

Gods of the Jebli-kin Pantheon for RuneQuest

Jebli-Kin

Although not all of the races lumped together as 'jebli-kin' are truly related, all share certain traits in common with one another.

- Jebli-kin as a whole prefer to live underground, but usually near enough to the surface that they can raid the settlements of surface dwellers for food, supplies, and slaves.
- All possess varying degrees of true infravision, in that their visual spectrum includes at least two additional primary colors 'below' red, allowing them to see varying degrees of heat even in otherwise complete darkness.
- The jebli-kin are usually omnivores, but with a wider range of 'acceptable' foodstuffs than humans. Much of celbit's diet, for instance, consists of insects and carrion that has been allowed to ripen for several weeks.
- All are belligerent, warlike, vicious, and cruel. If evil can be considered a racial trait, then the jebli-kin have that trait in spades.

The varying races and their particular attributes will be described in the section relating to each.

Buheer

The People

The buheer (bugbears, in common) are the largest cousins of the jebli-kin. Most stand close to 7' tall, with hairy hides that run the gamut from brick red to a rich dark brown. What skin shows on their faces and hands is typically yellow or yellow-brown, with red pupils set in their greenish-white eyes.

They have a sensitive nose that looks something like that of a bear, with keen eyesight and excellent hearing as well. Despite their bulk, they are agile and quick, with a fine sense of balance. While they can survive on nearly

any fare, they prefer fresh meat, and will take great risks to secure a steady supply of it.

Most buheer troops try to maintain military order, but the race is too tainted by it's ties to Chaos to succeed for long periods of time. Even still, they are among the brightest of the jebli-kin, with a strong sense of military tactics (especially where the art of the ambush is concerned). If it were not for their relatively small numbers and their driving desire for meat, the sound tactics displayed by most buheer leaders would surely have resulted in a very different history for them and the races that surround them.

Buheer History

Because they have never been able to unite in anything larger than a warband, buheer do not have a coherent history. Rather, they have been participants in the history of others; the rise of the Scarlet Fist, the Kragun, Iuz, and others.

Buheer Mythology

Sometime after the Dawn, when the Oerth was still healing from the war with the Host, came the one known as Gorothe. She crawled from the very bosom of Beory herself, a manifestation of hatred and cruelty that had been expressed on both sides.

Gorothe, heavy with pregnancy, bore two sons before bleeding her life away. One, who would later call himself Maglubiyet, was taken in by Chasogot the Smith, while the child that would someday be known as Hruggek simply crawled away, eventually finding succor deep in the forest abode of the Shepan, Hag of the Great North Wood.

Shepan sheltered Hruggek, but there was never any love lost between them. At her knee he learned of stealth, woodcraft, and murder. "Only the strong deserve the spoils" she taught him, and often as not she would take the very food he'd come home with away to illustrate this point.

When Hruggek felt himself strong enough, he slew her, stole her possessions, including her magic ring, and

walked away from her hut, never looking back.

Hruggek wandered alone through the wilderness after that, slaying any who came between him and those things he desired. In the course of this, he learned the power of the ring, and used it to hurl bolts of lightning against his foes. It was in one such battle that he came once again face to face with his lost brother, Maglubiyet.

While Hruggek had wandered the world, revelling in strife, his brother had been busy. He'd learned all he could from Chasogot, found a wife, and had sons:

Khurgorbaeyag, Nomog, Bargrivyek and Gaeya. His people, whom he called the jebli, were already swarming upon the face of Oerth, and making the lives of the olves and dwurin a living hell.

Seeing all this, Hruggek swore that he too would have these things, and that he and his would surpass his brother in every way. He cried out in the darkness, calling to the moons above to give him power, and was answered by Than'yar, the Demon Prince of Knowledge.

While under Than'yar's tutelage, Hruggek became enamored with Niggrath, a demoness of his household. Abandoning his studies, he stole away with her, and shortly she bore him Grankhul, Skiggaret, and a host of other sons and daughters, whose progeny spread out across the land, and called themselves buheer.

Modern Buheer Viewpoints

Blue, City in the Pomarj

What Your Father Told You

Who are you? - I am Teegrek Scareye, your father.

Who are we? - We are the Rattleskull tribe, buheer in the service of Hruggek.

What makes us great? - We are swift and terrible in battle, feared by the legions of hojebli and euroz both. Our ancestors came here as rabble, and conquered. Now none dare oust us from this place we have made for ourselves.

Where do we live? - We live in the city of Blue, a city once of the human kingdom of Pomarj. The humans are now either dead, our slaves, or too powerful to imagine.

What is important in my life? - Strength is the key to everything you desire, my son. Even in victory, we must fight against those less fortunate than ourselves; tribes of euroz, hojebli, and even other buheer covet what we possess.

Who rules us? - Ruzok, High Shaman of Hruggek and Kingprince of Blue is our ruler.

What is evil? - Weakness is evil, my son. Just because we have taken the soft beds and fine weapons of the humans who once ruled here does not mean we should let ourselves grow weak as they once did.

What is my lot in life? - Tomorrow you will be taken before the shamans, and they shall decide your fate. If you have the mark of the gods upon you, then you shall study to learn the ways of such. If not, you will be given proper arms and taught the art of war in earnest. You will henceforth be permitted to hunt among men, and if you can impress your betters, you might even be permitted to fight for a bride.

How do we deal with others? - Euroz come and demand tribute from us, and we go to war. When red-garbed humans come to us, whispering promises of aid and learning, we nod and offer friendship, then kill them in the night. Hojebli ring our walls and mutter threats, we send catapult loads of burning pitch into their camps until they return to their hills.

Who are our enemies? - Anyone not of our tribe is technically an enemy, my son. All covet what we have, and we refuse to yield to them what they desire. .

Who are our gods? - Our tribe serves Hruggek primarily, but many hunters accept Grankhul as well. Our women revere both Niggrath and Beltar, turning between them as the moons turn overhead.

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.


Beltar

Beltar is the Deep Mother, Goddess of Deep Pits and Malice (See Suel Pantheon Book, pg.7). Worshipped mainly by females of all three goblin races.


Erythnul

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


Grankhul

Quick, silent, and ever vigilant, Grankhul is regarded as the swift Lord of Death among buheer warriors.

Cult in the World

One of Hruggek's many children, Grankhul is perhaps the most successful. While primarily a hunting deity, his followers turn the same lessons they apply to hunting to war, with excellent results.

Consummate guerrilla fighters, members of this cult continually harrass the settlements of other races, in an

attempt to get them to vacate areas that the buheer desire, but do not possess the numbers to conquer outright.

Grankhul's priests celebrate their High Holy Day on the 11th of Goodmonth, the darkest night of the year (the best night for hunting, as well). Shrines to this deity always feature elaborate beadwork that is actually comprised of teeth and vertebrae from the prey the followers of this deity bring down in his honor.

Grankhul's shamans are commonly adorned with a multitude of necklaces made from teeth and bits of bone, and those whose fur is not black will stain it so, as well.

Lay Membership

Requirements: Grankhul is popular among both hunters and warriors, who seek to emulate this gods great stealth in their chosen professions.

Skills taught include Dodge, Speak Languages, First Aid, Lores (animal, buheer, spirit, world), Conceal, Listen, Scan, Search, Track, Ambush, Hide, Sneak, Ceremony, Sling attack and Longsword attack/ parry.

