

Gods of the Suel Pantheon for RuneQuest

The People

The Suloise people are characterized by fair, sometimes nearly albino skin, blonde or reddish hair, and eyes ranging in color from gray to blue to purple. Most are refugees from what is now the Sea of Dust, all that remains of the Suloise Empire after the Rain of Colorless Fire.

Their empire in ruins, the Suel people fled eastwards, settling primarily in the lands of the Duchy of Urnst, the Tilvanot Peninsula, the far northern reaches of what is now the lands of the Snow, Ice and Frost Barbarians, and the Spindrifft Isles.

Suloise customs favor solid colors in dress, nobles often dressing in two or more colors. Emblems and other tokens are often worn as well.

Ancient Suloise is considered a dead language except on the Tilvanot Peninsula, where the Suel supremacists known as the Scarlet Brotherhood dwell, or among magicians and sorcerers revering Weejas. One dialect of Suloise, known as Fruz, or 'the Cold Tongue', is still spoken among the northern barbarians, while another, known as Lendorian, is spoken by the inhabitants of the Spindrifft Isles. However, the dialects have drifted so far that skill in one gives no skill in the other.

Important Dates in Suloise History

0001 - Sulsk the First unites the early Suloise tribes of the Sulhaut Plateau.

0500 - First contact between the Kingdom of Suendrako and the native peoples of Zindia.

0557 - First contact with the peoples of the Nippon Shogunates.

0629 - First contact with the Celestial Imperium.

0743 - Xurus the Second crowned First Emperor of the Suel Imperium.

1064 - First contact with the drow of the olven nation of Luzcidor.

1122 - The Eighth and Fifth Houses of Suendrako, involved in a deadly Nobles War, turn separately to the worship of Syrul. Syrul's priests teach the Eighth House how to turn their slaves into a nearly invisible race that would come to be known as skulks, and the Fifth House is taught the secrets of creating doppelgangers, shape shifters who can assume any humanoid form. Both Houses go on to exterminate the other, leaving

behind only the races they'd created.

1153 - The Second House of the Suel officially allies itself with the drow Kingdom of Luzcidor, in return for magic, slaves, and other trade considerations.

1303 - Suel and drow sorcerers begin construction of the early prototypes of the Dragon Orbs.

1398 - First Concordium of the Suel-Luzcidor Alliance. Official trade agreements between the Suel and the drow enrich both lands.

1563-1602 - The kingdom of Luzcidor, promising slaves and other booty, enlists the aid of the Suel in their war against their neighbors. However, it is soon obvious to the leadership of the Suel that Luzcidor will fail, and support is withdrawn in the summer of 1602.

1704 - The Imperium sends several regiments of humanoids to aid the Luzcidorans in a final gesture of aid.

2033 - Suel sorcerers finish their research and create the true Dragon Orbs.

3192 - Beginnings of Suel-Zindia Wars.

3245 - Alliance of Suel Empire and Nippon Shogunates brings war with Zindia to a close.

3247 - Suel traders in the northern provinces begin selling Bakluni slaves.

3329 - Suel mages create the Lesser Binders, designed to force the genie races to serve them.

3368 - Several Suel settlements along the Southern Sulhaut Mts. begin suffering raids from the Underdark. Survivors tell tales of the powerful sorceries wielded by their dark olven attackers.

3369-3410 - Suel mages and soldiers take the battle beneath the Sulhauts, striking back at the drow.

3422 - Creation of the Greater Binders.

3461 - First War of the North. Suloise troops sweep over the Sulhaut Mts. and capture a large portion of Bakluni territory.

3700 - First contact between the Suel and the Ur-Flannae kingdom of Nerask-Harad.

3735 - The Archmage Tunrafe of Nerask comes to Suendrako to study magic at the University there.

3865 - Trade between the Suel and the drow resumes, bringing in a steady supply of dwur and duergar slaves.

3881-3946 - The Avatar War. Bakluni forces sweep out of the north under the command of an avatar of their wargod, Zuoken. Though finally slain by an avatar

Modern Suloise Viewpoints

Northern Barbarians

What Your Father Told You

Who are you? - I am Gnorri Bearcloak, liegeman to Orvung, King of the Schnai.

Who are we? - We are the Schnai, known to some as the Snow Barbarians.

What makes us great? - We are the most numerous of the tribes who rule the north, and our name strikes fear into the hearts of our enemies. We raid and plunder as we please, and make war so that others will come to fear our names!

Where do we live? - We live on the Thallonrian Peninsula, where the icy winds breed warriors stronger than any weak in the southern nations!

What is important in my life? - First, you must learn the skills that will feed you and whatever family you may someday come to have. We are mostly herdsmen, so you must learn the way of cattle. Our enemies are many, so you must also learn the arts of war, so that you may defend your herds from rival tribes, marauding humanoids, and giants from the mountains.

Who rules us? - His Bellicose Majesty, Orvung, King of the Schnai rules us.

What is evil? - Giants, humanoids, and their ilk are evil. Southmen are merely weak, though some few have skill with arms. True evil rests in the hearts of the priests of the foul god Telchur.

What is my lot in life? - If you are deemed worthy, you may someday become a liegeman to our king. Else, you will tend your herds on some little plot of land, perhaps do a bit of raiding in winter, and live out your life. Serving in the king's army is a better way to find glory, though.

How do we deal with others? - Of the three tribes of Sul in the north, we are the strongest. The weakest, the Frutzi, are our thralls as often as not. The Cruski, who live even further north than we, raid us, or sometimes raid with us when we sail against the southmen. The strong take what they need from the weak; never forget that boy.

Who are our enemies? - The so-called Sea Barons and the southmen of the Great Kingdom are our traditional enemies. We also sometimes war with the Hold of Stonefist, and with the more organized humanoids who dwell in the Bone March.

Most hated of our enemies are the priests of the foul god Telchur, who bound our greatest Ancestor, Vatun,

to slumber beneath the ice. Kill them all, and Vatun may return to us, and guide us on to even greater glory!

Who are our gods? - First and foremost we worship our Ancestors, among whom Vatun is the greatest. After them, comes Kord, the Warrior. Next in importance are his cousins, Llerg and Norebo. When we sail, we seek the favor of Osprem, and make sacrifices to ward off the anger of Xerbo. Those who live near the mountains venerate Jascar of the Forge, and the skalds who roam the lands venerate Lydia the muse. Certain dark shamans among our folk venerate Dark Eyed Lady, or the Dark One, but his worship is uncommon at best.

Scarlet Brotherhood

What Your Uncle Told You

Who are you? - I am Seskian Ullerdan, your father's brother. It is given to me to teach you proper conduct and the ways of our people.

