Plane of Earth and earthbound creatures	<i>Matter</i> , Earth, Protection, Strength, <i>Fertility</i>
Fire Elemaster	L,N,C	a red circle	Protecting the Elemental Plane of Fire and fire creatures	<i>Energy</i> , Fire, Magic, Sun, <i>Illusion</i>
Water Elemaster	L,N,C	a blue circle	Protecting the Elemental Plane of Water and water creatures	<i>Time</i> , Water, <i>Cold</i> , Healing, <i>Sea</i> ,
Gorrziok	L,N,C	Giant wave	Sea and storm, oceans, extreme natural phenomena, creation and destruction	<i>Matter</i> , Destruction, Protection, <i>Sea</i> , <i>Storm</i>
Great One, The	L,N,C	a three headed multicoloured dragon	all draconic and lizardkin races, creation, justice, knowledge, magic	<i>Matter</i> , Magic, Knowledge, Strength, <i>Dragons</i>
Idraote	L or N	Gilded belt	magic, knowledge, alchemy, medicine, strategy	<i>Energy</i> , Magic, Healing, Knowledge
Kagyar	L or N (no NE)	Crossed hammer and chisel	dwarves, craftsmanship, metallurgy, sculpture, construction, miners	<i>Matter</i> , Earth, <i>Craftsmanship</i> , <i>Metals</i>
Karaash	L,N,C	a huge two handed greatsword with wicked looking edges on its upper part	humanoids, battle, tactics, conquest, rule of the strongest	<i>Thought</i> , War, Strength
Khoronus	L,N,C	A water-clock or hourglass	flow of time, wisdom, history, philosophy, good government, patience, diplomacy, persuasion	<i>Time</i> , Knowledge, Magic, <i>Nobility</i> , <i>Oracle</i> , <i>Persuasion</i>
Luca	L,N,C	Ochre coloured amoeba	life, proteans, origin of the cosmos	<i>Time</i> , Protection
Mahmatti	N (no NE)	A clay pipe	Elk clan, protect the sons of Atruaghin, wisdom, nature, magic	<i>Energy</i> , Magic, Plant, Animal

Marwdyn	L,N,C	Hangman's noose	necromancy, death, magical research, capriciousness	<i>Energy, Death, Magic</i>
Mazikeen	L,N,C	A square maze	magical research, technomancy, magical construction	<i>Energy, Magic, Knowledge</i>
Ninfangle	L,N,C	a golden bow with a white net on the black background	bravery, adventure, travel, battle, hunting, rakasta, epic deeds	<i>Matter, Travel, Hunting, Courage</i>
Noumena	L,N,C	A chessboard or something else from a game of logic	Knowledge, memory, magic, mysteries, enigmas, cunning, tactics, strategy & logic	<i>Thought, Knowledge, Magic, Will</i>
Opal	N (NG, N, NE)	a crown that resembles a snake swallowing its tail, with a huge opal set on the snake's head	neutral dragons, lizardkin, vengeance, willpower	<i>Matter, Strength, Dragons, Vengeance, Will</i>
Palartarkan	N	A flying mountain	Alphatia (Floating Ar), astronomy and astrology, Elemental Plane of Air, magic regarding gravity, air and flight	<i>Energy, Magic, Knowledge, Gravity</i>
Pflarr	N	A jackal head with human eyes	magic, knowledge, protection, hutaaka, magical experiments	<i>Energy, Magic, Knowledge, Protection</i>
Protius	N or C	Azure trident	oceans and marine creatures, water, travel, unpredictability	<i>Time, Water, Animal, Travel, Sea</i>
Sharpcrest	L,N,C	Giant squid stabbed by a trident	kna, prosperity through trade, hunting underwater	<i>Time, Water, Trade, Hunting</i>
Skuld	N	Woman with a black veil	future, fate, death, divination, visions	<i>Entropy, Luck, Death, Oracle</i>
Tiresias	N	a golden harp	dreams, prophetic revelations, poetry and music, astrology, legends	<i>Thought, Magic, Oracle, Arts</i>
Twelve Watchers	L/N (LN,NG,N)	a medallion with two eyes	arts and crafts	<i>Matter, Craftsmanship, Metals</i>
Vanya	L,N,C	Two short swords crossed over a vertical spear or a black rampant lion on white field	war, conquest, victory, pride, honour, strength, feminine power, birth (only in Milenia)	<i>Time, War, Strength, Courage</i>
Wayland	L,N,C	a hammer floating over an anvil	metallurgy, smiths & armourers, engineers & builders, magical creations	<i>Matter, Magic, Craftsmanship, Metals</i>
Yav	N (LN or N)	a conch shell	Yavdlom, seers, prophecies and divinations	<i>Time, Knowledge, Luck, Oracle</i>
Zirchev	N	a hawk riding a wolf	sylvan races, animals, survival, tolerance, magic, nature, outcasts, hunting	<i>Energy, Animal, Magic, Hunting</i>

CHAOTIC NEUTRAL

Name	Alignment	Symbol	Portfolio	Domains
Bartziluth	C	Black morningstar	bugbear, fury, battle, audacity, strength	<i>Energy, Chaos, Strength, War</i>
Bastet	N or C	Silhouette of a black cat	Felines, fertility, instincts, life, luck, prosperity, rakasta	<i>Matter, Chaos, Luck, Fertility</i>
Raven	C	Black crow with spread wings seen from above	Good luck, amusement, jokes, games, cunning, monkey business, halfling	<i>Thought, Chaos, Luck, Trickery</i>
Crakkak	C	White shark	sharks, shark-kin, predators, hunting, strength, ferocity	<i>Matter, Chaos, Strength, Hunting</i>
Cretia	C	A sneering face	chaos, jokes & prank pulling, stealth, survival through change, war	<i>Thought, Chaos, Trickery, War</i>
Faunus	N or C	A drinking-horn with ram's horns	Sylvan races, animals, instincts, sensuality, intoxication, revelry, hedonism, poetry & music	<i>Matter, Chaos, Animal, Arts</i>
Harrow	C	A small trident enveloped by a red spiked tail	diaboli, illusion, deceit, dreams and nightmares, favour the ascension of the Nightmare creatures to immortality	<i>Thought, Chaos, Trickery, Illusion</i>
Kallala	N or C	Seven veils with the colours of the rainbow forming a circle	nixies, seduction, malice, cleverness, femininity	<i>Time, Chaos, Water, Persuasion</i>
Kersy	N/A	Feminine eyes with long lashes	magic, witchcraft, sorcery, egocentrism, enjoy life	<i>Matter, Chaos, Magic, Persuasion</i>
Kurtulmak	N or C	Horned helmet elegantly decorated	kobolds, cayma, stealth, traps, astuteness, tactics, war, fire	<i>Energy, Chaos, War, Fire</i>
Kythria	N/C (CG, CN)	Heart-shaped ruby	passion, sensuality, lust, beauty, Ierendi	<i>Energy, Chaos, Persuasion</i>
Mrikitat	N or C	Triangle of cheese	wererats, stealth, thieves	<i>Time, Chaos, Trickery, Stealth</i>

