

Gods of the Oeridian Pantheon for RuneQuest

The People

The Oeridian people are characterized by skin tones ranging from tan to olive, with hair that runs from honey-blonde to black, with tones of reddish brown predominating. Eye color covers a similarly wide range, but brown and gray are the most common shades. Oeridian births tend towards fraternal twins; identical siblings are not unknown, but are less common than even single births.

Oerid fashion favors checks and plaids, with tight trousers for men, wide skirts for women, close fitting upper garments for both, with capes or cloaks.

Ancient Oeridian is a misnomer, as the various Oerid clans often had individual "clan tongues" that were used between clan members and none else. In reality, Old Oeridian was the High Tongue, used for trade and commerce between clans and with outsiders. Other Oeridian dialects are Ferral, now spoken only in the Iron League; Nyrondeese, the peasant dialect known in Nyronde; Velondi, a tribal tongue common to Furyondy & Veluna, and the modern Common tongue, which is actually an admixture of the old Oeridian "common tongue" and Ancient Baklunish.

The Oeridians have a strange, prophesy driven history. Their oldest oral traditions tell of a forested, fertile valley where the people came together "out of the great darkness". Their chieftains, on the advice of their most powerful shamans, bade them to brave the high mountains to the west, where it was said the people of Oeridae would be tested for 1000 years before their time of Greatness would be at hand.

So they crossed the Barrier Peaks, losing almost one third of their number to exposure, the terrain, or the monsters that dwelt there, before coming to the fertile plains of Ull.

At the time, the plains were inhabited solely by nomads of the same stock of people who ruled a great empire to the south, the Bakluni. The Oerids thrust them aside to claim the land as their own, learning of horses from them in the process.

Several centuries passed. About 200 years before the fall of the Twin Empires of the West, the Oerid tribes came together into a single confederation to resist the growing incursions against them by the Bakluni Padishas to the south, and renewed enmity with the nomadic Bakluni to the north. This event marked the beginning of the Oeridian

Record dating system, signified by the crowning of Rasmuxen as their first High King.

Approximately 180 OR, many priests of Zilchus began having the same prophetic dream, indicating that the Oerids should abandon their lands and head north and east, towards a goal of power and greatness said to lie in a fertile plain located there. At the same time, the Bakluni Empire to the south began replacing it's northern border garrisons with euroz mercenaries, so that they could concentrate their human soldiers to the southern front of their war with the Suel. In 181 OR, several of those garrisons belched forth hordes of euroz bent on pillage and murder, setting the Oeridians fleeing north through the Barrier Peaks / Yatil Mountains Pass for their lives.

As they turned eastwards, the Oerids slaughtered Bakluni and Flan tribesmen alike as they carved their way east and south, and paid the same favor to the migrating bands of Suel when they encountered them. Driven from their homes, the Oerids would let none stand in their way as they sought the lands they had been promised.

Vowing to find a place from which they could never be forced to flee again, the Oerids eventually came to rest in the central Flanaess. Several more centuries were spent battling the Suloise, but alliances with their former foes, the Flan, and with various demihuman groups eventually saw the Suel pushed to the far reaches of the Flanaess, and Oerid domination of the region secure.

In 428 OR, the strongest Oerid clan, the Aerdi, officially founded the first new Kingdom in their new lands.

Important Dates in Oeridian History

-500 - The Oerids unite after the "great darkness". Their leaders take them west over the Barrier Peaks to the land of Ull.

0001 - Rasmuxen the First, the first Oerid High King ascends the Malachite Throne in Oeridae.

0180 - Oerid cities on their far southern border begin repelling marauding bands of humanoid mercenaries

0185 - Even more humanoid mercenaries begin flowing out of the mountain ranges to the west, forcing the Oerids to flee back to the lands from which they'd originally come.

0428 - The Kingdom of Aerdy formed.

0535 - The Battle of a Fortnight's Length - Nyronde crushed, Great Kingdom formed.

0645 - First Overking crowned in Rauxes.

0857 - Age of Great Sorrow commences; corruption and evil take root in the heart of the Great Kingdom.

0964 - Suloise nomads begin raiding the northern extents of the Kingdom, Nyronde declares it's independence.

1000 - Kingdom of Nyronde formed, Kingdom of Keoland reaches it's peak.

1081 - War of the Turmoil Between the Crowns - civil war splits the Great Kingdom.

1090 - Iron League formed.

1142 - County of Urnst secedes from the Duchy of Urnst, Greyhawk becomes a Free City.

1213 - Battle of Emridy Meadows scatters the Horde of Elemental Evil.

1220 - Current day.

Oeridian Mythology

In the beginning, Zilchus the Powerful wooed and won Rudd the Lucky. Their union brought forth many children, the first of whom were Procan of the Seas and Velnius of the Skies, both tempestuous deities and forces of nature in their own right.

Next born were gentle Atroua, the East Wind of Spring, and mercurial Wenta, the West Wind of Autumn.

Shortly thereafter, Rudd bore Zilchus two more children; easygoing Sotillion, the South Wind of Summer, and brutal Telchur, the icy North Wind of Winter.

Finally, Rudd bore savage Erythnul the Many, first war god of the Oerids, and his brother Delleb, the Reasoner.

Time passed, and the children of Zilchus and Rudd came to have children themselves. Velnius took to wife Atroua, and she bore him Celestian and Fharlanghn, twins born to the call of the wind and the land beneath the skies.

Delleb took to wife bountiful Wenta, who bore him Pholtus the Lawgiver, and Kurell the Thief; twins as opposite as night and day.

And in the last days of the Age of the Gods, Erythnul, who had long coveted the fair Sotillion, forced himself upon her and held her captive for the length of her pregnancy. When his son Hextor was born, he spirited him away to study the arts of war at his father's hand; but Erythnul failed to realize that Sotillion carried a second son as well.

