

Gods of the Olven & Drow Pantheons for RuneQuest

The Olves

The People

The olven races have several things in common. All tend to be somewhat smaller and more slender than humans, with finely chiseled features. They enjoy a much longer lifespan than humans, some subraces approaching 1,200 years, though few live (or choose to live) so long in the mortal realms.

Their long years and slow metabolisms give them a unique perspective on life, making them seem strange to human minds; ‘fey’ was coined to describe them, as they place importance on the oddest things at times.

Olves tend to avoid the other races, as their history is full of wars with both men and dwur (though their wars with the dwur predate the histories recorded here, both sides still hold grudges).

Olves, though diurnal, see well in the night; their eyes are constructed much like a cat’s, allowing them to see well in even the dimmest of light. Like a cat, though, absolute blackness will render them blind.

The Olven peoples are divided into a number of branches, of which only the ones most likely to be used as PCs will be presented.

Dark Olves or drow, will be covered in section 2 of this document.

Gray Olves are more reclusive, with either silver hair and amber eyes, or golden hair and violet eyes.

Grugach, or wild olves, live in tiny, isolated bands in temperate forests. They are as short as the High olves, and as pale, but the otherwise resemble sylvan olves.

High Olves tend to mix with other races and cultures the most. They tend to be short (for olves), few exceeding 5’ in height, with pale complexions, dark hair and green eyes.

Sylvan Olves are even more reclusive than the Gray, avoiding even members of their own species when

possible. Sylvan (or wood) olves resemble High Olves except for being darker skinned.

Valley Olves live exclusively in the Valley of the Mage, and are reportedly taller versions of the High Olven race. They are whispered to have sold themselves to the evil mage that rules that valley, and are thus treated with great suspicion by all the other races of olves, as well as for some crime their ancestors committed in the distant pat.

Winged Olves or avariel, are similar in appearance to High Olves, but with eyes predominantly blue or violet, white or silver hair, and brightly plumaged wings growing from their backs.

Important Dates in Olven History

0001 - The Five Olven Kingdoms of the East are founded. The western-most of these, called Calissa, lay in the Yatils and the Vesve Forest and was built by the avariel and sylvan olves of that region.

The second kingdom, Celene (olven for ‘heart jewel’), was established by both high and grey olves, and was built in the forest that now bears that name.

The third kingdom, Aliador, was built in the Griff Mountains and the plains to the west, stretching nearly to the shores of the Nyr Dyv. Ruled and populated solely by grey olves, it was the seat of olven power and authority in the Flanaess, as all others owed fealty to her King.

The fourth kingdom, Arrisa, was established by a council of mages and priests in the Spindrift Isles. Built by grey, sylvan, and aquatic olves, it became the “secret realm”, the one to which all olven refugees would flee in time of greatest peril.

The final kingdom, Luzcidor, was founded near the Dreadwood Forest (much larger then, and called the Silverleaf) by the drow olves.

Nearly all of the olven kingdoms also contain populations of hobniz, noniz, and scattered tribes of Flan humans, but these form minor percentages of the population, and receive various degrees of representation before the olven kings.

0345 - Luzcidor severs ties with the other olven

realms, and many years of spiteful words and occasional raids ensue between Luzcidor and her closest neighbor, Celene.

0510-0640 - Celene and Luzcidor finally go to war against one another. The other olven nations quickly join with Celene, but the might of the Luzcidorans is too great to be broken quickly.

0641 - A combined army of olves, augmented by dwur and flan (human) auxiliaries, ride down out of the north, past the Dim Forest, and achieve the first decisive victory against the drow of Luzcidor.

0660 - The Wind Dukes of Aaqa (a knighthood dedicated to Aerdrie and Corellon), in the service of the kingdom of Aliador, meet a gathered force of evil humanoids and drow on the Plains of Pesh (modern-day Keoland). In a three week long campaign, the Dukes repeatedly decimate the dark olven host in the last recorded surface battle between olves and drow.

0661- 1114 - During these years, known as “The Flowering”, trade between the olven realms increases, as the four remaining kingdoms heal from the damage done in the wars. What few humanoid raids occur are small and easily crushed, and olven culture and power grow unopposed. the twelve grand cities of the olven nations are completed, including the High City, Erieadan, and the City of Summer Stars. Much of the history of this time is shrouded by olven historians, though it is known that both the legendary minstrel, Ye’Cind, and the lovely Queen Ehlissa both lived during this age.

1201 - A large force of euroz and ho-jebline unite under the banner of Hraak One-Eye, form the kingdom of Kragun in the region of what will someday become the Hold of Stonefist.

1246-1390 - The Goblin Wars. Kargun and Arissa battle for control of the plains below the Bluff Hills. In the end, Kargun is defeated.

1612-1833 - Second Goblin Wars. Kragun loses (again), but expands westward in the process.

2314 - The first major human kingdom, known as Blackmoor, is founded on the shores of the Icy Sea, to the surprise of many of the olven courts. Calissa welcomes trade with the new human realm, though the others turn away their traders and close their borders to them.

2454 - In the face of growing unrest, Aliador allows the human inhabitants of their kingdom to settle and found the island nation known as the Isles of Woe on

the islands and shore of the Nyr Dyv.

2792 - The kingdom of Calissa watches with trepidation as the nations of Blackmoor and Woe war with one another over the lands surrounding Whystil Lake, but the humans seem intent on destroying each other, and both sides honor olven neutrality.

2814 - Calissa grows more restless when Blackmoor begins fielding their odd machines, but the sudden peace this brings to the human’s war is welcomed.

2837 - The kingdom of Calissa watches in terror as the destructive machines of Blackmoor turn one upon the other and devastate the land for leagues in all directions.

2874 - The human nation of Nerask-Harad, founded amid the ruins of the drow nation of Luzcidor, opens trade relations with Calissa.

2934 - Xecantha of Nerask-Harad sends his son, Vecna, to study magic at the Academy of Sorcery located in Calissa. Within weeks, the human nation of Woe marches past Celene to attack Nerask-Harad’s south-east coastal region.

2952 - Prince Vecna graduates from the olven Academy with high honors to the surprise and pleasure of his instructors. He then returns to his homeland.

3014-3030 - Decades later, an army of monsters, humanoids and undead horrors ride out of Nerask-Harad against the Kingdom of Calissa, led by Vecna. Overcome by the forces arrayed against them, Calissa falls to Vecna’s forces, and her people flee east to the kingdom of Aliador.

3033-3054 - Vecna’s forces continue to drive those olves that remain further afield, sweeping the central plains east of Nyr Dyv and North, until they hold the plains to the feet of the Griff Mountains.

3116 - Vecna’s army turns it’s attention to the cities of Aliador. This marks the beginning of the 400 Year War.

3300-3306 - The Mountain Campaigns. Aliador wins initial victories, but Vecna draws them out into the plains and destroys them. Vecna’s armies enter Erieadan, the olven capitol, and obliterate it. Four cities, however, cloak themselves against detection, and survive. In the end, however, the olven Kingdom of Aliador lies in ruins at Vecna’s feet.

3309 - Vecna or his servants discover the location of The City of Summer Stars. Vecna’s forces are rebuked initially, but in the end, The City of Summer Stars is pillaged and razed. The remnants of the olven forces

located there flee south to Arrisa.

3325 - Celene, long ignored by Vecna's empire, send envoys to contact the three hidden cities of Aliador, but they do not return.

3365-4923 - The Sleeping Years. The olven realms lose contact with one another, and have little to do with the human realms around them.

4005 - Bands of migrating Oeridians begin crossing into what are now regarded as traditional Flannae lands, sometimes in peace, but more often coming into conflict with established tribes.

4006-4041 - Suel bands join the Oeridians on their drive east, along with scattered Bakluni.

4041 - The Twin Cataclysms stem the tide of migrating tribes from the west.

4923 - Celene reveals itself to the other demi-human states nearby.

4924-5038 - Olves slowly reintegrate themselves into the Flannaess, occupying ancestral forests.

5038 - Present Day.

Olven Mythology

Olven mythology is complex, and sometimes contradictory. For our purposes, the following shall be considered as Truth; where it differs from Fact is not our place to say.

Corellon Larethian and his consort/sister Araushnee (now known as Lolth), were the creator of both the fellowship known as the Seldarine and the grey and dark races of olves. Their first children, Eilistraee, Labelas and Sehanine, aided Corellon in his later fashioning of the other olven races, and it was during this time that the romance between Corellon and Sehanine was born, and the seeds of discontent were born in the heart of Araushnee.

Solonor was next, born of Sehanine and Corellon, and as their love for one another grew, it manifested itself bodily as Halani, who simply appeared one day among the other Seldarine.

Corellon travelled the mortal realms after this time, and he came to know several nymphs and spirits of the oerth, who bore him children as well. Water-born Sashelas, Air-born Aerdrie, and Earth-born Rillifane and Elhonna (to be detailed in the Common Pantheon book) all originated in this age.

Last born among the Seldarine were Fenmarel and Erevan, born by Halani to Labelas. It would not be

until much later that the final breach among the Seldarine would see war on both the Godplane as well as the Mundane, as Lolth would lead both her divine and her mortal children against the rest of the pantheon for control of olven destiny.