Who are we? - We are the Suloise. We were the first civilized people, and it is our destiny to rule all lesser beings.

What makes us great? - We are great not merely because we are Suloise; the coarse barbarians of the far north are Suloise, and they are savages. We are great because we alone have preserved the culture and values of our ancestors, and we have the will and the resolve to someday bring the whole of the Flanaess once more under our control.

Where do we live? - We live in the lands of the Tilvanot Peninsula, a temperate and misty land that greatly resembles our former lands.

What is important in my life? - Study of the past, present, and future goals of our people. The refining of your body and mind into a unified whole. Serving our leaders in whatever fashion they dictate; it is your duty to obey, so that someday all lesser races will once again obey us all.

Who rules us? - His Peerless Serenity, the Master of Obedience rules us, from his fortress city of Hesuel Ilshar.

What is evil? - Whatever is not Suel, is evil. In your travels on Brotherhood business, do not be tempted by the soft customs of the wretched Oerid, Flan, and Bakluni peoples. They worship false gods, consort with demons too foul to describe, and even mix their blood with nonhumans!

What is my lot in life? - It is your glorious duty to serve the Scarlet Brotherhood in whatever manner your talents best suit you for. You will train your body and

mind with others in your sept, you will learn both the arts of following orders and GIVING orders, as it is our destiny to rule over all other races. If you are strong and agile of both body and mind, you might be chosen to pass your seed to a woman of our people in our grand breeding program, or if you live long enough you may retire and take a wife conventionally.

How do we deal with others? - It is our nature to rule; however, until that time has come, we work behind the scenes to hasten the day of our glorious ascent. We are the masters of all the secret arts; by the time you are permitted to travel beyond these walls, you will have learned these arts as well. Perhaps you will be sent to observe the Court of Ivid V, the Overking of the hated Aerdy Great Kingdom, that we have weakened with our lies nearly to collapse. Perhaps you will journey to the City of Greyhawk, to kill a man who our Diviners say will someday be an obstacle to our goals. Soon, it is foretold, the nations of the north will tremble with righteous fear at the very whisper of our name!

Who are our enemies? - Everyone who is not a member of our Brotherhood is your enemy. Deceive them, slay them, use them to further your goals. But never let them gain advantage over you! You are a proud member of the Suloise! We shall one day be the masters!

Who are our gods? - As it was in the lands of our ancestors, we revere the ancient gods of our people. Lendor is the God of Patience; he marks the days to our Ascendancy. Syrul inspires the honeyed words by which we deceive our enemies. Kord gives us the strength to train our bodies to be as supple as reeds, and Pyremius shelters us when we must kill to further our ends. Norebo is called upon when we must take risks to achieve our ends, and we call upon Lydia when we are in need of inspiration. When magic is called for, Weejas is our only choice, and our navy reveres the name of Osprem. All the gods of our ancestors have a place in our hearts, but when we must inspire fear in those who know us not, speak the name of the Deepest Shadow, and watch the lesser races tremble all the more. Some dare to say that he, too, was one of ours, but our history is unbroken, and we know this to be a lie.

Spindrift Isles

What Your Father Told You

Who are you? - I am Gurdon Norris, a yeoman farmer.

Who are we? - We are the descendants of a Suel colony founded on this island by the High Mage Lendore. Though he is gone now, we strive to fulfill the destiny he foresaw for us.

What makes us great? - We work hard, dwell in peace with our neighbors, and live happy lives. We broker trade between the mainland and the elves of the northern islands, bringing us much wealth.

Where do we live? - We live on the island of Lendore, the southernmost island in the Spindrift chain.

What is important in my life? - For now, it is your duty to aid me with the chores on our farm. When you come of age, you might choose to apprentice yourself to any one of a number of guilds, perhaps even joining our island's merchant fleet, to see the world!

Who rules us? - We are ruled by the Council of Seven in Lo Reltarma, comprised of the noblemen of the seven original families who settled here. They, along with the Council of Five (olven wizards who speak for the olves of the three northern islands) rule the Spindrift islands.

What is evil? - There is much evil in the world. Humanoids and monsters of the wilderness abound, but the human heart perhaps holds a more insidious evil. "Pirates" from the Sea Barons and Lordship of the Isles sometimes prey upon us, and vestiges of the fell faiths of our ancestors still haunt the backwoods of our fair island.

What is my lot in life? - None are so blessed with possibilities, my son. The land we farm is fertile, and you can easily be apprenticed to whatever guild you choose, should you choose to leave our farm. You have a strong back, and a good heart, and when you feel you are ready, I will commission a matchmaker to find you a wife.

How do we deal with others? - We try to deal fairly with our neighbors, but if they deal in bad faith with us, then we shall extract due revenge.

Who are our enemies? - The occasional pirate, the humanoids that haunt the deep forests, and the occasional ill intentioned traveler. Ours is a fairly idyllic existence.

Who are our gods? - It would be hard to choose which of our many gods is foremost in the hearts of the people of our island. As farmers, naturally we revere

Priesthood (the Gales)

Requirements: Standard. Priests of Akwamon are uncommon outside of Suel dominated lands, though they are on fairly good terms with the cult of Velnius where the two cults intersect.

Akwamon's cult also works closely with that of Osprem, insuring that storms plague the shipping lanes of their competitors, while strong, steady winds fill their own sails.

Only the followers of Phalkon show any signs of rivalry or animosity towards Akwamon; as both are air gods of different aspects, this is to be expected.

Virtues for Akwamon include: Destructive, Energetic, Reckless, and Stubborn.

Common Divine Magic: all.

Special Divine Magic: Cloud Call, Command Sylph, Decrease Wind, Increase Wind, Lightning, Predict Weather, Thunderbolt

Associated Gods

Osprem: provides Float



Beltar is the Deep Mother, Goddess of Deep Pits and Malice.

Cult in the World

Beltar is typically depicted as a great black wym with the head and torso of an aged crone. She is mainly worshipped by evil beings that shun the light; those who feel wronged by their societies, those who plot vengeance, and those who horde wealth beneath the oearth. Legends link her to many of the races of the Underworld, as well as to several different groupings of gods and goddesses.

She is the daughter of Llerg and Bralm, and sister to Pyremius. She receives worship from a variety of other sources as well, including various intelligent reptiles, particularly the nagas and the yuan-ti.

To guard the treasures brought to honor her, her servants create undead horrors to toil endlessly in their defense. It is whispered that even her priests someday

become the more powerful types of undead; vampires, mummies, even lichs.

Beltar's worshippers hold the Festival of Beltane on 11th of Goodmonth, the darkest night of the year. Lesser observances are held on the last Starday of each month, as well. Services to Beltar are always held underground in deep caves.