Sotillion, brokenhearted by her brother's assault, fostered her second son with her sister Wenta and her husband Delleb. Young Heironeous grew to manhood alongside Pholtus, and the two youths learned of war and justice together.

In time, Heironeous and Hextor would meet again; of all the twins born to the Oeridian pantheon, no hatred is stronger than that between these two brothers.

As time has passed, several mortal followers of the

pantheon have risen to join the Gods; among these are Daern, Johydee, and Murlynd.

Modern Oeridian Viewpoints

Great Kingdom

What Your Father Told You

Who are you? - I am Prince Thomnil Xaencor, of the Two Towers Vale.

Who are we? - We are of the Aerdi, most powerful of the clans of Oeridia. We are the guardians of civilization for the whole of Oerth.

What makes us great? - The Aerdi are the rightful kings of the world! What others have wasted on petty maneuvering, we have taken by strength of arms, skill at magic, and cunning in trade. Where our armies march, the might of lesser nations lie broken and routed.

Where do we live? - We live in the Vale of Two Towers, in the North Province of the Great Kingdom of Aerdy.

What is important in my life? - You are first and foremost, the son of a Prince, and therefore a Prince in your own right. However, you are the firstborn son of a seventh-born son - unless my merchant business picks up, you'll inherit nothing from me but that title, and the dregs of my business. So I say to you, study some trade, and study it harder than I did, lest you wind up a drunken failure like me.

Who rules us? - His Celestial Transcendency, the Overking of the Aerdy, Grand Prince Ivid V.

What is evil? - Evil... what is evil, indeed? Evil surrounds us lad, eats away at everything around us. Evil sits close to the Malachite throne, evil walks the streets, unashamed, and unchecked. Better to ask, "What is Good"? A full tankard of ale, a willing lass... that is good, my son.

What is my lot in life? - Remember that trade I spoke of before, my son? Choose well. You might study magic, or join one of the Knightly orders. Perhaps you could secure a position in one of the temples, perhaps with the Zichun or the Hextans.

How do we deal with others? - When talk works, we talk. When talk fails, we send our armies in to talk louder than mere words.

Who are our enemies? - The Lands of Iuz stand against us, as do Nyronde, the Northmen, and all of our outer provinces.

Who are our gods? - The Oeridian gods are the oldest and most powerful gods. Zilchus, the Father, guides us in our domination of land and business. In war, the banners of Hextor lead our armies into combat, while the clerics of

Erythnul sow fear into their hearts. Our lives are bound to the seasons of the world, represented by the Four Winds, and in death Celestian bears our souls to the afterlife. We have many other gods, some borrowed from our neighbors, others have risen from mere mortals to the ranks of the gods.

Archclericy of Veluna

What Your Father Told You

Who are you? - I am Tobias Nanshell, a tenant farmer on the lands of Lord Wilfrick of Verbobonc.

Who are we? - We are peasants. It is our lot to toil the earth, and to serve in our lord's armies when our nation goes to war. Between times, we take what pleasure we can from our lives and hope to bear many strong children to carry on our lines.

What makes us great? - The nation of Veluna is the highest example of what mankind can accomplish. None are so pious in worship, so fearsome in battle, nor so dedicated to preserving the land upon which they dwell as we.

Where do we live? - We live on the land, for we are part and parcel with it. Stay close to the soil, and it will bear fruit for you and yours.

What is important in my life? - While you may listen to tales of great adventure sung at the festivals, your place is at this stead, working the land your father, and your father's father worked for the Viscounts of Verbobonc. If you must leave farming behind, at least take on an honest craft, not become a wanderer and tomb-raider, like Old Jeth's son went and did. Do you want to break your mother's heart?

Who rules us? - His Lordship, Viscount Wilfrick of Verbobonc rules us, and grants us leave to work this acreage in his name. Blessings be upon him.

What is evil? - Evil abounds in the world, my son. Humanoids haunt the mountains, and even men often bear evil in their hearts; you have heard tell of the Battle of Emridy Meadows, have you not? I fought in that battle years back, before your time, helping cast down that evil temple located outside Nulb. Evil often cloaks itself with honeyed words, so listen with your heart, not with your ears, lad.

What is my lot in life? - It is a farmer's life for you, or so I would hope, my son. I have been Atroa's servant in this world, and nowhere else can a body find as much peace as tilling the soil. If you must find some other work, perhaps as a merchant, or craftsman, I do have a few coins set aside with which to apprentice you if that is your wish.

How do we deal with others? - We try to

deal peacefully with our neighbors, but when reason fails, we sadly bring out the banners of war. It is an unfortunate truth that some folk, no matter how well intentioned they might be, simply cannot see reason without a show of steel.

Who are our enemies? - We have no enemies so close to us as the hated legions of Iuz, though Furyondy to the north shelters us from them. We have not fought against our neighbors to the south or north in ages, but sometimes we have disputes with the folk of Perrenland.

Who are our gods? - Rao, Lord of Peace, Reason, and Security is the official church of our lands, but it is not to him alone that we turn our prayers. St. Cuthbert is popular in the cities, and many of us still revere the gods of our ancestors, among them Zilchus, Heironeous, Atroa, Wenta, Fharlanghn, and the rest.

Theocracy of the Pale

What Your Father Told You

Who are you? - I am Yessir Ovang, Beam of Pholtus, your father.

Who are we? - We are the Oeridians. Our ancestors tamed this land, so that we might someday enlighten all the savages and poor, benighted fools who cannot see the Rightness of our Path.

What makes us great? - We serve the great god Pholtus of the Blinding Light, who set the very moons and stars themselves in the tracks they follow through the heavens. That we serve him well is obvious in the great prosperity of the lives we lead.

Where do we live? - We live in a land of turmoil, that desperately needs the Way of our Lord. Surely Pholtus himself chose this land for us, that we might educate our neighbors in his divine Philosophy.

What is important in my life? - Your life has only just begun, my son. On your next birthday, you shall stand before the Shining, and make your vows in our Holy Order, and with those vows become a man. But before you can take those vows you must study the tenets of our faith, until you live and breathe the Righteousness of our Path and our Way.

