

Gods of the Hobniz & Noniz Pantheons for RuneQuest

Hobniz

The People

Hobniz are a short, plump race, derisively compared by many to small humans. Their faces are round and broad and often quite florid, often leading others to suspect them of intoxication. They typically live in small burrows that exist both above and below ground, such burrows are always clean, dry, and homey.

Their hair is curly and is most noticeable on their heads and the tops of their feet, as they prefer not to wear shoes. Their typical life expectancy is twice that of humans (approx 150 years).

Often called industrious, and ignored by many as hopelessly quiet and peaceful, hobniz see wealth only as a means of gaining the creature comforts they love. Though most prefer the comforts of a snug home to dangerous living, nearly all will choose to travel extensively at least once in their lives, and such travel (to 'broaden oneself') can lead to adventuring.

Hobniz are neither forward nor overly brave, but they can be cuttingly observant and conversational in the company of those they trust.

Depending on their lineage, certain hobniz characters might have night vision similar to that of the olves. Any hobniz character has a 15% chance to have this adaptation.

Hobniz fashions run towards knee-length britches, vests, shirts and coats, in mixed colors. Stripes are common, though in war they are known to wear mottled greens and browns, most likely for camouflage.

Important Dates in Hobniz History

The hobniz are not great record-keepers, but what is known of their past can be surmised thusly.

-9823 - Hin the Stout makes his first pilgrimage to the

"Lake of Unknown Depths".

-9755 - Jerob Hinson leads several clans of hobniz out of the east to settle on the shores of the Nyr Dyv, escaping slavery at the hands of Zorlit the Black.

-7224 - Humanoid raids from the north force hobniz settlements off the north shore of the Nyr Dyv. Hayduck of Morrisdown leads eight clans southwest into the Lortmils.

-6812 - Pim of Westlake slays Muklon the Giant, ending the humanoid raids for almost 100 years.

-6410 - The Dresel clan moves to what will someday be known as Ulek.

-5874 - Nery, Sheriff of Kron meets and welcomes the first Flan nomads to settle near the Lortmils.

-5040 - Hobniz settlements along the southwest Nyr Dyv welcome olven settlers, whom they ally with.

-4378 - Jonri of Gullin's Peak made Prince Darrien's vassal for his service on the Plains of Pesh.

-3837 - Rise of the Kragun. Hraak One-Eye unites the warring clans of euroz and ho-jebline beneath him, and proceeds to make war on the hobniz, humans, and olves of the northern territories.

-3640 - Jeb of Dreseldown is knighted by the Olve King of Arissa.

-2338 - The Luskin clan flees oppression in the land of Blackmoor.

-2032 - The Flannae nation of Nerask-Harad begins rounding up hobniz families en masse, and herding them into camps. The Winnowing begins.

-0997 - Vecna's empire falls, ending the Winnowing. Hobniz clans that had found shelter among the noniz, dwur, and olves slowly begin to resettle their former lands amid the chaos of the migrations of Oerid, Suel, and Bakluni.

-0576 - Terres of Ulek witnesses the crowning of the Overking in Rauxes.

-0007 - Hob of Gran March made an honorary Knight of the Hart for bravery at the Battle of Emridy Meadows.

0001 - Present Day.

Hobniz Mythology

Hobniz mythology is as tangled as their history, but most agree on several points. Yondalla was among the Dawn Lords at the creation of the world, and she in turn gave birth to all the rest of the members of her pantheon.

Littleman is an important figure in their mythology. Comparable to Grandfather Mortal, while he is not the first hobniz, he is the one who best helped codify and spread Yondalla's faith among all hobniz. Some tales link him to Brandobaris as well, as either a son or an avatar, as both figures travel widely and get into endless amounts of trouble.

Aside from the core pantheon presented here, many hobniz communities mix equal measures of ancestor worship and spirit cults in with their traditional pantheonic religious practices. Most hobniz burrows, in addition to a shrine to Yondalla or Cyrrollalee, will also boast one to either a famous ancestor or local spirit.

Modern Hobniz Viewpoints

County of Urnst

What Your Grandmother Told You

Who are you? - I am Dolya Brightwillow, your mother's mother. May you always be warm and dry, my little one.

Who are we? - We are the hobniz, called halflings by some.

What makes us great? - We came to these lands long, long ago, and have remained here, despite raids and persecution. We have watched the empires of humans and olves rise and fall, as they quarrel over wealth that brings no comfort.

Where do we live? - We live in the lands the humans call Urnst, but which we have always known as Hinson's Fields.

What is important in my life? - Always remember to be courteous to others, when you can, and that big folk will always underestimate anyone shorter than they are. Make use of that, when you can.

Who rules us? - This land is ruled by Her Noble Brilliancy, Countess Belissica Gellor. She's a good ruler, as humans go.

What is evil? - Evil comes in a multitude of forms, little one. There's big evils, like euroz and their ilk. Then there's

small evils like drafts, threadbare socks, and burnt pie crusts.

What is my lot in life? - Oh, you've a load of choices before you little one. Your father would welcome you into his cobbler shop, or you could take up a plow on your uncle's farm. The Countess values our people as scouts and slingers, if you think fighting would interest you, or you could take an apprenticeship in any number of other trades.

How do we deal with others? - Politely, if they're folk we know. Strangers we'll play the Question game with, but only till we've seen what they're made of. Those that want to take from us, we'll meet with steel, if need be, though we'd rather not.

Who are our enemies? - We've no enemies of our own, locally, though the Countess' enemies are ours by contagion. The folk of Nyronnd covet our lands, as do those of the Great Kingdom.

Who are our gods? - Well, we have a shrine here in town that honors Yondalla and her children, as well as the lesser shrines in our homes. Old Zeth on the edge of town reveres Peeko, and occasionally one of the wanderers will come back from his travels worshipping some foreign god.

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.



Known variously as the Defender, the Vigilant, and the Wary.

Cult in the World

Among the generally placid and peaceloving hobniz, Arvoreen is the god of defense and watchfulness, and what, among other races, would be warfare.

Often thought to be the mate of Yondalla, and the father of the other hobniz deities, Arvoreen is also the fire-bringer, the one responsible for teaching the hobniz race the uses (and the comforts) of fire.

Arvoreen’s followers hold the 11th of Readying (known as the Day of Remembrance) sacred, in addition to regular services each Godsdays and special holidays commemorating hobniz victories over aggression in the past. Temples to Arvoreen are typically fortified stone redoubts, placed in strategic locations near to hobniz settlements.

Priests of Arvoreen generally wear silvered chainmail and a deep blue tabard emblazoned with a crossed pair of silver shortswords.

Lay Membership

Requirements: Known as Shieldbearers, any and all hobniz who have ever had to defend his home is automatically a follower of Arvoreen, as are most active career warriors.

Skills taught by the cult include Climb, Dodge, Maneuver, Throw, Tumble, Orate, Speak Languages, Craft (various weapon & armor manufacturing skills), First Aid, various Lores (Animal, Hobniz, World, and a variety of others, mostly relating to enemy races, e.g. goblinkind), Read/Write Conceal, Devise, Listen, Scan, Track, Hide,

Sneak, Ceremony, Shortsword attack, and the Arvoreen’s Defense weapon style (shortsword attack and dodge).

Initiate Membership

Requirements: Standard. Known as Guardians, initiates of Arvoreen are responsible to their communities as exactly that, serving under their commanding Marshalls.

