Gods of the Touv Pantheon for RuneQuest

The People

The Touv people are typically dark brown or black in color, with straight or occasionally wavy black hair. Blue eyes predominate over brown, and the rare black eyed child is often considered for training in magic.

Traditional Touv still wear animal skins, but even most of these are cut to resemble the cloth fashions modern Touv now adorn themselves with. Both sexes wear either short leggings or kilts, and either a vest or bare skin above. Heads are preferably bare, pinned with metal or wooden pins or braided into tails. Elaborate needle or beadwork is very common, even on animal hides when worn. Bracelets and other jewelry are common on wealthier citizens, as well.

The Touv language is a blend of all the early tribal languages; easily learned, but difficult to master completely. Some of the other dialects spoken include Etlani (a Touv/Olman hybrid) and Ralat (a Touv / Olman / Rasol hybrid).

Important Dates in Touv History

-0401 Earliest records of the Touv date to this time, popularly believed to have been the time they arrive in Hepmonaland.

0001 Ontal unites the Three Tribes and forges the Kingdom of Kunda.

0605-0895 The Serpent Wars. Touv forces clash with the Olmans of the north.

0900 The Flight of the Olman. Most of the Olman tribes flee Hepmonaland in the face of Touv aggression.

1654 Suloise migrations reach Hepmonaland.

1840 The Kingdom of Kundali falls to sedition as several city states break away and win their independence.

2681 - Present Day.

Touv Mythology

In the beginning, before the coming of the Touv, the world was lonely and had no soul. Everything that was, plants, animals, birds and fish were alone until Uvot, Bounty of the Land, rose to become it's soul. His first actions were ones of thanks; thanks to the sunlight for helping give him life, and thanks to the rain, that nourished the land from which he had sprung. Thus were born Nola and Vogan, spirits of the Sun and Rain, respectively.

Nola and Vogan knew one another, and from their union sprang Breeka, Lady of Beasts and Plants. From Breeka was born Katay, spirit of death, rot and time. At about this time, Uvot knew Nola, and Xanag, the Metal Spirit was born soon afterwards.

Vogan was quickly enchanted by Xanag, and after their union she gave birth to Kundo the Builder, who gave thanks to all the spirits who had come before by creating music to honor them. Chosok the warrior soon followed from that same union, and it fell to him to teach man the arts of war.

Kundo hung the moons in the sky to honor his mother and grandmother, so that Nola's light would never be truly absent from the skies.

On the first night of the world, as Breeka slept, Meyanok the Serpent issued forth from her womb. Jealous of the others, and resentful that Nola did not shine upon him as she had the others, he laid three eggs of his own, children who would aid him against the others.

The first egg to hatch revealed Vara, the night terror; Damaran the vermin crawler, and Berna the vendetta.

Meyanok sent his young to do his bidding, with Vara visiting Grandmother Breeka first. Taken unawares, Breeka was overcome with terror, and in her fear she spawned all the creatures who make the night a dangerous place.

Damaran was sent to Kundo, and infested his buildings with biting insects, though he always fled before Kundo could confront him.

Berna was sent to slay Xanag, but was so awed by the Spirit of Metal that with Xanag's help, she overcame her low beginnings and became the Spirit of Passion she is today. In the earliest days, one rose from the obscurity of the mortal realms to join the gods. Lodot had sought mastery of the mysteries of the world, and in his wanderings had mastered both Magic and Luck. Uvot welcomed the latecoming child with open arms, as he has all mortals since who have transcended their beginnings...

Modern Touv Viewpoints

The City of Byanbo What Your Father Told You

Who are you? - I am Bocoto Rambiil, swordsmith to our Prince.

Who are we? - We are the people of the city of Byanbo. Once a part of the Kingdom of Kunda, we seceded when it became obvious the royalty could not or would not support it's provinces. Now we stand alone, and are greater for it.

What makes us great? - We have lived long in a place where no others would dare, perched between two volcanoes. We have warred with the sea devils and won, and our neighbors trade peacefully with us, out of respect for our steel and the mettle of our warriors.

Where do we live? - We live at the foot of the Ino Hills, on the southern coast of Hepmonaland.

What is important in my life? - You are my apprentice; I will teach you the secrets of my craft. When you are old enough, I will take you before the priests of Kundo and Xanag, as I was once taken. They will initiate you into their followings, and you shall grow strong with their magics.

Who rules us? - We are ruled by Prince Okadi, called the Steam of the Dawn, and our Most Terrible Firelord.

What is evil? - Evil gnaws at the heart of all we strive to protect, my son. Those who serve Meyanok and his spawn plague us for our own transgressions, but more evil yet are the wretched devils from the sea, sahuagin, they call themselves. They raid us seemingly for sport, then slink back beneath the waters to hide from our retribution...