Who rules us? - His Worshipful Mercy, the Theocrat, Supreme Prelate of the Pale Orgon Tillit rules us. He has walked into the Holy Light, and come back again, my son. Truly is the most Just of the Righteous.

What is evil? - All that is not of our Way is evil, my son. Do not allow anyone to say different to you, at the risk of your very soul. If you see another has strayed from the Path, it is your Duty to correct him, and place his feet upon the Path again. If you meet someone who knows not the

Path, then it is your Sacred Task to show him the Path. If he will not walk the Path, and continues to spout Heresy, take yourself from his presence, lest you dim the Light within yourself by association.

What is my lot in life? - It is your lot to serve Pholtus in whatever way you can. If you have the strength to become a Gleam, or a Beam like myself, then you are twice Blessed, as you will stand directly in the Light. If your talents lie elsewhere, then you shall serve our people and our Cause in whatever manner you are best suited for.

How do we deal with others? - We show them the Light. Those who will not see it must be sent away, and those who oppose us must be given to Celestian for proper placement among the Heavens.

Who are our enemies? - All who do not see the Light are our enemies, my son. We are forever plagued by humanoids from the mountains, barbarians from the north, and bandits from the Kingdoms to the west.

Who are our gods? - <SLAP!> Have you heard nothing that I have said, child? We serve Pholtus, of the Blinding Light. We are not lowly merchants sniveling at the feet of Zilchus, nor hobos revering Fharlanghn! We walk the One True Path to Enlightenment and Salvation, and we need not bow to any power but his! Inside with you whelp!

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.



Atroa is the East Wind, Goddess of the Spring and Fertility. She is sister to Wenta, the West Wind of Autumn, and the mother of Celestian & Fharlanghn.

Cult in the World

Atroa is worshipped in a variety of ways. Farmers offer prayer to her while planting, that their yield will be high come harvest time, but her major sphere of influence is as the patron of lovers and children. Her cult is very popular among adolescents, who generally join as lay members before moving on to more "serious" cults as adults. The majority of Atroa's followers are women; men seldom are found in the priesthood of this faith.

Atroa's followers hold the entire week of Growfest as holy, but hold their High Holy Day on the 4th. Lesser celebrations are held on the 14th of each month during the rest of the year.

Priestesses of Atroa generally lead their congregations skylad, weather conditions permitting. Robes of brilliant green are worn at other times.

Lay Membership

Requirements: Lay members of Atroa's cult are taught pretty much the same skills, but men and women attend separate services. Men who join the cult are taught the basics of pleasing a woman, generally by a female initiate or priestess. Women are taught the same skills, but also how to attract and hold a man, those skills needed for organizing a home, and the proper methods of raising children (also how to avoid undesired pregnancy).

Skills taught by the cult include: Dance, Seduction, Sing, Speak Languages, Craft (Courtesan, Farming, Homemaking), Lores (Human, Mineral, Oerid, Plant and World), Read/Write, and Ceremony.

Initiate Membership

Requirements: Standard. Initiates of Atroa are given



Daern is the goddess of Defense and Fortifications. She is popularly accounted to have been a mortal daughter of Delleb's, who rose to join her father among the ranks of the gods (though she may just have been one of Delleb's mortal followers raised up for her achievements; sources disagree as to which is truth).

Cult in the World

Daern's cult is a small one, and is generally found as a subcult of Delleb (or rarely, Heironeous). In life, Daern was a mage of some accomplishments, the most famous of which were her so-called Instant Fortresses, a magical item that created a small metal fort when cast upon the ground and commanded.

Daern's High Holy Day falls on the 7th of Ready'reat, her mortal birthday. Normal services are generally held every other Godsdays.

Services are conducted in stone grey cassocks over charcoal robes.

Lay Membership

Requirements: Daern's faith appeals mainly to engineers, builders, architects, and mages who wish to understand the mechanics of defense.

Skills taught by the cult include Dodge, Speak Languages, Craft (mason, engineering, architecture), Lores (Human, Mineral, Oerid, and World), Read/Write, Conceal, Ceremony, and Staff parry.

Initiate Membership

Requirements: Standard. Daern's initiates strive to spread the faith of their goddess, bringing their knowledge of fortifications to those rulers seeking to build new or improve upon their existing castles. They also do charitable works, helping to shore up river dams, decaying stoneworks, and the like.

Spirit Magic: Protection, Strength.

Priesthood

Requirements: Standard. Many of Daern's priests are active Heroquesters, seeking to expand their goddess' portfolio to include the Magic rune, so that they might work with the sorcerous arts directly, as their goddess did in life. For the moment, they have remained unsuccessful.

Virtues for Daern include Altruistic and Stubborn.

Common Divine Magic: all (through Delleb), Worship Daern

Special Divine Magic: Awaken, Crack, Lock, Shield

Associated Gods

Delleb: provides Absorption



Delleb is the god of Reason & Intellect for the Oeridian pantheon, as well as the god of Magic. Where his brother Erythnul is violent, emotional, and glories in bloodshed, Delleb is seen as calm, serene, and at the very least, deeply concerned by the uses to which the magic he grants is put.

Cult in the World

Delleb serves his pantheon and his followers as the voice of reason, often standing at the right hand of Zilchus' servants in negotiations. Magic is seen as a stabilizing force, to be used to even the odds between opponents, not to overpower.

Delleb's faith is split into two main sects, the Magi and the Solon. The Magi practice the arts of magick, while the Solon practice sorcery. Each of these sects are broken up into smaller sects, covering the whole range of magical study (except for Wild Magic, which is the special province of the god Zagyg.)

Delleb's High Holy Days are the 25th thru the 28th of Sunsebb, known collectively as the Days of Thought. Lesser observances are held on Godsdays of each week, which are held in the College- Temples of their order.