Spirit Magic: Befuddle, Bladesharp, Bladeweave, Demoralize, Ignite, Repair, Shimmer, and Strength.

Acolyte Membership

Requirements: Standard. Known as Protectors, acolytes of this faith, in addition to serving their communities, are often called upon to scout out locations for new settlements as well as carry messages between existing temples to their god.

Rune Lord Membership

Requirements: Standard. Known as SilverBlades, rune lords of this cult seek to spread the tenets of their faith by example, and actively patrol hobniz lands with an ever-watchful eye for lurking danger.

Those who master the Rune of Harmony are automatically protected by the Chameleon spell whenever they wish.

Masters of the Fire Rune find that both of their enchanted silver shortswords are imbued with the effects of the Sun Sword spell whenever they are drawn in combat.

Masters of the Stasis Rune can automatically cast the Shield spell upon themselves, for the cost of a single magic point per point of Shield desired.

And finally, Masters of the Rune of Death can invoke the power of the Morale spell about themselves simply by leading a charge into battle.

Priesthood

Requirements: Standard. Arvoreen’s Marshalls serve as leaders in times of war, and coordinate the training and actions of their followers in times of peace. They also aid craftsmen in the design of defensive tunnels and burrows, as well as the manufacture of weapons and armor.

Virtues for Arvoreen include Altruistic, Energetic, Loyal, and Pragmatic.

Common Divine Magic: all.

Special Divine Magic: Attract Attention, Chameleon, Courage, Morale, Shield, Sun Sword, Vigilance.

Associated Gods

Urogalan: provides Turn Undead

Yondalla: provides Community.

initiates typically operate either in small bands led by a Hand, or seek risks among companions of their own choice.

Spirit Magic: Befuddle, Coordination, Countermagic, Glue, Hotfoot, and Shimmer.

Priesthood

Requirements: Standard. Known as Hands (“Sticky Hands” to some wags), Brandobaris’ priesthood is expected to stay in touch (as much as possible) with the followers of their god who need them.

While many lead regular groups of Knaves on a day to day basis, most simply wander from place to place, setting up temporary shrines anyplace they expect to remain for a while.

Virtues for this cult include Curious, Indulgent, Joyous, and Reckless.

Common Divine Magic: all.

Special Divine Magic: Avoid Fate, Believe Lie, Brandobaris’ Luck, Conceal, all Illusions, Swallow.

Associated Gods

Yondalla: provides Heal CON

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Brandobaris

Brandobaris is the hobniz deity of stealth, trickery, and misadventure.

Cult in the World

In the many legends surrounding Brandobaris, one thing is clear: he lives for adventure. Whether it is stealing the truncheon of the Celbit King, or leading a band of ogres into the lair of a waiting bronze dragon, he’s always on the move.

Brandobaris’ cult observes the 4th of each Festival as holy, though they have no High Holy Day. Temples to this deity are unknown, and even shrines are uncommon due to the eternally roving nature of his priesthood.

Ceremonial garb for priests includes whatever the priest in question commonly wears, with the addition of a feathered cap and a necklace of coins or gemstones.

Lay Membership

Requirements: Brandobaris is worshipped by many hobniz who have taken up the adventuring lifestyle, especially those with a love for “stealthy” activities.

Skills taught by the cult include Climb, Dodge, Jump, Leap, Tumble, Fast Talk, Sing, Speak Languages, Storytelling, Evaluate, various Lores (Hobniz and World, primarily), Read/Write, Conceal, Devise, Sleight, Listen, Search, Hide, Sneak, Ceremony, and Dagger attack.

Initiate Membership

Requirements: Standard. Officially known as Knaves (but unofficially called by many worse titles), Brandobaris’


Charmalaine

Charmalaine is the young hero-goddess of Keen Senses & Narrow Escapes.

Cult in the World

Originally born the daughter of one of Brandobaris’ rare avatars, Charmalaine led a wild and reckless life across most of the known Flanaess and some of the unknown bits as well before ascending to the Upper Worlds.

While the luck of her father played a large part in her success, it was her own dedication to the honing of her senses that drew her along the Path of Heroes.

Charmalaine’s followers do not observe a regular High

Holy Day, rather whichever Priest maintains the local shrine sets his own schedule, designed to best fulfill the needs of his flock. Regular services are maintained every Godsdays, in any event.

Priests of Charmalaine typically don oiled black leather armor like their patroness, and wield light maces in combat.

Whenever Charmalaine favors one of her initiates or priests with an Allied Spirit, it always takes the form of an awakened ferret.

Lay Membership

Requirements: Lay followers of Charmalaine are often wanderers, scouts, or adventurers.

Skills taught by the cult include Dodge, Leap, Walk Tightrope, Speak Languages, Evaluate, Lores (hobniz world), Juggle, Play Instrument, Listen, Scan, Scent/Taste, Ceremony, and 1H Mace attack.

Initiate Membership

Requirements: In addition to the standard requirements, prospective initiates of Charmalaine must awaken their psionic potential.

Charmalaine's cult only teaches the skills related to the Clairaudience Aspect (which is counted as being only half it's total for the purposes of calculating total Aspect) and Gestalt.

Spirit Magic: Befuddle, Comprehension, Ease Pain, Farsee, Mind Trap, and Second Sight.

Priesthood

Requirements: Standard. Priests of Charmalaine (known as Mentors) typically retire from their wandering lifestyles and 'settle down' to tend an available shrine. Though many still take long sabbaticals to visit friends or check out local problems, such leaves of absence never conflict with their schedule of holidays (though missing a few Godsdays is not uncommon).

Virtues for this cult include Curious and Reckless.

Common Divine Magic: Armoring Enchantment, Binding Enchantment, Call Followers, Dismiss Magic, Divination, Enchant Holy Symbol, Excommunication, Heal Wound, Initiate, Magic Point Matrix Enchantment, Mindlink, Sanctify,

Soul Sight, Spell Matrix Enchantment, Spellteaching, Strengthening Enchantment, Warding, Worship Charmalaine.

Special Divine Magic: Awaken, Mindbridge, Path Watch, and Sixth Sense.

Associated Gods

Brandobaris: provides Avoid Fate



Cyrrollalee

Cyrrollalee is the goddess of friendship, healing, and trust.

Cult in the World

Cyrrollalee is known variously as the Hand of Fellowship, the Helping Hand, and as the Hearthkeeper. She presides over such diverse concepts as friendships, oaths, hospitality, healing, the home, family, and comfort.

As the Hearthkeeper, she is the foe of those who would break the hospitality of a house, as well as those who steal.

As the Helping Hand, she nurtures those who are injured back to health, though she has no direct power over death.

Finally, as the Hand of Fellowship, she sees to it that friendships endure, promises are kept, and that honesty prevails over falsehood. (The cults of Cyrrollalee and Brandobaris, while friendly, don't see eye to eye on this issue, naturally.)

Her followers consider the 1st day of each month to be holy, but celebrate their High Holy Day on the 9th of Fireseek. Most hobniz homes and temples to allied gods contain at least a small shrine to Cyrrollalee, and the rare formal temples are typically sprawling, open-aired affairs built over and under natural hillsides.

Common garb for Cyrrollalee's followers is an unadorned brown robe, with bare head and feet.

Lay Membership

Requirements: Known as the Befriended, Cyrrollalee's

followers are drawn mostly from women, though she is favored by innkeepers of either sex as well.

