

# Gods of the Euroz Pantheon for RuneQuest

## The Euroz

### The People

Euroz typically have pallid green skin and lank black hair. Marked by low foreheads and massive, jutting chins, they resemble brutish cavemen at their best. Eye colors tend to be light, usually mint green, yellow, or grey. Active around the clock, their metabolisms are geared towards taking many short naps throughout the day instead of a more traditional day/night sleep cycle.

Most euroz wear clothing either taken in raids against more civilized races, or made from hides. The one type of clothing euroz bend their will to is armor, primarily chain or scale, though some tribes produce a fair banded mail, as well.

Tribal in nature, they exist on the fringes of civilized territories in a perpetual state of war. While their preference for underground habitats mostly brings them into conflict with the dwur, they will just as happily battle olves in their forests or humans wherever they dwell.

Other races are seen as inferior, suitable only for a life of slavery. Though carnivorous, most euroz prefer animal flesh to that of their fellow sentients.

### Important Dates in Euroz History

The euroz are among the oldest nomads dwelling in the Flanaess, arriving nearly 12,000 years ago. Noone but the dwur (who were at the peak of their civilization in those days) truly remember what forced them to flee their former lands, but legends say they were fleeing both a great natural disaster and a losing war.

Upon reaching the Flanaess, they promptly returned to their age-old ways of war and conquest. Though rebuked by the mighty fortresses of the dwur, the celbit and other goblin races were not so secure, and they came under the sway of euroz warbands that ranged across the breadth of the Flanaess in those early times.

In CY -9812, Dralban, a son of Ilneval's avatar and the greatest of the Hell Swords, conquers a vast swath of territory from the Adri Forest south to the Great Swamp. Known as the Empire of the Scarlet Fist, it rivaled the modern-day Great Kingdom in both size, depravity, and cruelty.

Due to his divine parentage, Dralban lived and ruled his empire for nearly a millennia before finally being murdered by one of his many sons, who split the Scarlet Fist among themselves into almost 20 lesser kingdoms; nearly all of which

vanished over the next three millennia as each sought to conquer the other. This was the height of the so-called Goblin Age.

Approximately 4000 years ago (CY -3837), Hraak One-Eye, a powerful shaman of Gruumsh, united all of the northern tribes of euroz and ho-jebline into the Kragun Empire, which he and his sons would rule for almost 2 millennia, making war on the ever-growing nations of humans, olves, and dwur.

The Kragun Empire would finally be scattered by the armies of the Isles of Woe, and by the unleashing of the power of the artifact that sunk that same empire beneath the waves of the Nyr Dyv.

### Euroz Mythology

In the Dawn Age, the Gods met to divide the lands of Oerth among their peoples. Corellon of the olves drew the lot which gave them the forests, and Moradin of the dwur gained the mountains. Garl gained the rocky foothills for the noniz, and Yondalla gained the peaceful meadows for her hobniz. Grandfather picked the choicest lot for man, which gave him leave to dwell anywhere and everywhere. At last they turned to Gruumsh and his followers and taunted him, saying "There are no lots left, One Eye! Where shall your people dwell now?"

Gruumsh's anger was great then, and with his mighty spear he clove the mountains and the meadows, the forests and the hills. Badlands and chasms sprang up where One Eye's spear ripped into the earth, and with a triumphant roar he cried out that these were the places his people would dwell, and multiply, and practice war upon all their neighbors, until all the races who had sought to cheat the euroz of their rightful places in the world bowed their heads in slavery or death.

Gruumsh is the father of the euroz pantheon, and Luthic is the mother of Bahgtru and the rebel, Torva. Shargaas is another of Gruumsh's sons, and he is the father of Yurtruss and Ilneval by a now dead diabolic envoy from the Greater Hells.

## Modern Euroz Viewpoints

### The Pomarj

#### What Your Father Told You

**Who are you?** - I am Guldar Gutripper, a warrior of the Impaled Hand tribe.

**Who are we?** - We are the Guttrippers, the fiercest of all the tribes in the Pomarj. Celbit and jebline cower at our approach, and lesser tribes of euroz pay us tribute or feel the bite of our spears!

**What makes us great?** - We are truly the children of Gruumsh! None can match our might in battle, and our

enemies cover in fear at the merest mention of our name.

**Where do we live?** - We live in a city once called Orrot by the men who lived here, but they were weak and their impaled skeletons now adorn the road leading here.

**What is important in my life?** - You will soon take the initiation rites that will remake you into a true son of Gruumsh. You will be given a spear, and if you prove your worth in battle, you will be given slaves and wealth.

**Who rules us?** - Kodask Mak is our High King, our cheftain, and our High Priest.

**What is evil?** - Sloth, cowardice, and mercy. Sloth, for without labor, we will have no food in our bellies nor clothes on our backs. Cowardice, for without bravery and ferocity in battle, you are are nothing. Mercy is the most evil of all, for in showing such to others, they cease to properly fear us.

**What is my lot in life?** - As I have said, soon you will take the vows that will initiate you into the ranks of the Sons of Gruumsh. After that, you will ride with the warriors, into the hills, into the forests, and across the plains, wherever battle takes us.

**How do we deal with others?** - We speak, others listen. Those who do not obey, we destroy.

**Who are our enemies?** - The humans to the west still claim these lands as their own, and the olves in their forests to the north fear our warriors. A few noniz cling to their warrens in the hills, but we root them out when we find their miserable little hides.

**Who are our gods?** - Gruumsh is the main god of our tribe, but we have some who serve his son Bahgtru or Ilneval the Warrior. Ciabrus the White Handed travels with us, as representative of Yurtrus the Diseased.

## A Note on Runes, Spell Stacking, and Power Levels

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

### Spell Stacking

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

[Example: Kelanen, the Sword Lord, possesses the Rune of Death. His followers could learn Bladesharp 2, a variable spirit spell, or stack 2 castings of the Banish Spirit

spell (even though it is loaned by Zodal, this rule applies).]

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



## Baalzebub

Known as "The Lord of the Flies", he is the worshipped by some euroz tribes dwelling in or near the Great Kingdom and the Horned Society.



## Bahgtru

The god of strength and unthinking loyalty.

### Cult in the World

Bahgtru is the son of Gruumsh, and unarguably the strongest of the euroz's gods. Like their god, Bahgtru's followers disdain magic, most armor, and weapons, preferring to rely on strength alone.

The High Holy Day for this cult is the 22nd of Coldeven, with weekly observances every Godsday. Shrines to Bahgtru typically take the form of a concave depression in the earth, 20m wide and 5m deep at it's deepest point, with a 5m stone statue of their lord at the center.

Common attire for priests of this cult is studded leather armor and gauntlets similar to those worn by their lord.

### Lay Membership

**Requirements:** Bahgtru is served primarily by male warriors (this cult is closed to females), who seek to emulate the strength of this god. They are often called Brawlers.

Skills taught include Dodge, Maneuver, Tumble, Speak Languages, First Aid, Loes (Euroz), Martial Arts, Ceremony, Fist and Grapple attack.

STR training is a standard part of the regimen for this and all of the higher branches of this cult, naturally.

### Initiate Membership

**Requirements:** In addition to the standard requirements, applicants to this cult must have a minimum STR of 18, and must accept one of Bahgtru's Geas. Initiates are known as Fists.

**Spirit Magic:** Compel Respect, Countermagic, Fanaticism,

Ironhand, Protection, Strength, Vigor.

\*(While the shamans of this cult have most spells available to them, few permit their followers to learn any beyond these.)

**Acolyte Membership**

**Requirements:** In addition to the standard requirements, applicants to this cult must have a minimum STR of 21, have mastered their Fist attack, and must accept another of Bahgtru's Geas. Bahgtru's acolytes are commonly referred to as Mailed Fists.

**Priesthood/Shamans**

**Requirements:** In addition to the standard requirement for shamans, potential priests of this cult have mastered their Martial Arts skill and raised their STR to at least 24. Priests are known simply as the Chosen.