Priestesses typically wear black or dark gray robes over naked flesh that has been smeared with soot to darken it.

Lay Membership (the Guardians)

Requirements: Lay members of Beltar's cult serve as guides in the Underworld, and they are charged with three directives: to bring wealth to the temples to be cached away, to aid in the construction of underground vaults in which to store it, and in the devising of traps to defend the vaults.

Skills taught by the cult include: Fast Talk, Speak Languages, Craft (Mining, Masonry, Locksmithing, Gemcutting, Jewelmaking, etc.), Evaluate, Lores (Animal <serpents>, Human, Mineral, Poison, Suel, Underdark, Undead, World), Read/Write, Conceal, Devise, Search, Hide, Sneak, Ceremony, and Dagger attack/parry.

Initiate Membership (the Lurkers Below)

Requirements: Standard. In addition to the standard acceptance rites, aspiring Initiates must have contributed their weight in gold and gems to the cult.

Spirit Magic: Darkwall, Disruption, Hibernation, Mindspeech, Protection, Repair, Transfer Wound.

Acolyte Membership (the Outcasts)

Requirements: as per Priests. At this level of acceptance in the cult, members expect never to see the open sky again.

Rune Lord Membership (the Black Serpents)

Requirements: Standard. Unlike most of the higher ranks of Beltar's cult, the Black roam the Overworld, seeking out those who have wronged the Goddess or her people, and either bringing them back to the temple for sacrifice, or killing them in intriguing ways as an example for others.

Priesthood (the Necrophagi)

Requirements: In addition to the standard

requirements, those who seek to become full priests of Beltar must make a final, ultimate sacrifice. At the conclusion of a week long ceremony, culminating on the final night of Beltane, the prospective priest must sacrifice a minimum of 1 follower for every year of their service and in the end, sacrifice themselves.

If successful, the newly reborn priest will rise 1 year later as a mummy. While possessing no POW, it will have a 'pool' of POW that it may draw from to sacrifice for divine magic equal to 1/10th the total POW of their sacrificed followers.

Priests act as advisors to their flocks, helping people to make the most of their anger and resentment. Snakes roam Beltar's temples without restrictions, the largest and most strikingly colored being used for divinity and sacrificial purposes (sacrificing TO the snake, not sacrificing the snake!).

Virtues for Beltar include: Deceitful, Indulgent, Manipulative, Suspicious, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Beltar's Cavern, Command (Gnome, Shade, Undead), Create (Ghoul, Liche, Mummy, Skeleton, Vampire, Zombie), Dark Walk, Hide Wealth, Second Mouth, Summon (Gnome, Shade), Waste Loins

Spirit of Reprisal

Yaseq: In the early days of the Suel empire, Yaseq was the High Priestess of Beltar in the caverns beneath the city of Ghuntuul. Well favored by her goddess, she is believed to have died and been reborn as a winged spirit naga in her Mother's service. She is charged with punishing those who seek to leave or betray the cult.

Yaseq's stats:

STR:	20	HP:	23
CON:	15	FP:	35
SIZ:	30	MV:	10
INT:	18	DB:	2d6
POW:	23		
DEX:	19		
APP:	8		

Location	d20	HP	AP
Tail	01-06	8	5
Abdomen	07-09	8	5
Chest	10-12	9	5
R Arm	13-14	6	5
L Arm	15-16	6	5
R Wing	17	6	3
L Wing	18	6	3
Head	19-20	8	5

Yaseq assaults her victims with a pair of kukris enchanted to ignore physical armor. Yaseq aims all blows at the abdomen, and if successful in reducing that location to 0 hp, the affected being suffers the permanent effects of both a Waste Loins spell and a Second Mouth spell (this affects males, as well).

Associated Gods

Syrul: provides Lie



Bralm is the Suel Goddess of Insects and Industriousness. She is the mother of Pyremius and Beltar, and sister to Phytan.

Cult in the World

Bralm's cult serves a variety of functions in the world both before the fall of the Suloise Imperium and since. As the Goddess of Insects, she is invoked to protect crops and homes from infestation. As the goddess of Industriousness, she is called upon to place her blessing on any task that calls for skill and repetition.

Bralm's cult observes the 14th of Goodmonth as their High Holy Day, with normal services each Workday. Services are held in vast, labyrinth-like temples constructed above and below ground, of natural materials, often designed to resemble the hives or nests of giant insects.

Priests of Bralm typically wear caped robes of dun-brown and yellow decorated with insect designs..

Lay Membership (the Watchers)

Requirements: Where Dalt's cult survives, membership is open to students and apprentices who show the levels of wisdom and responsibility that Dalt's cult demands of its members. While it looks for members of "good" intent, more important is the knack for knowing which path NOT to take, which doors not to open.

Skills taught to members of this cult include Dodge, Fast Talk, Speak Languages, Evaluate, Lores (Human, Magic, Spirit, Suel, World), Devise, Sleight, Listen, Scan, Search, Ceremony, Intensity, and Rapier attack/parry.

The basic Sorcery Arts (Intensity, Range, Maintain, and Multispell) are acquired through study, further Arts are sacrificed for on the High Holy Day.

Dalt's High Vow requires that his followers must come to the aid of anyone who asks their protection, as well as upholding and protecting the other tenets of their faith.

Initiate Membership (the Gatekeepers)

Requirements: Standard. Initiates of Dalt are taught additional skills, including Enchant, Summon, Range, Multispell, and may sacrifice for access to Accuracy, Ease, Permanency and Reinforce. Initiates of Dalt are expected to have become full journeymen, and will not be eligible for further advancement in the cult until they have made adept status.

Note: Like his sponsor's cult, Dalt's does not offer Spirit Magic, only Sorcery, Wizardry, & Divine Magic.

Priesthood (the Keymasters)

Requirements: Standard. Priests of Dalt, unlike those of Weejas, do not have Patrons, though it is possible to remain an initiate of Weejas and benefit by them thereby.

Dalt's priesthood is expected to maintain a stewardship over the gateways their temples contain, guarding not only against incursions from the far side of those gates, but against the various societies (the Coleaxia, for example) that are sworn to close all such gateways. They also guard over various sealed gateways, insuring that those portals remain closed.

Virtues for Dalt include Creative, Honorable, Loyal, and Stubborn

Common Divine Magic: all

Special Divine Magic: Create Gate, Reflection, Seal Gate

Sorcery Notes: Common vows for Dalt's cult include Abjure (Alcohol, Arts (G-L), Servitude, Spirit Magic), Devotion, Humility, Location, Rituals, Seclusion, Shun Tap, Tend Familiar.

Common specialties include Alchemists, Enchanters, Monitors, Warlocks (Air, Earth).