What is my lot in life? - A prosperous life awaits you, so long as you remain at my side. I am swordsmith to the Prince; serve well and that position

will be yours when I am too old to swing my hammer. If you so chose, I could apprentice you with another guild, or ask our lord Prince to accept you as a soldier in his guard, if a fancy uniform is what you want out of life.

How do we deal with others? - We deal with others from strength, the only proper way. We have many friends, though we still refuse to deal with the City of Kings.

Who are our enemies? - The sahuagin from the sea raid us, but we kill them in droves when they do so. They are our only enemies of note.

Who are our gods? - We serve all the Great Spirits of our people. Uvot and Nola have the largest followings, followed by Kundo, Vogan, and Xanag. Berna and Vogan have many worshippers, as does Katay. Many years ago, the Tall Walkers came among us, speaking of their pale gods, but no temples to them exist in our city as yet.

The City of Jolan What Your Mother Told You

Who are you? - I am Pashneel, High Priestess of Vara, your mother.

Who are we? - We are the Touv. We came to this city as warriors, seeking to drive out the Olman warriors who dwelt here, for their practices were foul beyond belief. Now we rule their lands, at least, those lands they have not cursed.

What makes us great? - We were the first to throw off the yoke of the corrupt Kingdom of Kunda, and we have resisted all attempts by other nations to dominate us since.

Where do we live? - We live in the city of Jolan, the most beautiful city in all the world. It sits like a precious gem on the banks of the Ibaz River, nestled in the center of the jungle called Otobo.

What is important in my life? - You are my eldest daughter; in a year's time, you will be brought to the Sacred Place and Tested. If you have inherited my gifts, then Vara herself will smile upon you, and give you the power to bend and bind the minds of any whom you choose. Meditate well on your lessons, and offer the Queen of Night's Terror regular prayers, lest she fail to smile upon you when the time of Testing

comes.

Who rules us? - Our nominal ruler is Prince Ilamo Ilamo, the Spiral Wire. He is but a pawn of his advisors, though. I know, for I am one of them.

What is evil? - Evil surrounds us on all sides. The Kunda Kingdom grew weak and ineffectual, and it sits like a scab on it's former glories. Pale ghosts from the north have bred themselves with the people of Anatal, to the north, and they have grown foreign and strange. Tolanok, which once was our closest ally, was cursed by her priests and exists as a blight on the very land itself. All these things, anything not of Jolan is evil, my daughter, and must be shunned.

What is my lot in life? - In a year's time, you are to be taken to the Sacred Place and Tested. If you share my gifts, yours will be the life of service to the Queen of Terror I have long enjoyed. Fail, and you shall be outcast, no longer acknowledged as my daughter.

How do we deal with others? - We try not to deal with them at all, when we can. Anatal is tainted by the pale ghostmen of the north, whom we have slain when they came to weaken us. Kevot's people are weak, and we suspect that they have begun to mix their blood with the northerners as well, which will be their downfall.

Who are our enemies? - We are far from those who seek to destroy us, but they still seek to pollute our ways with their own. Kevot is weak, and poses little threat to us, but the pale ghostmen prowl out waters, seeking to destroy us.

Who are our gods? - We serve the Queen of Night's Terror, but that is our personal, family faith. Meyanok's priesthood dominates the counsels of the prince, alongside our own. The common people still give worship to the other children of Uvot, as is proper for peasants.

The City of Kundanol What Your Father Told You

Who are you? - I am Ralout, a shepherd.

Who are we? - We are the Touv. We are the true people of this land, born of it's spirit and bound to it's soil.

What makes us great? - Once, Kundanol was the heart and soul of the Kingdom of Kunda. But, when Katay decreed that our time had passed, our great empire came apart like an overripe fruit. But we are still, despite our losses, the spirit of our people. Our city holds the most beautiful temples, and our craftsmen produce the most wondrous jewelry in the land.

Where do we live? - We live in by the shores of Lake Keli, on the Kabrevo Plain. Our city is called Kundanol, and Ontal the First King laid her stones himself.

What is important in my life? - You must watch carefully over our flocks, for even here at the center of the world, predators abound. Our flocks are numerous; if you so choose, you may take a portion when you marry, and they will be the start of your own herd.

Who rules us? - The Heart of the People, our cherished Harvest Prince, Ramut, manyson of Ontal, the First King rules us, and rules us well.

What is evil? - Evil pervades the world, as it has since the time of the First Spirits. Meyanok's servants still walk among us, often disguised. Many gnolls, though able servants, turn to evil if left to their own devices. There is talk also, about these Suel who have made overtures to the cities of the north; the priests of Uvot and Nola do not trust these men, based on what their gods have told them in visions and dreams.