Tribes that revere Bahgtru seldom permit cults other than those of Gruumsh or Luthic to coexist with them, and shamans of this cult actively encourage inter-tribe warfare with those who will not accept their lord.

Virtues for this cult include Destructive, Loyal, Misanthropic, and Warlike.

**Common Divine Magic:** Call Followers, Divination, Initiate, Sanctify, Spellteaching, Worship Bahgtru.

**Special Divine Magic:** Break Body, Crack, Hands of Bahgtru.

**Shamanic Taboos**

- No Spell Barrage
- No Spell Extension
- No Spirit Trapping

Geas	Gift
Lose 1 point of INT.	Gain 1 point of STR.
Lose 1 point of DEX.	Gain 1 point of CON.
Learn/Cast No Spirit Magic.	All saves vs. Spirit Magic based on POW +4.
Use no magical protection spells/devices.	Bypass all magical protections when striking with fists.
Accept no STR enhancing magic.	Gain immunity to spells that drain STR.
Accept no hit point enhancing magic.	Gain immunity to spells that directly inflict damage.
Use no attack skill enhancing spells.	Gain immunity to spells that decrease attack skills.
Never dodge.	Gain 3 point skin armor.
Accept all challenges to battle.	Always strike first in a round, despite DEX.

**Associated Gods**

- Gruumsh: provides Ferocity
- Luthic: provides Heal Wound



**Beltar**

Beltar is the Deep Mother, Goddess of Deep Pits and Malice. (See Suel Pantheon Book, pg.7).



**Erythnul**

Known as "The Many", Erythnul is the god of ugliness, capricious malice, hate, envy, and panic. (See Oeridian Pantheon Book, pg.9).



**Gruumsh**

He Who Never Sleeps is the father of the euroz pantheon, and the supreme wargod of his people.

**Cult in the World**

Gruumsh requires unwavering loyalty from his followers, as well as from his fellow deities.

Gruumsh demands many things of his people. First and foremost, there is the drive for new territory in which to live, and the elimination of those already living there.

Secondly, the olven and other human and demi-human races must be exterminated by whatever means are necessary. Since the creators of these races 'cheated' the euroz of their rightful place in the world, it is a moral imperative that they be wiped from the face of Oerth.

Other matters concern this cult, but these two take priority over all others.

High Holy Day for this cult is celebrated on the 4th of Sunsebb, with regular services every Godsday. Temples to Gruumsh are typically built in ruined structures, preferably the sacked and despoiled temples of other gods, as this best symbolizes the place Gruumsh's followers seek for themselves.

Gruumsh's priests wear black plate armor (when they can obtain it) and are required to pluck out their own left eye.

**Lay Membership**

**Requirements:** All euroz males are required to at least be lay members of Gruumsh's cult, or face banishment or worse at the hands of their tribes.

Skills taught by the cult include Dodge, Jump, Maneuver, Ride, Orate, Speak Languages, First Aid, Lores (Euroz, World), Listen, Ambush, Ceremony, and Spear attack/parry.



### Initiate Membership

**Requirements:** Initiation into the cult usually takes place in a euroz's sixth year, when he is deemed old enough to be tested for fitness. Almost 25% of all applicants are deemed unfit, and when possible, such failures are given over to other cults, either for training or as candidates for sacrifice.

**Spirit Magic:** Bladesharp, Bowslow, Compel Respect, Fanaticism, Protection, Transfer Wound.

### Acolyte Membership

**Requirements:** Potential applicants for acolyte status in this cult must have slain a number of enemies equal to their current age, in addition to all standard requirements.

### Rune Lord Membership

**Requirements:** As per priests. Gruumsh's Rune Lords, though rare, are powerful emissaries of their faith and deadly opponents. In tribes where Gruumsh's shamans do not exist, rune lords fulfill the role of priests.

### Priesthood/Shamans

**Requirements:** Standard for shamans, plus must gouge out their own left eye; once this has been accomplished the shaman/priest/rune lord is effectively under a modified Vigilance spell of permanent duration. He will never sleep, and has 2 effective levels of Farsee and Detect Enemies, but must still eat and rest occasionally.

Virtues for Gruumsh include Angry, Cruel, Destructive, Proud, and Warlike.

**Common Divine Magic:** all

**Special Divine Magic:** Black Breath, Blast Earth, Blood Offering, Create Fissure, Ferocity, Firespear, Strike, Truespear, Vigilance.

### Shamanic Taboos

- No Cure Disease
- No Possession
- No Self Resurrection

### Associated Gods

- Ilneval:** provides Shield
- Luthic:** provides Heal Body
- Shargaas:** provides Turn Undead

Ilneval is the god charged with leadership, war, and glory.

### Cult in the World

Ilneval is a war leader's god, revered but not usually worshipped by non-officer euroz. In mythology, he is Gruumsh's general, trusted nearly as much as Bahgtru, his son. Seen as the example for all leaders, he is always at the forefront of battle, mercilessly wading into the enemy cutting a scarlet swath of destruction.

Ready'reat the 15th is the High Holy Day of this cult, with regular services held on the 15th of each month as well as on special holidays commemorating euroz victories of the past. Shrines to this god are typically darkened stone altars, dyed black with the blood of many sacrifices, erected on the battlefields.

Custom requires priests of this cult to wear blood red chainmail armor at all times.

### Lay Membership

**Requirements:** While all warriors honor Ilneval, only those chosen as officers can rise higher in this cult than lay member.

No skills are taught to lay members of this cult.

### Initiate Membership

**Requirements:** Known as the Bloody Blades, initiates of Ilneval must have led warriors into battle at least once.

Skills taught to initiates include Dodge, Leap, Maneuver, Ride, Throw, Orate, Speak Languages, Craft (armor-smith, weapon-smith), First Aid, Lores (Euroz, World), Listen, Scan, Track, Ambush, Ceremony, and Broadsword attack/parry.

**Spirit Magic:** Bladesharp, Bladeweave, Compel Respect, Coordination, Protection, Repair.

### Acolyte Membership

**Requirements:** Known as the Blood Mailed, acolytes of Ilneval are leaders of leaders, who have commanded many battles, and have seen and dealt much death.

### Priesthood/Shamans

**Requirements:** Standard for shamans. Ilneval's shaman-priests are known as the Hell Swords, and they lead their followers against the myriad enemies of their race.

Virtues for Ilneval include Destructive, Energetic, Proud and Warlike.

**Common Divine Magic:** all

**Special Divine Magic:** Command Euroz, Morale, Reflection, Shield, Strongblade, and Truesword.



**Shamanic Taboos**

- No Mind Expansion
- No Self Ressurrection
- Runic Affinities Only

**Associated Gods**

- Gruumsh:** provides Vigilance
- Luthic:** provides Regrow Limb



The cambion-king of the land that bears his name, Iuz is worshipped by many of the euroz who serve in his armies. (See the Flannae Pantheon Book, pg. 9).



Luthic is the euroz goddess associated with female fertility, medicine, and deep, dark places within the earth.

**Cult in the World**

Luthic is the loyal and subservient wife of Gruumsh, she who tends his wounds and bears his children. She is the model which all female euroz are expected to follow, and she is jealous of any who seek to take her power away from her.

Though no euroz would probe so deep, some human sages believe that Luthic traces her ancestry from Beltar and Incabulos, pointing to her love of dark caverns and her powers over disease. Euroz oral tradition, though primitve, stretches back a considerable amount of time, and tales involving Luthic predate those of Incabulos by some measure; even still, a few cling to their beliefs despite this.

Luthic’s High Holy Day is the 11th of Goodmonth, the darkest night of the year. Additional holidays are celebrated whenever Luna is new, in addition to weekly Godsdays ceremonies.

Shrines to Luthic tend to be small wooden affairs, or simple affairs erected in larger edifices devoted to Gruumsh. Priestesses of Luthic have no required raiment, though they are forbidden to cut their hair or nails, and may be easily recognized by the length of either.