Associated Gods

Norebo: provides Conceal

Weejas: provides Absorption



Fortubo, the God of Stone, Metals, and Mountains.

Cult in the World

While a full god of the Suloise, (being the son of Kord and Osprem), he is not greatly revered among the humans of that race. Content to let his brother, Jascar, tend to the needs of humans, Fortubo sought the worship of the dwur and noniz that dwelt in the Suel lands, and made many friends among the gods of those races, as well.

Fortubo actively turned against the Suel people and pantheon with the creation of the first derro in 4291; for him this was the final straw.

Fortubo's High Holy Day is the 8th of Readying, with additional services on the first Earthday of each month. Services are generally held either in natural caverns, or more often, in specially constructed stonework temples located within mines.

Priests of Fortubo generally wear short capes of dark brown and iron skullcaps.

Lay Membership (the Earthbound)

Requirements: Lay members of this cult are generally simple miners, or less often, those who live in mountainous terrain. Less than 40% of Fortubo's worshippers are humans.

Skills taught by the cult include Jump, Sing (Chant), Speak Languages, Craft (mining), Lores (Dwur, Human, Mineral, Suel, World), Devise, Listen, Smell,

No skills are taught to lay members of this cult.

Initiate Membership (the Embalmers)

Requirements: Standard. Initiates of Kyuss are taught the Crafts of Mummification, Funeral Rituals, and Corpse Preparation. They are tasked with assisting their priests in selecting and preparing corpses for reanimation, the choicest of which will become Sons of Kyuss.

Spirit Magic: Banish Spirit, Reanimate, Transform to Undead, Transfer Soul.

Priesthood (the Sarcophagi)

Requirements: Standard. Kyuss' priests are commonly also priests of another death cult, excepting that of Weejas, who serves as a Protector of the souls of the dead, and abhors others creating undead that are animated by souls of the once-living without her leave.

Virtues for Kyuss include Cruel and Spiritual.

Common Divine Magic: all

Special Divine Magic: Capture Spirit, Command (various undead), Create (various undead, including Son of Kyuss), Fear, Regrow Limb

Sons of Kyuss

The form of undead known as the Sons of Kyuss are particularly loathesome. While resembling zombies at a distance, their decaying flesh is riddled with thousands of green worms, and they are surrounded by a powerful aura of fear.

The curse which creates a Son of Kyuss resembles a disease in some ways, and those tainted by the touch of a Son can have the onset of the transformation into one of these horrid creatures slowed or halted by the service of a Healing Spirit. Once the victim has died of the infection, however, nothing can bring them back, and death of the body is the only thing that will free the spirit to rest.

Each successful blow struck by a Son has a 25% chance of a worm leaping from the body of the attacker to his target, which will immediately begin squirming it's way towards the nearest piece of exposed flesh. Once it reaches such a juncture (which takes a number of strike ranks equal to the AP rating of the armor worn by the target), the worm furiously begins burrowing beneath the skin towards the belly of the target, there to gestate and breed more of their kind until such time

that they are numerous enough to overcome the victim and slay him, turning his corpse into another Son of Kyuss.

Each worm that occupies a body is considered to have a VIRulence of 1, and each worm can reproduce itself every hour. When the total number of worms equals the CON of the afflicted character, they will begin to spread throughout the body, and the target must at that time make a CON x5 roll, or become prostrate with the pain of the worms burriwing though his flesh.

At the same time, the worms attack the POW of the target, pitting their combined VIR vs. the POW of the target in much the same manner as the Soul Waste disease.

A target dies when it's POW is consumed, transforming into a Son of Kyuss over the next few hours after death.

A Son of Kyuss has the following typical stats:

Stats		Avg		
STR	3d6x1.5	16	HP	17
CON	3d6x1.5	16	FP	32
SIZ	2d6+6	13	MV	3 (S-1)
INT	2d6+6/2	6	DB	1d6
DEX	2d6	7		
APP	1d4	2		

Location	d20	HP	AP
R Leg	01-03	6	*
L Leg	04-06	6	*
Abdomen	07-11	6	*
Chest	12-15	7	*
R Arm	16-17	5	*
L Arm	18-19	5	*
Head	20	6	*

*Armor is typically that which the victim wore at or near his time of death.

Sons of Kyuss typically possess fixed INT, and thus cannot know or cast magic spells. They attack anyone whom they encounter with their bare hands, seeking to

either kill them outright or infect them with sufficient worms so that they join the Sons as a new ‘convert’.

The attack roll of a Son of Kyuss is always equal to their DEX x10, and their fists do normal damage plus damage bonus, where applicable.

It is whispered that the High Priests of Kyuss become free-willed Sons of their deity upon their deaths, rising within hours to join the undead they labored so long in life to help create.

Associated Gods

Beltar: provides Dark Walk



Known as the Prince of Time and the Master of Tedium, Lendor is the God of Linear Time.

Cult in the World

Lendor's followers are few, but in a sense, all beings worship him simply by living their lives from moment to moment. Those few who worship him directly are mostly seen as sages, historians, diviners, and those who seek to know what the future or the past truly contains.

Lendor's cult is divided into two separate sects, inside and outside of the Scarlet Brotherhood.

Lendor's cult observes the 1st of Fireseek as their High Holy Day, with regular observances the first of each month. Additional holy days are observed each time Luna passes crescent in front of a full Celene. Services are held in a Church sanctified to Lendor.

Official clerical garb of Lendor's cult consists of a white hat and robe, with silver trim.

Lay Membership (the Historians)

Requirements: Lay members of this cult seek to collect and codify as much data regarding the past as possible, often searching old ruins and distant libraries for lost pieces of the puzzles they are working on.

Skills taught include: Climb, Dodge, Orate, Speak Languages, Craft <Astronomy, Astrology>, Evaluate, Lores (Bakluni, Human, Suel, World), Read/Write,

Listen, Scan, Ceremony, and 1H Sword attack/parry.

Initiate Membership (the Analysts)

Requirements: In addition to the standard requirements, potential initiates of Lendor must have discovered or uncovered a new fact relating to the civilizations of the past.

As lay members, followers of Lendor studied the past. As Initiates, they study the Present, and learn to see how the events of the past affected the present, and how they continue to do so. Lendor's initiates are far more "social" than they were as lay members, as one cannot study the present from behind dusty tomes.

Spirit Magic: Befuddle, Detect Magic, Farsee, Light, Repair, Shimmer.

Acolyte Membership (the Predictors)

Requirements: Lendor's acolytes, in addition to passing the same tests that a priest would have to pass, are expected to have shown the flashes of brilliance that allow them to predict the future reliably, based only on their understanding of past and present trends.