Initiate Membership

Requirements: Standard. Grankhul's initiates, in addition to their other benefits, gain +1 to their movement rate. DEX training is stressed as well, due to this god's demands for suppleness and speed from his adherents.

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

Shaman/Priesthood

Requirements: Standard for shamans. Known as 'Quatlo' (buheer for Nightrunners), shamans devoted to Grankhul oversee their tribes hunting and scouting, as well as manufacturing a variety of charms and totems to placate the various animal spirits the hunters might anger in their predations.

In times of war, they lead their followers in attacks against numerically superior foes in a series of short, sharp attacks meant to drain the magical and other expendable resources those enemies possess.

Virtues for the cult include Energetic, Proud, Unpredictable, and Warlike.

Common Divine Magic: Call Followers, Command Cult Spirit, Divination, Enchant Holy Symbol,

Excommunication, Group Casting, Initiate, Sanctify, Spellteaching, Warding, Worship Grankhul.

Special Divine Magic: Catsclaw, Fleetfoot, Hurling, Retrieve Weapon, Silver Track, Sword Slash.

Shamanic Taboos

- May only bind animal spirits.
- No Spell Barrage.

Associated Gods

Niggrath: provides Moon Running
Skiggaret: provides Dark Walk



Hextor

Hextor is worshipped by some buheer living in the regions near the Great Kingdom. (See the Oeridian Pantheon Book, pg. 12).



Hruggek

Called 'the Headhunter', Hruggek is the creator god of the buheer.

Cult in the World

Hruggek is the son of Goroth, a malign earth spirit, and brother to Maglubiyet. Seeking to gain dominance over his siblings, he sought out the council of the demon prince Than'yar, who taught him the Rite of Heads, and it was his practice of those rituals that tainted him (and by default, all who followed him) with Chaos.

None will dispute, however, that Hruggek, while far from stupid, is more cunning than intelligent; in most cases, he remembered the rituals imperfectly. As a result, the rituals Hruggek passed along to his followers are significantly less powerful than those he learned from Than'yar, though still useful.

Hruggek's main source of power comes from the

heads of the enemies he has slain. All can speak, and most are bound in such a way that they must constantly sing the praises of their conquerer. Some, it is whispered, are enchanted in such a way as to act as informants on the actions of his enemies, and a few of the earliest ones still retain the ability to cast spells and grant skills to the buheer god...

Hruggek's followers venerate his High Holy Day on the 4th of Richfest, when both moons are full overhead. Regular services are conducted whenever Luna is full. Shrines to this deity can sometimes approach the size of a small temple, typically built in a cave near the surface, and decorated with as many severed heads as the buheer priests can accumulate.

Priests of Hruggek seldom wear any distinguishing garb, but almost always will bear one or more heads with them as well as a sh'ka (a thick scythe specially designed for severing heads).

Lay Membership

Requirements: Nearly all male buheer will offer at least token veneration to Hruggek, even if they are more serious members of other cults.

Skills taught by the cult include Climb, Dodge, Speak Languages, Evaluate, First Aid, Lores (Animal, Buheer, Jebli, Spirit, World), Conceal, Listen, Scan, Ambush, Hide, Sneak, Ceremony, Morningstar attack/parry.

Initiate Membership

Requirements: Standard. Initiation into Hruggek's cult is the standard manhood ritual for all buheer, and is typically accomplished in their ninth year.

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

Shaman/Priesthood

Requirements: Standard for shamans. The altered rituals Hruggek's shamans perform have slightly different effects than the standard rituals.

Hruggek's Create Head ritual permits the caster to use a severed head as a Control type spell for the species in question, using the POW of the head instead of his own. Each such use reduces the POW of the head by one, however. On a critical Enchant roll, the Create Heads ritual will perform as normal.

As one might suspect, Hruggek's shamans covet

Initiate Membership

Requirements: Daughters are typically initiated into this cult at the age of five, at which time they are ritually scarred to delineate their status. At the age of eight, most daughters will be undergo the Harrowing, a ritual designed to weed out those girl children who are unfit to bear the next generation of buheer. Those who succeed in the ritual will receive a final year of training before undergoing a final ritual, known as the Calling.

Daughters who fail the Calling are given to the males of the tribe to be divvied up as wives; those who succeed are taught the final inner mysteries of the cult and accepted as apprentice shamans under the Crones.

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

Shaman/Priesthood

Requirements: Standard for shamans. Known as the Crones, Niggrath's shamans hold a curious position within the tribe. While none may ever marry or be claimed as a wife, they pick and choose their mates from the entire tribe, seldom bearing young by the same warrior twice in a row.

Rarely, a male will not survive a night with one of Niggrath's shamans - on the even rarer occasion that such a union results in pregnancy, the fetus in question will be ejected prematurely (via the Barren spell) and offered for sacrifice in a special ritual at the next Holy Night.

Aside from their odd breeding habits, shamans of Niggrath hold no positions of power within the tribe, excepting the gnawing fear most shamans of Hruggek regard them with. Those who openly oppose the cult are frequently carried away in the night by the minions of the forest (called the Brood) whom Niggrath grants her Crones as servants.

[Those males or females of the tribe who trifle with the Crones typically vanish to be sacrificed later, and are reborn as zombies under their control.]

Virtues for the cult are Creative, Indulgent, Manipulative and Unpredictable.

Common Divine Magic: Call Followers, Command Cult Spirit, Divination, Enchant Holy Symbol, Excommunication, Group Casting, Initiate, Sanctify, Spellteaching, Warding, Worship Niggrath.

Special Divine Magic: Barren, Blood Offering, Command (Broodling, Selene, Zombie), Create Zombie, Curse of Niggrath, Mindblast, Moon Running, Niggrath's Blessing, Summon (Broodling, Selene), Tortuous Submission.

Shamanic Taboos

Runic Affinities Only.

Associated Gods

Skiggaret: provides Fear



Pyremius

Pyremius is the god of Fire, Poison, and Murder. Worshipped some buheer tribes. (See the Suel Pantheon Book, pg. 19).



Skiggaret

Known as the Persecutor of the Darkest Night, Skiggaret is the buheer deity of Fear.

Cult in the World

Spoken of only in whispers, Skiggaret's mythology is deeply interwoven with that of his mother, Niggrath.

It is said that in the earliest days of the world, Niggrath bore Hruggek a fine son whom they called Skiggaret; skillful with weapons and ferocious in battle, he was his father's pride, and a symbol of worship to buheer of all tribes and clans.

But Skiggaret's very fearlessness was his own undoing. One Midsummer night, after feasting around the campfire with his fellows, he was bragging about his bravery. So deep was his pride that he bragged that nothing under the sun, the moon, or the stars would ever frighten him. And so when one of the lesser buheer heroes whispered that even the mighty Skiggaret dared not witness the ceremonies sacred to his mother, Skiggaret

cuffed him sharply (for his ears were quite good) and declared that he would witness those ceremonies, that very night.

Though soddled with drink, Skiggaret was not quite a total fool. Seeking to pass unseen in the woods to watch the women, he stole the dark cloak of his brother Grankhul and slipped into the forest to make good his boast.

It was a much different Skiggaret who returned to the camp in the hours just before dawn that night. Though physically he was still the dark, physically powerful hero who had left, his eyes were full of madness and his hands, mouth, and feet were red with blood. His fellows ran from him, and those who were too slow fell before him.