**Lay Membership**

**Requirements:** Known as Luthic’s Daughters, all female euroz are lay members of this cult if they live to be six winters old.

Skills taught include Dance, Dodge, Fast Talk, Speak Languages, various Crafts, First Aid, Lores (Disease, Euroz,

Poison, Plant, and World), Conceal, Devise, Listen, Scan, Hide, Sneak, Ceremony and Claw attack.

**Initiate Membership**

**Requirements:** Female euroz are initiated into this cult when they reach their majority, by which time they must be able to fulfill all of the standard requirements, as well. Most will celebrate the occasion by being given over to males as wives or slaves, as appropriate.

**Spirit Magic:** Birth Song, Clawsharp, Disruption, Heal, Repair, Shimmer, Spirit Claws, Vigor.

**Acolyte Membership**

**Requirements:** In order to become an acolyte in this cult, a female must have borne at least one son to her mate. Known as the Mothers, acolytes in this cult are charged with childrearing, healing those who have been injured in combat, and maintaining the homes, weapons, and armor of their males.

**Priesthood / Shamans**

**Requirements:** Often called Grandmothers, it is thought because that in addition to the standard requirements for shamans, the candidate must be a grandmother, as well.

It is a well kept secret among the older males of a tribe that it is bad medicine to anger a Grandmother, lest she strike you with a curse that leaves you impotent or your wives and slaves infertile.

Virtues for Luthic include Manipulative, Private, Suspicious, and Vengeful.

**Common Divine Magic:** all

**Special Divine Magic:** Bless Birth, Catsclaw, Cause Wasting Disease, Command (Gnomes, Healing Spirits) Heal Body, Luthic’s Cavern, Regrow Limb, Summon (Gnomes, Healing Spirits), Waste Loins.

**Shamanic Taboos**

- No Self Ressurrection
- No Spell Barrage
- No Spell Extension
- Runic Affinities Only

**Associated Gods**

- Bahgtru:** provides Hands of Bahgtru
- Gruumsh:** provides Strike



## Mammon

Mammon is worshipped by some euroz tribes dwelling in or near the lands of the Horned Society (See Diabolic Pantheon Book, pg. 14).



## Shargaas

Shargaas is the god of thieves, stealth, darkness, and undeath. He is called the Night Lord.

### Cult in the World

Unchallenged in the darkness beneath the earth, Shargaas is the god of choice for those who prefer a knife in the back to a straight up fight.

One of Gruumsh's lesser sons, he mainly commands those tribes of euroz that have chosen to dwell in the Underdark. That these tribes continue to thrive against such opposition as drow, illithids and duergar is a testament to cold, scheming ways of the Night Lord.

The Night Lord's followers hold the 11th of Goodmonth as their High Holy Day, as do most other darkness worshipping cults. Temples to Shargaas are constructed deep underground, carved from living rock (dwur or duergar temples are often defiled and converted for use by this cult).

Black leather armor and a heavy black cloak form the required dress for priests of this cult.

### Lay Membership

**Requirements:** Worshipped primarily by euroz who live beneath the earth, he is also worshipped by those surface euroz who practice the arts of stealth and thievery, or who revere undeath.

Skills taught by this cult include Dodge, Maneuver, Throw, Fast Talk, Orate, Speak Languages, Evaluate, Lores (Euroz, Poison, World), Conceal, Devise, Sleight, Listen, Search, Ambush, Hide, Sneak, Ceremony, and Dagger attack/parry.

### Initiate Membership

**Requirements:** Standard. Serving their communities as spies, thieves, scouts and death makers, Shargaas's Nightmen work to keep their own people apprised of the actions of their enemies.

Nightmen are also charged with maintaining the catacombs, and with assisting their priests in the collection and preparation of bodies that are due to be made into the various forms of undead.

**Spirit Magic:** Befuddle, Coordination, Countermagic, Darkwall, Extinguish, Mobility, Shimmer, Silence.

### Acolyte Membership

**Requirements:** Standard. Called Nightshadows, acolytes of this cult are primarily in charge of organizing missions into enemy territory, as well as being charged with the defense of their temple and its catacombs.

### Priesthood/Shamans

**Requirements:** The Darklords of this cult, in addition to the standard requirements, must also be ritually joined with a hag who will serve as their consort, wife, and advisor.

Most darklords never leave their temples, since as their power over the Darkness grows, they begin to change in strange and subtle ways. Lay tribe members or initiates who question authority disappear, an event which is always followed by a special feast for the inner circle the next day.

[Once ordained, a priest of Shargaas can no longer truly subsist on anything but the most exotic fare, usually the flesh of euroz, but some prefer that of drow, duergar, or svirfneblin. It is rumoured that with each such meal, the priests take something from their prey, be it knowledge, spells, or skills...]

Those priests who serve under the Deep Dark (as the high priest of any temple is called) live only at his sufferance, with the full knowledge that the rituals of unlife (or cookery) they perform today over one enemy may be performed over them tomorrow.

Virtues for Shargaas' cult include Calm, Misanthropic, Private, and Vengeful.

**Common Divine Magic:** all

**Special Divine Magic:** Bleak, Command (Hags, Shades, Undead), Create (Ghost, Ghoul, Skeleton, Wraith, Zombie), Darksee, Fear, Pain Blow, Ritual of Devouring, Summon (Hags, Shades), Turn Undead, Whispers.

### Shamanic Taboos

- No Soul Expansion
- No Spirit Defense
- Runic Affinities Only

### Associated Gods

**Luthic:** provides Command Gnomes



## Tharizdun

The Lord of the Dark has a few tribes of euroz devoted to his service. (See the Flannae Pantheon Book, pg. 21).



Known as White Hands, he is the euroz god of death and disease.

## Cult in the World

Nothing good is ever spoken of Yurtrus, who never speaks for himself, either. While his priests never rule tribes in and of themselves, they are always present (for who would dare to try and send them away?). Though immune to the diseases they carry, they are more likely to spread a plague than to cure it, for the omens their god sends are more often baneful than beneficent.

Clad always in white gloves and armor stitched together from the skins of those who have died of disease, priests and propitiators of Yurtrus come together on the last day of Coldeven to celebrate their High Holy day, as well as lesser services on the final days of the other months, as well.

Shrines to Yurtrus are commonly rude affairs of mottled skin, flayed muscle and bone, kept 'fresh' with regular sacrifices of animals and captives.

## Lay Membership

**Requirements:** Any euroz who is sick or fears sickness offers prayers to Yurtrus, and often will pay whatever tribute they can to his priests to be free of their afflictions.

Afflicted euroz who either cannot pay or who show 'promise' will be offered the chance to initiate in the cult, effectively becoming permanent carriers of whatever disease currently afflicts them.

No skills are taught to lay members of this cult.

## Initiate Membership

**Requirements:** Since no euroz actively seeks to serve Yurtrus, most initiates of this cult will have been blackmailed with the prospect of death or permanent weakness as a result of their illness. Since weakness is as good as a death sentence, most accede and become full initiates.

In addition to the normal POW sacrifice, the supplicant must submit to a Carry Disease spell, causing them to become immune to, and become a carrier of, the disease they are currently affected by.

Skills taught by the cult include Dodge, Lores (Disease, Euroz, Poison, World), Conceal, Sleight, Listen, Taste, Track, Sneak, Ceremony, and Mace attack/parry.

**Spirit Magic:** Darkmaul, False Healing, Protection, Silence, Sneeze, Transfer Wound.

## Priesthood/Shamans

**Requirements:** In addition to the standard requirements, Yurtrus' PlagueMasters must be carriers of at least five major

diseases.

Barely tolerated but feared by all, PlagueMasters are present in almost every mix of cults in a tribe. In their own way, they are as pervasive as Gruumsh's own cult.

Virtues for Yurtrus' cult include Cruel, Destructive, Uncaring and Unpredictable.