Oleyan	N or C	Mahogany tree	forester, power, prosperity, craftsmanship	<i>Time</i> , Chaos, <i>Craftsmanship</i>
Pharamond	N or C	Black whirlwind with red arrows coming out	power, magic, ambition, deceit, craftiness, disloyalty	<i>Energy</i> , Chaos, Magic, <i>Trickery</i>
Rathanos	N or C	a flaming brand	fire, fire creatures, energy, power, male supremacy	<i>Energy</i> , Chaos, Fire, Magic, <i>Strength</i>
Tahkati	N or C	Buffalo bone knife	Horse clan, cavalry and knights, protect the sons of Atruaghin, combat, vengeance, pride	<i>Energy</i> , Chaos, War, <i>Strength</i> , Animal
Tyche	N or C	a medal (with a smiling face on one side and a crying face on the other) or a wheel	luck (good or bad), destiny, chance	<i>Thought</i> , Chaos, Luck, <i>Knowledge</i>
Usamigaras	N or C	A silver five-pointed star	magic, healing, astuteness, travel, messengers, thieves, Cynidicea	<i>Energy</i> , Chaos, Magic, <i>Healing</i> , <i>Stealth</i>

LAWFUL EVIL

Name	Alignment	Symbol	Portfolio	Domains
Arachne Prime	N or C	Square web	aranea and evil planar spiders, deceit, oppression, obscurity	<i>Entropy</i> , Law, Evil, <i>Slavery</i>
Loup	L,N,C	Howling black wolf with a full moon in the background	lupin, death, winter, ferocity, survival of the strongest, night, nomadism, clan loyalty	<i>Thought</i> , Law, Evil, <i>Death</i>
Macroblan	L or N	a gold coin with an 'M' engraved on its sides	prosperity, trade, wealth, money, greed, Tanagogres	<i>Matter</i> , Law, Evil, <i>Trade</i>
N'grath	L or N	A boulder	Insect swarms, power, strength, conquest, astuteness	<i>Matter</i> , Law, Evil, Earth, <i>Strength</i>
Ruaidhri	L,N,C	a giant hawk with human eyes pierced by a silver arrow in its chest	destroying all lycanthropes, protecting demi-humans, hunting, revenge	<i>Thought</i> , Law, Evil, <i>Hunting</i>

NEUTRAL EVIL

Name	Alignment	Symbol	Portfolio	Domains
Atzanteotl	C	Silhouette of a black winged viper	Corruption (physical and moral), deceit, treachery, vengeance, destruction of life on the outer world, Azcans, humanoids	<i>Entropy</i> , Evil, <i>Trickery</i> , <i>Destruction</i> , <i>Corruption</i>
Brissard	L,N,C	Chain in the shape of a horizontal 'eight'	domination, slavery, oppression, cheat	<i>Entropy</i> , Evil, <i>Trickery</i> , <i>Slavery</i>
Danel	C	Cat's eye	Tiger clan, suffering, pain, vengeance	<i>Entropy</i> , Evil, <i>Vengeance</i> , <i>Pain</i>
Hel	C	A black stone throne carved with human skulls	Reincarnation, corruption, death, darkness, cold, increasing entropy and evil, evil shapeshifters, shadow and cold creatures	<i>Entropy</i> , Evil, <i>Death</i> , <i>Corruption</i> , <i>Darkness</i> , <i>Cold</i>
Idris	C	A black dragon with open wings viewed from above	vengeance, destroying elves, intrigue, magic, domination, creating the perfect race, humanoids, dragons, naga, wyverns	<i>Entropy</i> , Evil, <i>Corruption</i> , <i>Dragons</i> , <i>Vengeance</i>
Iliric	C	Stick crossed with a scroll	magic, knowledge, avidity, egoism, ambition	<i>Energy</i> , Evil, Magic, <i>Knowledge</i>
Masauwu	C	A 'Y' (meaning a junction or fork)	fast-talking, intrigue, deceit, illusion, politics, brainwashing, temptation, corruption, sponsoring new Entropic candidates, thieves, spies and conmen	<i>Entropy</i> , Evil, <i>Trickery</i> , <i>Illusion</i> , <i>Persuasion</i>
Nyx	L,N,C	A solar eclipse	darkness, night, shadow, undeath, necromancy, secrets, magic	<i>Entropy</i> , Evil, <i>Death</i> , Magic, <i>Darkness</i>
Qywattz	L,N,C	Mass of purple bubbles	neh-thalggu, knowledge, power, deceit	<i>Thought</i> , Evil, <i>Knowledge</i> , <i>Deceit</i>
Slizzark	N or C	Eye with a hypnotic spiral at the centre	kopru, domination of the weak, power, corruption	<i>Energy</i> , Evil, <i>Corruption</i> , <i>Slavery</i>
Stodos	N or C	Crystalline toad	Ice, cold, arctic wastes, multiversal heat death	<i>Entropy</i> , Evil, <i>Cold</i> , <i>Storm</i>
Wogar	N or C	A black wolf's head viewed frontally	goblins, war and military tactics, conquest, predators, cruelty, wolves and werewolves	<i>Matter</i> , Evil, War, Animal
Yagrai	N or C	Black skull on white field	humanoids (hobgoblin and orcs), obstinacy and tenacity, death and necromancy	<i>Entropy</i> , Evil, <i>Death</i> , <i>Will</i>
Zugzul	C	A burning pit	power, conquest, fire and fire creatures, necromancy, darkness, war, destruction	<i>Energy</i> , Evil, Fire, <i>Death</i> , <i>War</i>