Both orders prefer white robes with silver, gold, or platinum trimmings for their followers.

Lay Membership

Requirements: Lay members of this faith are considered students in training. Delleb offers training in a variety of skills, but for lay members he concentrates on those skills which build the reasoning power of the individual, especially Debate, Orate, Speak Languages, Lores (Flan, Human, Magic, Million Spheres, Oerid and World), Read/Write, Ceremony, Staff attack/parry, and (for Magi) Manipulate

and Manifest (spell), or (for Solon) Intensity, Range, Maintain, and Multispell. (Sorcery Arts are learned as skills in Delleb's cult).

Delleb's High Vow requires that all who follow his path must resist all spells and magics that do not flow from the pantheon of their own god, excepting those of Erythnul, who must always be resisted, as his spells do not flow from reason. It also requires that the Mage must always seek to resolve all conflicts peacefully, again, with the previous exception.

Initiate Membership

Requirements: Standard, plus, Magi must have mastered at least one 1 point spell, and be 50% or better with a single 3 point spell. Solon must have achieved the rank of journeyman in their own Art. Skill training continues for initiates, Solon gaining access to the new Arts of Accuracy, Force, Hold, and Permanence.

Magi initiates of Delleb work their magick slightly different from traditional magi; rather than dedicating their POW to learn a single spell, they may create a "slot" which can be refilled with a known spell of the same point cost.

Note: Delleb does not provide standard spirit magic to his followers, only magick, sorcery and divine magics.

Priesthood

Requirements: Priests of Delleb must have mastered at least three Lore, as well as the skills of Debate and Orate. Magi must have mastered at least one spell in each point cost up to 6 (i.e. a 1 point, a 2 point, a 3 point, etc.) and Soloni must qualify as Adepts.

Virtues are Calm, Honorable, Prudent, and Spiritual.

Common Divine Magic: all

Special Divine Magic: Absorption, Banish Spirit, Clever Tongue, Command Mentality Spirit, Force, Knowledge, Reconstruction, Summon Mentality Spirit, Translate.

Sorcery Notes: Common vows include Abjure Alcohol, Abjure Armor (2), Abjure Knightly Arms (1), Abjure Rune Magic (3), Abjure Servitude (6), Fasting, Flee (element), Lawspeaker (2), Rituals (3), Seclusion (2), Shun Tap, and Tend Familiar.

Common Specialties include Alchemist, Enchanter, Healer, Monitor, Warlock (any).

Wardens of the Arts

Delleb's cult recognizes seven Wardens, former servants of Delleb's who can be gained as patrons by those seeking additional magical resources. They may be gained as Patrons only in the order presented, though the POW necessary to gain them as patrons need not be sacrificed all at once.

First Warden of Communication (1 POW): enables the supplicant to speak one complete sentence intelligible to any human listener, whether or not the supplicant and the listener share a common language.

Second Warden of Stability (2 POW): until the next dawn, the supplicant's "normal" attribute scores are used for all resistance rolls or other purposes. For instance, instead of using current MPs to determine his chances of overcoming an opponent in an MP vs. MP combat, the supplicant's POW is used (because normally MPs are equal to his POW).

Third Warden of Protection (3 POW): so long as the supplicant remains still and takes no actions, he is totally invisible and undetectable by all sensory means and spells to the Eight Unholy Races. These are: buheer, celbit, eiger, euroz, ho-celbit, ho-jebli, ho-kell, and kell.

Fourth Warden of Denunciation (4 POW): a single villain is denounced. If the denounced culprit attempts to physically harm the supplicant, then for the next full hour he cannot resist any and all spells cast by the supplicant (though defensive magic may still block the effects).

Fifth Warden of Troth (5 POW): the supplicant states aloud an agreement to be made with another individual, who must be present and willing. If either participant violates the letter of the bargain, the violator immediately loses 1d6 POW.

Sixth Warden of Patience (6 POW): the supplicant falls into a deep sleep. While asleep, he does not age, starve, or otherwise suffer from the passage of time. If physically injured or shaken awake, or startled by an extremely large sound, he will awake. Until then he sleeps -- centuries may pass.

Seventh Warden of Holiness (7 POW): the supplicant receives, in effect, a full Divine Intervention like unto that enjoyed by most cults. Unlike other Sainly invocations, which cost 1 POW, the Warden of Holiness extracts 1d10 POW.

Associated Gods

Wenta: provides Restore INT

Heironeous: provides Shield

Pholtus: provides Reflection

Initiate Membership

Requirements: Standard, but in addition, initiates of Heironeous must have been lay members in good standing for at least 1 year, and must succeed in 3 out of 5 of the following skill rolls: Dodge, Maneuver, Scan, 1H Axe Attack, or 2H Axe Attack.

Spirit Magic: Bladesharp, Bladeweave, Coordination, Disruption, Fanaticism, Protection, Strength, Vigor.

Acolyte Membership

Requirements: as per Priests.

Priesthood

Requirements: Standard, plus the Initiate candidate must have led men into battle successfully at least once.

Virtues for Heironeous include: Energetic, Honorable, Loyal, and Warlike.

Common Divine Magic: all

Special Divine Magic: Axe Trance, Shield, Slash.

Gifts	Geasa
+5% to axe attack (1H or 2H).	Never use one type of non-cult weapon**
+20% in a cult related skill	Remain silent one specified day per week (includes casting spells)
Bless a specific weapon to do double damage (once armor is penetrated) against a chosen foe species	Accept no spirit magic heal spells
Bless a specific weapon to do double damage (once armor is penetrated).	Accept no magical healing at all
Recover fatigue at 2x speed	Drink no alcoholic beverages
Recover magic points at 2x speed	Never refuse a challenge to one-on-one combat.
Increase Disruption damage 2x	Must challenge all followers of Hextor to one-on-one combat to the death.
Increase Disruption damage 3x	Must challenge all followers of evil gods to one-on-one combat to the death.