Skills taught by the cult include Dance, Dodge, Orate, Sing, Speak Languages, any Craft related to homemaking, First Aid, various Lore (Animal, Hobniz, Plant and World are most common), Read/Write Languages, Play (any variety of instruments), Listen, and Ceremony.

Initiate Membership

Requirements: Standard. Known as Hostesses (or Hosts, in the case of males), initiates are required to serve as living examples of the hospitality their goddess decrees, as well as to create new friendships with their neighbors.

Spirit Magic: Admonish, Banish Spirit*, Ease Pain, Heal, Ignite, Repair, and Sustain.

*Works only in a home.

Acolyte Membership

Requirements: Standard. Known as the Companions, Cyrrollalee's acolytes often rove between various hobniz communities, testing the hospitality of those whom they encounter.

In addition to these duties, Companions often accompany Homesteaders when they seek out new lands for their people.

Rune Lord Membership

Requirements: Standard. Known collectively as the Homesteaders, these hobniz are the most 'militant' of all the ranks of the cult, as they brave the hazards of new territory seeking safe havens for their people. They are often Shieldbearers or Guardians of Avoreen, as well.

Masters of the Harmony Rune gain the automatic blessing of the Community spell wherever they go, extending their "community" to include the various inns, taverns, etc., they encounter in their travels.

Masters of the Kinship Rune can utilize the Know Lineage spell on anyone they meet simply by touch, though those unwilling to reveal such knowledge gain a save.

Masters of the Rune of Truth can seal any pact with an Oath simply by willing it so.

Priesthood

Requirements: Standard. Cyrrollalee's priests are

commonly called Matriarchs, as most (though not all) are women.

Matriarchs seldom roam far from their villages, preferring instead to remain at home and see to the needs of their friends and neighbors. Many seek their healing and negotiating skills, though their baking skills are also highly regarded.

Virtues for the cult include Altruistic, Honorable, Loyal and Social.

Common Divine Magic: all.

Special Divine Magic: Bless Home, Community, Heal Body, Know Lineage, Oath, Regrow Limb, Restore Health, Song of Comfort, and Truespeak.

Spirit of Retribution

Nhojoh: Unlike most spirits of retribution, Nhojoh does not attack errant worshippers. Instead, Nhojoh manifests as a poltergeist-like spirit within their home, plaguing them with spoiled food, broken pottery, and sleepless nights until they are forced to flee and seek the hospitality of others...

If they move to a new home, Nhojoh will follow them there within a few days. This will continue until the hobniz in question either repents his ways, or can find another willing to drive the spirit off for him.

Associated Gods

Avoreen: provides Shield

Urogalan: provides Ressurrect

Yondalla: provides Bounty



Peeko

Peeko the Ocelot is presented as a sample spirit cult of the sort often joined by hobniz shamans.

Cult in the World

Peeko is a totemic spirit associated with the ocelots in and around the Urnst territories.

Shrines to Peeko dot the landscape in this region, tended

to by a small but loyal cadre of followers.

Lay Membership

Requirements: Peeko has a following mainly among the young, but is also revered by those who live by their wits or on the leavings of others.

No skills are taught by this cult.

Initiate Membership

Requirements: POW Sacrifice only.

Spirit Magic: Most spirit magic is available from the Shaman/Priests of this cult.

Shaman/Priesthood

Requirements: Standard. Peeko’s shamans generally live simple lives as dictated by their taboos, below.

Virtues for the cult are Curious and Joyous.

Common Divine Magic: Initiate, Worship Peeko.

Special Divine Magic: Catsclaw, Catseye.

Shamanic Taboos

Runic Affinities Only.

May only scavenge/beg for food.

Must leave bowl of milk out before going to bed.

Associated Gods

None



Sheela is the goddess of agriculture, nature, and the weather.

Cult in the World

Sheela oversees the changing seasons, the balance between wild and cultivated lands, in addition to romantic love and passion.

Sheela’s followers celebrate two annual High Holy Days,

the first is one the 11th of Readying, and the other on the 25th of Harvester; with lesser celebrations held whenever Luna is full.

Temples to Sheela vary in construction, but all feature deep cisterns holding fresh water, and several silos containing seed grain. Followers typically wear green robes gaily decorated with embroidered flowers, as well as garlands of flowers and holly leaves.

Lay Membership

Requirements: Sheela’s lay members are often called Seedlings, and are typically drawn from farmers, though all hobniz who share in her bounty revere her as well.

Skills taught by the cult include Speak Languages, various Crafts related to farming and animal husbandry, various Lore (Animal, Hobniz, Plant, and World are common), and Ceremony.

Initiate Membership

Requirements: Standard. As most farmers are initiates of Sheela, their duties pertain mainly to the sowing and harvesting of their crops.

Spirit Magic: Comprehension, Glue, Light, Plowsharp*, Ratslayer*, Repair.

*Bladesharp, Disruption

Acolyte Membership

Requirements: Standard.

Priesthood

Requirements: Standard, though many of Sheela’s priests also become shamans, as well. Sheela’s priesthood, known as the Greenfosters, oversee the planting and the harvesting, community functions like dances, festivals, contests, etc..

Virtues for Sheela include Joyous, Modest, Spiritual, and Social.

Common Divine Magic: all.

Special Divine Magic: Accelerate Growth, Bear Fruit, Bless Animals, Bless Crops, Cause <Passion>, Couvade, Fertility, Flowers, Sprout, Tanglethicket.

Shamanic Taboos

Runic Affinities Only
No Spell Barrage

Associated Gods

Yondalla: provides Bounty



Urogalan

Urogalan is the Black Hound of the Earth, Guardian of the Dead.

Cult in the World

Urogalan is by far the most grim and dire member of the hobniz pantheon. Concerned with death and dying, his followers do not share the usual easy-going happiness that characterize most hobniz.

Urogalan’s worshippers observe their High Holy Day on the 4th of Flocktime, with additional holidays whenever Luna is full. Temples to Urogalan are typically built in natural caves with extensive catacombs dug beneath, all floored in loose earth.

Typical garb for Urogalan’s clergy consists of a loose white robe belted with rope.

Lay Membership

Requirements: Urogalan has few lay followers, though most mourners and those who dig graves can be counted as such.

Skills taught by the cult include: Orate, Sing, Speak Languages, Craft (Corpse Preparation), Lores (Burial Customs, Hobniz, Undead, World), Read/Write, Play Instrument, Listen, Search, Ceremony and Flail attack/parry.

Initiate Membership

Requirements: Standard. Known as Wardens of the Black Hound, Urogalan’s initiates are charged with patrolling and expanding the temple catacombs, assisting their priests with the preparation of the dead, and occasionally with assisting the Vassals in apprehending tomb robbers

or seeking out lost complexes.

Spirit Magic: Banish Spirit, DarkMaul, Hibernation, Protection, Solace, Visibility.

Acolyte Membership

Requirements: Standard. Vassals of the Black Hound are typically charged with temple security, and are sometimes sent out seeking lost/forgotten temples that others have uncovered.

Priesthood

Requirements: Standard. Named after their lord, the Black Hounds preside over all of the funerals in their community, and are occasionally called upon to cast out foreign spirits that continue to haunt the living. They also serve as historians for their communities, cataloging the geneologies, achievements, and great deeds of their constituency.

Virtues for Urogalan include Calm, Conservative, and Spiritual.