Rune Lord Membership (the Meddlers)

Requirements: Lendor's Rune Lords are rare individuals. Their existence is not common knowledge, and the cult will generally disavow their actions if questioned concerning them.

Secure in their knowledge of the past, trained in spotting how the past affects the present and the future, the Meddlers are charged with shaping the future towards the goals their priests have set out for them.

Meddlers often join other cults in order to influence their actions. Sometimes they will travel as merchants, buying all the sewing needles in one area, so as to create a shortage, or flooding the market with cheap, poorly made swords in another.

Meddlers do not always know the full reasons behind the missions they are given, but they (naturally) can make pretty good guesses.

Priesthood (the Guides)

Requirements: Standard. The greatest noticeable division in Lendor's cult arises at this level. Lendor's priests have one general mission: to bring the Suel people back to a measure of their former glory, and that is where the priests who are allied with the Scarlet

Brotherhood do not see eye to eye with their brethren on the outside. Neither sect of the priesthood will aid the other, and those who are not a part of the Brotherhood are actively targeted by assassins from within the Brotherhood. Saying that the two sects hate one another passionately would be understating matters by quite a bit..

Within the Brotherhood, Lendor is seen as the God of Patience and Timing, and is revered by those who must make long-range plans for the future. He is the patron of assassins and politicians.

Outside the Brotherhood's lands, Lendor is seen as the Preserver, and his priests revered for their defense of the ancient ways. They are far more concerned with guiding their followers to a better future than with plotting grand conquests.

In either case, virtues for Lendor include Conservative, Curious, Honorable, Manipulative, and Prudent.

Common Divine Magic: all

Special Divine Magic: Avoid Fate, Banish Spirits, Command (Temporal Spirits), Reconstruction, Rewind, Speedtime, Summon (Temporal Spirits).

Temporal Spirits

Temporal spirits are often viewed as a kind of Elemental, as their statistics are similar. However, Time (as much as it is understood, anyway) is not an Element, so they are referred to simply as spirits.

Temporal spirits all have common statistics:

Characteristics		Average
STR	1d6	3-4
SIZ	1 cu m.	
POW	1d6	3-4
HP	1d6	3-4
Move	POW	3-4

Much like an elemental, temporal spirits are measured in cubic meters, though that is not precisely accurate, either, but it is a useful measurement for comparison. While there are several varieties of spirit, the two most common ones are known as Passages and Pauses.

Passages attack by matching their STR vs. the STR of their target. If successful, they grasp the victim and

match POWs; if successful the victim is effectively aged a number of months equal to the POW of the spirit and must make an immediate Aging and Inaction check.

Pauses attack in much the same way, but when successful their victims stand motionless, trapped by the moment and unable to act. While so trapped, the victim must make a Fatigue check each round.

Each type of spirit can engulf 10 SIZ points of opponent per cubic meter of volume.

Associated Gods

None.



Llery

Llery is the God of Beasts and Strength.

Cult in the World

Llery is seen by many as the secondary Suel god of berserks, but he is also revered by those who seek the ferocity and strength of the wild beasts in combat. Where Kord's followers battle with the sword, Llery's priests excel in the use of natural weapons, such as fists, claws, and teeth. He is the son of Norebo, and is father to Pyremius and Beltar.

It is said that Llery's initiates can actually become the beasts they seek to emulate, among these the bear, alligator, and snake.

Llery's cult celebrates the 1st of Sunsebb as their High Holy Day, with lesser days on the first day of each month. Special holidays are held on the day of the first winter snowfall, and on the day when the first large predator is sighted after winter has ended. Services are held outdoors, at a site where beasts are known to congregate.

Llery's priesthood wear cloaks made from either bear, alligator, or snake skins.

Lay Membership (the Beastmen)

Requirements: Lay members of Llery's cult are expected to excel in strength. They are expected to build their strength through exercise and diet, until they have reached their maximum.

While they train, they are taught the following skills:

Dodge, Swim, Speak Languages, First Aid, Lores (Animal, Suel), Martial Arts, Listen, Scan, Track, Sneak, Ceremony, Fist attack, Kick attack, Headbutt attack, and Grapple attack.

Initiate Membership (the Wrestlers)

Requirements: Potential initiates of Llerg must have increased their strength of it's maximum value, as well as meet all other standard initiatory requirements. Initiates do not gain access to the various Transform divine spells, though they must declare which of the Beasts they wish to emulate as they progress higher into the cult.

Spirit Magic: Armoring Enchantment (bear, alligator or snake skins only), Coordination, Endurance, Heal, Ironhand, Mobility, Protection, Strength, Vigor.

Acolyte Membership (the Beast-cloaked)

Requirements: as per Priests. In addition, potential acolytes must seek out and best their chosen animal in single combat with a single weapon of their choice. Acolytes receive appropriate Transform spells as one-use.

Priesthood (the Beast Walkers)

Requirements: Standard. Llerg's priests gain reusable access to the appropriate Transform spells.

Priests enjoy a special blessing from Llerg; no natural animal, even one under a control or dominate spell, will attack a priest of Llerg. This protection is personal, and is dependent on the priest's actions; if he moves to attack, or hunts the creature, the protection is voided with regards to that creature.

Virtues for Llerg include: Energetic, Honorable, Proud, and Reckless.

Common Divine Magic: all

Special Divine Magic: Berserk, Transform Body (Alligator, Bear, Snake), Transform Head (Alligator, Bear, Snake), Transform Limbs (Alligator, Bear, Snake).

Associated Gods

Bralm: provides (insect) Rage

Kord: provides Command Wolf



Lydia is the Goddess of Music and Light.

Cult in the World

Lydia is seen as the muse; those seeking inspiration in things musical venerate her name and pray that she will smile upon them. She is worshipped by sages, bards, and knowledge seekers of all types. She is the daughter of Weejas.

Lydia's followers reserves Midsummer's Day as their High Holy Day. Impromptu Holy Days are held whenever a Rainbow is sighted, in addition to each Godsdays. Services are held outdoors.

Priestesses of Lydia wear long white robes trimmed in gold or silver.

Lay Membership (the Scribes)

Requirements: Lydia's cult is mainly concerned with the gathering of knowledge, despite her fame as the Muse. Lay members are expected to catalog and record any type of information that they come across, especially if it pertains to the music, stories, and legends of humans, olves, dwur, or hobniz, and especially as those legends pertain to the supernatural.

Skills taught by the cult include: Orate, Sing, Speak Languages, Evaluate, Lores (Bakluni, Dragon, Dwur, Flan, Genie, Hobniz, Human, Music, Noniz, Oerid, Olven, Suel, World), Read/Write, Play Instrument, Ceremony.