** Non-cult weapons are anything but axes, thus weapon groups such as 1H Swords, Maces, etc., all qualify.

Associated Gods

Sotillion: provides Shield of Fire

Wenta: provides Resurrection (1 use)

Pholtus: provides Sunspears



Hextor is the brother of Heironeous (Erythnul's child by his rape of Sotillion), and he epitomizes the flip side of the coin of War. Hextor is the very essence of Hate, Discord, Conflict, and Fitness.

Whereas Heironeous champions such concepts as fair fights, chivalry, and justice, Hextor's followers school themselves in the skills of assassination and ambush, and teaches that any measure that wins a battle is worthwhile.

Cult in the World

Hextor's faith thrives in dark, bloodied halls of stone, erected on the sites of military slaughters. Followers of Hextor are considered wanderers by choice, forever roaming the world in search of battles to fight, sowing discord where're they can.

Hextor's Holiest Night is the 18th of Flocktime, and his clergy observes lesser days on the 18th of each month. Clerical garb consists of black robes with white skulls or grey, screaming faces embroidered upon them.

Lay Membership

Requirements: Lay members of this faith are generally the greenest troops, just beginning their careers in the military.

Skills available from Hextor's' faith include Dodge, Maneuver, Ride, First Aid, Lores (Human, Oerid, Poison, and World), Read/Write, Scan, Ambush, Sneak, Ceremony, various weapon attacks, and spiked buckler parry/attack.

Initiate Membership

Requirements: In addition to the standard requirements, Hextor's initiates must fight in a battle among others of his order and survive. Only blooded warriors are permitted to enter the ranks of Hextor's inner circle.

Spirit Magic: Bladesharp, Countermagic, Darkwall, Endurance, Fanaticism, Protection, Shimmer.



Johydee

Acolyte Membership

Requirements: as per Priests.

Priesthood

Requirements: Standard, plus the Initiate candidate must have led an ambush successfully at least once.

Virtues for Hextor include: Angry, Cruel, Destructive, and Warlike.

Common Divine Magic: all

Special Divine Magic: Arms of Hextor, Create Animus, Discord, Strike.

Hextor's Gifts	Geasa
+10% in any skill, chosen by initiate	1
+1 to any raiseable characteristic	1
+1 to any non-raiseable characteristic	2
recover magic points at 2x rate	2
recover fatigue points at 2x rate	1
bless specific weapon to do 2x damage (after armor).	1

Hextor's Geasa	
1	Never use an axe of any kind.
2	Never flee or surrender to Heironeous worshippers
3	Pay double tithing each holy day
4	Never speak the truth
5	Wear no armor over a specified location.
6	Never refuse a challenge to one-on-one combat.
7	Sacrifice 1 POW to Hextor per year
8	Never use any weapons except bows scimitars, flails, morning stars, or military forks
9	Train to improve one raiseable physical attribute to maximum.
10	Favored by Hextor, no geasa.

Associated Gods

Erythnul: provides Keening

Johydee is the goddess of Espionage, Deception, and Protection. She ascended to divine status several centuries ago, after the events that led to the creation of the artifact that bears her name. In life, she was a priestess of Heironeous.

Cult in the World

Johydee's cult exists to root out evil from within, by infiltrating it's organizations and using it's own flaws against it. Her cult works with that of Heironeous in a subserviant fashion, carrying out the necessary information gathering in ways that the followers of the Lord of Justice and Chivalry simply cannot.

Johydee's High Holy Day falls on the 3rd of Brewfest, the day it is said the Mask was granted it's full powers by the Will of the Gods. Regular services are held each Godsday, as well.

Priests of Johydee wear silvery gray robes, and wear plain masks, in honor of their goddess' most famous relic.

Lay Membership

Requirements: Johydee's laity serves as an informal information network, carrying news and rumors to their superiors for further investigation.

Skills taught by the cult include Dodge, Fast Talk, Speak Languages, Lores (Human, Oerid, and World), Disguise, Conceal, Listen, Sneak, and Ceremony.

Initiate Membership

Requirements: Standard. Known as Lesser Masks, initiates often find themselves working alongside followers of Olidammara or Trithereon, as all three cults often find themselves seeking similar targets. Unfortunately for Johydee's followers, their goals of weakening the enemy from within are often at odds with Trithereon's "smash the whole structure" policy.

Spirit Magic: Befuddle, Demoralize, Mind Delve.

Rune Lord/Priesthood Membership

Requirements: Standard. Johydee's priests serve double duty as Rune Lords, as this is primarily an activist faith.

Known as Greater Masks, they infiltrate more dangerous targets than they allow initiates to tackle, often spending

months or years gathering their strength before finally springing into action against their chosen foes.

Virtues for Johydee include Altruistic and Prudent.

Common Divine Magic: Initiate, Sanctify, Worship Johydee

Special Divine Magic: Believe Lie, Cloak of Illusion, Loosen Tongue.

Associated Gods

Heironeous: provides Shield



Kurell is the God of Jealousy, Revenge, and Thievery. He is brother to Pholtus, the Lawgiver. They don't get along...

Cult in the World

In Oeridian mythology, he is the Prince of Thieves, a tortured soul who is forever just out of reach of his one true love (his aunt, Sotillion), eternally jealous of the one who finally had her (his uncle, Erythnul), and who has his final revenge in suggesting to Sotillion that she foster her second son, Heironeous, among his family.

His revenge comes second hand to his true intent; he had hoped that Sotillion would spend more time in his father's House, visiting her son. But this was not to be. Heironeous, under Delleb & Pholtus' tutoring, grew to be powerful warrior who in some regions overshadows the might of either Hextor's or Erythnul's cults.

In some stories, Kurell later does nearly win Sotillion for his own, but his own jealousy of her other suitors betrays him, and he is left to plot revenge against each of them in turn...

As one can imagine, he is mostly worshipped by the most desperate sorts, thieves, jilted lovers, and the like.