Common Divine Magic: all

Special Divine Magic: Bless Grave, Command (Dogs, Ghosts, Gnomes), Darksee, Earth Grip, Ressurrect, Summon (Gnomes), Turn Undead.

Associated Gods

Arvoreen: provides Shield
Cyrrollalee: provides Know Lineage
Yondalla: provides Group Defense



Yondalla

The Blessed Provider, the Nurturing Matriarch.

Cult in the World

Yondalla is seen as the mother of the hobniz race, their provider in times of need, and their spiritual center.

Family is very much at the center of hobniz society, as is

evidenced by the deep faith nearly all hobniz feel for Yondalla. Most if not all hobniz remain active initiates in her faith as well as any other they may belong to.

High Holy Day for this cult is the 7th of Readying, with lesser holidays on the 7th of each month in addition to regular Godsdays observances.

Temples to Yondalla are rarely built; shrines to her faith are nearly universal in hobniz homes, and most villages boast a larger, central shrine. Ceremonial garb consists of overlapping robes of green and brown, with a yellow overcloak. An shield bearing a cornucopia device is frequently carried as well.

Lay Membership

Requirements: As membership in this cult is nearly universal, merely being a hobniz is all that is required to qualify.

Skills taught include Dance, Orate, Sing, Speak Languages, many Crafts, First Aid, Lores (Hobniz, World), Read/Write, Listen, Scan, Ceremony, Short sword attack, and Shield parry.

Initiate Membership

Requirements: Standard. Known among themselves as the Blessed, initiates of this faith serve their communities in a variety of ways. Besides their obvious ecclesiastical role, they work as civil leaders, peacekeepers, and counselors, and some even serve as inter-community emissaries.

Spirit Magic: Befuddle, Countermagic, Ease Pain, Light, Yondalla's Touch

Acolyte Membership

Requirements: Standard.

Priesthood

Requirements: Standard. Yondalla's priests are known as the Exalted. Except in times of war, they lead their village defenses, and can frequently be found aiding the cults of Arvoreen, Cyrrollalee, Sheela and Urogalan.

Virtues for Yondalla include Altruistic, Energetic, Loyal, Social, and Trusting.

Common Divine Magic: all

Special Divine Magic: Accelerate Growth, Bounty, Brace, Community, Couvade, Earth Strength, Group Defense, Heal CON, Restore (all).

Associated Gods

Arvoreen: provides Vigilance

Brandobaris: provides Avoid Fate

Cyrrollalee: provides Heal Body

Sheela: provides Tanglethicket

Urogalan: provides Ressurrect

The Noniz

The People

Noniz are short hominids, midway in size between hobniz and dwur. While they share many traits in common with both races, they have many unique qualities, as well.

Averaging a meter in height, they prefer to trim and sculpt their beards, and take a pride in the size and shape of their <ahem> prodigious noses that is directly proportional to the size of same.

Noniz typically live in burrows or tunnel complexes that while more extensive than those of the hobniz, are nowhere near as ancient or grandiose as the carved cities of the dwur. Low, wooded hills are preferred, though many noniz have become more cosmopolitan and moved to human or dwurin cities.

Skin tones among the noniz tend to be dark, tan to brown, though this can vary in some individuals. Hair is generally blonde, ash tones and platinum tones predominating. Eyes are generally blue, though violet and grey are not unknown.

Noniz possess low light vision equal to that of the olves and dwur, permitting them to make the best use of any available light. Like the dwur, they receive 1 level of Magical Resistance for every 4 points of CON they possess, without interfering with spellcasting.

Additionally, more than any other race on Oerth, the noniz are uniquely tied to the Runes of Disorder & Illusion. Noniz casting spells related to either Rune can always coax an extra points worth of effect out of them (i.e. a noniz casting a Divine Illusionary Sight 4 spell gets an effect equivalent to Illusionary Sight 5).

Ferrinonizim, or forest noniz, are the most diminutive of the noniz races, rarely exceeding 80 cm in height. Their skin tends to have more of a greenish tinge than the other subraces, with darker hair and greenish eyes. They are the longest-lived as well, often seeing their 500th winter before returning to the Oerth.

Narnonizim, or rock noniz, are the most common race of noniz, and conform best to the racial description given above. Most live to see 350-400 winters.

Svirfneblin, or deep noniz, tend to be slightly shorter than rock noniz, with skin tones that are more grey or ashen, with eyes to match. Nearly all svirfneblin males are completely bald, and the females nearly so. If they kept track of winters, most svirfneblin would

likely live to see 300 or so before returning to the Oerth.

Unlike the other noniz subraces, the svirfneblin possess true infravision, being able to see degrees of heat as additional colors in their visual spectrum. Consequently, svirfneblin are Demoralized (as per the spell) in bright light or sunlight.

Spriggan, the so called 'lamented noniz', typically resemble rock noniz, in either form. They possess true infravision like the svirfneblin, and suffer similar effects in full sunlight. Some females among the spriggan have lived to see 250 winters, though most males die in battle long before this point.

Important Dates in Noniz History (?)

The largest and longest known noniz settlements are located in the Kron, Good, and Flinty Hills, as well as the Hollow Highlands. Each has an extensive history that, when compared to the records of nearby dwurin, olves, or humans, is obviously equal parts embellishment, fabrication, and outright falsehood.

The ancient Suloise are rumored to have kept legions of noniz in bondage, and it is known that Vecna's Empire scoured the Good Hills in search of subjects for their Dread Lord's experiments, as well as sacrifices for his altars.

Many other nations mention the noniz in their histories, usually only as partners in trade, sometimes as allies in battle, but seldom as enemies of aggression.

Noniz Mythology

The noniz have few tales of the Dawn - their myths from that age have been either lost, forgotten, or, as some whisper, repressed.

What is remembered of those days is the tale known as the Geodetic Womb, the birthplace of their race. In most versions of this tale, Garl discovered a sealed cavern deep beneath the Oerth, the largest geode any tale has ever mentioned. As Garl collected the gemlike crystals he found there, he noted that each seemed to contain a tiny form - when quickly polished and breathed upon, the gems unfolded into tiny copies of himself; the first noniz.

While the few written records of these early times often mention the presence of the wives or sisters of the noniz gods, they are never mentioned by name, nor is their fate ever told in any liturgical or campside tale. Even the oracles of the gods themselves are silent on this matter, though some priests and seers have told of a feeling of deep sadness or bitterness as the only answer that seemed forthcoming.

Most existing tales come from the time known as the Scattering. At the behest of their gods, the noniz tribes separated themselves from one another and sought out new lands and environments in which to dwell.

The svifneblin chose the Greater Dark, taking themselves deep beneath the Oerth.

The nannonizim, or rock gnomes, took to the sparsely wooded hills, while the ferrinonizim or forest noniz made their homes in the deep forests.

And while not often thought of as true noniz by their own kin, the spriggan (which in one of the ancient noniz tongues meant cast-out or worthless) were left to dwell on the edges of their kin's domains, in roving bands of males and settled dens of females.

One of the tales often told as an object lesson among the noniz is known as Jigliotto's Lament. In the legend, Jigliotto was a stonecutter whose wife and child were slain by giants. In his rage and despair, he called upon all the gods of his people for the power to wreak his revenge, but was answered only by Urdlen.