What is my lot in life? - A shepherd's life is not an easy one, my son. Our flocks must be guarded carefully, lest they go astray or fall prey to predators. If you choose to do so, I have saved a few coins over the years, so that if you must, you can find an apprenticeship in the city.

How do we deal with others? - We are no longer the Kings of the World, but we are on good terms with most of our former possessions. We trade in cloth and gold, and in rare woods from the Tabo Forest to all who would buy them.

Who are our enemies? - We have none of note. Occasionally, a feral band of gnolls may raid our settlements or herds, but they are quickly put down or chased back to their wilderness.

Who are our gods? - We still remember all the Great Spirits of our ancestors. Uvot and Nola, Kundo

and Xanag. Breeka and Berna all have their temples, as do Vogan and Katay.

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.



Berna is the goddess of Passion and Forgiveness.

Cult in the World

Born the third and final child of the serpent god Meyanok, Berna was once the goddess of hatred and vengeance. But when her father charged her with the task of slaying the radiant Xanag, so great was her awe of that beautiful goddess that she turned away from her father and with Xanag's help, Berna's very nature was altered to encompass all strong emotions and the forgiving of wrongs.

Berna's followers observe the 1st of Birthing as their

High Holy Day, with additional services on the 1st day of each month. Temples to Berna are typically low stone structures adjacent to Temples of Xanag.

Priestesses of Berna adopt the pelts of jungle cats as their only raiment.

Lay Membership

Requirements: Berna is revered by artists seeking inspiration, lovers, and healers, all of whom seek the blessings this goddess bestows.

Skills taught by this cult include Dance, Dodge, Orate, Sing, Seduction, Speak Languages, Craft (Courtesan), First Aid, Lores (Human, Olman, Touv, World), Play Instruments, Listen, Ceremony and Club attack.

Initiate Membership

Requirements: Applicants must have a minimum APP of 14, otherwise standard. Initiates of Berna work with neighbors, helping to smooth misunderstandings, and working to promote friendship, fellowship, and forgiveness.

Spirit Magic: Banish Spirit, Berna's Convincing Tongue (Improve Orate), Berna's Touch, Countermagic, Ease Pain, Glamour, Solace.

Priesthood/Shamans

Requirements: Standard for shamans. Priests of this cult are known as Forgiving Hearts, and they work tirelessly to bring all their neighbors into understanding that forgiveness brings contentment, and that a new friendship is always more valuable than an old grievance.

They also work to teach both the young and the old the many expressions of passion, so that they too might enjoy life and living to it's fullest.

Virtues for Berna include Indulgent, Joyous, and Social.

Common Divine Magic: all.

Special Divine Magic: Berna's Gift, Cause Passion, Clever Tongue, Community, Courage, Erotocomotose Lucidity, Soothing Word.

Shamanic Taboos

No Hide Soul No Self Resurrection Runic Affinities Only

Associated Gods

Breeka: provides Speak to Animals Xanag: provides Enchant Beauty



Breeka

Breeka is the goddess of living things.

Cult in the World

Breeka is regarded as somewhat distant to her charges, but this is not truly so. It is simply that in balancing all the aspects of her existence, she can never allow one to overshadow the other two.

She is also a troubled goddess, for all of her divine children represent the underside of life; Katay is the spirit of death, and Meyanok was the first of and father to the rest of her people's enemies.

Breeka's High Holy Day is observed on the 1st of Forging, the first day of the Touv calendar. Additional services are held every Lifeday. Temples to Breeka are seldom larger than shrines erected on the outskirts of villages, often marking the end of the wilderness and the beginning of civilization.

When possible, such shrines are woven from living trees and vines, exulting the profusion of life and living things. Priests of Breeka are recognized by their elaborate headdresses of wooden beads and animal teeth.

Lay Membership

Requirements: Breeka draws most of her followers from those who work the land or who herd cattle, as well as those whose job it is to plan the expansion of villages and towns.

Skills taught by this cult include Debate, Orate, Speak Languages, Lores (Animal, Human, Plant, Touv, World), Listen, Scan, Track, Hide, Sneak, Ceremony, Blowgun attack, and 1H Spear attack/parry.

Initiate Membership

Requirements: Requires a sacrifice of 2 POW, otherwise standard. Breeka's initiates, known as BeastFriends, gain a special boon from the goddess; no normal animal or plant will intentionally harm the character, unless the character actively hunts or seeks to harm the animal or plant in question.

Thus a prowling jungle cat will ignore a sleeping BeastFriend, though it still might attack one of his companions.