CHAOTIC EVIL

Name	Alignment	Symbol	Portfolio	Domains
Alphaks	C	A white horned skull on a fire background shaped like a phoenix	Destroy Alphatia and all Alphetians, hatred, massacre, vengeance	<i>Entropy</i> , Chaos, Evil, Destruction, <i>Vengeance</i>
Arik	C	An open eye with a red pupil	Beholders, chaos, madness, massacres, nightmares	<i>Entropy</i> , Chaos, Evil, <i>Madness</i> , <i>Destruction</i>
Bachraeus	C	A green asp	Betrayal, hatred, poison, snakes and serpentine creatures (medusa and yuan-ti), vengeance	<i>Entropy</i> , Chaos, Evil, <i>Trickery</i> , <i>Vengeance</i>
Bagni Gullymaw	C	Two blood dripping fangs	Cannibalism, humanoids, trolls, violence	<i>Entropy</i> , Chaos, Evil, Destruction
Demogorgon	C	A black pentacle on red field	Necromancy, witchery, diseases, corruption, destruction, lizardkin and reptiles	<i>Entropy</i> , Chaos, Evil, Death, <i>Corruption</i>
Hircismus	C	Cat-of-nine-tails	violence, pain, torture, destruction, humanoids	<i>Entropy</i> , Chaos, Evil, <i>Pain</i>
Jammudaru	C	A cauldron filled with a sickly green bubbling liquid	ogre and evil giants, vendetta, torture, violence, fear, destruction	<i>Entropy</i> , Chaos, Evil, <i>Vengeance</i>
Kiranjo	C	A minotaur's head or a praying minotaur	minotaurs, massacre, violence, fury, cruelty, greed, berserkers	<i>Entropy</i> , Chaos, Evil, Destruction
Loki	C	A goblet filled with a suspiciously bubbling liquid; as Bozdogan, a mechanical puzzle-cube	deceit, treachery, lies, cleverness, fire, Hule, gremlins	<i>Entropy</i> , Chaos, Evil, <i>Trickery</i> , Fire
Orcus	C	A goat's head with ram horns	violent death, sadism, mass destruction, undead, cannibalism, devilswine and evil lycanthropes	<i>Entropy</i> , Chaos, Evil, Destruction, Death
Pearl	C (CG,CN,CE)	A crown that resembles a snake swallowing its tail, with a huge pearl set on the snake's head	chaotic dragons and lizardkin, instincts, hunting, greed, power	<i>Matter</i> , Chaos, Evil, <i>Dragons</i>
Ranivorus	C	A human head with 5 snakes coming out of the mouth	Gnolls, madness, raiding, destruction, deceit	<i>Entropy</i> , Chaos, Evil, Destruction, <i>Madness</i>
Saasskas	C	Black manta ray seen from above	destruction, conquest, necromancy, oceans, devilfish	<i>Entropy</i> , Chaos, Evil, Death, <i>Sea</i>
Talitha	C	A crying child	Self-gratification (at the expense of others), egotism, envy, avidity, strife, immorality, treachery, theft and murder	<i>Entropy</i> , Chaos, Evil, <i>Trickery</i> , <i>Stealth</i>
Thanatos	C	A black scythe	end of all life forms, death, entropy, destruction, decadence, corruption	<i>Entropy</i> , Chaos, Evil, Death, Destruction, <i>Corruption</i>

APPENDIX II:

NEW CLERIC DOMAINS

ARTS

Granted powers: Perform becomes a class skill for you, you also gain a +2 bonus to all Perform skill checks and Craft skill checks in regards to an art of your choice.

Spells of the Arts domain

1. Disguise self
2. Entral
3. Eagle's splendour
4. Sculpt sound
5. Programmed image
6. Shout, greater
7. Prismatic spray
8. Sympathy
9. Irresistible Dance (Otto's)

COLD

Granted powers: You can turn or destroy fire creatures as a good cleric turns undead. You can also rebuke, command, or bolster cold as an evil cleric rebukes undead. This supernatural ability can be used a number of times each day equal to 3 + your Charisma modifier.

Spells of the Cold domain

1. Endure elements
2. Chill metal
3. Sleet storm
4. Wall of ice
5. Ice storm
6. Cone of cold
7. Freezing sphere (Otiluke's)
8. Polar ray
9. Elemental swarm (only ice or water elementals)

CORRUPTION

Granted powers: Once per day, as a standard action, you can use the spell-like ability *devastating touch*. Upon a successful touch attack, you inflict 1d6 points of damage per 2 caster levels and the target becomes nauseous for 1 round. The power only works on living creatures.

Spells of the Corruption domain

1. Doom
2. Ghoul touch
3. Bestow curse
4. Contagion
5. Desecrate
6. Eyebite
7. Symbol of weakness
8. Waves of exhaustion
9. Horrid wilting

COURAGE

Granted powers: You radiate an aura of courage that grants all allies within 10 feet (including yourself). +4 morale bonus on Saving Throws against fear effects. The ability functions only while you are conscious.

Spells of the Courage domain

1. Bless
2. Aid
3. Heroism
4. Divine power
5. Righteous might
6. Protection from spells
7. Heroism, greater
8. Restoration, greater
9. Mind blank

CRAFTSMANSHIP

Granted powers: You can cast conjuration (creation) spells at +1 caster level and gains Skill Focus in one Craft skill of your choice.

Spells of the Craftsmanship domain

1. Mend
2. Wood shape
3. Stone shape
4. Minor creation
5. Fabricate
6. Major creation
7. Statue
8. Limited wish
9. Polymorph any object

DARKNESS

Granted powers: You receive the bonus feat Blind-fight.