The act of carrying out his vengeance left him as cruel and vile as the giants on whom he'd sworn revenge, and with the power to become like them in form as well as temperament. Before his kin drove him out, he took another wife and all of their children were marked by his acts. Other noniz in other places have been spontaneously marked by Jigliotto's Lament (as the spriggan race is sometimes known), but in nearly every case the noniz in question had already turned to evil before the Lament changed them...

Modern Noniz Viewpoints

The Good Hills

What Your Grandmother Told You

- Who are you?** - I am Michasa, your gran. May your eyes always sparkle, little one.
- Who are we?** - We are the nannonizim, or just noniz, to most folk.
- What makes us great?** - Before the coming of the olves or Flan, we have lived under and worked these hills. When Darkness stalked the surface, we kept to our burrows and fought when we could, hiding when we could not. Many wars have come and gone over our heads, but we kept to what we knew best, only fighting when there was no other choice left open to us.
- Where do we live?** - We live beneath the Good Hills, near the human land called Keoland.
- What is important in my life?** - Wit before Brawn, and Gems over Gold; keep that in your heart, and you'll live a long, prosperous life, little one.
- Who rules us?** - Your Uncle Blaif speaks for us in the human councils, but Rejjac Silvervein is our local mayor.
- What is evil?** - Evil is the illusion that replaces what is real. Greed and avarice are facets of evil, as are cruelty and faithlessness.

- What is my lot in life?** - You've a keen enough wit, but not enough guile to find a place among the Pae'na. I've seen the way you watch the tall folks and listen closely to their tales - perhaps you should travel a bit, before you decide on a course for your silver years.
- How do we deal with others?** - We have known centuries of peace, allied to the Lion Throne. We still see the occasional bandit or treasure-seeker hiding among the hills, but so long as they leave our holdings alone, we're content to frighten or confuse them, as seems appropriate.
- Who are our enemies?** - We've no enemies worth mentioning, in these days. Oh, the occasional spriggan might wander near, and bullette or ankhegs sometimes find our burrows, but such threats are quickly dealt with.
- Who are our gods?** - Garl Glittergold watches over us always, as do Baravar and Gaerdal. Segojan and Flandal are well represented in our shrines, as are the human dieties of Beory and Olidammara.



Atroa

Atroa is the East Wind, Goddess of the Spring and Fertility. She is worshipped by many noniz females, especially those in areas close to Oeridian settlements.



Baervan

Known as either the Wildwanderer or the Masked Leaf, he is the noniz deity most closely linked to the plants and animals of the forest.

Cult in the World

- Seen by most as the patron of forest noniz, Baervan is also a nurturer and protector of the lands in which they dwell.
- Though all the noniz deities share a streak of mischeviousness, Baervan' humor is usually expressed in jokes or ribald song, rather than the more 'practical' jokes his brother Baravan so enjoys.
- Intertwined in Baervan's myths is his constant companion, Chiktikka Fastpaws, a giant raccoon of great intellect and endless mirth. Whenever a follower of Baervan acquires an allied spirit, it always takes the form of a large raccoon.



Baervan's High Holy Day is celebrated on the 4th of Richfest, when both moons appear full over head. Lesser holidays are observed whenever Luna or Celene enters their full phase, in addition to the regular services held on the 4th of every month.

Shrines to this deity are typically situated in or under the largest tree in a given forest, and the rare temples to this deity often shelter saplings against the cold. Priests of Baervan typically don green caps and brown garments (leather armor is acceptable in this regard, but frowned upon in peacetime).

Lay Membership

Requirements: Lay members of this cult are typically noniz who dwell in woodlands rather than hills, or any noniz with a love for surface animals or plants.

Skills taught by this cult include Climb, Dance, Dodge, Jump, Throw, Tumble, Fast Talk, Speak Languages, First Aid, Lores (Animal, Noniz, Plant, World), Conceal, Play Instrument, Listen, Scan, Track, Ceremony, and Spear attack/parry.

Initiate Membership

Requirements: Standard. Initiates of Baervan are known as Acorns. Working with their priests and their communities, initiates in this cult strive to maintain the balance of the natural world with the needs of their people.

Spirit Magic: Befuddle, Extinguish, Hibernation, Sustain, Visibility.

Acolyte Membership

Requirements: Standard. Acolytes of Baervan's cult typically serve as intermediaries between their own cult and those of the other noniz deities.

Priesthood

Requirements: Standard. Known as Wildwanderers, priests of Baervan's faith are charged with the health of both their followers and the forest in which they reside.

Virtues for Baervan include Creative, Energetic, Mischievous, and Social.

Common Divine Magic: all

Special Divine Magic: Animate War Tree, Call <Animal>, Create War Tree, Mask Scent, Plant Spy, Speak with (forest animals), Tanglethicket, Spear Stab (Slash).

Associated Gods

Gaerdal: provides Shield

SegoJan: provides Speak with (burrowing mammal)

Popularly known as the Sly Master of Illusions, Baravar Cloakshadow is the noniz deity of Tricks, Traps, Theft, and Illusions.

Cult in the World

Though not as jovial as his brethren, Baravar's cult plays an important role in nearly all noniz communities. While Gaerdal is charged with the active defense of noniz communities, Baravar's cult is the one most often concerned with passive defense; traps, misleading illusions, or the active ambushing of invading forces.

Baravar's cult is also associated with thievery, and his cult is, in fact, quite popular with sneak thieves and their ilk. Because of his ties to the Rune of Illusion (and a minor tie to the Rune of Magic), he is also the preeminent god of magic in the noniz pantheon, as well.

Baravar's cult celebrates their High Holy Day on the 11th of Goodmonth, when both moons are dark. Lesser holidays are celebrated whenever Luna is in her new phase, in addition to regular services on Godsdays.

Temples to this deity rarely advertise their existence or true purpose; for special celebrations, a public square is often used, the participants cloaking themselves in illusion and going unnoticed by others in the crowd. Priests of Baravar traditionally wear black cloaks and soft, charcoal colored masks while leading ceremonies.

Lay Membership

Requirements: Lay members of Baravar's cult are known as the Pae'na (Shadowed), and generally serve their communities as scouts, spies, or skirmishers.

Skills taught by this cult include Climb, Dodge, Maneuver, Throw, Tumble, Fast Talk, Speak Languages, Evaluate, Lores (Dwur, Jebli-kin, Magic, Noniz, Spirit, World), Read/Write, Conceal, Devise, Sleight, Listen, Search, Ambush, Disguise, Hide, Sneak, Ceremony, and Dagger attack/parry.

Those noniz who wish to may also study as Illusionist (specialist) mages/sorcerers. The following sorcery Arts are taught: Intensity, Maintain, Multispell, Range, Condition, Ease, Illusion, and Permanence. Other schools and/or specializations are not taught.

Initiate Membership

Requirements: Standard. Known as the Pae'daer (in Shadows Cloaked), initiates of this cult continue many

the clergy over a period of centuries. In addition, the ceiling is studded with rubies, and subtle magics light these from within.

Priests of Callanduran wear light gray robes and a silver torq around the neck.

Lay Membership

Requirements: Most svirfneblin are automatically considered lay members of this cult at birth, though it is popular among surface noniz miners, as well.

Skills taught by the cult include Climb, Maneuver, Orate, Speak Languages, Crafts (mining, gem cutting, jewelry making, etc.), First Aid, Lores (Drow, Earth, Noniz, Spirit, underOerth), Read/Write, Devise, Listen, Scent, Sneak, Ceremony, fist attack and axe attack/parry.