Since that time, Skiggaret has haunted the night, bringing fear to the hearts of buheer wherever they dwell.

Though he has no proper cult as such, Skiggaret's High Holy Night is that of Midsummer, the night when Skiggaret chooses a victim and sometimes a new avatar of this fell power is born into the world.

Just after Needfest, Skiggaret's avatar will examine the hearts of all the buheer. Some years he chooses the strongest warrior, or the bravest chief, but others he selects the most craven or unworthy hunter he can find. Whatever criteria he employs, the months leading up to Richfest will see the Chosen One being visited by visions, omens, and nightmares of what is to come. When Midsummer Night finally arrives, the current avatar visits the Chosen One, and the two of them fight a battle to the death.

The winner of this battle becomes the new avatar of Skiggaret, and the loser is transformed into a shade controlled by the victor. Thus, a truly potent avatar of Skiggaret might well have a score of shades to do his bidding and spread fear among the buheer until he is finally overcome.

Lay / Initiate Membership

Requirements: Though it is said that any coward among the buheer secretly venerates Skiggaret, none have ever successfully worshipped him in any meaningful way.

Avatarhood

Requirements: Skiggaret has never shown any coherent preference in selecting his next avatar, though sometimes a new avatar will select weaker, more cowardly Chosen Ones early in his career. Soon enough, however, he will be

driven to overcome more and more fearless opponents.

Once successfully incarnated as an avatar, the body of the former mortal will take on the appearance of the god; night-black hair with blood-red hands, feet, and face. It will also suffer the following physical/mental changes, as follows: STR x 2d6, CON x10, SIZ x1d6, INT +8, POW 2d4 x 10, DEX x1d3, APP = 14, and AP of 6.

Skiggaret's avatar knows the following spells, as well:

Spirit Magic: Befuddle, Darkmaul, Demoralize, Extinguish (3), Silence (3), Sleep, Torture, Transfer Wound (3), and Visibility (3).

Divine Magic: Command Shade, Curse of Skiggaret, Dark Walk, Divine Fear, Fear, Send Nightmare, Summon Shade, Sweat Acid.

In addition to the spells gained in the transformation, Skiggaret's avatar possesses the following skills, all with three levels of mastery: Ambush, Disguise, Hide, Sneak, and Wrestle.

Skiggaret exists only to torment the weak and cowardly among his own species, seeking to drive them to either suicide or (sometimes) acts of valor. Some tales among the buheer do hint that sometimes, if the danger to a buheer community is great enough, Skiggaret will act against their enemies instead of against his own.

Associated Gods

None



Tharizdun

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

Celbit & Urds

The People

Though not truly related to the jebli, celbits and the urd subrace have many points in common. Both are diminutive, nasty creatures, who delight in bringing pain to others for the sheer pleasure of doing so.

Both Celbits and urds prefer subterranean existence, and are able miners (though mediocre smiths). Raids carried out against surface folk are generally done so for sport more than material gains, though hobniz and noniz burrows are a favorite source of slaves.

In appearance, celbits (or kobolds, in common) are tailed, scaly creatures whose coloration ranges through rusty tones of black, brown, and in between. They have a definite odor, described by most as a cross between a wet dog and a pool of stagnant water, and their language even sounds like tiny lap-dogs barking.

In addition to their infravision, they possess two small horns on the top of their head, with which they can detect changes in air currents. These generally range in color from tan to white.

Urds, for the most part, resemble emancipated celbits with brighter coloration (mottled yellow to an almost brick-red) and enormous leathery bat-wings. Their horns tend to be more ivory toned, and are even more sensitive to air currents, making them able fliers.

Both celbit and urds are Demoralized (as per the spell) by bright light or sunlight.

Celbit History

Like most other races in this work, the celbit are too disorganized to possess anything resembling a history, written or oral. Most tribes traditions date back only as far as their foundation (in most cases, less than 50 years).

Celbit Mythology

As the War of the Host came to an end, the bulk of the diabolic masters and their servants stood together, awaiting judgement at the hands of the Dawn Lords; except, of course, for Kurtulmak.

Never one of the major players in that war, Kurtulmak and his followers hid in the deep recesses of Beory's mantle, content with their meager holdings, and hoping to escape the notice of the forces scouring the Oerth above. When Garl Glittergold led forces beneath the hills to search out deserters from the diabolic Host, most of those forces fell victim to traps and ambushes set by Kurtulmak's children, and eventually the Dawn Lords, turning their eyes to other projects, gave up the effort to dislodge them.

Since that day, Kurtulmak's children have dwelt beneath the Oerth, sallying forth only to raid and torment the creatures who live above. The only major schism in the celbit pantheon was the defection of Kuraulyek and the subsequent creation of the urds.

Modern Celbit Viewpoints

Taselveer Mines, the Rakers

What Your Father Told You

Who are you? - I am Yek, shaman of Gaknulak.

Who are we? - We are the Bone-Gnawers, a great tribe of celbit who now control the (formerly) dwurin mine of Taselveer.

What makes us great? - In my father's time, our people rose from the depths of the underworld and fought long and hard, eventually slaying the dwurin who built this mine. Now it is ours, and we have defended it from dwur, jebli, and noniz ever since.

Where do we live? - We live in the Dwurin Halls of Taselveer, and work the mines below, as befits conquerers of our rank.

What is important in my life? - As my son, it is important that you learn the laws and traditions of our tribe, so that someday you might rise to take my place in Gaknulak's service. If you fail in this, one of your brothers will have my place, and you will work the mines.

What is evil? - Sloth and stupidity are the only evils you need fear. Old Gak' teaches us how to defend our homes from invaders, but traps must be maintained, and watches kept so that invaders may be properly met and dealt with. Those who are too lazy to keep a trap in good order awake with their entrails already spilt upon the ground, and those too stupid to watch all the approaches to their lair find themselves at the heart of an ambush, instead of vice-versa.

What is my lot in life? - As my son, you will be

taught all of the artifice I have learned in my lifetime of service to Old Gak'. You will learn to braid tripwires, and the secret of the lever and the fulcrum. You will command others in the digging of pits, and you will plan ambushes for the legions of jebli, dwur, and other celbits who covet what we own.

How do we deal with others? - We deal with them as little as possible. If a tribe or clan of jebli or hojeb' come peacefully, prepared to trade weapons or gold for our ore, we sometimes do this. But more often they come merely to steal, so then traps need resetting and the corridors run with their blood.

Who are our enemies? - Everything is our enemy. Jebli and hojeb' alike come to raid us, as do other tribes of celbit. Dwurin seeking their former place come to claim it, as do noniz, olves and men, seeking the fine silver and iron these mines produce.

Who are our gods? - First among our gods is Kurtulmak the Maker, followed closely by Gaknulak. A few of our people worship Baalzebub, and of course the women revere Jiqasta in their own ceremonies.

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Gaknulak

Called by some the TrapMaster, Gaknulak is the celbit deity of Traps, Trickery, and Ambushes.

Cult in the World

Gaknulak is the son of Kurtulmak, and by far more intelligent and crafty than his father. Charged with teaching the celbits the arts of ambush, misdirection, and trap construction, Gaknulak is revered as both Trickster and Protector.

Gaknulak's followers rarely contest directly with anyone, as it is more their style to eliminate enemies of their faith and their people through 'accidents' or poison.