Spells of the Darkness domain

1. Obscuring mist
2. Darkvision
3. Deeper darkness
4. Shadow conjuration
5. Shadow evocation
6. Shadow walk
7. Power word: blind
8. Shadow evocation, greater
9. Shades

DRAGONS

Granted powers: You gain a +1 innate bonus to any saving throw against effects caused by dragons and to skill checks used to interact with dragons or to find draconic knowledge.

Spells of the Dragons domain

1. Magic fang
2. Bull's strength
3. Protection from the elements
4. Tongues
5. Charm monster
6. True seeing
7. Legend lore
8. Prismatic spray
9. Shapechange

ENERGY

Granted powers: You gain resistance 5 to an energy of your choice.

Spells of the Energy domain

1. Energy Resistance
2. Continual flame
3. Dispel magic
4. Minor globe of invulnerability
5. Permanence
6. Analyse dweomer
7. Prismatic spray
8. Spell immunity, greater
9. Prismatic sphere

ENTROPY

Granted powers: Once per day, you can use the spell-like ability *entropic touch*. Upon a successful touch attack you can negatively influence the actions of a creature. If the creature fails a Will Save (DC 10 + caster's level) it is inflicted by an entropic aura. This results in a penalty of -1 per two caster levels (max -5) to all attack and damage rolls, saving throws, ability checks and skill checks for 1d6 rounds.

Spells of the Entropy domain

1. Entropic shield
2. Blur
3. Blink
4. Rainbow pattern
5. Slay living
6. Circle of Death
7. Destruction
8. Temporal stasis
9. Energy drain

FAMILY

Granted powers: As a free action, you can protect a number of creatures equal to your Charisma modifier with a +4 dodge bonus to AC. This supernatural ability lasts for 1 round per caster level and only on creatures that remain within 15 feet of you.

Spells of the Family domain

1. Bless
2. Alarm
3. Helping hand
4. Imbue with spell ability
5. Telepathic bond (Rary's)
6. Heroes' feast
7. Refuge
8. Marvellous mansion (Mordenkainen's)
9. Foresight

FERTILITY

Granted powers: You can neutralise any natural or magical poison present in a liquid or food with a simple touch. This is a supernatural ability useable once per day as a standard action.

Spells of the Fertility domain

1. Goodberry
2. Create food and water
3. Remove disease
4. Plant growth
5. Repel vermin
6. Commune with nature
7. Heroes feast
8. Regeneration
9. Miracle

GRAVITY

Granted powers: You take half damage from falls. Moreover your manoeuvrability in flight increases by one category.

Spells of the Gravity domain

1. Feather fall
2. Levitate
3. Fly
4. Resilient sphere (Otiluke's)
5. Telekinesis
6. Reverse gravity
7. Air walk
8. Forcecage
9. Telekinetic sphere (Otiluke's)

HUNTING

Granted powers: You gain the Track feat. If you already have this feat or use other means (eg. scent), you gain a +3 bonus to Survival skill checks in order to follow tracks this way.

Spells of the Hunting domain

1. Hide from animals
2. True strike
3. Binding
4. Greater magic weapon
5. Locate creature
6. Improved invisibility
7. True seeing
8. Forcecage
9. Discern location

ILLUSION

Granted powers: You gain a +2 resistance bonus to saves against all spells and effects of Illusion.

Spells of the Illusion domain

1. Silent image
2. Minor image
3. Displacement
4. Phantasmal killer
5. Persistent image
6. Programmed image
7. Simulacrum
8. Screen
9. Weird

JUSTICE

Granted powers: You receive a +1 resistance bonus to your Will saves and Sense Motive becomes a class skill to you.

Spells of the Justice domain

1. Protection from evil/good/chaos/law
2. Zone of truth
3. Discern lies
4. Mark of justice
5. True seeing
6. Geas/quest
7. Dictum
8. Binding
9. Storm of vengeance

MADNESS

Granted powers: Once per day you can act with the clarity of true madness: for 1 minute you suffer a penalty of 1d6 points to your Will save and adds 1d6 to the DC of any divine spell you cast. Activating the effect is a free action and it is not interruptible by you.

Spells of the Madness domain

1. Daze monster
2. Touch of idiocy
3. Crushing despair
4. Confusion
5. Phantasmal killer
6. Feeblemind
7. Insanity
8. Symbol of insanity
9. Weird

MATTER

Granted powers: You gain a +1 resistance bonus to all your Fortitude saves.

Spells of the Matter domain

1. Shatter
2. Bear's endurance
3. Meld into stone
4. Stoneskin
5. Major creation
6. Move earth
7. Statue
8. Polymorph any object
9. Imprisonment

METALS

Granted powers: You gain the supernatural ability interdiction to metal, which confers a damage reduction of 5/non-metallic against all metallic weapons (including magical weapons). This power lasts 2 rounds per level of cleric you possess and can be activated as free action. It can be activated multiple times per day, until exhaustion of its duration.

Spells of the Metals domain

1. Magic weapon
2. Heat metal
3. Keen edge
4. Rusting grasp
5. Wall of iron
6. Blade barrier
7. Transmute metal to wood
8. Iron body
9. Repel metal or stone

NOBILITY

Granted powers: You can inspire your allies, granting them a +2 morale bonus to attack and damage rolls, saving throws, and ability and skill checks for a number of rounds equal to your Charisma modifier (minimum 1 round). This is a supernatural ability that can be used 1/day as a standard action.

Spells of the Nobility domain

1. Command
2. Enthral
3. Prayer
4. Divine power
5. Command, greater
6. Righteous might
7. Repulsion
8. Demand
9. Sympathy

ORACLE

Granted powers: You cast all divination spells at +2 caster level.

Spells of the Oracle domain

1. Identify
2. Augury
3. Divination
4. Commune
5. Prying eyes
6. Legend lore
7. Scrying, greater
8. Vision
9. Foresight

PAIN

Granted powers: Once per day you can the spell-like ability *touch of pain*. Upon a successful touch attack, you cause the creature to suffer tremendous muscular spasms. This causes the creature to suffer a -2 penalty to Strength and Dexterity for 1 minute. Creatures immune to critical hits are also immune to this effect.