Kurell's cult celebrates the 7th of Harvester as their High Holy Day, in addition to standard services each Godsdays. Services are held informally outdoors, or in an otherwise abandoned building.

Kurell's priests wear nondescript brown robes while conducting services.

Lay Membership

Requirements: Kurell's followers are generally folk with one sort of axe to grind against someone they perceive as more powerful than themselves. Cultists are encouraged to brood upon the object of their fascination, as cult doctrine teaches that every fortress, heart, or enemy has a hidden weakness.

Skills taught by the cult include Dodge, Throw, Fast Talk, Orate, Speak Languages, Evaluate, Lores (Human, Oerid, and World), Read/Write, Conceal, Devise, Sleight, Listen, Search, Track, Hide, Sneak, Ceremony, and Dagger attack/parry.

Initiate Membership

Requirements: In addition to the standard requirements, prospective initiates either must strike a blow against the person or persons who led them to desire membership in the cult (lover, associate, etc.). The blow need not be a major one, a rival need merely be inconvenienced, or a lover humbled and brought to heel. Those who worship Kurell in his aspect as the Prince of Thieves will be assigned a mission to perform involving theft, proceeds to be turned over to the cult.

Spirit Magic: Coordination, Demoralize, Glue, Shimmer.

Priesthood

Requirements: Those who seek to join Kurell's priesthood must, in addition to the standard tests, overcome their nemesis. Rivals must be broken, lovers claimed (by marriage, conquest, etc.), or a truly stunning theft must be perpetrated.

Virtues for Kurell include Angry, Destructive, Suspicious, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Conceal Identity, Retribution, Seal Wound, Tortuous Submission*

* - one use spell

Associated Gods

Delleb: provides Clever Tongue

Telchur: provides Vigilance

R Murlynd

Murlynd is the God of “Magical” Technology

Cult in the World

Murlynd began his life as an ordinary mage in the city of Eastfair. After his apprenticeship was finished, he set out adventuring with several other individuals whose names are also now legend... Heward, Keoghtom, and Zagyg.

Over the course of many years, these four overcame a great many challenges, until they each took their separate courses along the Path of Heroes.

Murlynd took him to several different worlds, where he learned new ways of accomplishing magic that transcended the traditional ways he knew.

Murlynd’s Holiest of Days is the 6th of Midsummer, said to be his mortal birthday as well as the date of his first successful spellcasting.

Priests of Murlynd typically wear either long white aprons, brimming with pockets full of tools, material components, or shirt, pants, a wide brimmed hat and a wide leather belt with twin wand cases tied off to each leg.

Lay Membership

Requirements: Murlynd has few followers, but his faith welcomes sorcerers and magi both at any point in their careers.

Skills taught by Murlynd’s cult include Dodge, Fast Talk, Speak Languages, Crafts (a wide variety, mostly boiled down to engineering, toymaking, watchmaking, etc.), Lores (Human, Magic, Million Spheres, Mineral, and World), Read/Write, Ceremony, and either (Intensity, Range, Maintain, Multispell, Accuracy, Alchemy, Ease, Time - sorcerers), or (Manipulate and Manifest (spell) - magi). (Sorcery Arts are studied as skills in Murlynd’s cult).

Murlynd’s High Vow requires that the Mage must always utilize machines or technology to enhance or effect his spells.

Initiate Membership

Requirements: Standard. Initiates of Murlynd are given the opportunity to specialize in the School of Mechanica. Mechanists, or Tinker Mages, work their magic through the use of devices or foci that increase the effective levels of their spells, or which work their spells for them, or serve as conduits for their spells.

Note: Murlynd’s cult does not offer spirit magic, only Magick, Sorcery, and Divine Magic.

Priesthood

Requirements: In addition to the standard requirements, a prospective priest of Murlynd must have achieved the rank of magus in his chosen field of study. In addition, he must also create and dedicate an automata to the service of Murlynd.

Virtues for Murlynd include Creative and Reckless.

Common Divine Magic: Initiate, Sanctify, Worship Murlynd.

Special Divine Magic: Copy, Reflection

Sorcery Notes: Common vows for this cult include Abjure (Armor, Ceremony, Knightly Arms), Adulation, Fasting, Humility, Never Kill a [sentient species], Rituals, Seclusion.

Common specialties include Alchemist, Illusionist, Mechanist, Monitor, and Warlocks (Earth, Fire).

School of Mechanica

The School of Mechanica offers its devotees several benefits. Magi can follow the rules for Clockwork Mages in the Sha’ir’s Handbook; Sorcerers use the following rules:

MECHANIST

Spells -- Animate [substance], Bless [object], Boost [attribute], Holdfast, Locate Object, Call [energy], Armor Enchantment, all Enchant spells.

Vows -- none special

Lore Mastery -- all Crafts related to construction provide 2 Presence, Mineral & Magic Lore provide 2 Presence. Alchemy skills, Evaluate.

Other -- access to Alchemy Art, Time Art

Associated Gods

Zagyg: provides Force

* - Works like normal Absorption, but only works against spells of darkness or spells cast by darkness-aligned creatures.

Spirit of Retribution

Scintilaar: Manifesting as a 5m flare, with an INT of 18 and appropriate magic, Scintilaar brings retribution against those who actively betray the cult.

Scintilaar manifests in a rough humanoid form, wielding a weapon of light that will strike as though the wayward cultist were a darkness creature.

Scintilaar will remain for a number of rounds equal to the years the cultist spent as an active member of the cult, beginning with the day of his initiation.

Flares (Light Elementals)

Characteristics		Average
STR	1d6	3-4
SIZ	1 cubic meter	
POW	1d6	3-4
HP	1d6	3-4
Move	6	6

Flares manifest as globes of brilliantly shining light. Anyone within a flare has all of their senses overloaded, sight is impossible in the light, a vast roaring fills the ears, and the senses of taste, touch and scent fluctuate wildly from one extreme to another.