Modern Olven Viewpoints

Kingdom of Celene

What Your Mother Told You

Who are you? - I am Lady Sulliera of Celene, high priestess of Aerdrie, and your mother.

Who are we? - We are grey olves. Our history in these lands stretch back as far as any can remember. We fought the Darkness harder and longer than any of our bretheren, and we are stronger for it.

What makes us great? - The olves of Celene have ruled these lands since before the sundering. Our cities are the oldest, and alone have never fallen to invaders.

Where do we live? - We live in the olven nation of Celene, bordered by the Lortmil Mts to the west, the Kron hills to the north, the Welkwood forest and Jewel River to the east and south.

What is important in my life? - The single most important thing in any olves life is to prepare for the future, my son. Unlike the humans who swarm around our borders, we olves have long lives to plan for, and you should never permit yourself to act in haste.

Who rules us? - Her Fey Majesty, Yolande, Queen of Celene, rules us, from the crystal city of Enstad.

What is evil? - All those who ally themselves with Darkness are evil, my son. Humanoids, giants, drow, even men and other olves can be evil, if they so choose. That any would willingly do evil is an affront to all that is right and pure - may your arrow strike true if you must face evil in battle, my son.

What is my lot in life? - There is always a place for you in our Lady Aerdrie's fellowship my son, or a place among any of the Seldarine that you choose. Our family owns much rich farmland, if your interests run to agriculture, or you might try silver smithing with your father and his family if that suits your talents better.

How do we deal with others? - We prefer not to deal with them, but when we must, we shield our land from them as best we can. Most trade with outsiders is conducted in Courwood, lest we have foreigners

walking our lands unfettered.

Who are our enemies? - In these times, our greatest enemies lie to the south, in the land now known as the Pomarj. We drove the legions of euroz, celbit and jebline from the Lortmils, and they resettled there and have grown strong. Fortunately, our forces in the Suss Forest keep their raiders in check, lest they build strength to raid our lands in force.

Who are our gods? - We follow the Seldarine, but especially Corellon, Aerdrie, Sehanine, Labelas, Solonor, Hanali, and Rillifane. Ye'Cind has a strong following too, and some of the few humans or half-olven citizens honor the goddess Elhonna, as well.

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.

G X ⊕ Aerdrie

Aerdrie is known variously as 'the Winged Mother', 'She of Azure Plumage', and 'the Stormchild'. She is the olven deity of Air and Weather, patron goddess of the Avariel, and a daughter of Corellon.

Cult in the World

Aerdrie is the Rain Bringer, Patroness of Fertility, and Lady of the Skies. "She" is mainly concerned with maintaining good relations among olvenkind and their aerial allies, such as giant eagles or the aarakroca. She is also the patron of musicians (specifically wind instruments), and the demigod Ye'Cind was one of her mortal sons.

Seen by many olves as the embodiment of the olven philosophy of freedom and impulse, she is often known to show favor upon her worshippers by causing feathers or ivory carvings of birds to appear along the path they are best served following.

Aerdrie celebrates the 4th of Yellowwillow as her High Holy Day, with lesser services every Godsdays. Services are typically conducted outdoors, generally in temples known as Aeries, constructed at the highest local point (the branches of the tallest tree preferred).

Aerdrie's priests wear fluttering, sky-blue robes, with darker colors indicating rank and achievements. Feathers are used to decorate hair, armor, and sometimes weapons.

Lay Membership (the Tethered)

Requirements: Aerdrie is mainly worshipped by avariel, and by olves who love music or flight, as well as anyone in need of the healing properties of rain.

Skills taught include Climb, Jump, Sing, Speak Languages, Lores (Animal, Music, Olven, and World), Play Wind Instruments, Listen, Ceremony, and Longbow attack.

Initiate Membership (the Eaglets)

Requirements: Standard. Aerdrie's initiates serve primarily as messengers and emissaries between aeries, carrying messages, new songs, and news between the widely isolated communities of avariel.

Spirit Magic: Bow Meld, Ease Pain, Farsee, Speedart.

Acolyte Membership (Wind Chasers)

Requirements: Standard. Known as Wind Chasers, acolytes of this faith can often be teaching their skills in archery or music to the children of the community.

Rune Lord Membership (Varies)

Requirements: Standard. Aerdris's Rune Lords are few in number, and known by a variety of titles, including Cloud Walkers, Silent Screeches, Sky Divers, and Knights of the Azure Plume (the largest order).

Each Great Aerie typically has less than a dozen Rune Lords associated with it, and lesser aeries have perhaps one apiece.

Priesthood (Halcyons)

Requirements: Standard. Aerdris's priests are charged with the defense of their communities, and with giving advanced instruction in both music and archery.

In some drier regions, or in time of war, their weather-magic is much sought after, as well.

Virtues are Creative, Honorable, Modest, and Private.

Common Divine Magic: all

Special Divine Magic: Become Eagle, Cloud Call, Comand Sylph, Grow Wings, all Illusions, Rain, Summon Sylph

Associated Gods

Corellon: provides Chameleon

Fenmarel: provides Plant Spy

Labelas: provides Analyze Magic

Sehanine: provides Heal Body

Solonor: provides Sureshot

Ш † III ⊕ Corellon

Corellon is the embodiment of the highest ideals of olvenkind. "He" is the creator of the olven races; as with all of the olven gods, he can assume the form of either sex, but usually appears as a male.

Corellon is a powerful warrior god, but one who protects his creations with the gentleness of the artist or sculptor. He is swift and terrible in battle, yet soft and beautiful in repose.

Cult in the World

Corellon's cult exists not only to defend and expand the olven homelands throughout the world, but to preserve them as places of beauty, artistry, and reverence to nature.

Unlike many other pantheons, which cater to the Law vs. Chaos or Good vs. Evil ethos pairings, the Seldarine pantheon is engaged in a struggle between the forces of Light and Darkness. Priests and initiates of this grouping of deities generally do not willingly associate with members of darkness cults.

Corellon's High Holy Day is the 1st of Diamondice, with additional holidays on the first of each month. Services are conducted outdoors, and priests of this deity commonly attire themselves in gossamer robes of azure, embroidered with silver quarter moons.

Lay Membership (the Faerna)

Requirements: Nearly all olves are lay members of this cult, out of reverence for their creator.

Skills taught by the cult include: Orate, Speak Languages, Craft (bowyer, fletcher), Evaluate, Lores (Olven, World), Bow Attack, 1H Sword attack/parry.

Initiate Membership (the Ageises)

Requirements: In addition to the standard requirements, initiates are required to accept one gift (and it's attendant geases), and may choose to accept more if they so desire.

Initiates train not only in the skills of their cult, but they study under their temporal rulers to learn the arts of statecraft. They also learn to mediate disputes, and they are often sent on journeys between settlements to

perpetuate communication between all olves.

Spirit Magic: Bladesharp, Bladeweave, Control (Sylphs, Lunes), Enhance DEX, Demoralize, Firearrow, Multimissile, Protection, Shimmer, Silence, and Speedart.

Acolyte Membership (the Ivae'ess)

Requirements: As per priests. Choice of a gift/geas is required.

Priesthood (the Syolkiir Cormiira)

Requirements: In addition to the standard requirements, choice of 1 or more gifts/geases are expected. Most priests of Corellon will have moved into leadership positions within their community, as well. Corellon's priests may also become shamans, if they so desire.

Virtues are Creative, Energetic, Generous, Modest, and Warlike.

Common Divine Magic: all

Special Divine Magic: Arrow Trance, Chameleon, Living Blade, Truesword.

Corellon's Gifts

1d10	Gift	Req'd Geases
1	+10% to any skill chosen	1
2	+1 to STR	1
3	+1 to INT	2
4	+1 to POW	1
5	+1 to DEX	1
6	recover mp at 2x normal rate	2
7	Immunity to 'hold' type attacks	2
8	Immunity to mind affecting spells	2
9	Understand Beast Speech 30%*	2
10	Gain Allied Spirit	3

Corellon's Geases

d100 Roll	Geas
01-02	favored by Corellon, no geas.
03-14	never speak to or help darkness worshippers in any way
15-26	create one work of art each season
27-38	create one new poem or song each season
39-50	plant and nurture one tree each season
51-62	never speak to or help any euroz
63-74	master the playing of one musical instrument**
75-85	master one combat maneuver (leap, tumble, dodge, maneuver, etc.)**
86-96	master one weapon skill**
97-98	roll twice more
99-00	GM's choice.

** If selecting a currently known skill, it cannot exceed 40%.

***Understand Beast Speech** (Perception (00))

This perception skill allows it's user to percieve and interpret warning signs, movements, odors, and other gestures made by woodland beasts. Speaking to animals is not possible with this skill.

Associated Gods

- Aerdrie:** provides Cloud Call
- Erevan:** provides Become Sparrow
- Fenmarel:** provides Plant Spy
- Hanali:** provides Community
- Labelas:** provides Analyze Magic
- Sehanine:** provides Heal Body
- Solonor:** provides Sureshot



Known variously as the Trickster, Chameleon, Fey Jester, or the Seelie Jack, Erevan is a mercurial, mischievous deity who specializes in theft, shapechanging, and debauchery. He is the son of Labelas and Hanali.

Cult in the World

Erevan is mischief incarnate, engaging in acts of knavery throughout the olven myth cycles. Seen by some worshippers as too capricious to be counted on,

nonetheless his relations within the Seldarine are sound, as they all know that he can be depended on when the need is great.