Spells of the Pain domain

1. Shocking grasp
2. Chill touch
3. Vampiric touch
4. Poison
5. Harm
6. Symbol of pain
7. Symbol of weakness
8. Power word, stun
9. Crushing hand (Bigby's)

PERSUASION

Granted powers: You receive the bonus feat Persuasive and the Bluff becomes a class skill.

Spells of the Persuasion domain

1. Charm person
2. Calm emotions
3. Shout
4. Charm monster
5. Suggestion, mass
6. Symbol of persuasion
7. Geas/quest
8. Charm monster, mass
9. Demand

SEA

Granted powers: Swim and Survival become class skills to you and you gain a +1 competence bonus to both.

Spells of the Sea domain

1. Grease
2. Water breathing (or air breathing for aquatic creatures)
3. Swim (as fly, but only works in water)
4. Protection from elements
5. Control water
6. Find the path
7. Control weather
8. Summon nature's ally VIII (aquatic creatures)
9. Whirlwind (only marine whirlwind)

SLAVERY

Granted powers: You gain a +2 bonus to the save DC of your Enchantment (Compulsion) spells.

Spells of the Slavery domain

1. Command
2. Web
3. Hold person
4. Geas, lesser
5. Dominate person
6. Magic jar
7. Planar binding
8. Trap the soul
9. Dominate monster

STEALTH

Granted powers: Move Silently and Hide are considered class skills for you.

Spells of the Stealth domain

1. Spider climb
2. Knock
3. Gaseous form
4. Dimension door
5. Seeming
6. Shadow walk
7. Veil
8. Teleport without error
9. Discern location

STORM

Granted powers: You gain resistance to electricity 5.

Spells of the Storms domain

1. Shocking grasp
2. Sleet storm
3. Call lightning
4. Ice storm
5. Control winds
6. Chain lightning
7. Control weather
8. Whirlwind
9. Fire storm

THOUGHT

Granted power: Bluff and Sense Motives are considered class skills to you.

Spells of the Thought domain

1. Hypnosis
2. Detect thoughts
3. Modify memory
4. Mnemonic enhancer (Rary's)
5. Telepathic bond (Rary's)
6. Dream
7. Lubrication (Mordenkainen's)
8. Mind blank
9. Astral projection

TIME

Granted powers: You gain Improved Initiative as a bonus feat.

Spells of the Time domain

1. Deathwatch
2. Augury
3. Haste
4. Slow
5. Death ward
6. Permanence
7. Contingency
8. Temporal stasis
9. Time stop

TRADE

Granted powers: Appraise, Bluff, and Diplomacy are class skills for you.

Spells of the Commerce domain

1. Comprehend Languages
2. Eagle's splendour
3. Tongues
4. Glibness
5. Secret chest (Leomund's)
6. Symbol of persuasion
7. Marvellous mansion (Mordenkainen's)
8. Word of recall
9. Sympathy

VENGEANCE

Granted powers: Once per day, if someone has harmed you in combat, you can make a *strike of vengeance* with a melee or ranged weapon against that foe on your next action. If this strike hits, you deal maximum damage.

Spells of the Vengeance domain

1. Doom
2. Blindness/deafness
3. Bestow curse
4. Crushing despair
5. Symbol of pain
6. Geas/quest
7. Destruction
8. Symbol of death
9. Storm of vengeance

WILL

Granted powers: You gain the Iron Will feat free.

Spells of the Will domain

1. Remove fear
2. Aid
3. Freedom of movement
4. Dismissal
5. Restoration
6. Break enchantment
7. Banishment
8. Mind blank
9. Freedom

APPENDIX 12:

IMMORTAL PATRONS

This is a bonus appendix to those given in the Italian version, listing the Immortals together with the subjects they are patrons of (for their other areas of interest see Appendix 5 – List by Portfolio. The appendix has been divided into two main lists. The first list is an alphabetical list of the Immortals with the subjects that they are patron of. The second list is divided into 4 sections based on the type of subject (Countries, Races, Professions and Others), that the Immortal is patron of.

List 1: Alphabetical List of Immortals

AHAMANNI TURLERIDER

Patroness of the Clan of the Turtle

AL-KALIM

Patron of Ylaruam, Patron of Tactics and Warfare

ALPHAKS

Patron of Hatred

ALPHATIA

Patroness of Alphatia, Patroness of Arts

ARACNE PRIME

Patroness of the Planar Spiders and the Aranea, Patroness of Oppression

ARIK

Patron of Massacres, Patron of Beholders

ARNELEE

Patroness of Independent Women and Liberty, Patroness of Travel and Messengers

ASTERIUS

Patron of Trade and Money, Patron of Communication

ATRUAGHIN

Patron of Good and Wisdom

ATZANTEOTL

Patron of Corruption and Treachery

BACHRAEUS

Patron of Hatred and Vengeance, Patron of Medusas and Yuan-ti

BAGNI GULLYMAW

Patron of Trolls, Patron of Cannibalism

BARTZILUTH

Patron of Bugbears, Patron of Fury in Battle

BASTET

Patroness of Rakasta and Cats, Patroness of Instincts and Luck

BEMARRIS

Patron of Heroes

BENEKANDER

Patron of Mortals and Freedom

BRANDAN EARTHSHAKER

Patron of the Snartan, Patron of Progress and Conquest

BRINDORHIN

Patron of Halflings, Patron of Abundance

BRISSARD

Patron of Domination and Slavery

BUGLORE

Patron of the Formians

CALITHA STARBROW

Patroness of Meditor and Aquarendi

CARNELIAN

Patroness of Machetos, Patroness of Tradition and Nobility

CHARDASTES

Patron of Medicine and Healing

CHIRON

Patron of Centaurs, Patron of Healers

CLÉBARD

Patron of Renardy, Patron of Progress and Order

COBERHAM SHADOWGLINT

Patron of Hin

COCHERE

Patroness of Gyerian and Faenare

CRAKKAK SHARP TOOTH

Patron of Sharks and Shark-kin

CRETIA

Patron of Jokes, Patron of War

DANEL TIGERSTRIPES

Patron of the Clan of the Tiger

DEMOGORGON

Patron of Necromancy, Patroness of Corruption and Diseases, Patroness of Witchery