A flare's primary attack is its blinding presence, whereby it matches its magic points vs. the target's CON. The flare must be touching or partially englobing the target's head to use this attack form.

When a flare attacks, it may engulf 10 SIZ worth of opponents for each cubic meter of SIZ it possesses. Victims within a flare are grasped by its STR (match STR vs. STR to overcome) and anyone grasped by the flare is subject to its blinding attack. Anyone else remaining within the flare's presence loses 1 fatigue point per round to the wildly changing sensory input inside the flare's volume.

Associated Gods

Zilchus: provides Shield

Velnus: provides Sky Sight



Procan

Procan is the Lord of the Oceans, Seas, Motion, and the Tides. He is brother to Velnus, and son of Zilchus.

Cult in the World

Procan is the Lord of the Deep. Firstborn of the pantheon, he is seen as an elemental force of nature more than anything else.

It was only after the Oeridians began to build permanent settlements that Procan began to build a following. While he is touched by the Moon Rune, he is more ruled by it than in control of it himself.

Procan's cult reveres the 9th of Goodmonth as their Holiest, with regular services each Godsdays. Services to Procan are held in special temples built on the shores of the nearest large body of water. The temple design allows water to flow around the altar when the tide is high.

Procan's priests wear blue-green robes while holding services to their god.

Lay Membership

Requirements: In modern times, Procan is worshipped by sailors, merchants, fishermen, and anyone else who makes their living on or from the sea.

Skills taught by the cult include Boat, Climb, Swim, Throw, Orate, Sing, Speak Languages, Craft (rope making, other nautical crafts), Lores (Human, Oerid, and World), Shiphandling, Sleight, Play (instrument), Scan, Ceremony, Trident attack, and Net attack/parry.

Initiate Membership

Requirements: In addition to the standard requirements, prospective initiates are set adrift on a small raft or boat in a known current, and are expected to survive for three days alone on the water.

Spirit Magic: Farsee, FlowNet, Protection, Repair, Strength.

Acolyte Membership

Requirements: As per priests.

Priesthood

Requirements: As they did as initiates, prospective priests of Procan, in addition to all other standard requirements,

must once again be set adrift alone, only this time for three weeks.

Fully half the initiates set adrift are recovered alive, and half of the remainder are never found at all. Such individuals are assumed to have been taken directly to Procan's Heart, deep beneath the waves.

Virtues for Procan include Energetic, Joyous, Pragmatic, Proud, and Spiritual.

Common Divine Magic: all

Special Divine Magic: Breathe Air/Water, Command Undine, Drown, Float, Summon Undine, Waterspout, Whirlpool

Associated Gods

Velnius: provides Command Sylph



Rudd is the Goddess of Skill and Luck. She is the wife of Zilchus, and mother to nearly half the Oeridian pantheon.

Cult in the World

Rudd's cult has, over the centuries, diminished greatly in power and prestige. In the ancient past, when the Oerids were still wanderers, luck counted for more in hunting and in life, but with their settlement of the Flanaess, Rudd's importance waned, and she has lost even more ground to foreign Powers governing Luck (Norebo, Ralishaz, even Zagyg to some extent).

Rudd's cult celebrates the 23rd of Readying as their High Holy Day, in addition to normal Godsdays services. Services to Rudd are commonly held in stone chapels decorated in red and gold.

Rudd's priesthood commonly wear red and gold cloaks over coarse white robes.

Lay Membership

Requirements: Rudd's faith appeals to a wide variety of people, but fewer and fewer of her own people call upon her, and this weakens her power. As Rudd appeals to those who seek beneficial luck, so she is worshipped by gamblers, adventurers, and other sorts of treasure hunters.

Skills taught by this cult include Dodge, Jump, Fast Talk,

Speak Languages, Craft (various games of chance), Evaluate, Lores (Human, Oerid, and World), Sleight, Listen, Scan, Ceremony, and Dagger attack/parry.

Initiate Membership

Requirements: Unlike most cults, initiation into Rudd's faith requires only a POW sacrifice of 1 point, and entrance into a curious game of chance.

Double-blind is an ancient game, played by the Oeridians since the beginning of time. It combines elements of both craps and poker, in that both dice and cards are used. The dealer draws a card, which is held face down. The player rolls three dice, and if the total of his roll is less than the face value of the card, he wins.

To qualify in the initiation ritual, the supplicant is given 10 silver pieces, and must play for 12 rounds. At the end of the session, the supplicant must still have at least 1 coin left.

Spirit Magic: Befuddle, Demoralize, Silence.

Priesthood

Requirements: In addition to the standard requirements, the prospective priest is given 100 silver pieces, and must play 200 rounds at a profit. Priests who double their money (or more!) are marked for special favor with their Goddess and her cult.

Virtues for Rudd include Joyous, Reckless, and Social.

Common Divine Magic: all

Special Divine Magic: Avoid Fate, Oath.

Associated Gods

Zilchus: provides Spell Trading

Procan: provides Command Undine

Velnius: provides Command Sylph

Atroa: provides Reproduce

Sotillion: provides Cool Area

Wenta: provides Regroup Limb

Telchur: provides Vigilance

Erythnul: provides Command Human

Delleb: provides Clever Tongue



Sotillion

Sotillion is the South Wind, Goddess of the Summer, Ease, and Comfort. She is sister to Telchur, the North Wind of Winter, and the unwilling mother of Hextor & Heironeous.

Cult in the World

Sotillion is by far the loveliest of the Seasonal deities, more beautiful than even Atroa, the goddess of fertility. In the ancient past, she knew many suitors, but her brother Erythnul, who had long lusted after his sister, first raped her, then held her prisoner until she bore him a child, Hextor. Shortly after Erythnul took his son away, Sotillion bore a second child, whom she named Heironeous. Though she loved him, the memories of her incarceration wore heavy upon her, so she sent him to be raised alongside her sister Wenta's son, Pholtus.

Sotillion is generally worshipped in a proprietary way, by those seeking to escape the blistering heat of summer, rather than seeking to invoke her fires.