Spirit Magic: Befuddle, Coordination, Extinguish, Multimissile, Protection, and Speedart.

Priesthood/Shamans

Requirements: Standard for shamans. Breeka's servants, though few in number, wield considerable influence in their communities.

Before any expansion of a Touv village or town, one of Breeka's Chosen is called in to determine what manner of expansion will cause the least disruption, and to warn away or transplant those animals and plants incapable of getting out of the way.

Breeka's Chosen are also sought out by the priests of other cults, especially Nola's, when they are in need of rare medicinal plants, since the Chosen are always aware of where such plants can be found.

Virtues for Breeka's followers include Conservative, Pragmatic, Spiritual, and Uncaring.

Common Divine Magic: all.

Special Divine Magic: Accelerate Growth, Animate War Tree, Call <Animals>, Create War Tree, Fix Intelligence, <Insect> Rage, Replenish Game, Release Intelligence, Speak to <Animals>, Undetectable to <Animals>.

Shamanic Taboos

No Spell Barrage Runic Affinities Only

Associated Gods

Katay: provides Wither

Vogan: provides Predict Weather



Chosok

Chosok is the Touv god of War.

Cult in the World

Brother to Kundo, Chosok took a different course, taking the metal of his mother's province to form weapons, and the violence of his father's storms to weild them.

Chosok's High Holy Day is celebrated on the 5th of Fire, with regular services every Lifeday. Most cities will have individual holidays, as well, in remembrance of great battles won by their soldiers.

Temples to Chosok are typically single story circular affairs, without walls. Seventeen columns support the roof of the temple, a number made sacred by Ontal, for it required this many battles to unite the Kingdom of Kundal in his time.

Priests of Chosok are recognized by the high conical helmets they wear, which are often adorned with the plumage of birds.

Lay Membership

Requirements: Soldiers form the bulk of Chosok's followers, whom they revere for his skill in combat.

Skills taught include Dodge, Leap, Maneuver, Ride, Speak Languages, First Aid, Lores (Human, Olman, Touv, World), Conceal, Listen, Scan, Search, Ceremony, Spear attack, and Shield parry.

Initiate Membership

Requirements: Standard. Chosok's initiates can be found in nearly any militia, army, or guard unit.

Spirit Magic: Bladesharp, Coordination, Fanaticism, Mobility, Protection, Strength.

Priesthood/Shamans

Requirements: Standard for shamans. Chosok's War-Shamans are feared and respected by any who understand their power. War-Shamans always assume positions of leadership in any conflict they participate in.

Virtues for Chosak include Energetic, Joyous, and Warlike.

Common Divine Magic: all.

Special Divine Magic: Berserk, Command (Hounds, Sylphs), Firespear, Retrieve Weapon, Soulspear, Strike, Summon Sylphs.

Shamanic Taboos

No Self-Resurrection Runic Affinities Only

Associated Gods

Kundo: provides Brace Uvot: provides Shield



Damaran is the god of vermin and cowardice.

Cult in the World

Damaran is the middle child of Meyanok, as well as the most unsightly. A coward through and through, his only companions are vermin - insects, rodents, and nokk birds.

In mythology, Damaran is the special foe of Kundo, the god of buildings, and he delights in sending his minions to work the destruction of all kinds of structures.

Damaran's followers observe their High Holy Day on the 7th of Harvest, with additional services every Kunday. Shrines to this cult are commonly built in basements or earthen caves, and priests of this faith adorn themselves in ribbons of black metal or cloth.

Lay Membership

Requirements: Like many other baneful cults,
Damaran receives the bulk of his worship through folk
offering prayers that he withhold his gifts (i.e. that their
homes, granaries, or whatnot remain free of vermin).
No skills are taught to lay members of this cult.

Initiate Membership

Requirements: Standard. Initiates of this cult are seldom welcome in civilized lands, except in times of famine when their unique talents are finally appreciated.

Consummate survivors, the eating habits of most of Damaran's Children would make a vulture gag, and the few tribes led by a priest of this cult manage to survive in places where none other could dwell.

Children receive a special boon from their god; so long as they dine upon only those things that vermin commonly eat, they are immune to the depredations of said vermin. They may also subsist on vermin, and achieve the same results (most eat live mice or insects anyway, as they are cheap and easily obtained).

Skills taught by this cult include Climb, Dodge, Jump, Swim, Fast Talk, Speak Languages, Lores (Animal, Human, Insect, Plant, Touv, World), Conceal, Devise, Listen, Search, Smell, Taste, Track, Hide, Sneak, Ceremony, and Club attack.

Spirit Magic: Coordination, Countermagic, Disruption, Endurance, Protection, Silence, Suppleness.