75% of Lydia's lay members are women, 25% male.

Initiate Membership (the Seekers)

Requirements: Standard. Lydia's initiates serve much the same purpose as do her lay members, but whereas the laymen merely record what they hear, Initiates are expected to seek out new (or old) information through travel and exploration.

Seekers also spend a great deal of time travelling between the smaller villages, teaching anyone who wishes how to read.

Spirit Magic: Countermagic, Detect Magic, Farsee, Glamour, Light, Lightwall, Protection, Spirit Screen.

Acolyte Membership (the Questors)

Requirements: as per Priests. Questors, like Seekers, spend a great deal of time traveling, as they struggle to shine the Light of Knowledge anywhere it has yet to reach.

Priesthood (the Recorders)

Requirements: Lydia's priests are more retiring than most; having walked the world as initiates and acolytes in search of knowledge, as priests they tend to settle down and put that knowledge down into more permanent form before it is lost with them. Temples to Lydia, while uncommon, are generally regarded as places of great learning.

Virtues include: Altruistic, Calm, Curious, and Social.

Common Divine Magic: all

Special Divine Magic: Clever Tongue, Comfort Song, Knowledge, Sunbright, Translate.

Associated Gods

Lendor: provides Reconstruction.



Norebo is the Suel deity of Luck and Gambling.

Cult in the World

Aside from Kord, Norebo is perhaps the second most popular Suel deity. He is the trickster figure of the pantheon, and when his avatars walk the Oerth, they can be often found in common gambling houses, tweaking the law of averages so that they come out the winner. He is the son of Lendor, and father to Llerg, Lydia, Phyton, and Bralm.

Aside from gamblers and other risk takers, Norebo is often seen as a patron to thieves, though the sort of thieves attracted to Norebo's faith are more often those who steal for sport, rather than for material gain.

Norebo's followers most often observe the 4th of Brewfest as their High Holy Day, though some years this is moved to the middle of one of the other annual Festivals instead, Normal worship is conducted each Freeday, in a barrow-like structure located in the woods

outside of the local community.

Norebo's priests wear dark green or brown robes while on cult business.

Lay Membership (the Gamblers)

Requirements: Lay members of this cult are expected to gamble. In a sense, anyone who gambles regularly qualifies as a lay member of this cult.

Lay members are not taught any skills by the cult.

Initiate Membership (Knights of Risk)

Requirements: Those seeking a deeper understanding of the God of Chance are allowed to study a variety of skills, and gain access to the deeper mysteries and magics of the cult.

Skills taught include Dodge, Jump, Leap, Ride, Throw, Tumble, Fast Talk, Speak Languages, Craft (various games of chance), Evaluate, Lores (Games, Human, Suel, World), Conceal, Sleight, Listen, Scan, Search, Sneak, Dagger attack/parry, and Sling attack.

Initiates of Norebo need not make any donations to the cult, but are expected to pay for skill training on a "double or nothing" sliding scale, based on the teacher's choice of a game of chance.

Spirit Magic: Countermagic, Improve (Dodge, Fast Talk), Shimmer, Zephyr Stone

Priesthood (the Risk Masters)

Requirements: Standard. As with his initiates, priests need not contribute any money to the cult, but are expected to gamble regularly, their losses fattening the temple's coffers.

Virtues include Indulgent, Reckless, Social, and Unpredictable.

Common Divine Magic: all

Special Divine Magic: Avoid Fate, Become (other shape), Charisma, Conceal, Group Laughter, Lie, Hallucinate, Swallow.

Associated Gods

Weejas: provides Reflection

Pyremius' vestments include orange silk trousers and jerkin, with a red silk overlay that is slitted to create the illusion of flickering flames when the priest moves.



Syrndro

Lay Membership (Deathseekers)

Requirements: Lay members of Pyremius' cult are taught a variety of skills that will enable them to rise higher in the hierarchy of the cult.

These skills include: Throw, Speak Languages, First Aid, Lores (Animal, Human, Mineral, Plant, Poison, Suel, World), Conceal, Sleight, Scan, Search, Hide, Ceremony, 2H Sword attack/parry, and Whip attack.

Initiate Membership (the Venomed Blades)

Requirements: In order to become an Initiate of Pyremius, not only must the candidate pass the standard tests, he must also have killed a member of his own species by either poison or fire.

Spirit Magic: Bladesharp, Demoralize, Fireblade, Ignite, Protection, Shimmer.

Acolyte Membership (the Burning Blades)

Requirements: as per Priests.

Priesthood (the Poisoners)

Requirements: In addition to the standard requirements, Pyremius's priests must be masters of Poison Lore, and 2H Sword attack, and as a part of their ordainment, must offer a burnt sacrifice to Pyremius.

Virtues include: Angry, Cruel, Destructive, and Vengeful.

Common Divine Magic: all

Special Divine Magic: Command (Pain Spirit, Salamander), Enhance Flame, Poison <species>, Strike, Summon (Pain Spirit, Salamander)

Associated Gods

Beltar: provides Command (Undead)

Syrul: provides Lie

Syrndro is the Suel deity of Dreams, Deceptions, and the Mind.

Cult in the World

Syrndro was born to an avatar of Lydia's that dwelt in the city of Suendrako near the beginnings of the Imperium. Raised to lead the priesthood, his tutors were surprised to discover that Syrndro was gifted with mental powers that defied explanation. As he explored his special talents, he learned to not only how to control them, but how to pass them on to others.

He served his mother and his temple for many decades, before his mother came to him in his dreams and revealed to him the Path that would ultimately result in his becoming the first Hero Deity of his people.

So popular was he that he eventually rose to become a major Power among the Suloise, though he would eventually be brought low by attempting to usurp the position of Weejas.

In the end, Weejas proved that her power, Magic, was superior to the psionic forces wielded by Syrndro's followers. Following that demonstration, the mortal followers of the Dark Lady sacked temples of Syrndro across the breadth of the Imperium.

Their power broken, Syrndro's priests sought guidance from their Lord through Divination, and were told to seek shelter among the followers of Syrul, whom their Lord favored.

It's base of power torn out from under it, the cult exists now only as a subcult of Syrul's, as his worship has diminished even more sharply since the fall of the Suel Imperium. It survives now mostly within the Scarlet Brotherhood and the Lost City of Lo Nakar in the Sea of Dust.

Syrndro's few followers continue to observe the 28th of Sunsebb as their High Holy Day. Normal services are held in plain stone temples above ground each Sunday.

Syrndro's faithful wear simple, light blue robes and silver amulets bearing the Mind Rune.