**Common Divine Magic:** all

**Special Divine Magic:** Alter Spirit of Disease, Black Breath, Carry Disease, Cause Disease, Chaos Gift\*, Command (Disease, Healing Spirits), Crush, Summon (Disease, Healing Spirits), Turn Blow, Wither.

## Shamanic Taboos

Never Speak  
No Magic Attack  
No Magic Defense  
No Possession

## Associated Gods

None

## The Nalshaval

### The People

The nalshaval are a recent offshoot of the euroz race, identical in all ways except for their pale grey skins and higher foreheads.

Unlike their green-skinned cousins, nalshaval are civilized, after a fashion, raising their own cities and creating their own farmlands in the wilderness.

Content to dwell in peace with their neighbors (so long as their neighbors will give them a chance to do so). In a few cases, they have managed to open peaceful trade relationships, but most nalshaval communities still hide their presence, fearing the reaction of their human or demi-human neighbors when they learn of a city of euroz under their very noses.

### Important Dates in Nalshaval History

The nalshaval race was born a mere century ago, though the events of their mythology span a much longer period of time.

Vren Tog, their largest settlement, lies in a high valley in the Lortmils, and their second largest settlement is Montesser, a seaside town on the coast of Medegia.

### Nalshaval Mythology

Among the vast number of Gruumsh's children, only one has been the patron of magic to his people, namely Torva.

Although originally only a demipower, and unable to provide his worshippers with more than mere cantrips, he was determined to increase his magical abilities. Knowing that there would be no tutelage among his own kind, Torva left his father's Shadowed Hall to seek greater power over the arcane arts, and eventually he came before the Archmage of the Deities, mighty Boccob himself.

Upon hearing his request, Boccob dismissed Torva as a lying fool, and called him a puppet of his father Gruumsh. But while making his way out of Boccob's grand library, he was intercepted by Zagyg, who offered to teach Torva the arcane secrets he sought if he would first complete a test to demonstrate his earnest desire and dedication to learning.

Zagyg charged Torva with the seemingly impossible task of stealing Pholtus' Golden Scepter of

the Sun and burying it deep beneath the Griff Mountains. Torva thought over his options and saw that he had little choice, so he slipped cautiously into Pholtus' Palace of the Sun using what little skills with magic he had.

Torva soon found that Pholtus rarely left the scepter alone, and that the blinding light within the palace caused him constant pain. After many decades of waiting for his chance, Torva spied Pholtus putting the scepter aside as he seduced a young and beautiful mortal woman from the Kingdom of Aerdi. Seizing his chance, Torva crept forward and nabbed the scepter.

Pholtus instantly knew that his artifact was in the hands of another. Pholtus sent burning sunrays to slay the would-be thief. The sunrays blasted Torva as he ran from the Palace of the Sun, scorching and scarring his skin. Nearly exhausted from the long wait and the searing pain from the sunrays, Torva stopped in a vast forest to rest, hoping the thick trees would hide him from the enraged sun god.

Using his link to his scepter, Pholtus never lost track of Torva, and soon found the sleeping euroz god and snatched the artifact away. Feeling his prize slip from his grasp, he awoke with a cry of fury and jumped the sun god. Though Pholtus' merest touch was pure pain for Torva, he was determined to never give up and allow his hard won prize to be lost. With his bare hands, now burned black, Torva fought on.

For a day and a half the two gods fought and struggled over the scepter. Finally, the head of the scepter snapped off from the strain placed on it by the two warring gods and rolled to the ground.

Pholtus stood stunned: his artifact had been broken in two. Torva saw his opportunity and quickly seized the golden orb that was the head of the scepter and fled. Pholtus, enraged and (for the moment) defeated, burned down the entire forest searching for Torva and the Orb.

Torva fled straight to Zagyg and presented him the Golden Orb. Zagyg laughed and returned the Orb to Torva, to keep as his own. Over the next several decades Zagyg taught Torva the secrets of magic, and during this time Torva learned that he had been permanently changed by his adventure.

His once emerald green skin was now ash gray, and his hands were still black. More importantly his close and continual contact with Pholtus and the Orb had granted him powers over fire and light.

Now, with his greater magical powers and with his new powers over light and the sun, Torva returned to the Shadowed Halls a more powerful god than any of his



bretheren. Such was his power, Torva glowed with the power of the sun in the dark domain. Torva found that his sibling gods and goddesses avoided looking at him because it hurt their eyes to do so. Torva eventually approached his father and in a proud new voice spoke of his adventures and ordeals.

Gruumsh's anger with Torva was great, for he felt it shameful that any child of his should seek out the human gods for knowledge. Still, Torva asked his father for his permission to share his newfound knowledge to his followers, i.e. the witch-doctors, so that they might become full mages.

Torva explained that only races that invested in magic were destined to rule, because strength would only go so far. At this, Gruumsh bellowed with laughter and called Torva a fool. "The Euroz race was made by strength of arms, not the magic which Corellon's despised spawn are the masters of!" Gruumsh proclaimed. With a final grunt, Gruumsh told Torva to take his "foolish prattle" and begone.

His fellow gods and goddesses sensing the weakness of Torva's position, laughed and began pelting Torva with stones. Torva, livid with the stupidity of his father and his siblings called forth a rage worthy of any of them and began to shine like the sun, chasing all the shadows from his father's Halls.

Torva watched as his siblings fled or trembled before him, and in a murderous rage stood before his father and called him a 'blind fool'. Even in the face of his son's newfound power, Gruumsh was outraged; he took up his spear and with murder in his heart cast it Torva's chest.

Torva chose this time to flee his father's wrath, just before the mighty spear impaled him. So angry was Gruumsh, that he rampaged throughout his Halls and slew nearly a dozen of his children.

Torva found his mother and bade her goodbye, for he knew that he had gone too far, and Gruumsh would never allow him to live. As he took his leave of the Shadowed Halls, a small congregation of other weak gods and goddesses found him and asked to join him in his flight, for they thought that his ideas about magic and the euroz race had merit.

Torva accepted their company and together they left and soon laid the plans for a new pantheon of euroz deities, to be known henceforth as the Zavik (the Enlightened).

Later that evening Torva and the other Zavik appeared to their followers as dreams and told them to flee their individual tribes and clans and gather together for protection. Torva explained that Gruumsh's anger

would light a fire of genocide against any who worshipped the Zavik, so they must flee their lands and never return.

Gruumsh soon learned what his upstart progeny were doing, and set his priests and warriors to hunt down their followers and slay them, their families, and any who aided them.

## Modern Nalshaval Viewpoints

### Vren Tog

#### What Your Father Told You

**Who are you?** - I am Lorthil, head of the StoneMasons Guild of Vren Tog, and your father.

**Who are we?** - We are the nalshaval, the Grey People.

**What makes us great?** - We heeded the call of our gods when they broke with the old ways, and we are eternally better for it. We build, where our forefathers destroyed, and we trade where our forefathers stole. We can never go back to the old ways, nor would we ever want to.

**Where do we live?** - We live in the Vale of the Burning Cliffs, in the city of Vren Tog, which we raised in stone with our own hands.

**What is important in my life?** - You are my son; I have made a comfortable life for you and your sisters, but soon enough all that will change. You will have to decide on the path you wish to follow, though it is my hope that you will choose the life of a stone mason.

**Who rules us?** - K'Nor Scalin, son of our founder D'foe rules us. Heed well his words, for they are the words of our lord, Torva.

**What is evil?** - Evil comes in many forms. Our old ways, those my father and his father before him knew were evil, for they were so wrapped in hatred and violence that none could see the light until the Zavik showed it to us.

**What is my lot in life?** - My business is always open to you, my son, but it may be that you choose to follow another path. I have some money put aside, should you choose to apprentice yourself as a merchant or mage, but choose wisely, as it is the rest of your life you will be deciding.

**How do we deal with others?** - Where we can, we trade peacefully with our neighbors. When we must, we hide from the sight of those who we feel will not understand us, who will see our faces and see only the euroz, and not the nalshaval. And when we must, when

peace or stealth have availed us not, we fight. Not the senseless warfare of our green cousins, but battle for the safety of our children and the preservation of our way of life.

