

Gods of the Flannae Pantheon for RuneQuest

The People

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

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

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

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

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

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

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

Important Dates in Flannae History

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

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

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

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

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

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

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

0480 - Blackmoor and the Empire of Woe clash over control of the lands surrounding Whystil Lake. Tunrafe vanishes, leaving his son, Xecantha, to rule his lands.

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

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

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

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

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

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

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

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

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

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

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

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

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

mountain fortresses in the nearby Kingdom of Aliador.

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

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

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

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

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

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

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

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

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

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

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

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

1656 - Kas of Gorak is born.

1693 - Bands of migrating Oeridians begin crossing

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

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

1700 - Kas becomes Vecna's lieutenant.

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

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

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

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

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

2726 - Present Day.

Flannae Mythology

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

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

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

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

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

Modern Flannae Viewpoints

Duchy of Tenh

What Your Father Told You

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

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

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

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

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

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

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

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

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

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

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

Grand Duchy of Geoff

What Your Father Told You

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

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

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

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

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

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

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

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

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

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

R R W Y Boccob

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

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

Cult in the World

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

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

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

Lay Membership

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

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

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

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

Initiate Membership

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

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

Acolyte Membership

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

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

Priesthood

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

Common Divine Magic: all

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

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

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

Saints of Boccob

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

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

Priesthood

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

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

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

Common Divine Magic: all

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

Associated Gods

Rao: provides Oath

Zodal: provides Restore INT



Kelanen

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

Cult in the World

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

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

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

Lay Membership

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

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

Initiate Membership

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

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

Priesthood

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

Common Divine Magic: all

Special Divine Magic: Charm Sword, Living Blade, Nine of Blades, Truesword.

Associated Gods

Trithereon: provides Retrieve Weapon

Zodal: provides Banish Spirit



Krovis

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

Cult in the World

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

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

shrines to Krovis that dot the Pomarj.

Priests of Krovis do not have a distinctive ceremonial garb.

Lay Membership

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

Initiate Membership

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

Spirit Magic: Bladesharp, Fanaticism, Hibernation, Standfast.

Priesthood

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

Virtues for Krovis are Rebellious and Warlike.

Common Divine Magic: all

Special Divine Magic: Morale.

Additional Notes

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

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

When the priests of Krovis feel that he is again

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

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

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

Associated Gods

Trithereon: provides Truespeak



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

Cult in the World

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

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

Lay Membership

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

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

Initiate Membership

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

OXIII Myhriss

Myhriss is the goddess of Love and Beauty.

Cult in the World

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

Extinguish, Mobility, Protection, Slow, and Visibility.

Acolyte Membership

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

Priesthood

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

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

Common Divine Magic: all

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

Associated Gods

Beory: provides Command Gnome

Zodal: provides Heal Body



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

Cult in the World

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

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

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

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

Lay Membership

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

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

Initiate Membership

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

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

Acolyte Membership

Requirements: as per Priests.

Priesthood

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

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

Common Divine Magic: all

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

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

Spirit of Retribution

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

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

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

Archons

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

Archons come in several forms, representing various levels of “purity” or perhaps rank in Rao’s service.

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

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

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

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

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

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

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

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

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

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

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

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

Associated Gods

Pelor: provides Produce Light

Zodal: provides Resurrect

Common Divine Magic: all

Special Divine Magic: Courage, Peace, Reflection, War Fetter

St. Carmichael

St. Carmichael is the god of Peace.

Cult in the World

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

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

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

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

Lay Membership

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

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

Initiate Membership

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

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

Priesthood

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

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

Associated Gods

Allitur: provides Command Audience

St. Cuthbert: provides Detect Truth

St. Trowbane: provides Undetectable to Humans

Rao: provides Shield

Zodal: provides Resurrect

St. Cuthbert

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

Cult in the World

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

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

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

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

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

Lay Membership

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

Skills taught by the cult include Dodge, Debate,

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

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

Common Divine Magic: all

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

Associated Gods

Kelanen: provides Truesword

Obad-Hai: provides Tanglethicket



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

Cult in the World

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

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

Vecna's priests dress in black, of course.

Lay Membership

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

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

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

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

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

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

Initiate Membership

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

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

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

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

Priesthood

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

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

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

Common Divine Magic: all

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

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

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

Associated Gods

None



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

Cult in the World

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

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

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

Lay Membership

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

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

Initiate Membership

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

use over the broadest area.

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

Acolyte Membership

Requirements: as per Priests.

Priesthood

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

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

Common Divine Magic: all

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

Associated Gods

Beory: provides Earthpower

Pelor: provides Call Shanasse



Thus concludes my Cultural Guide for the Flan.

The World of Greyhawk™ TSR/Wizards of the Coast.

RuneQuest™ Avalon Hill Games/Hasbro

Special thanks to E. Gary Gyax, who created the World of Greyhawk.

Other thanks go out to Sandy Petersen, Samuel Weiss, Nathan Irving, Rip Van Wormer, Will McPherson, Julian Lord, Joe Katzman and Jason Saunders and a host of others from the GreyTalk & RuneQuest-Rules lists.

Appendix

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

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