Erevan represents disorder, change and illusion in their “brighter” aspects, using them to serve the olven cause rather than hinder it. He is unique in the respect that he is more likely to help those who rely on their own skills rather than his granted powers; any Divine Intervention roll is modified by the points of Rune magic used in the previous season.

Erevan has no respect for settled ideals, and delights in all manner of (non-lethal) mayhem. He also is seen as a devout protector of the underdog in any conflict, spreading his own brand of mayhem among the ranks of any force foolish enough to prey upon weaker olven or faerie groups.

Erevan’s High Holy Day is the 4th of Brewfest, with lesser holidays on the 14th of each month and the 4th of each Festival. Ceremonies are always conducted inside the sanctified ground of some other deity, preferably without the knowledge or permission of those in charge of those facilities. By tradition, once used, a location may never be so used again.

Erevan’s priests commonly wear at least one piece of green clothing on their person.

Lay Membership (the Gullible)

Requirements: Erevan is worshipped by anyone who enjoys mischief, wine, or defending the weak.

Skills taught by the cult include Climb, Dance, Dodge, Throw, Sing, Speak Languages, Lores (Olven, World), Read/Write, Conceal, Devise, Sleight, Listen, Hide, Sneak, Ceremony, Shortsword attack/parry and Longsword attack.

Initiate Membership (varies)

Requirements: Standard. Erevan’s initiates are expected to travel extensively (let’s face it; they wear out their welcomes quickly!), living on the edge and re-inventing themselves. Some choose to seek out olven or faerie communities that are in danger of being overrun by superior forces, and offer their aid in defending them.

Spirit Magic: Befuddle, Coordination, Glue, Light, Shimmer, Silence.

Priesthood (the Quicksilvers)

Requirements: Standard. Erevan’s priesthood have little in the way of formal duties, beyond playing instructive pranks on others. Some choose to serve their communities by recovering (i.e. stealing) items that have been stolen from olves, or olven burial sites. Many priests of Erevan choose to become shamans, as well.

Virtues for Erevan include Destructive, Energetic, Indulgent, and Rebellious.

Common Divine Magic: all

Special Divine Magic: Become (various common forest creatures), Harmonize, all Illusions, Make Water, Reflection, and Shape Body.

Shamanic Taboos

- Never allow a fellow olve to suffer needlessly.
- Live only in the wilderness (i.e. not in towns).
- Rune-associated Affinities only.

Associated Gods

Corellon: provides Camouflage

Fenmarel: provides Plant Spy

Sehanine: provides Heal Body



Known as “the Lone Wolf”, Fenmarel is master of stealth, camouflage, and ambushes. He is the son of Labelas and Hanali.

Cult in the World

Fenmarel is the “outsider” among the Sedlarine. While he aids his fellow gods and goddesses in their struggles, he charts his own course in all other affairs. His followers are typically outcasts of one stripe or another, or simply olves that are cut off from the mainstream of olven society (such as valley olves), or who are hard pressed by the expansion of other races. It is said that Fenmarel and Lolth enjoyed a brief tryst before the Sundering, and it is whispered by some that Fenmarel nearly succumbed to her call, and fell with

her into the Abyss. As a result, Fenmarel (and his followers) only give their word rarely, but when they do, they will die before breaking it.

Fenmarel has no normal High Holy Day; his local worshippers typically set their own schedules for worship. When they do celebrate, they do so outdoors, and the priests typically wear leaves, scraps of cloth, small sticks, paint, and a wide variety of tattoos.

Lay Membership

Requirements: Lay members of the Lone Wolf’s cult are drawn from bands of feral olves and grugach inhabiting the smaller forests of the Flanaess, as well as the so-called Valley Olves.

Skills taught include: Climb, Dodge, Jump, Throw, Speak Languages, First Aid, Lores (Animal, Olven, Plant, Poison, Spirit, and World), Devise, Listen, Scan, Track, Ambush, Hide, Sneak, Ceremony, 1H Sword attack/parry, and Bow attack.

Initiate Membership (the Lost)

Requirements: Fenmarel’s initiates must fullfill the normal requirements for student shamans. By tradition, they must dwell alone, depending on noone else for their survival, and return to their communities only after one full year has passed.

Spirit Magic: Due to the nature of this cult, nearly all spirit magic spells are available through the priest/shamans.

Shaman \ Priesthood (the Unbowed)

Requirements: Standard for shamans. Fenmarel’s shamans are charged with teaching their people the arts of spying, trapping, and defending their regions from outside interference. They are solely responsible for their people’s survival, which sometimes makes Fenmarel’s shamans grim, unforgiving characters.

Virtues for Fenmarel include: Conservative, Energetic, Stubborn, and Suspicious.

Common Divine Magic: Call Followers, Initiate, Sanctify, Warding, Worship Fenmarel.

Special Divine Magic: Catch Scent, Panic, Plant Spy, Tanglethicket.

Shamanic Taboos

Runic Affinities only.
One’s word, once given, must be kept to the fullest of both the spirit and the letter of the agreement.
Never kill an animal except in self defense.

Associated Gods

Corellon: provides Camouflage
Sehanine: provides Heal Body
Solonor: provides Sureshot



Hanali, known variously as the Winsome Rose, or Lady Goldenheart, is the olven embodiment of romance, beauty, and love.

Cult in the World

Hanali watches over all aspects of olven life, but particularly courtship rituals, rites of passage, and marriage. Her temples are known to provide places for young lovers to meet (in cases where their parent’s won’t allow it).

In myth, she was the physical manifestation of Corellon’s love for Sehanine, who simply appeared one day, full grown, among her fellow Seldarine.

Hanali’s High Holy Day is the 1st of Blossoms, with additional holidays on the 1st of each month. Services are conducted indoors or out, weather permitting, and Hanali’s priestesses generally wear short white shifts with gold jewelry (especially ankle bracelets, toe rings, and hair combs).

Lay Membership (the Beauteous)

Requirements: Any olves in love or hoping for love honor Halani.
No skills are taught to lay members of this cult.

Initiate Membership (the Doves)

Requirements: Standard. Halani’s initiates aid their priestesses as helpers in the various rites of passage of olven adulthood. They also aid their priestesses in beautifying their temples and grounds, through

gardening, sculpture, and the crafting of jewelry.

Skills taught include: Swim, Orate, Seduction, Sing, Speak Languages, various Crafts (jewelrymaking, sculpture, painting, etc.), First Aid, Lores (Music, Olven, World), Read/Write, Play Instruments, and Ceremony.

Spirit Magic: Coordination, Ease Pain, Glamour, and Protection.

Acolyte Membership (the Libertines)

Requirements: As per priests.

Priesthood (the Paramours)

Requirements: Standard. Hanali's priestesses perform marriages, bless births, insure fertility between couples, and are in charge of the rites of passage for the younger olves of their community.

Virtues are Altruistic, Energetic, Indulgent, and Social.

Common Divine Magic: all

Special Divine Magic: Bless Birth, Comfort Song, Command Passion Spirit, Community, Enchant Beauty, Fertility, Marriage Oath, Summon Passion Spirit.

Associated Gods

Sehanine: provides Heal Body



Labelas is known as the Philosopher-Mage of the Seldarine, the Sunset Sage, and the Giver of Years.

Cult in the World

It was Labelas who decreed that olves would never appear to age, and who is also responsible for their long lives. He cooperates with Halani in the first, and aids Selhanie with the passing of olves from one worldly existence to the next.

Labelas is also the teacher and philosopher of the

Seldarine, promoting the growth of learning, knowledge, and magic among olvenkind.

One of his lesser known duties regards his governing of the orderly passage of Time. In legends, it is told that he traded one of his eyes to Lendor (who rules the Infinity Rune) for the ability to peer across time.

Labelas' High Holy Day is the 5th of Berrytime, with additional holy days on the fifth of each month. Labelas' services are conducted indoors, in candlelit cathedrals to life and learning.

Priests of this cult commonly wear pale robes of a special grey gossamer, that when seen in the proper light seem to dance with deep shades of red, purple, and orange, reminiscent of a sunset.

Lay Membership (the Tyros)

Requirements: Any olve who studies magic, seeks knowledge of self or the world, or who seeks to understand the unfolding of time is drawn to Labelas' fellowship.

Tyros are taught the following skills: Dodge, Orate, Sing, Speak Languages, all Lores, Read/Write, Ceremony, and Staff attack/parry.

Sorcery Arts are studied as skills in this cult, and Intensity, Maintain, Multispell, Range, Condition, Ease, Minimize, Speed and Time are available. (Magick skills are also acquired by study).

Labelas' High Vow enjoins his followers to oppose the forces of darkness, to resist any spells cast by cultists who are not a part of the Seldarine, and to strive for balance in all that they do. It also incorporates the Vow of Shun Darkness by default.

Initiate Membership (the Observers)

Requirements: Standard. Unlike many other Magic Rune cults, Labelas does not require his initiates (sometimes known as Recorders) to hold any particular 'rank' in sorcery or magick.

Labelas' initiates assist their priests in teaching the younger generation the skills they'll need, and fill in for their elders when they have been called away to other duties.

Note: Labelas does not provide spirit magic, only sorcery, magick, and divine spells.