**Who are our enemies?** - Our main enemies are our cousins, the euroz. Above all others, they hate us with unreasoning passion, and would see our kind stamped out forever. Humans, dwur and olves see only strangely colored euroz, and there have been fights because of this. But some new ties have been forged, and times are slowly getting better.

**Who are our gods?** - Our gods are known as the Zavik, the Enlightened Ones. First among them is Torva they Grey Sage, followed closely by Khavylus, Movos, Huntum, Guxrai, and Hod. Savidge has many followers among the rustics, and our womenfolk follow Ollyvux, Tunki, Ezri and Aisula.



Aisula is the goddess of Blood, Twilight, Beauty, and Death.

### Cult in the World

Aisula was born of a union between Gruumsh and a little known euroz goddesses named Oishen, who died giving birth to her. (It is possible that Luthic was jealous of her and killed her as the baby was born.) Because she was a daughter of Gruumsh's, Luthic was forced to raise her as her own daughter.

Early on, the adventurous and beautiful (by euroz standards, anyway) young goddess, who had an affinity for shadows and twilight, showed herself to be quite a handful. She seduced many of the young gods, but would never allow any of them to gain an advantage over her. While traveling the planes in search of adventure, Aisula met and fought a powerful vampire/deity. (She will not name him, but its rumored to have been Kas the Destroyer).

Needless to say, Aisula suffered grievous wounds. She barely made it home to Luthic's doorstep before she succumbed to the wounds and died, only to rise again as a vampire. She and Luthic kept this a secret, fearing what Gruumsh would do if he knew.

Though the limitations of vampirism meant little in Gruumsh's sunless halls, the call of the blood was

something that Aisula could not ignore. She surprised another young god and drained him dry. Fearing he would also rise, she destroyed the remains. For many years, that one kill sustained her.

Eventually the hunger came upon her again. She tried to resist, but it proved to be her master. Aisula hunted and found an ancient euroz deity, Huntum, whom she felt might sustain her for decades. Just before she attacked, a group of other young gods set upon Huntum, beating him for no reason. Aisula jumped out and sank her fangs into one of the young ones, whom she quickly drained.

The others ran in fright, not even bothering to look to see who was attacking them. Sated, Aisula helped Huntum up. He was grateful to her for helping him, and offered to help her, as well.

When her hunger returned, Huntum, who was now her lover, offered her a little of his own blood to help her through the hunger. The taste of blood, freely given, ran through Aisula's head like a drug, and the next day after awakening, Aisula found she could control the hunger.

Over the next few decades, Aisula and Huntum were secretly married. Every few weeks he would offer her a little nibble on his neck or wrist, to sate the hunger.

Aisula now serves the nalshaval as their undying Mistress of Death. She is also often referred to as the Seductress.

Aisula's cult celebrates the 28th of Sunsebb, the last day of the year, as their High Holy Day. Additional ceremonies are conducted every Freeday. Temples to this goddess are constructed entirely below ground, and consist primarily of vast catacombs where the dead are stored.

Priestesses of Aisula wear gowns of blood red, and keep hours similar to those of their patron (i.e. awake and active only at night).

### Lay Membership

**Requirements:** Aisula draws most of her followers from the ranks of those who prepare and inter the bodies of the fallen, as well as those who seek to emulate the beauty and seductive powers of the Twilight Queen.

Skills taught by the cult include Dance, Dodge, Orate, Seduction, Speak Languages, Craft (Funeral Rites), Lores (Euroz, Nalshavel, Spirit, Undead, and World), Conceal, Track, Ceremony, and Bite/Tusk attack.

### Initiate Membership

**Requirements:** Standard. Initiates of Aisula (known as

Blood Sisters) serve as both as undertakers and prostitutes, but require living blood as partial payment. The blood taken is seldom enough to be life threatening, as it is the symbology that is important, not the volume.

**Spirit Magic:** Aisula's Tusks (Toothsharp), Countermagic, Darkwall, Glamour, Hibernation, Shadowcloak (Shimmer).

### Priesthood

**Requirements:** Standard, though open only to women. Aisula's priestesses are known as Blood Queens, and they are ultimately in charge of the burial and rites protecting the dead. Unlike their Mistress, Blood Queens are not vampires and do not seek undeath; any offerings of blood must be freely given, or the blood is useless.

**Common Divine Magic:** all

**Special Divine Magic:** Blood Offering, Dark Walk, Erotocomotose Lucidity, Stop Resurrection, Whispers.

### Associated Gods

**Huntum:** provides Resist Pain



Ezri is the Zavik goddess ruling Birds, Freedom, Mirth and Roaming. She is sister to Khavylus.

### Cult in the World

Ezri is a free spirited goddess with wings of grey, black, and brilliant blue. Of all the Zavik, Ezri is the staunchest ally of Torva, because without his rebellion, she would still be trapped in the dark and eerie underground domain of the Euroz gods, dreaming of endless horizons. Rarely staying in any one place for long, she leads a nomadic life, constantly skirting the edge of euroz/nalshaval lands.

Whenever something of great interest happens, Ezri is usually the first on the scene; thus she often serves as the ambassador for the Zavik.

Ezri also has a wicked (though never cruel) sense of humor, which has gotten her in trouble more than once with gods and goddesses more powerful than her. Her swift flight has saved her life on more than one occasion.

Ezri loves birds, and is constantly surrounded by their beautiful forms listening to their songs.

Ezri's High Holy Day is the 1st of Planting, with additional services on the 1st of each month. Temples to Ezri are typically semi-circular open-aired structures, built directly into cliff-faces where possible, or on hilltops where it is not.

Ezri's priests wear elaborate feathered cloaks of pidgeon, crow, and bluejay.

### Lay Membership

**Requirements:** Because the nalshaval are few, most of Ezri's followers are hunters, who carefully cull the local avians for food. Because they are far-ranging, they are also considered unofficial diplomats of the realm. Most of Ezri's followers are females, as well.

Skills taught include Climb, Jump, Throw, Orate, Sing, Speak Languages, Tell Jokes, various Crafts, First Aid, Lores (Animal <avians>, Euroz, Nalshavel, and World), Scan, Track, Ceremony, Net attack/parry, Javelin attack and Atlatl attack.

### Initiate Membership

**Requirements:** Standard. Most of Ezri's Skyfree accompany their brother-initiates of Khavylus as scouts on trading missions, in addition to patrolling the borders of their settled lands with Savidge's Forestborn searching for intruders.

**Spirit Magic:** Farsee, Light, Multimissile, Protection, and True Net.

### Priesthood

**Requirements:** Standard, though open only to women. Known as the Greyfeathered, they oversee matters of community defense, inter-species relations (the only major race they've had non-lethal contact with since fleeing the Pomarj are the aaracroka, with whom they share the peaks of the Lortmil range).

Virtues for this cult include Calm, Energetic, Modest and Social.

**Common Divine Magic:** all

**Special Divine Magic:** Call Birds, Command Sylph, Flight, Grow Wings, Mask Scent, Retrieve Javelin, Speak with Birds, Summon Sylph.

### Associated Gods

**Khavylus:** provides Path Watch



called 'the Steady', because when he places his loyalty and trust into another individual or an ideal he will fight to the death to protect it.

Unlike his father, Hod choose not to become a warrior. He is a builder by his very nature, and this was what always placed him in direct conflict with most of traditional euroz culture. He prefers to build with stone, but he is the 'Master' of all crafts, from making pots, to clothing, wooden tools, and food preparation.

The reason he joined Torva is because the euroz refused to take pride in crafts, and he felt his talents were going to waste. He felt that the creation of a new order (and a new subrace) of euroz would change all that.

Hod's cult observes the 27th of Patchwall as their High Holy Day, in addition to the 14th of Goodmonth, called the Memorial, which celebrates the day the last stone was laid on Vren Tog's walls.