Lay Membership (the Dreamers)

Requirements: Lay members of Syrndro's cult are schooled in the mysteries of the Mind, and how

Priesthood (the Ruiners)

Requirements: Standard, plus he or she must have used the tools they were given as initiates or acolytes to wreak more lasting havoc; the ruination of a merchant or nobleman, provoked a duel between gentlemen or a skirmish between nations. Human sacrifice is uncommon in Syrul's rituals, but the prospective priest who has brought about the death of a cult enemy (servants of Iuz or Baalzebub) is deemed to have a bright future in Syrul's service.

Virtues for Syrul include: Creative, Deceitful, Manipulative, and Suspicious.

Common Divine Magic: all

Special Divine Magic: Betray Loyalty, Command (Hags, Shades), Dark Walk, Detect Truth, Hell Ride, Lie, Seal Tongue, Summon (Hags, Shades)

Spirit of Reprisal

Flamedevil: According to legend, Flamedevil was Syrul's steed, a fearsome Nightmare of fearsome aspect. Those who betray the cult or seek to break it's traditions can expect to be found by Flamedevil some dark night, never to be found again.

STR: 36 MV: 18
 CON: 16 HP: 26
 SIZ: 36 FP: 52
 INT: 13 DB: 3d6
 POW: 16
 DEX: 19

Location	d20	HP	AP
RH Leg	01-06	6	6
LH Leg	07-09	6	6
HindQ	10-12	10	6
ForeQ	13-14	10	6
RF Leg	15-16	6	6
LF Leg	17	6	6
Head	18	8	6

Flamedevil generally tries to trample opponents, using his flaming hooves to inflict terrible wounds on their bodies.

Bite: 87% 1d10
 Kick: 85% 1d6+3d6
 Rear & Plunge: 90% 2d6+3d6
 Trample: 100% 6d6 vs.. prone targets

Associated Gods

Pyremius: provides Command Pain Spirit

Syrndro: provides Cloak of Illusion



Vatun

Vatun is the Master of Winter Ice, Arctic Beasts, and Northern Barbarians

Cult in the World

Vatun was once the center of the Frost, Ice, and Snow Barbarians cult of Ancestor Worship.

Revered as the first High King of the North, Vatun led his people to the Thallonrian Peninsula, and taught them the skills they would need to survive there.

Among the Northmen, legends of his Heroquests are many, and none doubt that he had a dominant force on their development.

However, approximately 700 years past, rival tribesmen worshipping Telchur somehow bound Vatun beyond the reach of his followers, hoping to weaken them. The Northmen instead redoubled their efforts against those rivals.

The cult of ancestor worship persists among the Northmen yet, as their shamans struggle to find and release the spirit of Vatun from his bondage.

Vatun's cult reserves the 19th of Fireseek as their High Holy Day, with lesser services each Godsdays. Services to Vatun are held outdoors, in a stone encircled pit approximately 2 meters deep by 17 meters wide.

Vatun's priests conduct their services unclothed, even in the worst weather.

Lay Membership (the Family)

Requirements: Lay members of Vatun's cult make simple offerings to their ancestors, appealing to them for help and guidance in their daily affairs. Most clan longhouses boast elaborate shrines to their elders.

Shamans of the cult teach whatever skills they know and have time to teach to their followers.

Initiate Membership (Vatun's Children)

Requirements: Candidates must demonstrate a blood relationship to the clan shaman, in addition to the standard requirements.

Note: Divine Intervention is not available to ancestor worshippers while Vatun remains imprisoned. Spirit magic available to initiates varies depending on what spells the clan shaman has access to.

Priesthood (the Ice Shamans)

Requirements: Vatun's priests are also shamans. As a part of their normal worship, they are expected to donate personal POW and teach new spells to friendly ancestral spirits at least once per year, in addition to any POW or spells taught in exchange for services rendered throughout the year.

Virtues for Vatun's followers include Conservative, Honorable, Loyal, Spiritual, and Warlike.

Common Divine Magic: Worship Ancestors (Vatun)

Special Divine Magic: Axis Mundi, Free Ghost, Gift Power, Gift Spell, Incarnate Ancestor, Snow, Spirit Guardian, Spirit Melding, Summon Ancestor

Shamanic Taboos

- Runic Affinities only.
- Never dishonor an ancestor.
- Never bind or possess a relative without permission.

Associated Gods

None



Wastri is sometimes known as the Hopping Prophet, or as the Hammer of the Demi-Humans.

Cult in the World

While not technically a member of any official list of Suel deities, he is included here because of his origins as a Suloise human. Wastri was among the second wave of Suloise settlers fleeing south into the Vast Swamp, thought lost exploring a stone ruin along the way. When

he returned almost seven centuries later, even the Supremacists among the Scarlet Brotherhood would not claim him as their own, for his deformities and warped priorities were too different from their own.

Wastri's faith preaches the ultimate superiority of humans over all other races, and that the so-called demi-human races are so vastly inferior that they must be destroyed at all costs. Humanoids are fit to serve as slaves, however, and amphibious races are to be honored and protected at all costs, as they, too, demonstrate the perfection of Wastri (the actual tenets of Wastri's faith require significant mental gymnastics to comprehend).

Wastri's followers observe their High Holy Day on the 11th of Coldeven, known as the Festival of the Dripping Moon. Two other holidays of note are the Incarceration and the Liberation.

The Incarceration, held on the days between the 15th-22nd of Goodmonth, marks the time Wastri spent imprisoned by Zagyg; 1 day for each of the 7 years he spent there. During this period anyone casting or sacrificing for divine magic will be stricken by bleeding warts that will not close until the day after the Liberation.

The Liberation is celebrated on the 10th of Harvester, and, as the name indicates, marks the day when Wastri was released from beneath Zagyg's Tower.

Temples to Wastri are typically labyrinths constructed of stone in marshy or low-lying areas, the most influential of which is the Sacred Polystery in the Vast Swamp. Priests of both sexes shave themselves and don loose robes of yellow-speckled gray. Sandals are sometimes worn outside temple grounds, but within all followers go barefoot.

Lay Membership (the Wastriggi)

Requirements: Wastri appeals to those with prejudice against demi-humans as well as those humans who feel that all other races should bow before them. Despite the proximity of the Scarlet Brotherhood, few Suel of the Tilva region venerate Wastri, preferring their own local brand of bigotry and bile over that of the Hopping Prophet.

Skills taught by the cult include Boat, Dodge, Swim, Sing, Speak Languages, First Aid, Lores (Animal <amphibian>, Human, Demi-Human, Poison, Plant, etc.), Martial Arts, Read/Write, Conceal, Ceremony, and Glaive attack.

eligible for further advancement in the cult until they have made journeyman.

Note: Weejas does not offer Spirit Magic to her followers, only Sorcery, Magick, and Divine Magic.