Priesthood/Shamans

Requirements: Standard for shamans. Vermin Masters exist in a kind of social limbo: undesired at parties, but furtively sought for the protection they can grant or the vengeance they can wreak against one's enemies.

Virtues for Damaran include Pragmatic, Suspicious, and Vengeful.

Common Divine Magic: all.

Special Divine Magic: Command (Insects, Shades, Vermin), Dark Walk, <Insect> Balm, <Insect> Fence, <Insect> Gate, <Insect> Rage, Summon (Insects,

Shades, Vermin), Ward Vermin.

Shamanic Taboos

No Cure Disease No Hide Soul No Self Resurrection Runic Affinities Only

Associated Gods

Meyanok: provides Pain Blow

Vara: provides Fear



Katay is the god of Birth, Time, and Death.

Cult in the World

Firstborn son of Breeka, Katay symbolizes the inevitable march of time from birth to final decay.

In myths, Katay is remembered best as the creator of the Touv calendar, as the ultimate expression of Time's endless march.

Katay's followers observe a long Holy Day festivity that begins on the 28th of Forging and ends before midnight on the 1st of Prayer. Temples to Katay are recognized by the large stone obelisks that stand in the courtyards.

Priests of Katay are recognized by the frayed, deteriorating animal pelts they wear, as well as by the copper calendar disks they wear around their necks.

Lay Membership

Requirements: Katay is served both by sages and legislators, as well as record-keepers of all sorts.

Skills taught by this cult include Debate, Orate, Speak Languages, Evaluate, Lores (Human, Olman, Suel, Touv, World), Read/Write, Listen, Scan, and Ceremony.

Initiate Membership

Requirements: Standard. Initiates of Katay are

expected to both maintain the cult archives and to help add to them. Most serve a few seasons working as peace officers, as well, in between time served in the scriptoriums.

Spirit Magic: Admonish, Befuddle, Extinguish, Mindspeech, Protection.

Priesthood

Requirements: Standard. One of the few Touv deities no longer worshipped in a shamanic aspect, his priests (known as Guides) serve their communities presiding over both births and funerals, and strive to see that the laws, customs, and history of their people are never forgotten.

Virtues for Katay include Calm, Curious, Modest and Social.

Common Divine Magic: all.

Special Divine Magic: Bless Birth, Command Passages, Cremate Dead, Free Ghost, Protraction, Sever Spirit, Summon Passages, Turn Blow, Wither.

Passages

Passages are a type of temporal spirit, 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. Passages all have common statistics:

Characte	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, the strength of a passage is measured in cubic meters, though that is not precisely accurate, it is a useful measurement for comparison. 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.

Associated Gods

Breeka: provides Accelerate Growth Xanag: provides Command Salamander



Kundo is the god of structures, music, labor and defense.

Cult in the World

Born the son of Xanag (by way of Vogan), he takes part in some of each of his parents. He builds in stone (cousin to Xanag's metal) to protect others from rain, but takes the noise and bluster of his father's storms and crafts music from the sound.

A builder's god, many of the great Touv monuments and temples trace their way back to Kundo's followers, by way of both concept and construction.

Kundo's followers revere the 7th of Mining as their High Holy Day, with lesser services every Kunday. Temples to Kundo are always well built, almost fortified structures of heavy stone (shrines are typically built of stout logs with a stone base).

Priests of Kundo generally wear what they would, but most don an elaborate metal breastplate while conducting services, and carry a shield when traveling.

Lay Membership

Requirements: Kundo is mainly worshipped by builders, architects, musicians and many members of the watch; as a defender, Kundo takes great interest in those who defend others.

Skills taught by the cult include Dodge, Sing, Speak Languages, Crafts (masonry, carpentry, most 'building' trades), First Aid, Lores (Human, Mineral, Music, Touv, World), Read/Write, Devise, Play Instrument, Listen, Search, Ceremony, Shortsword attack/parry.

Initiate Membership

Requirements: Standard. Initiates of Kundo are usually considered artisans of whatever craft they follow, be it stonework, music, or soldiery.

When community projects are undertaken, one can usually find Kundo's initiates taking a leading role serving as foremen and job bosses, or inspecting the site for dangers to passersby and the like.

They also engage in a variety of 'community service' projects, usually building shelters for those too poor to afford traditional houses.

Spirit Magic: Countermagic, Endurance, Glue, Magic Push, Protection, Repair, Spirit Screen, Strength, Vigor.

Priesthood

Requirements: Standard. Kundo's priests serve their communities in a variety of ways, but most design buildings, monuments, and other structures for the benefit of their fellows. A smaller percentage concentrate on the musical aspect of their god, and compose many songs and opera to glorify him.

Virtues for Kundo include Creative, Energetic, Honorable, and Social.