DIULANNA

Patroness of Will and Courage, Patroness of Hunting

DJAEA

Patroness of Natural Balance

EIRYNDUL

Patron of Cleverness, Patron of Shiye-Lawr, Patron of Adventure

ELEMASTER, AIR

Patron of all Elemental creatures of Air

ELEMASTER, EARTH

Patron of all Elemental creatures of Earth

ELEMASTER, FIRE

Patron of all Elemental creatures of Fire

ELEMASTER, WATER

Patron of all Elemental creatures of Water

ETERNAL GENERAL

Patron of War and Battle, Patron of Discipline

FAUNUS

Patron of Drunkenness and Fun, Patron of Instinct and Sexuality

FINIDEL

Patron of Brasolia, Patron of Justice

FORSETTA

Patron of Law and Justice, Patron of Loyalty, Patron of Vestland

FREY

Patron of Friendship and Fertility

FREYJA

Patroness of Love and Beauty, Patroness of Family and Fertility

GARAL GLITTERLODE

Patron of Gnomes, Patron of Invention and Crafts

GORM

Patron of Justice

GORZIOK

Patron of Sea and Storm Giants, Patron of Creation and Destruction

GUIDAREZZO

Patron of Music and Harmony,
Patron of Faenare

HALAV

Patron of Warfare, Patron of
Weaponsmiths, Patron of Traladara,
Patron of Kendach

HARROW

Patron of the Diaboli, Patron of
Dreams

HATTANI STONECLAW

Patron of the Clan of the Bear

HEL

Patroness of Reincarnation

HIRCISMUS

Patron of Violence

HYMIR

Patron of Sea Giants, Patron of
Alchemy

IDRAOTE

Patron of Magic and Scholarship,
Patron of Medicine

IDRIS

Patroness of Denagoth

ILIRIC

Patron of Magic, Patron of Ambition

ILMARINEN

Patron of Invention, Patron of
Autuusmaa

ILSUNDAL THE WISE

Patron of Elves

INFAUST

Patron of Perfection

JAMMUDARU

Patron of Ogres, Patron of
Vengeance, Patron of Torture

KA THE PROTECTOR

Patron of Hollow World and Living
Races

KAGYAR THE ARTISAN

Patron of Dwarves, Patron of
Craftsmen

KALLALA of the SEVEN VEILS

Patroness of Nixies, Patroness of
Seduction and Malice

KARAASH

Patron of Battle and Conquest

KERSY

Patroness of Witchcraft and Charms

KHORONUS

Patron of History and Philosophy

KIRANJO

Patron of Minotaurs, Patron of
Violence and Fury, Patron of Greed

KOROTIKU

Patron of the Pearl Islands and the
Tanagoro, Patron of Spiders

KORRIGANS, The

Patrons of Wendar

KORYIS

Patron of Peace and Prosperity,
Patron of Ochalea

KURTULMAK

Patron of Kobolds

KYTHRIA

Patroness of Desire, Lust and Beauty

LAND

Patron of Earth Elementals

LIENA

Patroness of Oceansend

LOKENA

Patroness of Intelligence, Patroness of
Tactics

LOKI

Patron of Hule

LORNASEN

Patroness of Eternal Beauty and
Grace

LOUP

Patron of Ferocity

LUCA

Patroness of the Proteans

MAAT

Patroness of Honour and Justice,
Patroness of Honesty and Purity

MACROBLAN

Patron of Wealth and Money, Patron
of Trade and Prosperity, Patron of
Tanagogres

MADARUA

Patroness of Warrior Maidens and
Amazons, Patroness of Cynidicea and
Kerswig, Patroness of Fertility

MAHMAT'TI RUNNING ELK

Patron of the Clan of the Elk

MALAFOR

Patron of Merrow, Dolphins' Friend

MALINOIS, SAIMPT

Patron of Lupins, Patron of Hunting
and War

MARWDYN

Patron of Necromancy

MASAUWU

Patron of Spokesmen, Patron of
Deceit and Subterfuge, Patron of
Temptation

MÂTIN

Patron of Renardy, Patron of
Guardians

MAZIKEEN

Patron of Magic and Magical
Research

MEALIDEN STARWATCHER

Patron of Alfheim, Patron of
Explorers and Adventurers

MINROTH

Patron of Minrothad, Patron of Hope
and Prosperity

MRIKITAT

Patron of Wererats

N'GRATH

Patron of the Hordes

NINFANGLE

Patron of Rakasta, Patron of
Hunting, Bravery and Battle

NINSUN

Patroness of Fertility and Magic

NOB NAR

Patron of Halflings, Patron of
Adventurers and Audacity

NOUMENA

Patron of Investigation and
Knowledge

NYX

Patroness of Darkness, Patron of
Undead

ODIN

Patron of the Northlands, Patron of
Fair Rulership and Nobility

OLEYAN

Patron of the Verdiers

ORCUS

Patron of Violence

ORDANA

Patroness of Sylvan Races

PAARKUM

Patron of Law and Order, Patron of
Sincerity and Loyalty

PALARTARKAN

Patron of Ar

PALSON

Patron of Arts and Talent

PATURA

Patroness of Women and Motherhood, Patroness of Hearth and Family

PETRA

Patroness of Defenders, Patroness of Besieged Cities

PFLARR

Patron of Hutaaka, Patron of Nithia, Patron of Magic

PHARAMOND

Patron of Ambition and Power

POLUNIUS THE DESIGNER

Patron of the Tritons, Patron of Sculpture, Architecture and Arts

PROTIUS

Patron of Sailors

QYWATTZ

Patron of the Neh–Thalggu

RAD

Patron of Glantri, Patron of Magic

RAFIEL

Patron of the Shadowelves, Patron of Science

RAITH

Patron of Just Revenge and Plots, Patron of Honour

RALON

Patroness of Renardy, Patroness of Healing and Fertility, Patroness of Agriculture and Trade