Acolyte Membership

Requirements: As per priests. Known as the Order of the Setting Sun, Labelas' acolytes are sworn to seek out and recover relics of olven history, preserving them against the vicissitudes of time.

Rune Lord Membership

Requirements: Standard. Known as the Knights Paradoxical, members of this ancient order seek out and destroy both Time Gates and copies of the few spells that can transport one bodily across time.

They are one of the few non-Bakluni cults aware of and in active opposition to that of Darkon.

Priesthood (the Sentinels)

Requirements: Standard. Labelas' priests serve as the teachers of their communities, as well as the keepers of the official histories.

Virtues are Altruistic, Curious, Modest, and Spiritual.

Common Divine Magic: all

Special Divine Magic: Analyze Magic, Force, History, Sever Magic.

Sorcery Notes: Common vows for Labelas' faith include the following: Abjure (Alcohol, Armor, Arms, Arts G/L, Servitude), Celibacy, Devotion, Location, Never Kill, Rituals, Sacrifice Eye, Self Abnegation, Shun (Immortality, Tap), Silence, and Tend Familiar.

Common specialties include Healer, Enchanter, Metamorph, Warlock (Air, Earth), Weather or Woods Mage.

Associated Gods

Hanali: provides Command Passion Spirit

Sehanine: provides Heal Body



Rillifane the Leaflord is the patron god of sylvan olves, and of the balance between olves and their forests.

Cult in the World

Rillifane's cult is most popular among the sylvan olves, as well as a number of other sylvan races, such as chenxa or brownies.

Rillifane's primary goal is that of Protector, guarding the forest so that all beings can be permitted to carry out their natural roles without infringing on their fellow creatures rights to do the same.

Rillifane's High Holy Day is the 1st of Yellowwillow, the 1st day of spring. Each of the other equinoxes are observed as seasonal holy days, with lesser observances whenever Luna enters her full phase. Services are conducted outdoors, and priests of this cult wear laurel wreaths and armor wrought from tree bark.

Lay Membership (the Acorns)

Requirements: Rillifane's common worshippers are sylvan olves and anyone who seeks to find a balanced place in nature.

Skills taught by the cult include Climb, Dodge, Speak Languages, Lores (Olven, Plant, and World), Conceal, Sneak, Ceremony, Staff attack/parry, and Bow attack.

Initiate Membership (the Lasparii)

Requirements: Standard. Rillifane's initiates are constantly on the watch for those who hunt for sport, or who hunt more than what they can consume. They also guard against the gross cutting of trees by other races and cultures, working to stem the diminishment of the Flannaess' forests.

They rarely come into conflict with members of Solonor or Fenmarel's cult, though a friendly rivalry exists between these cults on which fields the best archers.

Spirit Magic: Befuddle, Farsee, Protection, Shimmer.

Priesthood (the Oakhearts)

Requirements: Standard. Rillifane’s priests are also shamans, and gain all the abilities thereby.

Virtues for Rillifane are Calm, Joyous, Prudent, and Spiritual.

Common Divine Magic: all

Special Divine Magic: Arrow Trance, Draw <various woodland creatures>, Sureshot.

Shamanic Taboos

- Runic Affinities only.
- Never Bind a Plant or Animal spirit without permission.
- No Spell Barrage.

Associated Gods

Corellon: provides Chameleon



Deep Sashelas is the Lord of the UnderSea, called ‘the Knowledgeable’, for it is said that he always knows where the closest food or enemies can be located.

Cult in the World

Sashelas is the patron of the aquatic olves, held by most to be their guide and protector.

He is also seen as forever changing the landscape beneath the waves, sealing faults, raising caverns, and sculpting delicate gardens of coral.

Sashelas is known to be the consort of Trishina, the goddess of cetaceans, and his creations share his love for the friendly sea mammals.

Sashelas’ High Holy Day is the 18th of Fruitfall, and lesser services are conducted on the 18th of each month. Deep undersea caverns are often sacred to Sashelas, and his priests wear anything from sea-green robes, elaborate shell armor, or oftentimes nothing at all except their dolphin-shaped holy symbol.

Lay Membership (the Impure)

Requirements: Most of Sashelas’ worshippers are comprised of aquatic olves, or other sea-based life of intellect and good heart.

Skills taught include Sing, Speak Languages, a variety of Crafts, Lores (Animal (aquatic), Olven, Plant (aquatic), Water, World), Read/Write, Conceal, Ceremony, and Trident attack.

Initiate Membership (the Delphines)

Requirements: Standard. Sashelas’ initiates are charged with seeking out their fellow sea-dwellers and sharing the bounty of their Lord with those that will share in turn.

Spirit Magic: Nearly all spirit spells are available through the Shaman/Priests of this cult.

Priesthood (the Aquarians)

Requirements: Sashelas’ priests are also shamans, whose fetches commonly manifest as undines or other, more common sea-life. They work endlessly as mediators, artists and warriors, engaging in ritual shark and sahaugin hunts whenever Luna is full.

Virtues for Sashelas include Altruistic, Creative, Joyous, and Social.

Common Divine Magic: all

Special Divine Magic: Breathe Air/Water, Call Dolphins, Command Undines, Find <various forms of sea life>, Summon Undines, Water Fist.

Shamanic Taboos

- Runic Affinities only.
- Always share with those who will share in turn.
- Never mistreat a beast of the sea, nor allow another to do so.

Associated Gods

Corellon: provides Chameleon



Sehanine (The Moonbow)

Sehanine is the true Moon Goddess, governing divinations, omens, and illusions.

Cult in the World

Sehanine serves the Seldarine as the Guardian; she watches over mortal olves as they pass through the various stages of their lives, and when they are ready to pass beyond the mortal realms, it is she who is there to guide them to their proper place in the afterlife.

Sehanine's "moonbow" is the milky crescent that appears on the lens of an elder olves' eye when he has achieved the proper state of mind to 'pass beyond'. Legend has it that when the greatest members of an olven community are ready to pass, Luna will also exhibit the same characteristic.

Sehanine's High Holy Day is the 4th of Richfest, with lesser holy days whenever Luna is in the first day of it's full phase.

Sehanine's ceremonies are conducted outdoors at night, and her priestesses commonly "wear" an illusionary gossamer gown that seems composed of moonbeams.

Lay Membership (the Mooncalled)

Requirements: Her followers are commonly artists, musicians, seers, the elderly, and by those younger olves who prepare the bodies of the dead for burial, and by those who outfit journies to the hidden olven realms.

Skills taught by the cult include Sing, Speak Languages, Craft (Funeral/Burial Rites), First Aid, Lores (Olven, Spirit, Undead, and World), Ceremony, and Staff attack/parry.

Initiate Membership (the Moondancers)

Requirements: Standard. Sehanine's initiates see themselves as seekers; among the things they seek out are undead (to lay them to rest), lost magic or knowledge (especially as related to illusions or divination), and lost olven graveyards/grave sites.

Both males and females may become initiates of

Sehanine.

Spirit Magic: Banish Spirit, Moonstaff, Shimmer, Transfer Wound.

Acolyte Membership (the Starsingers)

Requirements: As per priests.

Priesthood (the Heavenly)

Requirements: Only women may become priestesses of Sehanine, otherwise, standard requirements apply. Many priestesses of Sehanine also choose to pursue the path of the Shaman (known by the additional title of Dream Walkers), which is open to this cult.

Virtues are Calm, Conservative, Energetic, Loyal, and Spiritual.

Common Divine Magic: all

Special Divine Magic: Banish Spirit, Forget, Mindblast, Ressurrect, Sky Sight, Soothing Word, Turn Undead

Shamanic Taboos

Runic Affinities only.
Never dishonor an ancestor.

Associated Gods

Hanali: provides Community

Labelas: provides Analyze Magic



Shevarash

Known as the Black Archer, Shevarash is the epitome of olven hatred, vengence, and military strife.

Cult in the World

Over two millenia ago, while the undead legions of Vecna battered at the gates of the City of Summer Stars, an army of drow entered the city from beneath and slaughtered the wives and children of the defenders. One of those defenders, a high olve named Shevarash T'nya Negiil, swore an oath that he would

not rest until he had personally brought down the foundations of every drow city beneath the Oerth.

It is said that Fenmarel heard his call, and guided him along the path towards his Ascension, but none can say for sure. The two cults are perhaps friendlier between themselves than they are with any others.

Shevarash's cult celebrates the 11th of Sunflowers as their High Holy Day, commemorating the night of their god's oath against the drow. Lesser holidays are observed whenever one or the other of Oerth's moons enters its new phase, as the darkness caused upon the surface often brings the races of the Underdark to the surface.

Services are preferably conducted in natural caverns with known links to previous drow raids; the temples serve as both religious sanctuaries and blockades against future raids. Cultists traditionally wear silvered chainmail, blood-red cloaks, and a silvered helm with a fixed visor.

Lay Membership (the Haunted)

Requirements: Shevarash's cult only really appeals to those olves who have lost kindred to drow depredations. While small and often unnoticed, Shevarash's cult persists and grows in those regions that suffer frequent drow raids.

The Haunted are taught the following skills: Dodge, Leap, Tumble, Sing, Speak Languages, Craft (bowyer, fletcher), Lores (Drow, Olven, Underdark, World), Read/Write, Devise, Listen, Ambush, Hide, Sneak, Ceremony, Longbow attack, and Longsword attack/parry.