Temples to Hod are round, single story affairs built of quarried stone, with basements and archives below. Priests of Hod wear leather aprons similar to those worn by stonemasons, but of finer quality.

### Lay Membership

**Requirements:** Though primarily interested in the raising of buildings and monuments, Hod is also the patron of craftsmen, so he is revered by smiths, carpenters, and others who create finished goods.

Skills taught by the cult include Orate, Speak Languages, many Crafts, Evaluate, Lores (Euroz, Mineral, Nalshaval, Plant, World), Conceal, Devise, and Ceremony.

### Initiate Membership

**Requirements:** Standard. Initiates of Hod are generally journeymen in their crafts, and use their status in the cult as a form of advertisement of their skill.

**Spirit Magic:** Ease Pain, Heat Metal, Mold Metal, Mold Stone, Repair, Strength, Strong Hammer.

### Priesthood

**Requirements:** Standard. Known as Masters, Hods priests are generally considered to be just that - masters of their appropriate craft.

Charged with bettering the skills of those beneath them in the cult, Hod's Masters perform a valuable service to their community even when not overseeing community projects.

Virtues for Hod include Creative, Energetic, Loyal and Social.

**Common Divine Magic:** all

**Special Divine Magic:** Bless Forge, Precision (all Crafts).

### Associated Gods

**Movos:** provides Shield

**Torva:** provides Enhance Gustbran



Huntum is the god of Self Sacrifice, Wisdom, and Prophecy.

### Cult in the World

Huntum is old, nearly the equal of Gruumsh in age. He is very wise and is often sought out as a councilor, though his advice is often cryptic and prophetic.

Though he freely gave good advice with a civil tongue, his words were seldom heeded by those who sought him out. Perversely, his fellow euroz deities would then exact their revenge upon him for not being clear enough. Too old and weak to properly defend himself, he could only stand and take their punishment, too proud to bow before those that sought to harm him.

A few centuries ago Huntum met a young deity named Aisula. Ever since their fateful meeting, they have been inseparable. He knows that she is a vampire and willingly gives of himself, so that her hunger never harms any of the other Zavik. In return for this, she protects and defends him from those who seek to do him harm.

Knowing his reputation for sound advice, Torva came to Huntum and asked him to join the Zavik as an honored advisor and aide.

Huntum's followers celebrate the 1st of Needfest as their High Holy Day, with additional holidays on the 1st of each of the festivals. No temples exist to Huntum; usually shrines dedicated to him are found within those of either Movos, Ollyvux, Torva, or the monastic temples that honor the Zavik as a whole.

Grey robes trimmed in black serve as the distinctive rainment of priests of this faith.

### Lay Membership

**Requirements:** Huntum is served by all folk who seek wisdom or knowledge of the future.



Skills taught include Debate, Orate, Sing, Speak Languages, various Crafts (divination related), Lores (Euroz, Nalshavel, Spirit, World), Listen, Scan, and Ceremony.

### Initiate Membership

**Requirements:** In addition to the standard requirements, prospective initiates are expected to forswear something of value to them. For some it is a type of food or drink, for others, friends or family. Some make a more visceral sacrifice of flesh, commonly a hand, foot, or gonads.

**Spirit Magic:** Comprehension, Endurance, Huntum's Voice (Improve Orate), Second Sight, Vigor.

### Priesthood

**Requirements:** Standard. Priests of Huntum are expected to (but never required) take a priestess of Aisula as their wife. Even the distrustful priestesses of Ollyvux value the counsel of Huntum's chosen representatives.

Virtues for Huntum include Altruistic, Calm, Modest and Spiritual.

**Common Divine Magic:** all

**Special Divine Magic:** Community, Courage, Resist Pain, Sixth Sense, Soothing Word, The Sight.

### Associated Gods

**Aisula:** provides Whispers

## H 2 Y Khavylus

Khavylus is the god of Trade, Travel, and Hidden Knowledge.

### Cult in the World

Known as the Wanderer, Khavylus embodies the quest for new horizons, new opportunities, and new knowledge. In the dark warrens of his father's house, information and secrets were invaluable to survival, and this cult teaches those same truths in the sunlit world.

Though still a shrewd and cunning spy master, Khavylus has added new aspects to his old ways. No longer a buyer and seller of just information, he now

will buy and sell anything. So, if you desire something, Khavylus will be happy to acquire it for you in exchange for something he deems just as valuable.

Although Khavylus was doing well in the shadowed realm of the euroz, he felt that even his own people did not respect him, which was true; they believed him weak-hearted and a coward. He joined Torva and helped form the Zavik to prove them wrong.

Among the nalshavel, two subcults exist, both sharing facilities but serving different aspects of their lord. The first, known as the Sunlit, are the merchants and traders who openly trade goods in the marketplaces and who lead caravans into the lowlands seeking trade.

The Shadowed are the thieves and information brokers who are charged with scouting out new marketplaces, spying on potential enemies, and acquiring goods that cannot be obtained through open trade.

This cult celebrates its High Holy Day on the 11th of Harvester, with additional holidays on the 11th of each month. Marketplaces typically serve as temples to this deity, as do some guildhalls.

Worshippers of Khavylus generally wear cloaks of deep red, over inner garments of grey or green.

### Lay Membership

**Requirements:** Khavylus appeals to both merchants and thieves, and most of his supplicants are a little of both.

Skills taught by the cult include Climb, Dodge, Ride, Bargain, Fast Talk, Speak Languages, Evaluate, Lores (Euroz, Nalshavel, World), Conceal, Devise, Sleight, Listen, Search, Hide, Sneak, Ceremony, and Shortsword attack/parry.

### Initiate Membership

**Requirements:** Standard. Initiates of Khavylus are known as Exchangers, and facilitate the exchanges of knowledge and goods that their communities need to thrive. Initiates must choose which branch of their cult to follow (the Sunlit or the Shadowed), though it is important to note that the Shadowed are required to leave behind something of value (generally a silver coin) even when they steal something of far greater value.

**Spirit Magic:** Befuddle, Coordination, Countermagic, Silvertongue, Shimmer.

### Priesthood

**Requirements:** Standard. Known as Master Exchangers, priests of Khavylus oversee both branches

of the cult, and coordinate such decisions as when to trade and when to steal, and if one should attempt one after the other has failed.

Virtues for Khavylus include Creative, Curious, Honorable, and Prudent.

**Common Divine Magic:** all

**Special Divine Magic:** Analyze Magic, Create Market, Exchange Spells, Fluency, Hide Wealth, Hie Wagon, Path Watch, Safe, Seal Tongue, Translate.

**Associated Gods**

**Torva:** provides Clear Sight



Movos is the god of Honor, Skill, and Stoicism.

**Cult in the World**

Movos is a younger brother of Torva's and the first to join him in founding a new pantheon. He lives as a stoic who's greatest weapon and armor are his honor. He will do nearly anything to protect his honor, the honor of the Zavik, and the honor of the nalshaval.

Movos is far more than just a warrior's diety. He symbolizes the perseverance, dedication, and humility in all nalshaval. If he does something, he does it with the skill of someone who has done the task millions of times before. If it is new to him, Movos learns it quickly and becomes a skilled master of the task. Although many respect and honor him, Movos is sworn to his brother; he would never take up arms against him.

The 4th of Fireseek sees the High Holy day celebrated for this cult, in addition to normal Godsdays services. Lesser holidays include the 19th of Readying and the 7th of Goodmonth, when nalshavel forces drove off giants and humanoids, respectively, who sought to plunder Vren Tog.

Temples to Movos are simple circular affairs, more stone-lined depressions in the earth than anything else. Unlike Bahgru's shrines, however, a tall conical roof surmounts the depression.

Ceremonial garb for Movos's priesthood involves a simple draping of bright red cloth bound by a black leather harness to hold it close to the body. Heads are

shaven, and black leather boots are worn on the feet.

**Lay Membership**

**Requirements:** Movos appeals to those who seek to live their lives with dignity, and who respect peace. The fact that many of these worshippers display their respect for peace by defending it with their lives only illustrates the quiet resolve Movos inspires in his followers.