Initiate Membership

Requirements: Standard. Known as the Handworn, initiates of this cult usually serve their communities as either miners or jewelers. Due to the dangerous nature of the underOerth, they also train as warriors and scouts, to better protect the realms they have made for themselves.

Spirit Magic: Befuddle, Bladesharp, Coordination, Darkwall, Ironhand, Shimmer, Silence, Strength.

Acolyte Membership

Requirements: Standard. Acolytes, whenever possible, serve as links between Callanduran's cult and those of the other noniz deities.

Priesthood

Requirements: Standard. Known as the Ma'pek (Smooth Handed in the svirfneblin tongue), priests of Callanduran guide and guard their people in the Greater Dark. While the drow are their most frequent competitors for the domains where they dwell, no chances are taken (or quarter given) to those races who have proven inimical to existence. Ma'pek are often found leading scouting or war parties against the enemies of their people, when not officiating over more peaceful ceremonies.

Virtues for Callanduran include Creative, Energetic, Prudent, and Warlike.

Common Divine Magic: all*

*The most common form of "temple guardian" employed by Callanduran's cult are a "field" of animated stalactites that acts much as piercers would. Each dropping piercer does damage equal to the distance it fell plus 1d8, with a 50% chance to hit (the first such attack cannot be dodged or parried, but subsequent ones can be).

Special Divine Magic: Command Gnome, Dark Walk, Earth Grip, Earthtouch, Magnify Command, Shield of Darkness, Summon Gnome.

Associated Gods

Gaerdal: provides Earth Strength.

Segojan: provides Speak with (burrowing mammal)



Flandal

Known as the Steelskinned, Flandal is the master weaponsmith and forgemaster of the noniz pantheon.

Cult in the World

Delicately intertwined throughout all the noniz legends are the tales of Flandal's mastery of metalwork. In the rare instances of interspecies shared myth, it is agreed upon by both the noniz and the dwur that Flandal studied forgecraft under Moradin himself, though only the noniz claim that Flandal has surpassed his former mentor in skill.

Though noniz are best known for their gemwork, their metalwork is also well reputed for quality and durability. Flandal often shows favor to his worshippers by leading them to impressive veins of ore or certain rare fire-colored gemstones.

Flandal's High Holy Day is celebrated on the 6th of Richfest, with lesser celebrations every Earthday. Priests typically shave both pate and chin, and wear little except a leather work apron during any but the holiest of celebrations. Temples are typically great forges, and the High Holy Day (known as 'the Finishing') always ends with the completion of a great work by the high priest; sometimes armor, but often a weapon or other item of power.

Lay Membership

Requirements: Lay members of Flandal's cult are taught the craft of smithwork.

Skills taught include Orate, Speak Languages, Craft (various smithwork), Evaluate, Lores (Earth, Mineral, Noniz, UnderOerth, World), Conceal, Devise, Play Anvil (rhythmic hammering), Scan, Ceremony, Hammer attack, Shield parry.

Initiate Membership

Requirements: Must be 75% in at least 1 smithing skill, otherwise standard. Known as the Orebright, initiates of Flandal are all considered journeyman smiths, and most elect to strike out on their own, opening their own forges at this time.

Spirit Magic: Bludgeon, Countermagic, Firemaul, Heat Metal, Ignite, Repair, Shimmer, Strength, Strong Hammer.

Rune Lord Membership

Requirements: Standard, though open only to males. Known as the Brotherhood of Steel, the Rune Lords of Flandal's cult serve both cult and community as warriors, defending faith and kin against all enemies.

While most of the Brotherhood choose to master the Earth or Fire aspects of their Lord, those who elect to tackle the path of Work put their talents to crafting the weapons and armor their fellows require in their own endeavours.

Earth and Fire Lords both gain the ability to Command any elemental (of the appropriate affiliation) simply by speech; associated grues and mephits require the expenditure of a single magic point and a POW vs. POW contest (it is unknown if the various races of genies are subject to this power).

Masters of the Work Rune carry the Forge Blessing with them wherever they go, and have been known to randomly 'bless' the tools they have used.

Priesthood

Requirements: Standard. Known as the Steelskinned, Flandal's priests exist primarily to teach what they know of their lore, and to inspect the mines for signs of new ore and the presence of enemies.

The weapons, armor, and other implements created by the priests of Flandal are typically shared freely with the community as needed, or sold to outsiders for a healthy profit.

Virtues for Flandal include Altruistic, Creative, Energetic, and Social.

Common Divine Magic: all*

*Flandal's armoring enchantment often gives the recipient's skin a color similar to that of steel; the intensity of which is determined by the overall strength of the spell.

Special Divine Magic: Bless Forge, Command (gnome, salamander), Earth Shield, Enchant (arandur, steel), Enhance Gustbran, Guardian (gnome, salamander), Shield of Fire, Summon (gnome, salamander).

Associated Gods

Baravar: provides Conceal

Gaerdal: provides Brace

Segojan: provides Speak with (burrowing mammal)



Fortubo

Fortubo, the God of Stone, Metals, and Mountains. A popular deity for those noniz living in or near areas dominated by Suloise settlers.



Gaerdal

Known as the Stern, the Ironhanded, and the Shield of the Hills, Gaerdal is the noniz deity that oversees war and vigilance.

Cult in the World

Gaerdal's cult is arguably the most grim of all the beneficent noniz deities; always training for war and practicing unswerving vigilance over their communities. Compared to the other noniz gods, Gaerdal's cult is relatively small, but most followers of other gods advance to at least initiate status.

Gaerdal's High Holy Day (the Pvat'Non, or Great Watch) is the 11th of Goodmonth, the darkest night of the year. Lesser holidays are observed every Godsdays, and are known as the Pvat'mdien (Watch Change). Celebrated with rhythmic chants and clashing steel, it is among the noisier noniz celebrations.

Priests of Gaerdal wear plain steel chainmail and open faced helmets, and carry plain steel headed hammers and shields.

Lay Membership

Requirements: Lay members of Gaerdal's cult are taught a variety of skills necessary for the defense of their communities, and assigned minor posts within and without their communities.

Skills taught include Climb, Dodge, Sing, Speak Languages, First Aid, Listen, Scan, Scent/Taste, Search, Track, Ambush, Hide, Sneak, Ceremony, Hammer attack, and Shield parry.

Initiate Membership

Requirements: Standard. Known as the Pvat'odot (Watch Trainees), initiates of Gaerdal serve their communities as both warriors and watchnoniz, guarding the entrances to noniz communities.

Spirit Magic: Demoralize*, Coordination, Endurance, Farsee, Ironhand, Mighty Blow, Shimmer, Strength.

*Sung as a war chant, the duration of this spell lasts

as long as the chant is maintained.

Priesthood / Rune Lords

Requirements: Standard. Collectively known as the Nbein'Pvat (or Masters of the Watch), the priests of Gaerdal also serve as Rune Lords.

Nori'Pvat, the Black Watch, follow the Rune of Death. Such noniz gain the use of the Strike spell as an automatic power.

Yarh'Pvat, the Silver Watch, follow the Rune of Stasis. Masters of the Stasis Rune are considered to automatically be affected by Brace, without the movement restrictions.

Menj'Pvat, the White Watch, follow the Rune of Law. The aura of such noniz extends outwards from them, creating a globular field with a diameter equal to their POW that duplicates the spell Counterchaos.

Virtues for Gaerdal include Honorable, Loyal, Suspicious, and Warlike.