Initiate Membership (the Shadowed Avengers)

Requirements: In addition to the standard requirements, a prospective initiate of Shevarash must slay one of the enemy races dwelling in the Underdark; drow preferably, but derro, duergar, illithids or troglodytes are also acceptable.

Spirit Magic: Annihilate, Bladesharp, Multimissile, Repair, Shimmer, Transfer Wound.

RuneLord\Priesthood Membership

Requirements: Known as the Drowbane, the followers of Shevarash must fulfill the roles of both priest and Rune Lord in his service.

Sworn to neither laugh nor smile until Lolth and all who follow her have been cast down, even the cult of Erevan gives them peace to carry on with their joyless work.

Virtues are Angry, Stubborn, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Attack Soul, Berserk, Berserksgang, Dark Walk, Ferocity, Retrieve Weapon, Truesword, Turn Undead

Associated Gods

Corellon: provides Arrow Trance

Fenmarel: provides Panic



Solonor Keen Eyed is the olven deity of hunting, archery, and survival.

Cult in the World

Solonor, like Corellon or Fenmarel is a guardian, watching over olves in hostile territory and along their borders with other races. It is said that if there were a Rune that governed archery, Solonor would be its master.

Solonor's High Holy Day is the 2nd of Fruitfall, with minor holidays the 2nd of each month. Services to this deity are conducted outdoors, and the priests generally wear silvered chainmail beneath cloaks of a deep green, with silver or gold stitching depicting olves engaged in the art of hunting or war along the hem or cuffs.

Lay Membership (the Fledgelings)

Requirements: Most olves who hunt or serve in their community's militia honor Solonor, as do olves of any other profession who take up the bow.

Skills taught to members of this cult include Climb, Jump, Speak Languages, Craft (bowyer, fletcher), First Aid, Lores (Animal, Olven, World), Conceal, Devise, Listen, Scan, Track, Hide, Sneak, Ceremony, Bow attack, and Dagger attack/parry.



Initiate Membership (the Archers)

Requirements: Prospective initiates to Solonor must possess a skill of at least 50% in bow attack in addition to the other standard requirements.

The bulk of Solonor's initiates are charged with hunting to feed their communities in peacetime, and comprise the core of their archery units in war.

Spirit Magic: BowMeld, Farsee, Multimissile, Shimmer, Silence, and Speedart.

Acolyte Membership (the Blood Hawks)

Requirements: As per priests, though only a 75% Bow attack is required.

Priesthood (the Rangers)

Requirements: In addition to the standard requirements, the subject must also possess a Bow attack of 90% or better.

Solonor's priests insure that their followers maintain the balance between olves and nature when hunting their own lands. They also assist priestesses of Halani in the various rites of passage they preside over.

Virtues for Solonor include Conservative, Energetic, Loyal, and Proud.

Common Divine Magic: all

Special Divine Magic: Arrow Trance, Catch Scent, Mask Scent, Replenish Game*, Sixth Sense, Sureshot
* - Indicates a 1 use spell.

Associated Gods

Aerdrie: provides Grow Wings

Corellon: provides Chameleon

Fenmarel: provides Tanglethicket

Hanali: provides Community

Sehanine: provides Heal Body

Ye'Cind is the god of magical songs.

Cult in the World

Ye'Cind is the son of an avatar of Aerdrie, embodied in Celene during the years following the Sundering of the Olve, when the drow retreated beneath the oerth from their kingdom in Luzcidor. Self engendered, it is said that instead of crying at his birth, Ye'Cind sang. Oh, the words were muddled, to be true, but the sounds the babe made could be nothing but song.

Where Aerdrie governs musical instruments (specifically wind instruments), Ye'Cind governs song (which is, in it's own way, a wind instrument of sorts). In some areas, the cults of Ye'Cind and Heward have close ties.

Unlike most former Hero-Deities, Ye'Cind was taken bodily into the GodPlane at the end of his life by his mother, Aerdrie, in recognition of his years of service to the olven cause.

Ye'Cind's High Holy Day is the 7th of Violets, the day of his birth. Lesser services are conducted on the first Freeday of each month, as well as occasional special days sacred to each shrine.

Services are conducted indoors, in specially constructed singing halls. Priests of Ye'Cind typically wear robes of pale green, with darker green trim on collar, hem, and sleeves.

Lay Membership (the Chimes)

Requirements: Ye'Cind is worshipped by bards, troubadours, minstrels, and others; olven, half-olven, and even some humans, who make their livings through song.

Skills taught by the cult include Dodge, Orate, Sing, Speak Languages, Craft (musical instrument construction), Lores (Music, Olven, World), Play Instruments, Listen, and Ceremony.

Initiate Membership (the Harps)

Requirements: Standard. Initiates of Ye'Cind commonly serve their communities by lightening hearts with song, teaching the young both music

and singing, and by acting as couriers between olven communities.

Spirit Magic: Demoralize, Ease Pain, Fanaticism, Sustain, Ye'Cind's Song (Improve Sing).

Note: All of Ye'Cind's magic spells (spirit or divine) are accompanied by song, rather than the normal incantation and gesture.

Priesthood (the Minstrels)

Requirements: Standard. Many of the master olven bards are priests of Ye'Cind, or at the very least have studied directly under one.

Virtues for Ye'Cind are Creative, Joyous, and Social.

Common Divine Magic: all

Special Divine Magic: City Harmony, Comfort Song (Lesser), Community, Courage.

Associated Gods

Aerdrie: provides Illusionary Sound

Corellon: provides Chameleon

Hanali: provides Comfort Song (Greater)

Labelas: provides History

Sehanine: provides Soothing Voice (Song)

Solonor: provides Sixth Sense

The Drow

The People

The drow are olves marked by dark skin, ranging from a deep mahogany brown to blackish-purple white to silver hair, and eyes ranging in color from amber to deep purple.

Driven beneath the surface by their Light loving cousins, they bear an abiding hatred for them, though they will cheerfully slay any surface dwellers they encounter.

Drow apparel runs the gamut of colors, some Houses favoring one color scheme over another. During their centuries underground, they have learned to blend illusions into their garments, giving them exceptional camouflage.

They have also learned how to forge metals in the luminous radiations of the Underdark that give them almost enchanted qualities.

Important Dates in Drow History

0001 - The Five Olven Kingdoms of the East are founded. The drow settle in the fertile Sheldomar valley, and found the nation known as Luzcidor.

0100 - Luzcidor and the Second House of Nobles (of the Suel Imperium) sign a treaty of mutual support and trade.

0253 - Drow and Suel sorcerers begin to create the first prototype dragon orbs.

0345 - Luzcidor severs ties with the other olven realms, and many years of spiteful words and occasional raids ensue between Luzcidor and her closest neighbor, Celene. Also the year of the founding of the Suel-Luzcidor Concordium, a trade agreement beneficial to both empires.

0510-0640 - Bolstered by promises of Suel aid, and urged on by the priestesses of Lolth, the Kingdom of Luzcidor declares war against Celene. The other olven nations quickly come to Celene's aid, but eventually the Suel withdraw their support and the war begins going badly for the drow.

0641 - A combined army of olves, augmented by dwur and flan (human) auxiliaries, ride down out of the north, past the Dim Forest, and achieve the first decisive victory against the drow of Luzcidor.

0660 - The Wind Dukes of Aaqa (a knighthood dedicated to Aerdrie and Corellon), in the service of the kingdom of Aliador, meet a gathered force of

evil humanoids and draw on the Plains of Pesh (modern-day Keoland). In a three week long campaign, the Dukes repeatedly decimate the dark olven host in the last recorded surface battle between olves and draw. This is officially known as the Time of Sundering.

0661- 1200 - The last remnants of the draw flee their lands into the Underdark, seeking shelter from the wrath of their enemies. Many Houses separate and go on to form separate communities, but the bulk of the draw settle in a vast cavern and found the city of Erelhei-Cinlu.

1356 - Draw and Duergar forces clash beneath modern day Ket.

1698 - Several draw cities beneath the Rakers fall silent, and are later discovered abandoned. No sign of the inhabitants, or why they departed in such haste, is ever discovered.

1854-2013 - The Great House Wars rip through Erelhei-Cinlu and several nearby cities. Several draw houses perish utterly.

2315 - Growing strong in power, several draw cities beneath the Southern Sulhaut Mts. begin staging raids on their former allies, the Suel.

2316-2500 - The draw and the Suel wage war on one another beneath the Southern Sulhaut Mts.

2812 - Trade begins again between the draw and the Suel, mostly in dwur and duergar slaves.

3014 - The draw of Erelhei-Cinlu watch with great interest as the Lich-King Vecna, who rules the lands their forefathers once ruled, begins his wars against their surface bretheren.

3116 - Draw agents continue to watch, and in some cases, subtly aid, Vecna's forces as they begin the 400 Year War.

3307 - Erelhei-Cinlu opens trade negotiations with Vecna's Empire

3309 - In return for a share of the victory, draw agents reveal the location of the City of Summer Stars to Vecna.

3320-4000 - Several centuries of dark prosperity ensue between the Suel, Draw, and Ur-Flannae; trade is brisk in slaves and magic for most of this time.