RANIVORUS

Patron of Gnolls, Patron of Raiders

RATHANOS

Patron of Nithia

RAVEN

Patron of Good Luck, Patron of Jokes and Fun

RAZUD

Patron of Self-determination and Independence, Patron of the Alphasians

RUAIDHRI HAWKBANE

Patron of Hunters

SAASSKAS THE DESTROYER

Patroness of the Devilfish (Ixitxachtl) and Death

SATURNIUS

Patron of Liberty

SHARPCREST

Patron of Kna

SHAPER

Patron of Tolerance and Equality

SIMURGH

Patron of the Life Cycle, Patron of Flyers and Travellers

SINBAD

Patron of Travellers and Explorers, Patron of Boldness and Discovery

SKULD

Patroness of Fate

SLIZZARK THE LURKER

Patroness of the Kopru

SOUBRETTE

Patroness of Arts and Talent

SSU—MA

Patron of Memory

Master of the Icy Wastes

TAHKATI STORM—TAMER

Patron of the Clan of the Horse

TALITHA

Patroness of Egotism

TARASTIA

Patroness of Justice and Revenge

TAROYAS

Patron of Milenia

TERRA

Patroness of Life and Fertility

THANATOS

Patron of Death and Destruction

THOR

Patron of Warriors, Lord of Battle and Honour

TIRESIAS

Patron of Dreams and Visions, Patron of Bards and Seers

TOURLAIN

Patron of Perseverance

TURMIS

Patron of Defiance and Boldness

TWELVE WATCHERS

Patrons of Crafts

TYCHE

Patroness of Luck and Fate

URTSON

Patron of the Kryst, Patron of Diplomacy

USAMIGARAS

Patron of Cynidicea, Patron of Lecha

UTNAPISHTIM

Patron of Survival, Patron of Hope and Justice

VALERIAS

Patroness of Passion and Desire

VANYA

Patroness of War and Conquerors, Patroness of the Heldannic Knights, Patroness of the Kubitts

WAYLAND

Patron of Metallurgy, Patron of Smiths and Armourers

WOGAR

Patron of Goblins

YAGRAI

Patron of Tenacity and Obsession, Patron of Humanoids

YAV

Patron of Yavdlom, Patron of Divination

ZALAJ

Patron of Cloud and Mountain Giants

ZIRCHEV

Patron of Hunting

ZUGZUL

Patron of Power and War, Patron of Fire, Patron of Necromancy

List 2: List by Subject

Countries & Places

Alfheim	Mealiden
Alphatia	Alphatia, Razud
Ar	Palartarkan
Autuusmaa	Ilmarinen
Besieged Cities	Petra
Brasolia	Finidel
Cynidicea	Madarua, Usamigaras
Denagoth	Idris
Glantri	Rad
Hollow World	Ka
Hule	Loki
Kendach	Halav
Kerswig	Madarua
Leeha	Usamigaras
Machetos	Carnelian
Meditor	Calitha Starbow
Milenia	Taroyas
Minrothad	Minroth
Nithia	Pflarr, Rathanos
Northlands	Odin
Oceansend	Liena
Ochalea	Koryis
Pearl Islands	Korotiku
Renardy	Clébard, Mâtin, Ralon
Shiye-Lawr	Eiryndul
Traladara	Halav
Vestland	Forsetta
Wendar	The Korrigans
Yavdlom	Yav
Ylaruam	Al-Kalim

Professions/Types of People

Adventurers	Mealiden, Nob Nar
Armourers	Wayland
Bards	Tiresias
Conquerors	Vanya
Craftsmen	Kagyar the Artisan
Explorers	Mealiden, Sinbad
Defenders	Petra
Flyers	Simurgh
Guardians	Mâtin
Healers	Chiron
Heroes	Bemarris
Hunters	Ruaidhri Hawkbane
Indep. Women	Arnelee
Messengers	Arnelee
Mortals	Benekander
Nobility	Carnelian, Odin
Raiders	Ranivorus
Sailors	Protius
Seers	Tiresias
Smiths	Wayland
Spokesmen	Masauwu
Travellers	Simurgh, Sinbad

Warriors	Thor
Weaponsmiths	Halav
Woman	Patura
Races	
All Living Races	Ka
Amazons	Madarua
Aquarendi	Calitha Starbow
Aranea	Arachne Prime
Beholders	Arik
Bugbears	Bartziluth
Cats	Bastet
Centaurs	Chiron
Bear Clan	Hattani
Elk Clan	Mahmatti
Horse Clan	Tahkati
Tiger Clan	Danel
Turtle Clan	Ahmanni
Devilfish	Saasskas
Diaboli	Harrow
Dwarves	Kagyar
Elmntls, Air	Air Elemaster
Elmntls, Earth	Earth Elemaster, Land
Elmntls, Fire	Fire Elemaster
Elmntls, Water	Water Elemaster
Elves	Ilkundal the Wise
Faenare	Cochere, Guidarezzo
Formians	Buglore
Giants, Cloud	Zalaj
Giants, Mntn	Zalaj
Giants, Sea	Gorrziok, Hymir
Giants, Storm	Gorrziok
Gnolls	Ranivorus
Gnomes	Garal Glitterlode
Goblins	Wogor
Gyerian	Cochere
Halflings/Hin	Brindorhin, Nob Nar, Coberham
Heldan, Knqts	Vanya
Hordes	N'grath
Humanoids	Yagrai
Hutaaka	Pflarr
Kna	Sharpcrest
Kobolds	Kurtulmak
Kopru	Slizzark
Kryst	Urtson
Kubitts	Vanya
Lupins	Saimpt Malinois
Medusas	Bachraeus
Merrow	Malafor
Minotaurs	Kiranjo
Neh-Thalggu	Qywattz
Nixies	Kallala of the 7 Veils
Ogres	Jammudaru
Planar Spiders	Arachne Prime
Proteans	Luca