Common Divine Magic: all.

Special Divine Magic: Brace, Coerce, Community, Copy, Enthrall, Group Defense, Resist Pain.

Associated Gods Uvot: provides Shield



Lodot is the Master of Magic and Luck.

Cult in the World

Lodot was born in the city of Ikelan when it was little more than a fishing village. Even at a very young age, people remarked at the way things just seemed to happen around him, though it would be many years before he would learn to control the powers that he was born with. He was the first of his people to master the arcane arts, and to teach them to others. Though it took many decades, Lodot eventually found and traveled the Hero's Path and found his place among the divine.

Lodot's High Holy Day is the 23rd of Feast, with lesser holidays on the 23rd of each month. Lodot's temples are thin spires that widen at the top, with extensive catacombs below.

Lodot's priests typically wear white linen robes stained blue at the hem and collar.

Lay Membership

Requirements: Lay members of Lodot's faith are considered student/apprentices of magic, and accorded similar benefits and restrictions.

Skills taught by this cult include Dodge, Jump, Fast Talk, Sing, Speak Languages, Lores (Human, Magic, Million Spheres, Olman, Spirit, Touv, World), Read/Write, Listen, Ceremony, Enchant, Summon, and Staff attack/parry.

Sorcery Arts and Wizardly skills are sacrificed for, once each High Holy Day (Intensity, Maintain, Multispell, Range, Force, Hold, Permanence, and Speed are available.)

Lodot's High Vow includes the Vow of Tend Familiar, and in addition, the mage must always trust to luck whenever possible. He must also oppose the followers of Serpent gods whenever he can, this includes followers of Meyanok, Syrul, and Quetzalcouatl.

Initiate Membership

Requirements: Must meet the requirements for a journeyman sorcerer, in addition to the standard requirements.

Note: Lodot does not offer spirit magic to his followers, only sorcery, wizardry, and divine magics.

Priesthood

Requirements: Must qualify as an Adept, in addition to the standard requirements.

Lodot's priests, in addition to the magical services

they perform, also serve their communities in a somewhat less salacious manner by operating gambling houses and providing an outlet for such behavior 'on the road' as they travel.

Virtues for Lodot's followers include Curious, Honorable, and Reckless.

Common Divine Magic: all.

Special Divine Magic: Discern Magic, Forget, Luck, Reflection.

Sorcery Notes: Common Vows include Abjure (Alcohol, Arts G/L, Ceremony, Servitude), Adulation, Fasting, Humility, Location, Never Kill, Rituals, Sacrifice (APP, Eye, Hand, STR), Shun (Element, Immortality, Tap), Vegetarianism G/L.

Common specialties include Conjurer, Enchanter, Metamorph, and Warlock (any).

Associated Gods None



Meyanok

Meyanok is the god of darkness, venom, and serpents.

Cult in the World

Known as the Dark Serpent of Pain, he is the son of Breeka, and father to all the other evil spirits of the pantheon. Consumed by hatred for his brethren, he constantly seeks to harm them and their followers, and to destroy their works.

Meyanok's High Holy Day falls on the 4th of Fire, the darkest night of the year, with additional services held whenever Konola is in her new phase.

Meyanok's followers seldom construct permanent temples, usually depending on temporary shrines or small temples erected in the ruins of the temples of other gods.

Priests of Meyanok seldom don their full dress except

on holy nights, but such consists primarily of a snakeskin cloak and headdress, and often a tight-fitting body suit made of snakeskin, as well.

Lay Membership

Requirements: Meyanok is worshipped by those who seek power over others, and by those who feel slighted by the world around them. He also garners quite a bit of worship from those who seek to stave off his attentions.

No skills are taught to lay members of this cult.

Initiate Membership

Requirements: Standard. Known as Ebon Serpents, initiates of this cult actively promote Meyanok's cause in the world, helping seduce the followers of other cults to join their own. When words will not suffice, most will not hesitate to resort to violence or mayhem, preferably through hired proxies.

Skills taught to initiates include Climb, Dodge, Fast Talk, Speak Languages, Lores (Animal <serpents>, Human, Plant, Poison, Touv, World), Conceal, Devise, Listen, Scan, Track, Hide, Ceremony, and Masaq attack.

[The Masaq is a short, knurled club with two large "fangs" embedded in the head of the club. When used to strike an opponent, any blow that does better than 50% of the rolled weapon damage <1d6+2> and penetrates armor also injects the target with snake venom (10-12 POT usually).]

Spirit Magic: Countermagic, Darkwall, Fangsharp, Glamour, Shimmer, Strength, Visibility.