Acolyte Membership (the Keleqa)

Requirements: as per Priests. Acolytes of Weejas are expected to have passed the qualifications for Journeyman rank in sorcery, as well as having pledged to at least one Patron of the Art. During their tenure as an acolyte, followers of Weejas are expected to take the vows of Abjure Armor (2), and at least one Shun [element]. Sorcerers wishing to specialize in Necromancy will find a proper home among Weejas' followers, due to her connections with death.

Priesthood (the Kelkal)

Requirements: Standard, plus the applicant must be ready to graduate as a full Adept sorcerer. At this time, servants of Weejas are expected to have pledged at least three Patrons of the Arts, if not more.

Virtues for Weejas include: Creative, Curious, Energetic, Loyal, and Spiritual..

Common Divine Magic: all

Special Divine Magic: Absorption, Command (various Undead), Create (various Undead), Reflection, Resurrection, Speak With Dead, Stop Resurrection

Sorcery Notes: Common vows for Weejas' cult (not already mentioned) include Abjure (Arts - Lesser, Ceremony, Knightly Arms, Spirit Magic), Adulation, Celibacy, Human Sacrifice, Lawspeaker, Rituals, Sacrifice (CON, Eye, Genitals, STR), Seclusion, Self-Abnegation, Shun Immortality, Tend Familiar.

Common Specialties include Alchemist, Battlemage, Conjuror, Necromancer, and Warlock (any).

Spirit of Reprisal

Shadowedge: In the annals of the cult, by far the most respected of the ancient mages was a young scion of the Imperial Family of Suendrakko, who went only by the name of Shadowedge. He was a Battlemage, a specialist in weapon-enhancing magics.

When Shadowedge seeks out a recalcitrant or renegade follower, he manifests as a black, shadow bladed longsword. Shadowedge attacks and parries with 220% skill, and a DEX of 19. Successful attacks by

Shadowedge drain 1d10 mp from the target, while successfully parrying Shadowedge will inflict mp "damage" to Shadowedge equal to the parrying weapon's rolled damage. For purposes of damage assessment, Shadowedge has 3d20 mp when he arrives.

Shadowedge cannot be affected by magic; nor reasoned with.

Patrons of the Art

Below are a sampling of the Patrons available to Servants of the Magi. It is not meant to be exhaustive. (Though it will likely be expanded at a later date).

Mezhaltos of the Flame: It costs 4 POW to gain Mezhaltos as a Patron. Those who accept his patronage gain a permanent 2 points of armor vs.. Fire damage only, though their skin will forever bear the scars of one who has been severely burned. In addition, by Invoking the Name of Mezhaltos while casting a fire based spell, and expending a point of POW, the effective skill of the caster is doubled for purposes of Art use and special/critical casting results.

Lucrazian the Vain: It costs 3 POW to gain Lucrazian as a Patron. Those who accept his patronage gain a permanent +10% to all Communications skills. By Invoking the Name of Lucrazian while casting any spell that effects the caster's physical attributes or senses and expending a point of POW, the effective skill of the caster is doubled for purposes of Art use and special/critical casting results.

Red Gloom: It costs 5 POW to gain the Gloom as a Patron. Those who accept the Gloom gain a 25% skill in Caloric, the tongue of Red Dragons. By Invoking the Name of their Patron while casting any spell relating to strength, fear, flight, or the evocation of flame and expending a point of POW, the effective skill of the caster is doubled for purposes of Art use and special /critical casting results.

Ruszio Myria: It costs 7 POW to gain Ruszio as a Patron. Those who accept his patronage gain the ability to cloud the minds of those who see them; they do not become invisible, but they become very hard to identify. Three witnesses will give three wildly different descriptions of the Magi who follows Ruszio if they saw him while he chose to be unknown. Furthermore, by invoking the Name of Ruszio while casting any spell of the Shapechange, Phantom <sense> or Transform varieties and expending a point of POW, the effective skill of the caster is doubled for purposes of Art use and special/critical casting results.

Xunc: It costs 2 POW to gain Xunc as a Patron.

Those who accept her patronage automatically add +1 to any characteristic when resisting psionic-type attacks. Magi who follow Xerbo may, by Invoking her Name when casting any spell that affects or alters the mind, memories, or personality of another and expending a point of POW, double their effective skill for purposes of Art use and special/critical casting results.

Blundren'Arc: It costs 5 POW to gain Blundren as a Patron. Those who accept her patronage gain the ability to parry the various Evoke spells (via weapon or shield), reflecting them back at their caster on a critical parry. In addition, when the Magi casts any of the Evoke spells themselves, they may Invoke the Name of their Patron and expend a point of POW, in order to double their effective skill for purposes of Art use and special/critical casting results.

Associated Gods

Norebo provides Charisma



Xerbo is the Suel deity of the Sea.

Cult in the World

Xerbo is primarily the deity of seafaring barbarians, as well as those who fish, trap, or hunt the beasts of the sea. His followers are mainly concerned with the fair use of the ocean's resources, and are opposed to those who over fish, pollute, or kill his creatures for "sport". He is the father of Akwamon, Goddess of Storms.

Xerbo's cultists celebrate their High Holy Day on the 25th of Coldeven. Normal services are held in the surf each Waterday.

Blue-green robes are the chosen garb of Xerbo's priests.

Lay Membership (the Shallows)

Requirements: Xerbo's cult expects that his followers will abide by the "law of the seas", i.e. only taking what one needs to survive, etc.. Skills taught by Xerbo's cult include Boat, Swim, Sing, Speak Languages, Evaluate, Loes (Animal <aquatic>, Plant <aquatic>, Sea, World), Scan, Ceremony, Trident

attack, Net attack/parry, and Shield parry.

Initiate Membership (the Shoals)

Requirements: Standard. Xerbo's cult is pledged to serve the interests of the seas first, it's natural inhabitants second, and humans a somewhat distant third.

Spirit Magic: Countermagic, Detect Magic, Farsee, Flownet, Strength..

Acolyte Membership

Requirements: as per Priests.

Priesthood (the Depths)

Requirements: Xerbo's clerics tend to take a more active stance on seeking out those who misuse the sea. They see it as their sacred duty to bring ruin upon those who despoil the oceans, much as Fortubo's cult seeks out those who destroy the land.

Virtues include: Energetic, Pragmatic, Prudent, and Uncaring.

Common Divine Magic: all

Special Divine Magic: Breathe Air/Water, Call Monster, Command (sea life), Find (sea life), Float, Shield, TrueTrident, Whirlpool.

Associated Gods

Osprem: provides Predict Weather



Thus concludes my Cultural Guide for the Suel.

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