3978-4000 - Many of the draw cities beneath the Sulhauts promise aid and support for the Suel in their war with the Bakluni but withdraw their aid at critical battles. Draw memories are long, it would seem, and their taste for vengeance unabated...

4041 - Several draw settlements beneath the Southern Sulhaut range perish in the flames of the sudden volcanic activity there; the mountains are henceforth renamed the Hellfurnaces.

4593 - Draw agents make many allies among the giants of the Crystalists, planning for future mischief.

5038 - Present Day.

Draw Mythology

Draw mythology mimics that of normal olves up to a point; it diverges mostly after the Sundering, when many draw heroes and heroines are raised in status to demigod status.

The Long Night, as the draw epic is oftentimes called, is mostly a suppressed tale. The priestesses of Lolth do not generally allow competition to flourish, so the epic is curtailed to include only those passages that glorify Lolth.

What survives differs from the traditional tales of the Seldarine only in the point of view....

Lolth and her brother Corellon were the creators of both the fellowship known as the Seldarine and the dark and grey races of olves. Their first children, Eilistraee, Labelas and Sehanine, aided Corellon in his later fashioning of the other olven races, but Sehanine betrayed Lolth, her own mother, and sought to win Corellon away from her.

Solonor was the child of that union, and Sehanine wove her spell ever tighter about Corellon, it manifested itself in the genesis of Halani, who simply appeared one day among the other Seldarine.

At Lolth's urging, Corellon took himself apart from the Seldarine, but while away he came to know several nymphs and spirits of the ether, who bore him children as well.

As years passed, Lolth could endure the humiliation and shame of losing her mate to her own daughter no longer, so she came to the dark olves, whom she had created with her own hands, and began to speak to them of treachery, and the costs of wronging a goddess.

One day, Corellon, who knew only that his sister no longer came to dwell among the others, and, seeing only the sorrow in his sister's heart, lay with her one final time. Vhaeraun would be the result of that pairing, but not until after Lolth and her followers had turned upon the rest of olvenkind and taught them that there is no fury like that of a woman scorned...

Modern Drow Viewpoints

The Vault of the Drow What Your Mother Told You

Who are you? - I am Gilera Kilsek, priestess of Lolth, and your mother.

Who are we? - We are the drow, children of Lolth and enemies of all who dwell in the sunlit world.

What makes us great? - Though we were driven from the surface by our bretheren, we have grown strong here in the Underdark. No race now opposes us in war or trade, and we dwell where we wish.

Where do we live? - We live in the Great Vault, the cavern that contains the city of Erelhei-Cinlu, grandest city of the drow.

What is important in my life? - My daughter, your first responsibility is to serve Lolth, for the greater glory of our race. You must strive to learn how to govern your passions, so that you may be strong and resolute.

When it is time, a mate shall be selected for you, and you must watch him carefully for signs of rebelliousness or lack of faith.

Who rules us? - We are ruled by representatives of the most powerful of the Eight Houses of the city. Currently Eclavdra of House Eilserv is our nominal ruler, though she has made many enemies by turning away from the worship of Lolth.

What is evil? - Evil is disobeying the tenets of Lolth's faith, in word or deed. It is by our Lady's benevolence that we have the power and the fortitude to take from the world what we want - turning to the worship of other deities is certain to risk our goddesses' wrath.

What is my lot in life? - As my daughter, you can automatically qualify for membership in the cult of Lolth. Do not look that way at me, daughter! Lolth is the foundation of our lives, and it is our duty to serve her in this world, and the next.

How do we deal with others? - We trade for anything that cannot be taken more easily by force. We are the greatest of peoples; any who have faced our swords or magic know this to be true. Someday we shall return to the surface and impose our will upon all the races there, but first we must secure the Underdark against all hopes of rebellion against us.

Who are our enemies? - We have many races competing with us for the same resources, but few are worthy of being called enemies. The aboleth and illithids are powerful, but can be dealt with. Duergar and svirneflin are annoyances at best, though the derro suspect our hand in their creation by the Suel.

The Underdark has many dangers, not merely enemies, though.

Who are our gods? - We are bound to the worship of Lolth, and though little tolerated, the worship of her children, Kiaransalee and Vhaeraun. Some degenerate clans follow the Elder Elemental God, and the Assassins revere Zinzerena, I am told. Some cities near settlements of the Suel humans have been known to foster temples to Beltar, though I cannot think of any around here. Only the most corrupt and dementeddrow would seek to follow the weakling's goddess, Eilistraee, or (horror of horrors) the gods of our surface bretheren.



Eilistraee

Eilistraee, the Dark Maiden, is the drow goddess of song and beauty.

Cult in the World

Eilistraee was originally one of the first children of Araushnee and Corellon, and lived for many millenia as one of the Seldarine. The specifics of exactly why she joined her mother's rebellion, and why she chose to turn away from it at its most crucial phase are much speculated upon by philosophers, but these are topics that even the highest clergy are denied by their goddess.

Her followers are ruthlessly hunted by modern drow, yet her faith persists and is kept alive in widely isolated shrines. In addition to the few "brightdrow" who acknowledge her as their Lady, she has a following among the half-breeds that are spawned in the slave pits of the larger drow cities, as well as the rumoured "City of Amazons" said to exist beneath the Corusk Mts., a small settlement established by this goddesses' followers that supposedly survives to this day. Pure drow blood supposedly runs very thin there, admixed as it is with the blood of the Suel barbarians who rule the surface of that land.

Eilistraee's High Holy Day is the 1st of Needfest, with lesser holidays on the 1st of each of the other festivals. Unofficial services are conducted every night, with weekly services on Godsdays. Special services are also conducted on nights when either moon is full, if the sky is clear.

Eilistraee's services are conducted on the surface, preferably in secluded, wooded terrain, and her priestesses wear their long hair unfettered, with

wispy gossamer garmets in colder months, or nothing at all in spring or summer.

Lay Membership (the Maids)

Requirements: Any being of good heart is encouraged to offer worship to Eilistraee, though in practice only drow, drow half-breeds, a few elves, and even fewer humans do so.

Skills taught by this cult include Dance, Dodge, Sing, Speak Languages, Craft (wind instruments, swordsmithing), First Aid, Lores (Drow, Olven, World), Read/Write, Play Instruments (Flute, Horn), Listen, Scan, Track, Sneak, Ceremony and 1H Sword attack/parry.

Initiate Membership (the Moonsingers)

Requirements: Standard. Initiates to Eilistraee commonly serve their communities as hunters, providing what prey is not needed by their own communities to that of nearby steads that may be in greater need.

Initiates also serve to spread the word of their goddess, urging their fellows towards happiness rather than anger, to foster hospitality to strangers, and to lead their fellows back to the surface world and into the Light.

Spirit Magic: Admonish, Bladesharp, Coordination, Eilistraee's Dance (Improve Dance), Lightwall, Protection, Shimmer, and Silence.

Priesthood (the Sword Dancers)

Requirements: Standard. Eilistraee's priesthood trains its membership in the arts of dance, song, and swordplay, oversees the ritual hunts, moonlit revelries, and feasts that comprise services to their Lady, and consecrate the individual swords of their followers.

Virtues for Eilistraee are Energetic, Joyous, and Spiritual.

Common Divine Magic: all

Special Divine Magic: Cloud Clear, Comfort Song, Community, Confuse Prey, Living Blade, Moon Song, Weapon of Light

Associated Gods

None



Ghaunadaur

Known in ancient texts as Vilp-ak'cho Rentaq, but more commonly known as either the Ancient One, or That-Which-Lurks, Ghaunadaur is the god of Slavery, Chaos, and the Elemental Planes.

Cult in the World

Ghaundaur's origins are lost to modern scholars, even among the drow. It is believed that he was originally worshipped by several amorphous intelligent races of the underworld, among them ropers and various sentient slimes or jellies, all of whom fell to ruin in his service.

Though this caused his power to wane, his worship continued and grew among those wanderers of the underworld who found his abandoned altars and understood their purpose.

Ghaundaur has no High Holy Days, though services and the accompanying sacrifices are expected daily. Altars to Ghaundaur are always located underground, usually in forgotten or lightly travelled tunnels or caverns.

Ghaundaur's priesthood wear a wide variety of robes, but shades of orange, purple, red and black are most common. Silver and copper jewelry often denote rank, as well.

Lay Membership (the Slime)

Requirements: Ghaunadaur will accept worship from anyone or anything, though rebels, hunters, and loners of any stripe most often turn to this god for power.

Skills are not commonly taught to lay members of this cult, who in many cases might not even have a priesthood to teach them in any case.

Initiate Membership

Requirements: Standard, though it requires a sacrifice of 2 POW to join Ghaundaur's initiates (commonly known as the Procurers of the Sacred Eye). As a mark of their devotion, the eye color of a Procurer takes on a slight lavender tinge, and they henceforth will have 6 points of automatic resistance to poison. (However, the points of poison successfully blocked must be noted, see below).

Skills taught to inititates include Dodge, Intimidate, Orate, Speak Languages, Evaluate, Lores (Drow, Fungi, Mineral, Plant, Poison, Underdark), Conceal,

Track, Hide, Sneak, Ceremony, and Staff attack/parry.

Spirit Magic: Befuddle, Demoralize, False Healing, Silence, Torture.