Priesthood/Shamans

Requirements: Standard for shamans. Known as Nightfangs, Meyanok's shamans are greatly feared throughout Hepmonaland, for they are the cause of much suffering.

Virtues for Meyanok's followers include Angry, Cruel, Destructive and Vengeful.

Common Divine Magic: all.

Special Divine Magic: Bleak, Blood Feast, Blood

Red, Cause Disease, Command Shade, Darksee, Draw Snakes, Fear, Meyanok's Venomspawn, Pain Blow, Serpent Hide, Summon Shade.

Shamanic Taboos

No Cure Disease No Spell Extension Runic Affinities Only

Associated Gods

Damaran: provides Dark Walk Vara: provides Send Nightmare



Nola is the Sun Goddess, the Healer, Nurturer and Revealer.

Cult in the World

Nola was the first born daughter of Uvot, and the mother of Breeka and Xanag. Nola brings warmth to all of creation, driving away the cold and shedding light where darkness rules.

Nola's worshippers typically rise early each morning, so as to greet their Lady when she rises in the east, but celebrate their High Holy Day on the 1st of Mining. Temples to Nola are typically built of stone, often on a bluff facing east, so as to be the first building touched by the Sun each day.

Priests of Nola are known by their elaborate copper and gold headdresses and collars. Even the maces they wield are often plated with gold, to symbolize the sun.

Lay Membership

Requirements: Since Nola is seen as the Nurturer, she is often worshipped by mothers and those who care for the sick or injured in her aspect as the Healer.

Skills taught by this cult include: Sing, Speak Languages, First Aid, Lores (Human, Olman, Poison, Spirit, Touv, World), Read/Write, Treat (Disease, Poison), Devise, Listen, Scan, Smell, Taste, Ceremony, and Mace attack/parry.

Initiate Membership

Requirements: Standard. Initiates of Nola serve their communities as both as healers and as counselors, helping to nurture both the bodies and spirits of their fellow man back to health.

Spirit Magic: Countermagic, Ease Pain, FireMace, Ignite, Light, Protection, Sustain.

Priesthood/Shamans

Requirements: Standard for shamans. Nola's priests and shamans both strive to uphold the same ideals they served as initiates, though on a grander scale.

Virtues for Nola's priesthood include Altruistic, Energetic, Spiritual, and Social.

Common Divine Magic: all.

Special Divine Magic: Accelerate Growth, Clear Sight, Cloud Clear, Command (Healing Spirits, Salamanders), Gloaming, Heal Body, Increase Temperature, Restore Health to <all>, Regrow Limb, Resurrect, Summon (Healing Spirits, Salamanders), Sunspear, Truespeak.

Shamanic Taboos

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

Associated Gods

Berna: provides Soothing Word

Uvot: provides Bounty



Uvot is the God of Prosperity.

Cult in the World

Uvot is revered by all as the creator of the Touv, and as the leader of their pantheon. He symbolizes everything that the Touv as a people should strive for, namely the use of the lands they have been given in peace, plenty, and fellowship. Violence is deeply frowned upon, unless it is in response to violence committed by non-Touv.

Uvot's High Holy Day is the 15th of Thunder, with lesser ceremonies conducted every Uday. Temples to Uvot are built of white limestone and surrounded by granaries.

Priests of Uvot are easily recognized by the fine garments they wear, whether of cloth or animal skins.

Lay Membership

Requirements: Uvot is popular among farmers and craftsmen, as well as teachers and philosophers.

Skills taught by this cult include Orate, Speak Languages, Craft (Farming), Evaluate, Lores (Animal, Human, Plant, Touv, World), Read/Write, Listen, Scan, Ceremony, and Staff attack/parry.

Initiate Membership

Requirements: Potential initiates must own and actively farm at least one acre of farmland, otherwise standard.

Uvot's Bountiful assist their fellow farmers with knowledge of what crops can revitalize tired soil, and which crops will produce the best yeild for the coming season.

Spirit Magic: Countermagic, Disruption, Glue, Protection, Repair, Strength, Uvot's Eye (Improve Evaluate).

Priesthood

Requirements: Standard. Collectively known as the

Prosperous, Uvot's priesthood usually own the largest, most prosperous farms in the region, though this is not always so.

In lean times, Uvot's priesthood is also always known to share their stores of food with all who need it.

Virtues for Uvot's priesthood include Altruistic, Conservative, Honorable, Prudent, and Social.

Common Divine Magic: all.

Special Divine Magic: Accelerate Growth, Bless Crops, Bounty, Command Gnomes, Preserve Food, Shield, Summon Gnome, Tilling Enchantment, Ward Vermin.

Associated Gods

Kundo: provides Community Nola: provides Truesight



Vara is the goddess of Nightmares and Fear.