Gaknulak's followers celebrate a High Holy Day that coincides with the founding of their community, and hold regular services commemorating victories over enemies in which their traps or ambushes were instrumental.

Shrines to this deity always include a large iron cauldron, as well as a large workbench furnished with many tools and half-completed mechanisms. Shamans of this deity traditionally wear vests, robes, and bandoliers with a vast multitude of pouches, also containing tools and a variety of small trinkets or parts for traps.

Lay Membership

Requirements: Gaknulak is quite popular among celbits, as they delight in any opportunity to maim or harm non-celbits.

Skills taught by this cult include Dodge, Throw, Tumble, Crafts (locksmithing, trap setting, etc.), Lores (animal, celbit, mineral, poison, spirit, world), Conceal, Devise, Sleight, Listen, Scan, Search, Track, Ambush, Hide, Sneak, Ceremony, and a variety of weapon skills, including axes, blowguns, crossbows, daggers, darts, and slings.

Initiate Membership

Requirements: Standard. Gaknulak's initiates are known as T'scouris ('those who sneak' in the celbit tongue). Most serve their communities as scouts, searching out threats to their community as well as hunting for possible victims for Kurtulmak's followers to enslave.

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Baalzebub

Known as 'The Lord of the Flies', he is worshipped by some celbit tribes dwelling in the Rakers and Griff Montains.

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Beltar

Beltar is the Deep Mother, Goddess of Deep Pits and Malice (See Suel Pantheon Book, pg.7). Worshipped mainly by females of all three jebli-kin races.

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

Shaman/Priesthood

Requirements: Standard for shamans. The T'kabris (celbit for 'those who ambush'), while seldom chiefs in their communities, are always a vital part of the leadership.

While not as vehement in their hatred of noniz as the followers of Kurtulmak, they still delight in creating clever traps that will appeal to the nature of their foes and draw them in for a (hopefully) deadly surprise.

Virtues for the cult are Creative, Cruel, and Pragmatic.

Common Divine Magic: Call Followers, Command Cult Spirit, Divination, Enchant Holy Symbol, Excommunication, Group Casting, Initiate, Sanctify, Spellteaching, Warding, Worship Gaknulak.

Special Divine Magic: Conceal, all Illusions, Spectral Stalagmites.

Shamanic Taboos

- No Possession
- No Self-Ressurrection
- Runic Affinities Only.

Associated Gods

Kurtulmak: provides Earth Grip



Known as the Mistress of the Deepest Warrens, Jiqasta is the celbit goddess of fertility, healing, and discipline.

Cult in the World

Though dismissed as a cult fit only for females by most male celbit, Jiqasta has influence into many regions that go unrecognised by the very males who denigrate them. Through the use of lullabys and whatever passes for pillow talk among celbits, they plant ideas and schemes

in the minds of their menfolk, young and old alike.

Though the eldest female celbit in a tribe often has a place on the war-chief's council, on the whole women are regarded as little better than property. They fullfil whatever roles the males do not care for, including cooking, cleaning, and the care of children and eggs.

Jiqasta has no High Holy Day; instead the women honor their goddess on whichever night of the year the first of the eggs in the great clutch begin to hatch. Shrines to this goddess are typically made a part of the egg chamber itself, one of the few places women are allowed to gather unobserved by males of the tribe.

Lay Membership

Requirements: All girl children in a tribe are automatically lay members of Jiqasta, as their is truly no other option available for them.

Skills taught by the cult include Dodge, Throw, Fast Talk, Sing, Speak Celbit (other languages are not taught), Crafts (weaving, cooking, etc.), Lores (celbit, poison, spirit, world), Conceal, Slight, Play Instrument, Listen, Search, Hide, Sneak, Ceremony, and dagger attack/parry.

Initiate Membership

Requirements: Standard. On reaching their seventh year, the Crone Mothers evaluate the eligible Daughters and decide which among them are to be sacrificed and which will become the future mothers of another generation of celbits.

Those who are sacrificed typically serve as either the first meal for the next batch of hatchlings or find their way into the communal stewpot for the tribe.

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

Shaman/Priesthood

Requirements: Standard for shamans. Known as the Crone Mothers, shamans of Jiqasta are charged with keeping their tribe strong and vibrant despite the near constant warfare the males indulge in.

They accomplish this by promoting strength through the elimination of weakness in the young, and by eliminating the strong when they threaten the safety or status of the tribe as a whole. The crones are not above poisoning a chieftain whose vision outstrips his ability...

Virtues for the cult are Conservative, Manipulative, Stubborn, and Vengeful.

Common Divine Magic: Call Followers, Command Cult Spirit, Divination, Enchant Holy Symbol, Excommunication, Group Casting, Initiate, Sanctify, Spellteaching, Warding, Worship Jiqasta.

Special Divine Magic: Command Gnome, Fertility, Reproduce, Summon Gnome, Waste Loins.

Shamanic Taboos

- No Magic Attack
- No Possession
- Runic Affinities Only.

Associated Gods
None



Kuraulyek

Born the youngest son of Kurtulmak, Kuraulyek is the creator and patron of urds.

Cult in the World

In most tales, Kuraulyek is reputed to have stolen a set of magical feathered wings from his father's treasure-trove, then flown away to create a race of celbit with the powers of flight to serve his own purposes.

While a kernal of truth exists in the tale above, there is more to the story. While Kuraulyek did indeed steal the wings and flee his father's halls, it is inconceivable that such a minor deity could create a race on his own. In truth, he was captured by Pazuzu, Demon Lord of the Air, who was amused by the possibilities of a winged celbit, and forged the new race using Kuraulyek as the template.

Unfortunately, the new race, called urds, inherited more than wings from their forefather, they inherited his cowardice and conniving nature, as well. Quickly growing bored of their lawful nature and general worthlessness, Pazuzu cast out Kuraulyek and his race to fend for themselves.

Kuraulyek's cult recognizes no High Holy Day, rather

they celebrate the changing seasons and hold special revels on the nights when Luna is new and Celene is in crescent.

Shrines to this deity are often placed high in the tops of dead trees, or in specially hollowed out niches high up near the ceilings of caves. Shamans of Kuraulyek are generally recognized by the necklace of bat skulls they wear.

Lay Membership

Requirements: Anyone seeking to become a member of Kuraulyek's cult must be an urd; it is open to no other races.

Skills taught by the cult include Climb, Dodge, Speak Languages, Craft (Traps), First Aid, Lores (Celbit, Mineral, Underdark, Urd, World), Conceal, Devise, Listen, Scan, Ambush, Hide, Sneak, Ceremony, Slingshot attack and Dagger attack.

Initiate Membership

Requirements: Standard. Those who serve Kuraulyek are ever vigilant in the defense of their communities, both from within and without.

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

Shaman/Priesthood

Requirements: Standard for shamans. Kuraulyek's shamans work tirelessly to root out heretics and worse among their tribes. Many urds, even those within tribes that have worshipped Kuraulyek for many generations, still turn from their creator's cult to offer worship to Kurtulmak; such nests of infamy must be rooted out and destroyed at all costs

Virtues for the cult are Stubborn, Suspicious, and Vengeful.

Common Divine Magic: Call Followers, Command Cult Spirit, Divination, Enchant Holy Symbol, Excommunication, Group Casting, Initiate, Sanctify, Spellteaching, Warding, Worship Kuraulyek.

Special Divine Magic: Command (Mobat, Sylph), Summon Sylph, Sureshot.