Skills taught by the cult include Dodge, Maneuver, Ride, Speak Languages, First Aid, Lores (Euroz, Nalshaval, World), Juggle, Listen, Scan, Ceremony, and Ball & Chain attack.

**Initiate Membership**

**Requirements:** Standard. Most of Movos' initiates serve in community militias, as they are sworn to defend their people from harm. Those who are not are either simple craftsmen or part of a growing monastic order that lives apart and meditates on the new lives their people are forging in this wilderness.

**Spirit Magic:** Bludgeon, Coordination, Endurance, Fanaticism, Solace, Strength.

**Rune Lord / Priesthood**

**Requirements:** Standard. Rune Lords in this cult serve both as priests and officers in the militia or peace forces of their communities, especially in outlying districts.

Virtues for Movos include Altruistic, Calm, Honorable, and Loyal.

**Common Divine Magic:** all

**Special Divine Magic:** Banish Spirit, Brace, Face Chaos, Instruct Skills, Resist Pain, Shield, Weaponmight.

**Associated Gods**

**Torva:** provides Sun Beam



Ollyvux is the goddess of Ceremonies, Law, and Punishment.

### Cult in the World

Ollyvux is a young goddess who had the misfortune of being born a female in a male dominated society. In the darkness, her cult was mainly about punishment and suffering for its own sake, but all through the centuries when Ollyvux tried to start cults on Oerth, the male gods would quickly crush her followers in the most vile method imaginable whenever they were found. Ollyvux has grown to harbor a distrust, bordering on hatred, of men because of this.

When she heard of Torva and his band of separatists, she was curious. When she saw Ezri and Tunki join the new pantheon, Ollyvux quickly joined as well. She gained Torva's promise that her followers would be the keeper of the Law, interpreter of the Law, and the administrator the Law.

Secure in their position of defining the laws and customs of the nalshaval, Ollyvux has taken it upon herself and her followers to eradicate the old ways that were practiced by the euroz. While the Enlightening may have changed the nalshaval's appearance, many are still euroz in their heart of hearts. Thus, laws among the people are harsh, and the punishments for breaking them are equally harsh.

Adorned in simple robes of the purest white, priestesses of this cult can be found in tall, spire-topped towers that serve as temples for this faith.

The 5th of Brewfest serves as the High Holy Day for this cult, with additional services held every Godsdays.

### Lay Membership

**Requirements:** Ollyvux draws many of her lay worshippers from those who help draft and enforce the laws and customs of her people.

Skills taught include Dodge, Debate, Fast Talk, Orate, Speak Languages, Lores (Euroz, Laws, Nalshaval, World), Read/Write, Listen, Search, Ceremony, and Whip attack.

### Initiate Membership

**Requirements:** Standard. Initiates of Ollyvux are common sights in nalshaval cities, as they are charged

with 'witnessing' the actions of the public. Many Witnesses accompany peacekeepers serving Movos in their daily activities.

**Spirit Magic:** Admonish, Clumsy, Extinguish, Second Sight, and Torture.

### Priesthood

**Requirements:** Standard. Priestesses of Ollyvux, known as Arbitrators, serve as judges, legal counsels, and coordinate community activities. They also manage and guard the few prison facilities that the nalshaval maintain, and administer due punishment when such is warranted.

Virtues for Ollyvux include Calm, Honorable, and Prudent.

**Common Divine Magic:** all

**Special Divine Magic:** Coerce, Enchant Shackle, Flay, Forlorn Hope.

### Associated Gods

**Movos:** provides Shield

**Torva:** provides Reflection



Savidge is the god of Nature and the Changing Seasons.

### Cult in the World

This enigmatic young god has been hunted by the other euroz deities for nearly his entire existence. Savidge is a spirit of nature, a domain that most euroz spit and trample upon. When he heard of the new sun-god of the euroz, Savidge sought him out. Savidge is tired of the constant warfare and brutality of the euroz race. When he learned of the Zavik, Savidge saw an opportunity to renew his own faith and at last take up residence in the forested hills, to feel the wind and rain upon his face, and to be one with Nature.

This cult celebrates its High Holy Day on the 1st of Needfest, with lesser holidays observed on the 14th of each month. Shrines to Savidge are typically at the heart of a forest, near the largest, oldest tree.



Priests of Savidge wear green leafed cloaks, and wield simple oaken staves that serve as badges of office as well as ritual bindings.

**Lay Membership**

**Requirements:** Savidge draws his worshippers from those who dwell outside of the cities, out among the hills and forests that Savidge finds most pleasing.

Skills taught include Climb, Dodge, Ride, Sing, Speak Languages, Craft Wood, First Aid, Lores (Animal, Euroz, Nalshavel, Plant, World), Conceal, Listen, Scan, Track, Ambush, Hide, Sneak, Ceremony, Sling attack and Broadsword attack/parry.

**Initiate Membership**

**Requirements:** Standard. Known as the Forestborn, Savidge’s initiates take an oath to never again leave the wilderness they have sworn to protect.

More than any of the other Zavik cults, the followers of Savidge bear the deepest hatred for their former kin. Many euroz, ranging too close to nalshavel lands have felt the deadly sting of sling bullets from followers of this cult.

**Spirit Magic:** Befuddle, Bladesharp, Coordination, Endurance, Moon Sight, Protection, and Zephyr Stone.

**Priesthood/Shamans**

**Requirements:** Standard for shamans. The most nature oriented of the Zavik cults, Savidge remains the only one with strong ties to the spirit world.

The Leafsworn (as Savidge’s chosen are called) work closely with Ezri’s cult patrolling the borders of their lands, in addition to overseeing the expansion of their more citified cousins into the unclaimed forests.

Virtues for Savidge include Conservative, Loyal, Private, and Spiritual.

**Common Divine Magic:** all

**Special Divine Magic:** Draw Beast, Mask Scent, Moon Running, Spectral Forest, Sureshot

**Shamanic Taboos**

- Bind only Animal or Plant Spirits
- No Spell Barrage

**Associated Gods**

**Ezri:** provides Speak with Birds

**Torva:** provides Reflection

Tovra is the god of Magic, Light, the Sun, and Persistence.

**Cult in the World**

Torva faced many challenges along the road to his current position. Originally the patron of euroz witch-doctors, he wanted to bring his followers greater magickal powers than they currently held, and so he requested for a teacher.

Rebuffed by Boccob, he was accepted by Zagyg, who charged Torva with a seemingly impossible quest before his instruction could begin.

Against the odds, Torva succeeded in his quest, and in doing so gained both the special enmity of Pholtus and some of that god’s powers over Light as well. Zagyg was well pleased with his new student, and taught him many of the deeper mysteries he sought.

When Gruumsh ridiculed him for his new abilities and heretical ideas, Torva fled his father’s Halls, taking with him several of the other disaffected godlings who rose to become the Zavik. Though hunted by kin and their traditional enemies alike, the followers of Torva and the Zavik have nonetheless carved several small communities for themselves out of the more inaccessible regions of the Flanaess.

Followers of Torva hold the 7th of Fireseek as their High Holy Day, with lesser holidays on the 7th of each month. Temples to Torva are always circular affairs built aboveground, with their main entrances facing east to greet the dawn. Within, a great central pyre burns, an eternal flame that symbolizes purity, resolve, and power. Most serve dual duty as temples to the whole of the Zavik in addition to Torva as an individual.

Torva’s priests wear robes of yellow trimmed in orange, red or white, depending on their stature in the cult.

**Lay Membership**

**Requirements:** Torva is worshipped both as the ‘father’ of his pantheon and as the Patron of Magic to his race. As a result, nearly all the nalshaval are at least lay members of this cult, in addition to whatever other cults they belong to.

Skills available through this cult are Orate, Speak Languages, Evaluate, Lores (Euroz, Magic, Million

Spheres, Nalshavel, Spirit, World), Read/Write, Conceal, Hide, Ceremony, and Grapple attack/parry.