Sotillion's worshippers hold the whole of Richfest as holy, celebrating Midsummer's Day as their highest High Holy Day. The 25th of Reaping is also considered sacred, and is generally known as Sotillion's Day even outside Oerid lands. Services to Sotillion are held outdoors at dawn, preferably on a hillside with a decent view of the sunrise.

Sotillion's cult favors light, airy garments of silk in reds and oranges.

Lay Membership

Requirements: Sotillion's cult attracts few lay worshippers out of season, but as temperatures climb each summer, her temples fill to capacity with those seeking relief from the heat.

Skills taught by the cult include: Swim, Throw, Sing, Speak Languages, First Aid, Read/Write, and Ceremony. (Women in this cult are also tutored in Martial Arts, as the priestesses of Sotillion seek to defend women from assaults similar to those suffered by their goddess).

Initiate Membership

Requirements: Standard. Initiates of Sotillion are taught to wield the powers of their goddess, that of Heat, Passion, and Disorder.

Spirit Magic: Demoralize, Ignite, Mobility, Shimmer

Priesthood

Requirements: Standard. Priests of Sotillion serve their communities in peace by providing places where worshippers can escape from the heat of summer, and in war by bringing the force of their goddess against their enemies.

Virtues for Sotillion include Calm, Joyous, Pragmatic, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Command (Passion Spirits, Sylphs), Cool Area, Shield of Fire, Summon Passion Spirits, Sylphs), Wither Crops

Associated Gods

Velnius: provides Command Sylph



Telchur

Telchur is the North Wind, God of Cold, Ice, and Winter. He is brother to Sotillion, the South Wind of Summer.

Cult in the World

Telchur the Terrible, Foe from the North, The IceFist, the Chill Hand of Doom - these and more are the titles heaped upon Telchur, son of Zilchus the Mighty. Telchur is revered by the Oeridian peoples dwelling in the Hold of Stonefist, the Barrens, and other lands touched by the full force of Winter.

Needfest is known across the Great Kingdom as the Feast of Telchur, who claims this Festival as his own, observing the 4th of Needfest as their High Holy Day. Telchur is worshipped in temples of whitewashed stone, adorned with silver icicles.

Telchur's priests lead services garbed in long brown and white coats.

Lay Membership

Requirements: Much like his sister Sotillion, most worshippers of Telchur offer prayer to him so that he will *withhold* his full glory from them, rather than ask that he share it. But, again, some will always offer him worship so that he might visit their enemies instead of themselves.

Skills taught by the cult include Climb, Jump, Skiing,

Lord type spell recovery. Velnius' acolytes are known as Wind Knights.

Rune Lord/Priesthood Membership

Requirements: Standard. Velnius' priests do double duty as Rune Lords, and are commonly known as Wind or Storm Lords. Storms are senior to Winds; in military terms, they are the generals. Velnius' Lords work with temporal authorities to regulate the flow of weather in their regions, trying to balance sufficient levels of sunlight and rain.

Velnius' cult works closely with those of his four younger siblings, Atroa, Sotillion, Wenta, and Telchur. Most temples of Velnius are cross or diamond shaped, allowing each of the Four to have shrines at the cardinal direction points. Some seaport temples also feature shrines to his brother, Procan.

Virtues for Velnius include Energetic, Joyous, Proud, Prudent, and Unpredictable.

Common Divine Magic: all

Special Divine Magic: Cloud Call, Cloud Clear, Command Sylph, Decrease Wind, Increase Wind, Lightning, Sky Sight, Summon Sylph, Thunderbolt, Wind Warp.

Associated Gods

Zilchus: provides Shield

Procan: provides Command Undine

Atroa: provides Bless Crops

Sotillion: provides Cool Area

Wenta: provides Regrow Limb

Telchur: provides Vigilance



Wenta is the West Wind, Goddess of Autumn, Healing, and the Harvest. She is sister to Atroa, the East Wind of Spring, and the mother of Pholtus and Kurell.

Cult in the World

Though she heralds the death of the world, Wenta is commonly seen as a force of weal, as she holds the promise of the rebirth of the world. She is the beautiful Lady of Many Colors, who paints the world before the stark white of Winter falls over the world. As the Goddess of the

Harvest, Wenta is the closest thing the Oeridians have to an Earth deity, a void filled in most lands by the worship of Beory.

Wenta's cult hold the whole of Brewfest as sacred to their goddess, and observes the 4th day of the Festival as their High Holy Day, with lesser observances on the 14th of each month. Wenta's faithful lead their congregations in fallow fields, wearing robes of orange, brown, and black.

Lay Membership

Requirements: The majority of Wenta's faithful are farmers, who offer prayers to this goddess that their harvests be full and plentiful. Wentafest is celebrated alongside Brewfest in nations where Wenta is worshipped.

Skills taught by Wenta's cult include: Orate, Sing, Speak Languages, Craft (canning, farming), First Aid, Lores (Human, Oerid, Plant, and World), Read/Write, Play (wind) Instrument, Ceremony, and Sickle attack/parry.

Initiate Membership

Requirements: Standard. Initiates of Wenta are taught reverence for the passing of the seasons, the proper methods of preserving food for the winter, reaping grain, and other rituals of renewal for the coming winter. In times of war, Wentans stand behind the lines, offering comfort and healing as needed.

Spirit Magic: Bladesharp, Darkwall, Extinguish, Heal, Repair, Vigor.

Priesthood

Requirements: Standard. Priests of Wenta are the healers for their communities, as well as teachers for the people in how to properly harvest and preserve their gains for the coming Winter.

Virtues for Wenta include Conservative, Joyous, Pragmatic, Prudent, and Social.

Common Divine Magic: all

















































Special Divine Magic: Heal Body, Preserve Food, Regrow Limb, Resurrection, Restore (all except POW), Turn Undead

Associated Gods

Velnius: provides Command Sylph

Appendix

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

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