Jebli & Hojebli

The People

Jebli (goblins, in Common) are perhaps the most prolific of the true jebli-kin. Short of stature, with mongoloid foreheads and flat faces, they have sharply pointed ears and equally sharp teeth in their wide mouths. Their long arms are almost chimplike, as is their rolling, upright gait.

Most jebli tend to have skin that are sometimes yellow or red, but predominately range the shades of orange. Likewise, their dull eyes are typically a lighter shade of orange, though bright red and yellow are not unknown.

Jebli, being mostly subterranean in nature, are automatically Demoralized (as per the spell) in bright sunlight, and prefer to fight either underground, at night, or on overcast days if necessary.

While omnivorous, they have a strong preference for meat, and will go to great lengths to obtain it, resorting to carrion when they must. Since their agricultural skills are non-existent, any vegetable or cereal matter in a jebli's diet is likely stolen from another race.

Hojebli (sometimes called High Jebline, or hobgoblins, in Common) are a larger, hairier, and generally more powerful subrace of jebli. Standing slightly taller than a man, they are covered in patchy fur that runs from red-brown to dark-grey, and what exposed skin they have (hands, bellies, and face) shows dark orange or deep red. Yellow teeth fill their mouths, over which burning yellow or cloudy brown eyes sit beneath heavy brow ridges.

While buheer may be larger and more powerful, hojebli are by far more numerous and organized. Though they prefer to dwell underground, sunlight does not trouble them as it does their diminutive cousins, and they can often be found serving as mercenaries in the armies of humans, euroz, or giants.

Jebli History

While the jebli have no written or oral histories of note, the hojebli have an extensive oral epic that stretches

back almost six thousand years.

While the various tribes all have slightly varying details of the Song of Iron (as the epic is known), all agree on the main points. Hojebline first came to the Flanaess as mercenaries serving the Bakluni; those bands that left their service came even further east, making war on everyone they came in contact with.

When Hraak One-Eye laid the foundations of the Kragun, the hojebli were there behind him, organizing and leading his armies. When Iuz began his rise to power, tribes of hojebli were there to aid him, and when the Hierachs of the Society of Horns made their bid for power, the hojebli cast their lots with them, as well. Even in the Great Kingdom, some tribes of hojebli have served with distinction for hundreds of years.

While never truly ruling in their own right, the hojebli have always stood close to the reins of power.

Jebline Mythology

Sometime after the Dawn, when the Oerth was still healing from the war with the Host, came the one known as Gorothe. She crawled from the very bosom of Beory herself, a manifestation of hatred and cruelty that had been expressed on both sides.

Gorothe, heavy with pregnancy, bore two sons before bleeding her life away. One, who would later be known as Hruggek, crawled away, eventually finding succor deep in the forest abode of the Shepan, Hag of the Great North Wood. The other, whom Gorothe had named Maglubiyet with her dying breath, was found and carried away by Chosogot the Smith.

Chosogot was a cruel and demanding savior, but he taught Maglubiyet much of what he knows of mining, smithwork, and the UnderOerth. When it came time for Maglubiyet to end his apprenticeship, Chosogot presented him with the only gift he had ever received - Teshukret the Obedient.

Chosogot had created Teshukret in his forge, breathed life into her, and with his artifice bound her to Maglubiyet's will. Amazed by this bit of lore that his master had heretofore kept from him, his greed overcame his gratitude (okay, so maybe there wasn't much gratitude to begin with) and he demanded to be taught this secret, as well.

Chosogot was taken aback by this sudden turn in his (former) apprentice, and commanded Maglubiyet from his presence. In his raging fury, Chosogot's image

changed, appearing for just a moment to be that of a gaunt dwurin, before casting Maglubiyet and his consort out into the cold, so to speak.

Maglubiyet had never seen a dwurin before, but when his paths eventually crossed theirs, he took great delight in rooting them from their homes, stealing their treasures, and defiling the temples of their gods. All his children inherited his hatred of the dwurin, though none were ever told precisely *why* such hatred was rewarded so well by their father.

As ages passed, and Maglubiyet conflicted with his brother Hruggek, he began to see that his mortal children, while powerful, did not have the size, strength, or raw brutality of Hruggek's buheer. To correct this problem, he claimed a grimoire from the lair of a dragon who had enslaved his kin, and called forth the being known as Baalzebub.

That scion of the Host greeted Maglubiyet as nephew, and asked for what purpose he had been summoned. After stating his desires, Baalzebub called upon him to summon his sons Geaya and Nomog; in a horrific ritual he took the hearts from each, and placed them in the breast of the other. Then both were placed in Maglubiyet's forge, melted, and allowed to run together.

After many hours of hammering, where once had lain the bodies of Gaeya and Nomog now lay the massive Nomog-Gaeya. His sons, larger and fiercer than those of his brethren, would come to be known as the Hojebli, would spread strife, aggression, and violence on a new and unheard of scale for millennia to come...

Modern Jebli Viewpoints

Nakgresti Cavern, under the Rakers

What Your Father Told You

Who are you? - I am Yeklij, a warrior.

Who are we? - We are of the Bonetappers, a mighty tribe of jebli.

What makes us great? - We are great because we have the Stone of Darkness. We found it here, our chisels cut it, faceted it, and unleashed it's power. It is as much a part of us as we are of it, now.

Where do we live? - We live deep beneath the Raker Mountains, in a cavern the svirnebflin called Nakgresti.

What is important in my life? - You are to be a warrior, my son. I will not have old Mnesh testing you for

for his service - you are the son of a warrior, and you and your sons will be warriors too.

Who rules us? - Grix, Supreme Overseer of Khurgorbaeyag is our leader in both faith and law.

What is evil? - Evil takes many forms, my son. Weakness is evil, for our race is only as strong as the least among us. Mercy, too, is evil, for if we show mercy to our enemies or our slaves, they will perceive us as weak, and plot our downfall. The greatest evil of all is to allow the Stone of Darkness to fall into enemy hands; it is our greatest treasure, and we have sworn to die as one should it ever be taken from us.

What is my lot in life? - A warrior's life is is sweet, my son. It gives you a place of honor at the feasting table, and the spoils of war earn you wealth, power, and prestige among your fellows.

How do we deal with others? - Others exist to serve as our slaves, or to fall before us in war. Never forget that.

Who are our enemies? - All races are our enemies. The svirnebflin hate us because we claimed this cavern as our own. The dwurin covet the veins of wealth we have, and the drow are always in search of new space in which to live. With the Stone's aid, we have slain them all.

Who are our gods? - Our tribe serves Khurgorbaeyag above all others, and our women know Teshukret. Maglubiyet has a strong following, as well, but we hunt and kill any who choose to follow Bargrivyek the Mediator.

Molag, the Horned Society

What Your Father Told You

Who are you? - I am Dwezaer, a Sergeant in the Guard of Hierarch "F".

Who are we? - We are the hojebline, called hobgoblins by the Hierarchs.

What makes us great? - We serve those who serve the Host - they are by far the strongest force in the region, stronger from our service.

Where do we live? - We live in lands of the Society of Horns, bounded by the Deng and Ritensa rivers.

What is important in my life? - Service. To serve the Hierarchs brings our clan wealth and honor, and with each victory over their enemies, prestige.

Who rules us? - We serve the Hierarch known as "F", who in turn serves Belial of the Host. In our private rituals, we honor Baalzebub and Nomog-Gaeya.