While Intensity is a learned skill, all other manipulations available must be sacrificed for on the High Holy Day of this cult. Arts available include Maintain, Multispell, Range, Force, Hold, Permanency and Reinforce. (Magi have all manipulations available to them).

Torva's High Vow enjoins his followers to live lives of austerity and moderation, and to seek any knowledge that comes their way. Magic that is not of the Zavik is to be resisted, save that of Aisula, who still dwells in the shadows.

### Initiate Membership

**Requirements:** Standard. Initiates of Torva are known as the FlameTouched; considered journeymen in their chosen field of magic, they gain access as well to the divine magics that Torva provides.

**Note:** Like most other Magic rune deities, Torva does not provide access to Spirit Magic, only sorcery, magick, and rune spells.

### Acolyte Membership

**Requirements:** Standard. Considered full adepts, the Sunchasers serve their communities with their magic, adding enchantments to civic projects and when necessary using their spells in the defense of their settlements.

### Rune Lord Membership

**Requirements:** Standard. Known as the Black Hands, they are specially chosen from among those Autotheist, Battlemage and Fire Warlock adepts who show the most promise, and are given further instruction in the skill of Martial Arts.

As a mark of special favor, the forearms and hands of those so chosen visibly darken and take on the offensive and defensive properties of a heavy cestus (1d3+2 damage, 8 AP).

### Priesthood

**Requirements:** Open only to Fire Warlock magi, Torva's priesthood are known as the Orb Holders.

In addition to their duties training their people in magic, Torva's priests usually serve as the temporal rulers of their communities, coordinating the efforts of their fellow Zavik priests and striving to keep their small communities safe and secure.

Virtues for Torva's followers include Creative, Honorable, Reckless, Spiritual and Stubborn.

**Common Divine Magic:** all

**Special Divine Magic:** Clear Sight, Command (Flares, Salamanders), Courage, Enhance Gustbran, Reflection, Restore Magic, Sun Beam, Sunbright.

**Sorcery Notes:** Common Vows include Abjure (Armor (2), Arms, Ceremony), Adulation (2), Devotion, Never Kill ... (2), POW Gift (2), Rituals (3), Sacrifice (APP, DEX), Seclusion (2), Shun (Dark, Immortality, Tap), and Tend Familiar.

Common Specialties include Alchemist, Conjurer, Healer, Warlock of Fire.

### Associated Gods

**Guxrai:** provides History

**Khavylus:** provides Analyze Magic

**Movos:** provides Shield



**Tunki**

Tunki is the goddess of Fire, Passion, and Feminity.

### Cult in the World

Tunki is a flame-haired euroz goddess who is ruled by her passions and emotions. Tunki could be called the first feminist of the euroz pantheon.

Even as a youth, Tunki felt that the male dominated society she dwelt in was corrupt, and needed drastic, even revolutionary action to fix it. She especially hated the extremely strict laws that governed the euroz and kept females in perpetual bondage.

On the fateful night when Torva returned to the Shadowed Halls, Tunki had been brought before Gruumsh for judgement. As she had often used the fire of her passion to burn those males who sought to dominate her, it had been Gruumsh's decree that she be wed to Yurtrus in order to finally break her spirit.

When she witnessed Torva standing up to Gruumsh, she took the chance at escaping her fate by throwing in her lot with the Zavik. Although she is highly attracted to the powerful new leader of the pantheon, she has refused to become his bride until he acknowledges and codifies



female equality among the nalshaval.

Tunki’s followers hold their High Holy Day ceremonies on the 16th of Fireseek, with additional services every Godsdays. Shrines to Tunki are typically statues of the goddess carved from reddish stone, surrounded by torches.

Priestesses perform services wreathed only flame, and wear robes of red-orange between services.

**Lay Membership**

**Requirements:** Open only to females, Tunki’s faith is quite common as a secondary faith for those who primarily worship Ezri or Ollyvux. There is some competition between the cults of Aisula and Tunki, as both goddesses represent aspects of nalshavel fertility.

Skills taught by this cult are Dance, Tumble, Seduction, Sing, Speak Languages, Craft (Cooking, Courtesan, others), First Aid, Lores (Euroz, Nalshavel, World), Listen, Taste, Sneak, Ceremony, and Shortsword attack/parry.

**Initiate Membership**

**Requirements:** Standard. Initiates of Tunki exist as a society of ‘Free Women’, sworn to never again submit to the rule of any male. Most take work as caravan guards, guides, and personal bodyguards.

**Spirit Magic:** Countermagic, Fireblade, Protection, Repair.

**Priesthood**

**Requirements:** Standard. Tunki’s priestesses espouse a life free of male dominance, and urge their followers to take up crafts and positions traditionally held by men.

Virtues for Tunki include Energetic, Rebellious, and Stubborn.

**Common Divine Magic:** all

**Special Divine Magic:** Attract Attention, Cause Passion, Couvade, Fertility, Regain Purity, Shield of Fire.

**Associated Gods**

**Ezri:** provides Command Sylph

**Torva:** provides Command Salamander



Thus concludes my Cultural Guide for the Euroz/Nalshaval . The World of Greyhawk™ Wizards of the Coast. RuneQuest™ Avalon Hill Games

















































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## Appendix

What the Runes in these writeups stand for, and who rules them.

	Air	Air, Storm, Violence <b>VELNIUS</b>		Law, Malign	Ordered, Regimented
	Alchemy	Alchemy, Transformation		Light	Light w/o Heat <b>PELOR</b>
	Beast	Animal Life		Luck	Luck, Chance, Randomness
	Betrayal	Betrayal, Treason, Falsehood <b>SYRUL</b>		Magic	Magic, Energy <b>BOCCOB</b>
	Chaos	Entropy, Corruption, Chaos <b>THARIZDUN</b>		Man	Humanoid Life
	Cold	Cold		Mastery	Self-Knowledge, Internal Unity, Control
	Darkness	Darkness <b>THARIZDUN</b>		Mind	Thought, Mental Processes, Psionics
	Death	Separation, Conflict, Death <b>NERULL</b>		Moon	Mysteries, Tides, Luna <b>SEHANINE</b>
	Disorder	Disunity, Trouble, Trickery		Half Moon	Seasons, Cycles, Celene <b>CYNDOR</b>
	Dragon	Majesty, Power, Dragons		Movement	Change, Instability
	Earth, Light	Earth, Solids (Beneficial) <b>BEORY</b>		Planes, Inner	Elemental & Inner Planes <b>DORGHA</b>
	Earth, Dark	Earth, Solids (Maleficent)		Planes, Outer	Outer Planes, Hells
	Evil	Malice, Hatred, Evil <b>ASMODEUS</b>		Plant	Vegetable Life
	Fate	Fate, Destiny, Status <b>ISTUS</b>		Portals	Portals, Doors, Locks, Keys, Passages <b>DALT</b>
	Fertility	Love, Life, Growth, Fertility		Shadow	Light Within Darkness, Secrets
	Fire	Fire, Heat, Sky, Light		Slavery	Slavery, Confinement, Subjugation
	Harmony	Unity, Cooperation, Healing <b>ZODAL</b>		Spirit	Discorporate Beings, Communication b/w Worlds
	Heat	Heat w/o Light		Stasis	Stability, Strength <b>KORAM</b>
	Hunger	Unfillable Hunger, Cravings		Trade	Exchange, Commerce
	Ice	Cold w/o Darkness		Truth	Truth, Knowledge <b>ZANN</b>
	Illusion	Tricks, Concealment, Lies		Undeath	Undeath, Living Dead
	Infinity	Unendingness, Time <b>LENDOR</b>		Void	Waste, Reversal, Loss <b>ACERERAK</b>
	Kinship	Kinship, Family <b>YONDALLA</b>		Water	Water, Liquids <b>PROCAN</b>
	Law	Ordered, Unchanging, Reliable		Work	Industry, Labor <b>MORADIN</b>