Common Divine Magic: all.

Special Divine Magic: Brace, Counterchaos, Earth Strength, Gaerdal's Deafening Clang, Group Defense, Shield, Strike.

Associated Gods

Baervan: provides Call Wolverine

Baravar: provides Conceal

Callanduran: provides Command Gnome

Flandal: provides Command Salamander

Segojan: provides Speak with (burrowing mammal)



Garl Glittergold, protector/creator of the noniz race, is often known as the Joker, the Wit, and the Priceless Gem. Seen as both father and brother to the other gods of his pantheon, Garl rules them all by both wit and wisdom, and his rulership is opposed only by Urdlen, his twisted half-brother.

Cult in the World

Noniz myth states that rather than creating the first noniz, Garl discovered them already fully formed as gems studding the roof and walls of a sealed cavern in his domain. As he polished and breathed upon each one, they unfolded to reveal themselves as tiny reflections of Garl and his brethren; before leading them out into the world, Garl told them a joke, impressing upon the young race the Rune of Disorder.

Whatever the truth of this myth, Garl is the foremost noniz deity.

Garl's High Holy Day is celebrated on the 27th of Sunsebb, with regular holidays on the 13th of each month. Such celebrations typically involve the ritual smelting of tiny golden nuggets into some greater form, which is given as a gift to the most needful member of the community.

Priests of Garl typically adorn themselves in gold-washed plate or chainmail armor, with a belt of gemstones. Additionally, whenever an allied spirit is gained, it always inhabits the axe of the priest or initiate so honored. Such spirits always know the Strike spell, even though it is not available to Garl's cult directly.

Lay Membership

Requirements: Most noniz are at least lay members of Garl's cult, if not full initiates.

Skills taught include Dodge, Throw, Tumble, Fast Talk, Orate, Speak Languages, Tell Joke, Craft (goldsmith, lapidary), Evaluate, Lores (jebli-kin, noniz, mineral, world), Read/Write, Sleight, Listen, Scan, Ceremony, 2H axe attack.

Initiate Membership

Requirements: Standard. Garl's initiates typically work as craftsnoniz, specializing in either gold or gems. Those who do not often find themselves taking on the roles of engineers (helping to build the traps the followers of Baravar love so dearly), administrators, or apprentice Loremasters; teaching the young the history of their clan and the mythology of their race.

Spirit Magic: Admonish, Befuddle, Garl's Nimble Fingers (Improve Sleight), Garl's Wit (Improve Tell Joke), Glamour, Hotfoot, Mobility, Mold Metal, Shimmer, Sleep.

Acolyte Membership

Requirements: Standard. Garl's acolytes work closely with the acolytes of the other noniz deities, sharing information and expertise liberally. Many noniz who reach this level hold a similar position in another noniz cult as well.

Priesthood

Requirements: Standard. Most priests forswear their given name and take on a name related to the gemstone to which they feel the most kinship. Thus, one priest might be known as the Emerald Jester, while another is simply the Opal, and another the Diamond Wit.

Priests typically hold positions of authority in noniz communities, advising the temporal rulers if not ruling outright themselves.

Virtues for Garl include Creative, Curious, Mischevious, and Social.

Common Divine Magic: all

Special Divine Magic: Become Aurumvora, Charisma, Command Passion Spirit (Humor), Conceal Identity, Fumble, Group Laughter, Summon Passion Spirit (Humor), Swallow.

Associated Gods

- Baervan:** provides Mask Scent
- Baravar:** provides Cloak of Illusion
- Callarduran:** provides Command Gnome
- Flandal:** provides Bless Forge
- Gaerdal:** provides Strike
- Segojan:** provides Speak with (burrowing mammal)



Murlynd

Murlynd is the God of "Magical" Technology. Worshipped by a few 'odd' noniz across the Flanaess.



Myhriss

Myhriss is the goddess of Love and Beauty. A popular goddess among young noniz (of either sex) dwelling near Oeridian lands.



Najima

Najima is the god of curiosity, adventure, and exploration. A popular god among those noniz living in the west.



Obad Hai

Also known as "The Shalm", Obad Hai is the god of Nature, the Hunt, and Wild Beasts. A popular deity

among the ferrinonizim of many lands.



Olidammara

Olidammara, the Laughing Rogue, is known as the Vagabond of the Gods. Popular in many noniz communities.



Roykyn

Known as the Merciless, Roykyn is the noniz hero-goddess associated with cruel pranks and practical jokes.

Cult in the World

Though not truly a member of the noniz pantheon, she is included here because of her origins. It is debatable whether her cult is properly a subcult of Urdlen (of whom she was formerly a priestess) or the Oerid deity Erythnul (to whom she turned after leaving Urdlen's service by sacrificing her previous temple 'as a prank').

Roykyn's High Holy Day is the 22nd of Coldeven, the day of her ascent in 507 CY. No temples to this capricious goddess exist, though nearly a hundred shrines have been uncovered (and destroyed) since her ascent.

Priests of Roykyn have no ritual attire, though most keep a golden amulet with a teardrop shaped crystal embedded in the center.

Lay Membership

Requirements: Open to members of any race, Roykyn's cult has no special requirements and teaches no skills.

Initiate Membership

Requirements: Standard. Initiates of Roykyn are typically tasked with rumormongering and 'harrasment'.

Skills taught to initiates of Roykyn include Dodge, Fast Talk, Orate, Speak Languages, Craft Rumor, Lores (poison, world), Read/Write, Conceal, Set Trap, Sleight, Spiked gauntlet attack, and Ceremony.

Spirit Magic: Befuddle, Demoralize, Hotfoot, Torture, Transfer Wound.

Priesthood

Requirements: Standard. Roykyn seldom has more than a single priest in any region, with most targeting large cities over small communities. Each priest typically rides herd over a small pack of initiates, spreading rumors against the mighty, playing embarrassing pranks on the holy, and generally spreading chaos and ruination in their wake.

Virtues for Roykyn include Cruel and Misanthropic.

Common Divine Magic: Binding Enchantment, Call Followers, Command Cult Spirit (Fear, Madness & Passion Spirits), Enchant Holy Symbol, Excommunication, Initiate Cultist, Mindlink, Sanctify, Spell Matrix Enchantment, Spellteaching, Summon (Fear, Madness & Passion Spirits), Warding, & Worship Roykyn.

Special Divine Magic: Floppy-bot, Make Water, Panhandle, Panic, Reduce (body parts), Shattering, Urine into Wine.

Associated Gods

Erythnul: provides Fear

Urdlen: provides Blood Offering



While usually known as Earthcaller and Earthfriend, Segojan is also called Lord of the Burrow and as the Digger of Dens.

Cult in the World

One of the older noniz deities, Segojan has given over many of his old responsibilities to younger deities (such as Baravar & Baervan). He still oversees those aspects of noniz life that govern life (and death) underground, and the interactions between noniz and the animals that often share their dens (i.e. badgers, wolverines, moles, etc.).

Segojan's High Holy Day is the 23rd of Ready'reat, with lesser holidays celebrated on the 23rd of each month. Special holidays, unique to each temple, generally mark the passing of particularly popular noniz kings or community leaders.

Segojan's priests typically wear robes of fur fir or hide, usually in subdued earthy hues. In times of war or turmoil they often don special armor made from woven grass and roots, specially enchanted to grant maximum protection.