What is evil? - Cowardice, disobedience, sloth - failure of any sort. So long as you behave honorably, you will be safe from evil.

What is my lot in life? - We serve the Hierarchs and Exarchs as soldiers. You will fight and likely someday die in such service, but until then you will have the glory of service to to sustain you.

How do we deal with others? - As warriors, it is our job to kill at the behest of our masters - when we are not practicing the art of war upon outsiders, it is our way to regard them silently, evaluating them. One never knows when the study of a stranger will gain one an advantage in combat.

Who are our enemies? - All those who oppose our masters are our enemies, as well. Watch well whenever Rhenee folk or Shieldlanders approach, for we have had trouble with both in recent years. And mark well the passage of those who serve luz - his minions still resent that our masters took this land from him.

Who are our gods? - First among our gods is Nomog-Gaeya, our patron. We also serve Baalzebub, though in public we give honor to Belial as well, to show support for our masters.



Baalzebub

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



Bargrivyek

Known as the Mediator, he is the jebli god of Strength, Discipline, and Cooperation.

Cult in the World

Born the son of Khurgorbaeyag and a long forgotten diabolic thrall, Bargrivyek is as aggressive as any of the jebli gods. Alone among his kin, however, he recognizes

that the greatest chance for his people to continue to conquer and prosper is through order, discipline and solidarity.

Skirmishes and wars among the jebli tribes are to be kept to a minimum, so that the strength of their race is not bled away senselessly. This viewpoint has not endeared him to his brethren, however, who feel that internecine warfare is the best way to weed out the weak among their own people.

Bargrivyek’s shamans traditionally celebrate the turning of the seasons, reserving thier High Holy Day for the 1st of Sunsebb, the beginning of winter. Underground shrines to this deity are usually small caverns that have been whitewashed and festooned with the tongues of those whose council have led to disasterous battles.

Followers of the Mediator bleach their lips white, to signify that the words they speak will be worthy of listening to. They also carry flails that have been dipped in blood, as it is their belief that only by being willing to fight for unity can they prove it’s worth to their fellows.

Lay Membership

Requirements: Bargrivyek’s followers are something of an anomaly. Most tend to be rather thoughtful for jebli, with a strong drive towards leadership and control. At the same time, few jebli tribes will accept a follower of Bargrivyek as a chief, so most are forced to rule through a ‘stronger’ follower of Khurgorbaeyag or Maglubiyet.

Skills taught to members of this cult include Dodge, Debate, Fast Talk, Orate, Speak Languages, First Aid, Lores (astrology, buheer, celbit, dwur, human, jebli, kell, noniz, olve, spirit, world), Conceal, Listen, Scan, Ambush, Hide, Sneak, Ceremony, and Flail attack.

Initiate Membership

Requirements: Standard. Initiates of this cult are considered apprentice shamans, and most spend long hours doing the gruntwork their shaman demands, and watching over his body while he seeks spirits in the course of his duties.

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

Shaman/Priesthood

Requirements: Standard for shamans. Usually called simply ‘the White Lipped’, shamans of Bargrivyek often

serve as councilors, astrologers, and advisors to both the chief of their tribe and to any other tribesmen who seek their council.

Virtues for this cult include Manipulative, Pragmatic, Stubborn, and Warlike.

Common Divine Magic: Call Followers, Command Cult Spirit, Divination, Enchant Holy Symbol, Excommunication, Group Casting, Initiate, Sanctify, Spellteaching, Warding, Worship Bargrivyek.

Special Divine Magic: Attract Attention, Command (Audience, <Madness, Passion, Wound> Spirits), Summon (Madness, Passion, Wound) Spirits.

Shamanic Taboos

- No Cure Disease
- No Possession
- Runic Affinities Only.

Associated Gods

Khurgorbaeyag: provides Flay.



Khurgorbaeyag

Seen as Maglubiyet's most trusted lieutenant, Khurgorbaeyag is the god of Slavery, Oppression, Torment, and Iron Discipline. He is also the patron god of the jebli race.

Cult in the World

While Maglubiyet had a hand in the creation of each of the goblin races, he has appointed Khurgorbaeyag as the watchdog over the jebli in particular.

While Maglubiyet retains his dominance in the affairs of war, Khurgorbaeyag, through his followers, maintains the strict hierarchy between individuals in a given tribe and between tribes, as well as overseeing the procurement of slaves.

Dwur and noniz are seen as especially useful slaves, as they are used to the labors involved in mining and smithwork.

Unlike most of the other gods in this pantheon, he and his followers are known to work with the followers of Hruggek, due to aid once given by that deity in a conflict between himself and the euroz deities.

Khurgorbaeyag's High Holy Day is observed on the 4th of Sunsebb, with additional services any night when Luna is new and Celene is waning. Shrines to this deity often feature whips, shackles, and other instruments of punishment or confinement.

Shamans of this deity are never without their ceremonial whips of office, and many don orange and yellow scale armor, as well.

Lay Membership

Requirements: Khurgorbaeyag appeals to many jebli, but mostly to those who supervise or procure slaves for their tribes.

Skills taught include Dodge, Ride, Throw, Fast Talk, Speak Languages, Crafts (blacksmith), Evaluate (slaves), Lores (dwur, jebli, human, noniz, olve, spirit, world), Devise, Listen, Search, Ambush, Hide, Sneak, Ceremony, whip attack and mace attack/parry.

Initiate Membership

Requirements: Standard. Known as the Foremen,



Beltar

Beltar is the Deep Mother, Goddess of Deep Pits and Malice (See Suel Pantheon Book, pg.7). Worshipped mainly by females of all three goblin races.



Hextor

Hextor is worshipped by many jebli living in the regions near the Great Kingdom. (See the Oeridian Pantheon Book, pg. 12).

initiates of this deity serve their communities both by keeping a watchful eye on the slave population and by bringing in an ever increasing supply of slaves to take the place of those who die of overwork.

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

Shaman/Priesthood

Requirements: Standard for shamans. Known as the Overseers, shamans of this cult work with the leadership of their tribes (in those cases where they are not the leaders outright) in an effort to put ever more slaves to work for the jebli.

A favorite tactic among the Overseers is to cause the slaves in their charge to be possessed by a type of passion spirit known as the Subjugator; while possessed by such a spirit, the victim has no will of his own and is easily made to follow orders unquestioningly.

Virtues for the cult are Cruel, Honorable, Stubborn, and Vengeful.

Common Divine Magic: Call Followers, Command Cult Spirit, Divination, Enchant Holy Symbol, Excommunication, Group Casting, Initiate, Sanctify, Spellteaching, Warding, Worship.

Special Divine Magic: Cause Subjugation, Create (Skeleton, Zombie), Flay, Guardian Spirit, Slave Link, Truewhip.

Shamanic Taboos

- No Hide Soul
- No Self Resurrection
- Runic Affinities Only.

Associated Gods

Hruggek: provides Strike

Maglubiyet: provides Maglubiyet's Fury



Maglubiyet

Known variously as the Bloody Axe, the Worg-Tamer and the Flame-Eyed, Maglubiyet is the patron/creator of all the jebli-kin races as well as the deity overseeing war and rulership.

Cult in the World

Maglubiyet urges his followers to make war on the surface races not necessarily for territory, but for the sheer joy of bloodletting. Most jebli-kin are happier below ground, so the only battles for territory they fight are with those races that they compete with most closely, namely the noniz and the dwur.