Rakasta	Bastet, Ninfangle
Shadowelves	Rafiel
Shark-kin	Crakkak
Sharks	Crakkak
Snartan	Brandan Earthshaker
Spiders	Korotiku
Sylvan Races	Ordana
Tanagogres	Korotiku, Macroblan
Tritons	Polunius the Designer
Trolls	Bagni Gullymaw
Undead	Nyx
War Maidens	Madarua
Wererats	Mrikitat
Yuan-ti	Bachraeus
Others	
Abundance	Brindorhin
Adventure	Eiryndul
Agriculture	Ralon
Alchemy	Hymir
Ambition	Iliric, Pharamond
Architecture	Polunius
Arts	Alphatia, Palson, Polunius, Soubrette
Audacity	Nob Nar
Battle	Eternal General, Karaash, Ninfangle
Beauty	Freyja, Kythria
Boldness	Sinbad, Turmis
Bravery	Ninfangle
Cannibalism	Bagni Gullymaw
Charms	Kersy
Cleverness	Eiryndul
Comm'tion	Asterius
Conquest	Brandan, Karaash
Corruption	Atzanteotl, Demogorgon
Courage	Diulanna
Crafts	Garal, Twelve Watchers
Creation	Gorrziok
Darkness	Nyx
Death	Saasskas, Thanatos
Deceit	Masauwu
Defiance	Turmis
Desire	Kythria, Valerias
Destruction	Gorrziok, Thanatos
Diplomacy	Urtson
Discipline	Eternal General
Discovery	Sinbad
Diseases	Demogorgon
Divination	Yav
Domination	Brissard
Dreams	Harrow, Tiresias
Drunkenness	Faunus
Egotism	Talitha

Equality	Shaper	Loyalty	Forsetta, Paarkum	Science	Rafiel
Eternal Beauty	Lornasen	Luck	Bastet, Tyche	Sculpture	Polunius
Family	Freyja	Lust	Kythria	Seduction	Kallala
Fair Rulership	Odin	Magic	Idraote, Iliric, Mazikeen, Ninsun, Pflarr, Rad	Self-determination	Razud
Family	Patura	Magic Research	Mazikeen	Sexuality	Faunus
Fate	Skuld, Tyche	Malice	Kallala	Sincerity	Paarkum
Ferocity	Loup	Massacres	Arik	Slavery	Brissard
Fertility	Frey, Freyja, Madarua, Ninsun, Ralon, Terra	Medicine	Chardastes, Idraote	Subterfuge	Masauwu
Fire	Zugzul	Memory	Ssu-Ma	Survival	Utnapishtim
Freedom	Benekander	Metallurgy	Wayland	Tactics	Al-Kalim, Lokena
Friendship	Frey	Money	Asterius, Macroblan	Talent	Palson, Soubrette
Fun	Faunus, Raven	Motherhood	Patura	Temptation	Masauwu
Fury	Kiranjo	Music	Guidarezzo	Tenacity	Yagrai
Fury in Battle	Bartziluth	Natural Balance	Djaea	Tolerance	Shaper
Good	Atruaghin	Necromancy	Demogorgon, Marwdyn, Zugzul	Torture	Jammudaru
Good Luck	Raven	Obsession	Yagrai	Trade	Asterius, Macroblan, Ralon
Grace	Lornasen	Oppression	Arachne Prime	Tradition	Carnelian
Greed	Kiranjo	Order	Clébard, Paarkum	Travel	Arnelee
Harmony	Guidarezzo	Passion	Valerias	Treachery	Atzanteotl
Hatred	Alphaks, Bachraeus	Peace	Koryis	Vengeance	Bachraeus, Jammudaru
Healing	Chardastes, Ralon	Perfection	Infaust	Violence	Hircismus, Kiranjo, Orcus
Hearth	Patura	Perseverance	Tourlain	Visions	Tiresias
History	Khoronus	Philosophy	Khoronus	War	Cretia, Eternal General, Saimpt
Honesty	Maat	Plots	Raith		Malinois, Vanya, Zugzul
Honour	Maat, Raith	Power	Pharamond, Zugzul	Warfare	Al-Kalim, Halav
Hope	Minroth, Utnapishtim	Progress	Brandan, Clébard	Wealth	Macroblan
Hunting	Diulanna, Saimpt Malinois, Ninfangle, Zirchev	Prosperity	Koryis, Macroblan, Minroth	Will	Diulanna
Independence	Razud	Purity	Maat	Wisdom	Atruaghin
Instinct	Bastet, Faunus	Reincarnation	Hel	Witchcraft	Demogorgon, Kersy
Intelligence	Lokena	Revenge	Tarastia		
Invention	Garal, Ilmarinen	Scholarship	Idraote		
Investigation	Noumena				
Jokes	Cretia, Raven				
Just Revenge	Raith				
Justice	Finidel, Forsetta, Gorm, Maat, Tarastia, Utnapishtim				
Knowledge	Noumena				
Law	Forsetta, Paarkum				
Liberty	Arnelee, Saturnius				
Life	Terra				
Life Cycle	Simurgh				
Love	Freyja				

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CODEX IMMORTALIS

by Marco Daimonte

The creature contorts itself, trying in vain to free itself from the magic pentagram that imprisons it. Exhausted and sore, the entity slumps back to the earth, defeated. Its violent efforts have succeeded only in bringing screaming agony to overtaxed muscles and now, finally, it's resistance ebbs.

Out from the shadows steps a hooded individual, who to this point has silently observed the creature's torment. Candlelight touches the figure lightly, seeming almost to be devoured by the dark fabric of his clothing. The light is captured by the ruby inset in the head of his staff and reflects back, a crimson tint washing over the scene, accentuating the livid bruises that mar the creature's smooth skin.

A moment more of satisfied study and the hood is snatched back, revealing a sneering individual, who addresses his prisoner with an evil hiss.

"And now that you understand who is in command, tell me all that must be done in order to gain Immortality."

The Codex Immortalis is a completely free online manual, containing all the, until now, hidden secrets that pertain to the divine powers of the Mystaran Multiverse. Within these pages are revealed:

- ❖ The five paths of 'Immortality' for each of the Spheres of Power.
- ❖ The history of all the Immortals mentioned in the official Mystaran supplements.
- ❖ The rules for managing the priests and followers of each Immortal, both for the Classic D&D and 3E systems.
- ❖ A list of Immortals worshipped in each region of Mystara, including the Hollow World.
- ❖ A chapter wholly dedicated to the close examination of the religions and churches found throughout the Known World and the rest of Mystara.
- ❖ Dozens of summarising tables and appendices useful for researching any information relating to the Immortals.

So without further delay, leaf through the learned pages of this tome and remember: knowledge is power!