Lay Membership

Requirements: Lay members of Segojan's cult typically have few temporal duties, but are called upon to help feed the menagerie of creatures that typically nest in and among the twisting passages that comprise a temple to Segojan, as well as lend their backs to the digging of new passages.

Skills taught by the cult include Climb, Dodge, Tumble, Orate, Sing, Speak Languages, Craft (Funeral, Mining), Lores (earth, noniz, underOerth, world), Read/Write, Burrow, Listen, Scent, Hide, Sneak, Ceremony, and Rod attack (1H Mace).

Initiate Membership

Requirements: Standard. Initiates of Segojan are asked to assist in funeral rites, as well as assist in the design and expansion of both the temple burrows and those of the community.

Spirit Magic: Endurance, Hibernation, Segojan's Spade (Improve Burrow), Mighty Blow, Solace.

Acolyte Membership

Requirements: Standard. Segojan's acolytes typically oversee most burials and inter-cult projects, leaving the priests free to tend to the interests of their god directly.

Priesthood

Requirements: Standard. Segojan's priests are generally tasked with maintaining the physical integrity of their underground communities, insuring that the burrows remain secure from erosion, cave-in, and flood.

They also oversee all burial practices in their given communities. The details of noniz burial customs differ from community to community, but they all do share one common element; the bodies of the dead are carefully wrapped and placed within a bower of fresh earth. An earth elemental is then summoned to carry the body deep within the Oerth, back to the original geodetic cavern where the noniz race was first found.

Virtues for Segojan include Calm, Prudent, Social and Spiritual.

Common Divine Magic: all

Special Divine Magic: Become (burrowing mammal), Bless Grave, Call (burrowing mammal), Claws of Segojan, Command Gnome, Earth Grip, Speak with (burrowing mammal), Summon Gnome, Turn Undead.

Associated Gods

Baervan: provides Speak with (forest animals)

Baravar: provides Command Shade

Callarduran: provides Earthtouch

Flandal: provides Command Salamander
Gaerdal: provides Strike
Garl: provides Charisma

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Sehanine
 (The Moonbow)

Sehanine is the true Moon Goddess, governing divinations, omens, and illusions. A popular goddess for those noniz dwelling near the olven lands.

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Sharindlar

Known as the Lady of Mercy, and the Shining Dancer, Sharindlar is a popular goddess among those noniz dwelling in or near dwurin lands.

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Ulaa

The goddess of Hills, Gemstones, and Elemental Earth. A popular noniz goddess in nearly all communities.

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Urdlen

Known as the Crawler Below (or simply as the Evil One), Urdlen is the expression of the mindless hunger some noniz have for greed, violence, and outright evil.

Cult in the World

In most noniz communities, Urdlen is propiated, rather than worshipped; offerings are made to him to sate him so that he might leave them alone. It is the rare noniz that chooses to worship the Crawler directly, though the spriggans seem to hold him as their patron if not creator.

Urdlen's High Holy Day is the 28th of Sunsebb, the final day of the year. Lesser holidays are observed on the last day of each month, with special holidays

observed on the final day of each festival.

Shrines to Urdlen are typically found in rude burrows beneath battlefields or deeper beneath the oerth. What few temples to Urdlen exist are minor ones in lands frequented by spriggans and their like.

Lay Membership

Requirements: The only requirement for membership in Urdlen's cult is that the supplicant must have shed the blood of his fellow noniz for reasons other than justice or war.

No skills are taught to lay members of this cult.

Initiate Membership

Requirements: In addition to the standard requirements, initiates of Urdlen must have taken the life of a female who was once dear to them; wife, mother, sister, or daughter. Even among the spriggan, Urdlen's 'chosen ones', this requirement is enforced when all others might be ignored.

Skills taught by this cult include Climb, Dodge, Orate, Lores (noniz, underOerth, world), Burrow, Conceal, Set Trap, Listen, Scent, Track, Ambush, Hide, Sneak, Ceremony, Claw attack.

Spirit Magic: Burrowing Claws of Urdlen (Improve Burrow), Clawsharp, Demoralize, False Healing, Shimmer, Silence, Transfer Wound.

Acolyte Membership

Requirements: Standard. Acolytes of Urdlen typically assume a nomadic lifestyle, traveling between widely separated shrines and temples carrying news and seeking spells to carry out more destruction.

Priesthood

Requirements: Standard. While spriggans form the majority of Urdlen's priests, the occasional snirfneblin or narnonizim rises this far, as well.

Charged with acts of bloodlust and wanton destruction, priests of Urdlen are beings to be feared. Nothing is sacred to them, and beings of all races and ideology are to be despised and destroyed.

Virtues for Urdlen include Angry, Cruel, Destructive, and Misanthropic.

Common Divine Magic: all

Special Divine Magic: Blood Feast, Blood Offering, Blood Red, Chomping, Command Chaggrin, Create (ghost, wight, wraith), Hunger, Shake Earth, Summon Chaggrin, TrueClaws, Waste Loins.

Chaggrin (Earth Grue)

Resembling squat moles comprised of tainted soil and rocks, these corrupted earth elementals live to

spread their taint as far and wide as possible.

Those chaggrin summoned by followers of Urdlen generally have a high percentage of white stones and a pale, leprous moss that furthers the likeness to their dread lord.

Chaggrin

Characteristics		Average
STR	1d6	3-4
SIZ	1 cubic meter	
INT	1d3	2
POW	1d6	3-4
HP	1d6	3-4
AP	1d3	2
Move	6	6

Chaggrin generally burrow close to the surface, and either allow their tunnel to collapse beneath a foe or spring forth to rend targets on the surface. The claws of a chaggrin do 1d6+3 damage, ignoring armor made from metal or earth.

Chaggrin themselves are immune to critical hits, and have a disruptive aura (equal to their POW in meters) that disrupts any spell that affects the earth or minerals (enchanted effects are not dispelled, and Control Chaggrin isn't affected, either). Such spells simply do not work whenever a chaggrin is near, and spells cast at such a time are wasted.

Chaggrin, though loathe to speak at all, generally know their own tongue as well as that of the dao.

Associated Gods None



Wenta

Wenta is the West Wind, Goddess of Autumn, Healing, and the Harvest. A popular goddess for those noniz interested in agriculture and brewery, commonly found in or near Oeridian lands.



Spriggans

STR:	05-09/07 (+20)
CON:	05-30/18
SIZ:	02-06/04 (+30)
INT:	08-18/13
POW:	08-18/13
DEX:	04-24/14
APP:	03-18/11

Culture: Primitive, Nomadic

Spriggan generally resemble ugly narnononizim, though some specimens that resemble the other subraces have been reported. Those with red hair are supposedly especially favored by the gods. All are generally quite unclean and practice poor hygiene.

The most misunderstood ability of the spriggan is their ability to become giant-sized at will (modifiers in parenthesis, above), along with their weapons, armor, and other personal possessions. While changing size, a spriggan may move, but may not fight or cast spells. It takes an entire round to change size, and the change cannot be dispelled.



Thus concludes my Cultural Guide for the Oeridians.

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










(Fascinating coincidence, isn't it? <g>)

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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 GARL		Half Moon	Seasons, Cycles, Celene CYNDOR
	Dragon	Majesty, Power, Dragons IO		Movement	Change, Instability
	Earth, Light	Earth, Solids (Beneficial) BEORY		Planes, Inner	Elemental & Inner Planes DORGHA
	Earth, Dark	Earth, Solids (Maleficient)		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