Though similar in nature and outlook, the jebli-kin strive against the euroz as well, as the euroz will dwell below ground when they can as well. Jebli myth is full of the titanic conflict waged by the spirits of jebli-kin and euroz in the afterworld; this does little to endear either race to the other in this world.

Maglubiyet's High Holy Day is the 17th of Fireseek, with lesser holidays at each solstice and equinox, as well as regular services on the 17th of each month. Shrines to Maglubiyet are typically highly portable, involving a great Axe upon which is poured the blood of both sacrifices and the faithful.

Shamans of Maglubiyet can be recognized by red tinge of their eyes and the cloaks of wolf-hide they wrap themselves in.

Lay Membership

Requirements: All male jebli are considered lay members of Maglubiyet's cult at birth, and most will attend ceremonies honoring him throughout their lives.

Skills taught include Dodge, Maneuver, Ride, Orate, Speak Languages, Crafts (mining, weaponsmithing, etc.), First Aid, Lores (all jebli-kin, mineral, spirit, world), Conceal, Listen, Scan, Smell, Track, Ambush, Hide, Sneak, Ceremony and Axe attack/parry.

Initiate Membership

Requirements: Standard. Most jebli who choose to initiate in Maglubiyet's cult seek to become warriors first, with an eye towards commanding other warriors and

Shaman/Priests of this cult, especially weapon-enhancing spells.

Shaman/Priesthood

Requirements: Standard for shamans. Known as the Chekyarl (ho-jebli for “tight lipped”), shamans revering this fell power are responsible for keeping the tribes they serve in peak fighting form. They demand the harshest discipline from their students and assistants, and have been known to slay underlings who express emotions in public.

Chekyarl are known to have an unremitting disgust for shamans of Bargrivyek, and will never allow a chance to discredit, embarrass, or (even better) disembowel his followers slip by.

Virtues for the cult are Honorable, Private, Uncaring, and Warlike.

Common Divine Magic: Call Followers, Command Cult Spirit, Divination, Enchant Holy Symbol, Excommunication, Group Casting, Initiate, Sanctify, Spellteaching, Warding, Worship.

Special Divine Magic: Blood Feast, Pain Blow*, Living Blade, Seal Wound**.

*Only castable upon the axe of the wielder.

**Only castable upon the sword of the wielder.

Shamanic Taboos

Runic Affinities Only.

Must accept all challenges to single combat.

Associated Gods

None



Known as the Stern Mother, Teshukret is the jebli goddess of fertility, discipline, and obedience.

Cult in the World

The life of a female jebli is harsh, even in the best of times. Most are accorded a status beneath even that of

slaves, and have no rights, no voice, and most male jebli pay more attention to their arms and armor than to the arms that hold their suckling sons.

Teshukret is not the champion of the downtrodden she-jebli. Rather, she supports and reinforces the role of females in her society, her cult teaching that she-jebli are the least possessions of their mates, and that it is their duty to instantly acquiesce to whatever demands are made of them. Those who do not face the discipline of their lawful mates, or face her Spirit of Retribution should they choose to flee that justice.

Teshukret’s High Holy Day is observed on the 15th of Fireseek, the only day which the males of any traditional jebli tribe will permit their women to have to themselves. Shrines to Teshukret are even more portable than those sacred to Maglubiyet, and might amount to no more than a small effigy created out of the necklace, bracelets, and household implements that a she-jebli might have on hand at any one moment.

Shamans of Teshukret can be recognized generally only by their advanced age, due to the lack of formality in this cult.

Lay Membership

Requirements: All female jebli are considered lay members of this cult at birth, and the tenets of this faith are ruthlessly impressed upon them as they grow up.

Skills taught by this cult include Dance, Tumble, Seduction, Sing, Crafts (Childrearing, Courtesan, Housekeeping), First Aid, Conceal, Play Instruments, Hide, and Ceremony.

Initiate Membership

Requirements: Standard. Most she-jebli are initiated into this cult the day before they are first given to a male.

Jebli mating rituals, surprisingly enough, are quite elaborate. An unmated she-jebli is actually accorded a status almost equal to that of a decent knife, and particularly choice specimens have been known to provoke fights (to first blood, at best - no she-jebli is worth dying over, afterall).

Sometimes a male will steal a female, or purchase her (symbolically, anyway), or be given her as a gift - the particulars vary depending on the circumstances, naturally.

Spirit Magic: Maglubiyet’s shamans keep a careful eye

on the spells Tehukret's shamans teach their followers. Generally, only spells such as Birth Song, Ease Pain, Glamour, Heal, Ignite, Teshukret's Couch (Improve Craft: Courtesan), Repair, and Sustain are permitted to be known by the females of the tribe.

Shaman/Priesthood

Requirements: Applicants for shaman in this cult must first be a grandmother, in addition to satisfying the standard requirements for shamans.

In return for their 'protected' status as the only accepted cult for female jebli, most shamans of Teshukret spend a fair amount of their time rooting out cultists of Beltar or other foreign deities who might appeal to she-jebli, and give them ideas about what their lives might be.

Virtues for the cult are Conservative, Joyous, Modest, and Trusting.

Common Divine Magic: Call Followers, Divination, Enchant Holy Symbol, Excommunication, Heal Wounds, Initiate, Sanctify, Spellteaching, Worship.

Special Divine Magic: Bless Birth, Cause (Lust), and Reproduce.

Shamanic Taboos

Runic Affinities Only.

Associated Gods

Maglubiyet: provides Command Worgs

Xvarts

The People

Xvarts are diminutive humanoids, rarely exceeding a meter in height. Their skin color is typically bright blue, fading to deeper shades of blue-grey, ash-grey, or even silver-grey in old age. Black, wiry hair grows from the back of a xuart's head, the only body hair they seem to possess.

Their eyes of a xuart are typically various shades of orange, and will actually glow in total darkness. Xvarts actually have the best infravision of all the jebli-kin, as sages speculate that the glow of their eyes actually sheds light for them to see by.

Xuart History

Though they were created millenia ago, the true age of xuart self-determination only dawned a few centuries ago. As only Raxivort's shamans typically know the truth about their race's origins, they typically keep the true history of their tribe a secret even from its members.

Afterall - a lie told often enough becomes the truth, if the truth remains unknown.

Xuart Mythology

While none know for certain which demon prince originally created the xvarts as servants, it is known that the demon prince Graz'zt employed multitudes of them in the mines that riddle one of his planes. In return for some special service, Graz'zt raised the xuart known as Raxivort above that of all his fellows, and set him over not only his fellows, but placed him in ultimate charge of all of that prince's slaves.

Cunning in the extreme, Raxivort bided his time over millenia, all the while playing the role of the devoted and loyal Master of Slaves. When his master was summoned to the Middle Realms and bound there, he took that as his signal, and seized the plane for himself.

When his master returned, however, things did not go as well as Raxivort might have hoped. Though no other demon princes would come to his aid, Graz'zt was easily more powerful and intelligent than Raxivort, and though the battle between them stretched into months, none doubted who would eventually be the victor.

Shaman/Priests of this cult.

Shaman/Priesthood

Requirements: Standard for shamans. Raxivort's shamans are the spiritual center of their people, speaking to and for their deity as he continually plots to gain more power for himself and his people.