Acolyte Membership (the Lesser Eyes)

Requirements: As per priests. Acolytes of Ghaundaur see their eyes turn a deeper shade of purple, nearly plum, and gain 6 AP worth of armor against acids (again, all points of acid damage resisted must be kept track of), in addition to their continued resistance to poison.

Priesthood (the Eyes of Servitude)

Requirements: Standard, though like initiates and acolytes, a sacrifice of 2 points of POW is required. The final ceremonies investing them with their Lord's power and authority turns their eyes a translucent amethyst color, and they gain 6 points worth of resistance (either AP or Countermagic, as appropriate), to spells linked to the elements of Earth, Air, Fire or Water.

Priests of Ghaundaur are charged with converting new worshippers to Ghaundaur, killing the priests of other cults (unless they can be converted, as above), punishing those who transgress against the precepts taught by the cult, and carrying out whatever acts the Great Eye bids them to do through dreams or omens.

Failure to make the daily sacrifice of a sentient being to their Lord carries harsh penalties; normally, a sacrifice of food burned in oil can be made in place of a living sacrifice, but if even that is unavailable, the priest must pray while holding his own hand inside the temple's flame. If the prayer is acceptable, (POW x3 chance), Ghaundaur will heal the priest of all but 1 point of damage sustained in that act. Otherwise the priest is maimed. If the priest fumbles his roll, Tzolktal appears and takes his soul

Virtues for Ghaundaur include Cruel, Destructive, Manipulative, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Blood Offering, Chaos Spawn, Consume, Slave Link, Spawnvenom, Sweat Acid, Wither.

Spirit of Reprisal

Tzolktal is the spirit of reprisal for this cult, taking the form of a churning cloud of purple mist or smoke, within which can be glimpsed a single golden

eye, surrounded by three mottled purple and mauve tentacles.

Tzolktal has an INT of 16, a POW of 18, and his tentacles have 14 HP / 3AP each, but possesses no spells (though see below). Each of the three 6m tentacles attacks with 95% skill.

Once manifested, it will emit a beam of golden light from it's Eye, that will instantly cancel the effects of any spell on it's quarry with an Intensity less than 6 (i.e. Countermagic 6 or Shield 3 would both fail), and proceed to attack with it's three tentacles.

When the first tentacle strikes, all of the poison the offender has ever resisted through Ghaunadaur's favor takes effect at once; with the second hit, all the acid. The third tentacle delivers 1d20 points of damage, ignoring armor.

Once it has landed three successful hits, Tzolktal draws it's substance back into the Spirit Plane and troubles the offender no more.

Associated Gods

None.



Kiaransalee

Kiaransalee is the goddess of undeath and vengeance.

Cult in the World

Kiiransalee began her career several millenia ago as a Necromancer-Queen of Nuferiim, one of the ancient olven kingdoms of the forgotten west, long before the foundation of the eastern realms. Her kingdom sat upon a large island near the center of an inland sea, and she only lost her crown through a revolt led by her own daughter.

Fleeing into the wilderness with the remains of her loyal followers, she spent the next century raising their remains to forge the beginnings of an undead army that would one day sweep back to her homeland and claim every last living soul. Her Kingdom of the Dead endured for nearly a century before she was forced to flee the face of Oerth itself for the Abyss or face the combined might of the neighboring realms, all of which were repulsed and horrified once they learned the full extent that her vengeance had gone.

In drow mythology, she rules a frigid realm populated only by the dead she and her followers have slain, a domain that she initially wrested from another Chaos Lord upon his death at her hands.

In modern drow society, followers of Kiaransalee often oversee the urban slaving operations, choosing those slaves deemed unfit for living service to toil as undead servants instead.

Kiaransalee's High Holy Day is the 5th of Needfest, with lesser holidays observed on the 17th of each month. Services are held underground (naturally), usually either in the vaults beneath the city where the dead are stored, or in special temples consecrated to their goddess in regions where their cult is strong.

Kiaransalee's priestesses wear loose black robes stitched with bone and ivory shaving, as well as gray skullcaps over their shaven heads. A mixture of bonedust and cremation ash is smeared over any uncovered skin, such as face, hands, or feet. Additionally, each finger of both hands bears a thin silver ring (8 total) which serve double duty as holy symbol and enchantment objects for the cultist's own use.

Lay Membership (the Pale)

Requirements: Kiaransalee gains most of her worshippers from among those members of the drow who seek vengeance or who plot the downfall of their enemies, often with an eye towards making their downfall serve their own purposes.

Skills taught by this cult to female initiates include Orate, Speak Languages, Craft (Burial Rites, Corpse Preparation), Lores (Drow, Undead, Underdark, World), Read/Write, Conceal, Devise, Ambush, Hide, Sneak, and Ceremony.

Skills taught to males include Orate, Speak Languages, Lores (Drow, Undead, Underdark, and World), Read/Write, Ambush, Hide, Sneak, Ceremony, 1H Sword attack/parry and Dagger attack.

Initiate Membership (the Crones)

Requirements: Standard. Kiaransalee's initiates seldom advertise their affiliations, the better to overhear others slight their faith. Those who unknowingly do so often find themselves being prepared for a whole new unlife as a servant of the cult they mocked.

Males may join this cult as initiates, but may not rise any higher in the cult. Those who take this step become eligible to learn those skills taught to women as well as those taught to men.

Spirit Magic: False Healing, Reanimate, Shimmer, Transform to Undead.

Priesthood (the Nighthags)

Requirements: Standard, though exclusive to females. Kiaransalee's priestesses oversee the creation of the undead that serve the cult and their community. While they are technically subservient to the cult of Lolth, they believe that someday the UnDead Daughter will overcome the Spider Queen in one last act of revenge.

Priestesses of Kiaransalee often sponsor lay fighting orders (of males) that are sold to various noble houses for the purposes of executing missions of vengeance.

In addition to whatever costs are entailed, the cult generally claims the bodies of all those slain in the mission for reanimation as undead, though for a higher price they will provide the "target" of the mission in an undead state to the buyer, as well.

Virtues for Kiaransalee include Cruel, Manipulative, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Command (various undead), Create (various undead), Eternal Peace, Summon (Guardians, ghosts, ghoulish spirits, wraiths, etc.),

Associated Gods

Lolth: provides Spiderlimbs



Lolth

Lolth is known variously as the Spider Queen, the Weaver of Chaos, and the Mother of Lusts. By whatever name, she remains the chief goddess and creator of the drow race.

Cult in the World

Originally known as Araushnee the Weaver, Lolth was the sister of Corellon, and initially his staunchest ally. However, as the members of the Seldarine grew, his attentions were often more upon others than with her, and she grew sullen at her abandonment. Her most pivotal act of revenge against her former lover was the great Sundering, whereupon the darkolives, or drow, rose against

their neighbors and sought to dominate them utterly.

In the end, the drow were defeated and forced to retreat from the surface realms, taking refuge beneath the oerth. There they have grown powerful in the blackest of magic and sorcery, and eagerly await the day when they might rise from their underworld to finally slay the last vestiges of their surface brethren.

Lolth's High Holy Day is the 19th of Fruitfall (known as Fruitrot among the drow), with lesser services each Godsday. Public services are generally held in vast temple complexes dedicated to Lolth, and most drow homes include a shrine to the Spider Goddess as well.

Lolth's priestesses wear black robes trimmed in either dark red or purple, embroidered in silver with spider motifs. Some sects include ornate headresses, that double as vessels for the binding of spirits and the laying of enchantments.

Lay Membership (the Noamurtha)

Requirements: In most drow cities, it is required for all citizens to worship Lolth. Failure to do so often marks one for special observation at the hands of her Inquisitors.

Skills taught by the cult include Climb, Dodge, Intimidate, Orate, Speak Languages, Evaluate, Lores (Drow, Magic, Mineral, Spider, World), Read/Write, Listen, Hide, Sneak, Ceremony, and Dagger attack.

Initiate Membership (the Alura)

Requirements: Standard. Females who fail the initiation tests are given a single chance to redeem themselves, generally by carrying out an especially dangerous task for the cult or their community. Failure means death.

Males who fail the test may or may not be so lucky. Usually they are transformed into driders and abandoned/exiled from their community, though they may be given a second chance if their family is particularly well connected.

Spirit Magic: Annihilate, Bladesharp, Darkwall, Extinguish, Protection, Shimmer, Silence.

Acolyte Membership (the Talintha)

Requirements: As per priests.

Priesthood (the Streea)

Requirements: Standard. Lolth's priestesses have

authority in every aspect of drow culture, acting as rulers, judges, juries, and executioners. They exult in wielding power in the most capricious and cruel manner possible, the better to glorify their Dark Mistress.

Priestesses are drawn from each noble house of a community, and though they vie among themselves for petty matters of status and position, when a significant threat looms, they come together to form a solid front.

In addition to their other duties, they constantly seek out drow who rebel against their cult, drow society (especially males), and the weak. (Weak is personified as any drow who is ruled by emotions such as love, mercy, compassion, or respect)

Virtues for Lolth include Conservative, Cruel, Manipulative, Misanthropic, and Unpredictable.

Common Divine Magic: all

Special Divine Magic: Bleak, Blessing of Chaos, Control Shade, Dark Walk, Darksee, Fear, Spawnvenom, Spiderlimbs, Summon Shade, Venom Bite, Webbing.