Raxivort (and by extension, his shamans) are always interested in improving the lot of himself and his people. This can a variety of forms, from simply sprucing up the cave you have to killing a tribe of celbits and taking theirs.

Though many folk mistake the xvarts for some mediary stage between jebli and celbits, they are neither, and they cheerfully make war on either or both as the opportunity presents itself.

Virtues for the cult are Deceitful, Pragmatic, Prudent, and Warlike.

Common Divine Magic: Call Followers, Command Cult Spirit, Divination, Enchant Holy Symbol, Excommunication, Group Casting, Initiate, Sanctify, Spellteaching, Warding, Worship.

Special Divine Magic: Command (Mobats, Rats, Salamanders), Firespear, Shield of Fire, Spittle, Summon (Mobats, Rats, Salamanders).

Shamanic Taboos

Runic Affinities Only.

Associated Gods

None

Appendix

Buheer

The largest cousins of the jebli-kin, standing close to 7' tall, with hairy hides that run the gamut from brick red to a rich dark brown. What skin shows on their faces and hands is typically yellow or yellow-brown, with red pupils set in their greenish-white eyes.

Average			
STR:	3d6+4	17	MV: 6
CON:	2d6+6	13	HP: 20
SIZ:	3d6+6	19	FP: 34
INT:	2d6+4	11	DB: 1d6
POW:	3d6	11	
DEX:	4d6	15	
APP:	1d6	4	

Location	d20	HP	AP
R Leg	01-03	7	2
L Leg	04-06	7	2
Abdomen	07-11	7	2
Chest	12-15	8	2
R Arm	16-17	5	2
L Arm	18-19	5	2
Head	20	7	2

Claws:	60%	1d6+1d6
Spear:	75%	1d8+1+1d6
Morning Star:	65%	1d10+1d6
Glaive:	65%	2d6+1d6

In addition to their physical and weapon attacks, they possess the following skills: Dodge 40, Listen 45, Scan 45, Search 50, Ambush 65, Hide 65, Sneak 65. Their furry hide is worth 2 AP, and their infravision has a range of 20m.

Celbits

These lesser jebli-kin are tailed, scaly creatures whose coloration ranges through rusty tones of black, brown, and in between. They have a definite odor, described by most as a cross between a wet dog and a pool of stagnant water, and their language even sounds like tiny lap-dogs barking.

In addition to their infravision, they possess two small

horns on the top of their head, with which they can detect changes in air currents. These generally range in color from tan to white.

Average			
STR:	2d6	6	MV: 4
CON:	3d6	11	HP: 7
SIZ:	1d4+2	4	FP: 10
INT:	3d6	11	DB: -1d4
POW:	3d6	11	
DEX:	4d6	14	
APP:	1d6	4	

Location	d20	HP	AP
R Leg	01-02	2	1
L Leg	03-04	2	1
Abdomen	05-08	2	1
Chest	09-14	3	1
R Arm	15-16	2	1
L Arm	17-18	2	1
Head	19-20	2	1

Javelin:	50%	1d8-1d4
Spear:	50%	1d8-1d4
Axe:	55%	1d8+1-1d4
Shortsword:	55%	1d6+1-1d4

In addition to their weapon attacks, they possess the following skills: Dodge 65, Maneuver 65, Devise 90, Sleight 75, Listen 70, Scan 70, Search 70, Ambush 90, Hide 90, Sneak 90.

Their scaly hide is worth 1 AP, and their infravision extends to a range of 20m. Like jebli, they are Demoralized (as the spell) in bright light or sunlight.

Hojebli

A larger, hairier, and generally more powerful subrace of jebli, they stand slightly taller than a man and are covered in patchy fur that runs from red-brown to dark-grey. Their skin (hands, bellies, and face) shows through as dark orange or deep red. Yellow teeth fill their mouths, over which burning yellow or cloudy brown eyes sit beneath heavy brow ridges.

Average			
STR:	4d6	14	MV: 5
CON:	2d6+6	13	HP: 17
SIZ:	2d6+9	16	FP: 30
INT:	2d6+6	13	DB: 1d4
POW:	3d6	11	
DEX:	3d6	11	
APP:	1d6	4	

Location	d20	HP	AP
R Leg	01-03	6	--
L Leg	04-06	6	--
Abdomen	07-11	6	--
Chest	12-15	7	--
R Arm	16-17	4	--
L Arm	18-19	4	--
Head	20	6	--

Sword:	50%	1d8+1+1d4
Comp. Bow:	50%	1d8+1+1d2
Spear:	50%	1d8+1+1d4
Glaive:	50%	2d6+1d4

In addition to their weapon attacks, they possess the following skills: Dodge 55, Maneuver 55, Listen 65, Scan 55, Search 55, Ambush 45, Hide 45, Sneak 45. Their infravision extends 20m.

Jebli

Perhaps the most prolific of the true jebli-kin, they are short of stature with mongoloid foreheads and flat faces, sharply pointed ears and equally sharp teeth in their wide mouths. Their long arms are almost chimplike, as is their rolling, upright gait.

Most jebli tend to have skin that are sometimes yellow or red, but predominately range the shades of orange. Likewise, their dull eyes are typically a lighter shade of orange, though bright red and yellow are not unknown.

Average			
STR:	3d6	11	MV: 4
CON:	4d6	14	HP: 11
SIZ:	1d4+4	6	FP: 17
INT:	3d6	11	DB: --
POW:	3d6	11	
DEX:	3d6	11	
APP:	1d6	4	

Location	d20	HP	AP
R Leg	01-03	4	--
L Leg	04-06	4	--
Abdomen	07-11	4	--
Chest	12-15	4	--
R Arm	16-17	3	--
L Arm	18-19	3	--
Head	20	4	--

Sling:	35%	1d6
Shortbow:	45%	1d6+1
Shortsword:	45%	1d6+1

Xvarts

These diminutive humanoids rarely exceed a meter in height, and their skin color is typically bright blue, fading to deeper shades of blue-grey, ash-grey, or even silver-grey in old age. Black, wiry hair grows from the back of a xvart's head, the only body hair they seem to possess.

Their eyes of a xvart are typically various shades of orange, and will actually glow in total darkness. Xvarts actually have the best infravision of all the jebli-kin, as sages speculate that the glow of their eyes actually sheds light for them to see by.

Average			
STR:	2d6+2	8	MV: 4
CON:	46	14	HP: 10
SIZ:	1d4+2	4	FP: 12
INT:	3d6	11	DB: -1d4
POW:	3d6	11	
DEX:	4d6	14	
APP:	1d6	4	

Location	d20	HP	AP
R Leg	01-03	3	--
L Leg	04-06	3	--
Abdomen	07-10	3	--
Chest	11-15	4	--
R Arm	16-17	3	--
L Arm	18-19	3	--
Head	20	3	--

Shortsword:	50%	1d6+1-1d4
Axe:	50%	1d8-1d4
Mace:	50%	1d8+1-1d4
Spear:	50%	1d8+1-1d4

In addition to their weapon attacks, they possess the following skills: Dodge 55, Devise 60, Listen 70, Scan 70, Search 70, Ambush 50, Hide 50, Sneak 50.

A xvart's infravision is good for 30m.



Thus concludes my Guide to the Jebli.

The World of Greyhawk™ Wizards of the Coast.

















































RuneQuest™ Avalon Hill Games

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Appendix

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

	Air	Air, Storm, Violence 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 IO		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