Associated Gods

Kiaransalee: provides Command Ghosts

Vhaeraun: provides Discern Magic

Zinzerena: provides Cloak of Illusion



Selvetarm

Selvetarm is known variously as the Thane of Lolth, the Lord of Venom, or Lolth's Champion. He is patron to those male drow who are loyal to Lolth's rule of their people.

Cult in the World

Selvetarm is the son of Vhaeraun and Zandilar, an olven goddess who perished during the Sundering giving birth to this deity.

According to both olven and drow mythology, Selvetarm initially joined neither pantheon, preferring to chart his own course free from entanglements.

He supposedly dwelled with his aunt, Eilistraee for some time, until he again came to the attention of his grandmother, Lolth.

Appearing to him in dreams in the guise of her

former aspect as Auraushnee, she whispered to him that he could gain greater favor with the Dark Maiden if he were to slay Zanassu, a greater demon with a dominion over spiders equal to that of Lolth. In the course of his battles with that demon, however, he became so tainted by the demon's chaotic nature, that he lost his grace and became enmeshing forever in the webs of his grandmother's deceptions.

Selvetarm's followers observe the 9th of Cavernfall as their High Holy Day, with lesser observances on the 9th of each month. In addition, special holidays are commemorated on the dates of famous battles fought and won by the members of an individual city.

Cultists traditionally worship in small chapels attached to the Greater Fane of the Spider Goddess, and garb themselves in long scarlet robes lined with chainmail. Hair is worn in long braids, the tips of which are dipped in blood and allowed to harden. In addition, special steel gauntlets with a projecting blade are worn at all times.

Lay Membership (the Swarm)

Requirements: Selvetarm draws the bulk of his followers from the male drow fighting orders that proliferate in most drow cities.

Skills taught by the cult include Dodge, Leap, Tumble, Speak Languages, First Aid, Lores (Drow, Poison, Spider, and Underdark), Read/Write, Search, Track, Ambush, Hide, Sneak, Ceremony, and Longsword attack/parry. (Most drow fighting orders also teach special weapon styles unique to themselves).

Initiate Membership (the Bloodied Swords)

Requirements: Standard. Selvetarm's Swords form the bulk of the Spider Queen's soldiery, serving as guards, mercenaries, and fighting instructors for both slave gladiators and the occasional female who desires a bit of swordcraft.

Spirit Magic: Bladesharp, Bladeweave, Coordination, Silence, Shimmer, Suppleness.

Rune Lord/Priesthood (the Spiderswords)

Requirements: Standard. While subservient to Lolth's cult, the Spidersword teach that their own god is the only proper path to power for a male. Battle is the only proper way towards power or death, in the eyes of this cult.

Virtues are Cruel, Misanthropic, and Warlike.

Common Divine Magic: all

Special Divine Magic: Arms of Selvetarm*, Dark Walk, Living Blade, Terrify, Venom Blade, and Weaponmight.

*Stackable to 2 points only.

Associated Gods

Lolth: provides Webbing



Vhaeraun

Vhaeraun is the drow god of theft and magic.

Cult in the World

Vhaeraun's credo revolves around two main points: the first and most heretical is that females are no better than males, but the second is that the interests of the drow can be served by working with their surface bretheren, and that drow must eventually return there.

In mythology, Vhaeraun is the son of Lolth, and younger brother to Eilistraee. When the drow were hungry, and did not have the strength to take food from their neighbors, Vhaeraun taught them how to steal their food. When his mother placed her daughters over all, Vhaeraun taught the sons of the drow sorcery, so that they could be the equals of their sisters.

Vhaeraun's cult is on uneasy terms with the rebellious cult of Eilistraee. While both seek a return to the surface world, Vhaeraun expects to return as a conquerer, not to establish the peaceful fellowship the Lady of Song preaches. Nevertheless, the two cults sometimes cooperate if the potential gain is great enough.

Vhaeraun's cult celebrates the 19th of Cavernfall (known as Goldfields to the surface olves) as their High Holy Day, with lesser celebrations on the 19th of each month, conducted above or below ground, but always at night.

Vhaeraun's cult eschews armor as a part of their High Vow, and prefers garb of unadorned black, including a cloak and half-mask for priests and acolytes.

Lay Membership

Requirements: Standard, though males only. Any

male drow who seeks to learn magic outside the official cult of Lolth, or who wishes to learn the arts of thievery will eventually find or be found by the this cult, or will be found by Lolth's, and perish.

Skills taught by the cult include Climb, Dodge, Jump, Fast Talk, Speak Languages, Evaluate, Lores (Drow, Magic, Poison, Underdark and World), Read/Write, Conceal, Devise, Sleight, Listen, Search, Hide, Sneak, and Ceremony.

Lay members of this cult may become students of sorcery or magick if they so desire.

Initiate Membership

Requirements: In addition to the standard requirements, prospective initiates of Vhaeraun must also qualify as apprentice sorcerers or magicians. Magick manipulations and sorcerous Arts are learned as skills, and the Arts of Intensity, Maintain, Multispell, Range, Accuracy, Hold, Minimize, and Permanance are available.

Vhaeraun's High Vow incorporates the Vows of Shun Armor and Shun Tap, and also enjoins his followers to maintain a sanctuary above ground, even if it is a simple hut. In addition, his followers are forbidden to pay for anything that could be acquired easily by theft. This does not mean that they must steal everything, merely those things that are easily stolen. (Essentially, this makes them kleptomaniacs who can help themselves, if the situation calls for it.)

Note: Vhaeraun does not provide spirit magic to his followers, only divine magic, sorcery or magick.

Acolyte Membership

Requirements: Apprentices wishing to become acolytes of Vhaeraun must qualify as journeyman sorcerers or magicians in addition to the skill and holiness requirements expected of a priest.

Acolytes of this cult are charged with the sacred duties of freeing their brothers from oppression, whether by females or from society, should they be captured in the course of theft. They also arrange "accidents" for females who publicly degrade or show cruelty to males.

Priesthood

Requirements: In addition to the standard tests, priests of Vhaeraun must also qualify as adept sorcerers/magicians.

Priests of Vhaeraun are charged with plotting thefts or intrigues which increase drow influence and power, especially where it pertains to equality

between the sexes. Master manipulators, they extend their influence into as many areas as possible, especialy trade, inter-racial negotiations, and missions to the surface world.

Virtues for Vhaeraun include Deceitful, Manipulative, Proud, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Absorption, Discern Magic, Exchange (Sorcery, Magick) Spells, Knowledge, Vesper

Sorcery Notes: Common vows for Vhaeraun's cult include Abjure (Alcohol, Arts - Lesser, Ceremony, Day, Spirit Magic), Adulation, Flee Sky, Human Sacrifice (drow females), Location, Never Take a Woman But by Force, Rituals, Sacrifice (Appearance, Eye, Strength), Shun (Sky, Tap), Silence, Tend Familiar.

Common specialities include Alchemist, Autotheist, Conjurer, Enchanter, Monitor, Warlock (Darkness, Earth, Fire),

Associated Gods

Eilistraee: (rarely) provides Living Blade

Zinzerena: provides Conceal



Zinzerena

Zinzerena is the drow goddess of illusion.

Cult in the World

Zinzerena is another of the Hero-Deities of the drow. In mortal life, she was a child who showed a flair for sorcery and illusion, and who was hidden from Lolth's attention by her parents so that she could chart her own path.

Growing up in the city of Chaliksha-Nhrei, deep beneath the Sulhaut Mts., she led a life of magic and assassination before finally setting foot on the Path of Heroes. Many of the drow tales of waiting until an enemy has weakened itself are in fact distortions stories originally inspired by Zinzerena.

Zinzerena's High Holy Day is the 27th of Founding (known as TinklingIce to surface olves), with lesser celebrations held on the last day of each of the festivals. Services are generally held in small temples sacred to the goddess, and her priests and

priestesses generally wear cloaks enhanced with the illusion of shifting colors.

Lay Membership

Requirements: Zinzerena’s cult is small, but it has fairly broad appeal. She is favored by sometheives and even some merchants.

In many cities where she is worshipped, her temples double as Assassins Guilds, so favored is she for her skills in that respect.

Skills taught by the cult include Dodge, Tumble, Fast Talk, Intimidate, Speak Languages, Disguise, Evaluate, Lores (Drow, Poison, Underdark and World), Read/Write, Coceal, Sleight, Listen, Track, Ambush, Hide, Sneak, Ceremony, and Dagger attack/parry.

Initiate Membership

Requirements: Standard. Zinzerena’s male initiates ofen join Vhaeraun’s cult as well, for access to his cult magics, while women are more likely to gravitate towards Kiaransalee or (rarely) Lolth.

Spirit Magic: Befuddle, Disruption, Glue, Silence, Shimmer, Suppleness.

Priesthood

Requirements: In addition to the standard requirements, a prospective priest of Zinzerena must stalk and kill another member of their race.

Virtues are Calm, Modest, and Prudent.

Common Divine Magic: all

Special Divine Magic: Cloak of Illusion, Conceal, all Illusions, Switch Places.

Associated Gods

Kiaransalee: provides Command Wraith

Vhaeraun: provides Absorbion



Thus concludes my Cultural Guide for the Olves.

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		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