Cult in the World

Vara was the firstborn child of Meyanok, and in her pride she considers herself the superior of all her siblings. She ruthlessly uses her powers to control and contort the minds of others, reveling in the fear and madness that results.

Vara's High Holy Day is celebrated on the 14th of Prayer, with lesser celebrations on the 14th of each month. Shrines to Vara are typically built from dark stone or black oak, or in the mouths of caves.

Priestesses of Vara wear necklaces of shrunken heads and mummified animal feet to distinguish themselves from their followers.

Lay Membership

Requirements: Vara is worshipped only by those who genuinely enjoy making the innocent suffer.

Skills taught include Climb, Dodge, Throw,

Intimidate, Orate, Speak Languages, Lores (Human, Touv, World), Conceal, Listen, Scan, Hide, Ceremony, Javelin attack and Dagger attack/parry.

Initiate Membership

Requirements: Prospective initiates must have useable psionic talent. Initiates are taught the skills of Dream Lore, Gestalt and Psionic Combat.

Initiates of Vara are limited to the Aspects of Clairsentience, Metapsi, and Telepathy, in which they can have twice their POW in total Aspect.

Spirit Magic: Banish Spirit, Countermagic, Darkwall, Mindspeech, Multimissile, Shimmer, Torture, Visibility.

Priesthood/Shamans

Requirements: Standard for shamans. Vara's priests are natural bullies, obtaining anything and everything they need via force or threats of force.

Though they prefer to work for their own ends, they will serve as hired muscle if the pay is good and there are ample opportunities to serve their goddess.

Virtues for Vara include Manipulative, Suspicious, Uncaring, and Vengeful.

Common Divine Magic: all.

Special Divine Magic: Bleak, Command Shades, Create Zombie, Erase Memory, Fear, all Illusions, Joyous Adulation, Mind Block - Minor, Mind Read, Send Nightmare, Summon Shades.

Shamanic Taboos

No Hide Soul No Possession Runic Affinities Only

Associated Gods

Damaran: provides Dark Walk Meyanok: provides Pain Blow



Vogan is the Touv god of Weather and Storms.

Cult in the World

Vogan was among the first children of Uvot, and he had children by both Nola and Xanag, for it was his nature to wander the earth, seeking union and spreading his gifts.

Many folk have a mixed relationship with Vogan, praying for rain but petitioning him to withhold the full fury of his storms.

Vogan's followers do not have a set High Holy Day; rather, they gather together when the first storm comes in Calving, marking the official start of Storm Season. Normal celebrations are held every Rainday, in open-roofed stone circles.

Vogan's priests typically wear armbands of dark metal set with green stones, which also serve as a defense.

Lay Membership

Requirements: Most farmers worship Vogan, as they need the rains for their crops. He is also worshipped by fishermen (storms at sea are to be feared), water finders, and anyone seeking fair weather.

No skills are taught to lay members of this cult.

Initiate Membership

Requirements: Standard. Initiates of Vogan learn the secrets of the cult, such as how to predict the weather and how to find clean water.

Skills taught include Boat, Dodge, Swim, Sing, Speak Languages, various Crafts, Lores (Human, Touv, World), Scan, Scent, Ceremony, Bracer parry and 1HSpear attack.

Spirit Magic: Countermagic, Disruption, Extinguish, Spinestrike.

Priesthood/Shamans

Requirements: Standard for shamans. Vogan's priests fill a number of useful niches in their communities. In

addition to sometimes controlling and abating the more violent storms, they cleanse watering holes and streams, locate fresh sources of water, and often serve as matchmakers while traveling between communities (it is said that Vogan's priests, like Vogan himself, have great skill in determining good matches between others, if not themselves).

Virtues for Vogan's followers include Curious, Energetic, Loyal, and Proud.

Common Divine Magic: all.

Special Divine Magic: Cloud Call, Command Sylphs, Fog, Increase Wind, Lightning, Predict Weather, Purify Water, Rain, Summon (Sylphs, Wind), Wind Words.

Shamanic Taboos

No Self-Resurrection Runic Affinities Only

Associated Gods

Nola: provides Increase Temperature



Xanag is the goddess of Metals and Beauty.

Cult in the World

Xanag was born of Nola and Uvot, and is thought to be the very spirit of Earth transformed by Fire. She is also the spirit of Beauty, and chooses to express this beauty in wondrously crafted metal implements.

Xanag's High Holy Day is celebrated on the 5th of Lovers, with regular worship services every Lifeday. Shrines to Xanag can be found near every forge and in many gem and jewelry shops. Temples are rare, but where they exist the are simple stone affairs with a jeweled arch of gold permitting entrance to the inner sanctum.

Priests of Xanag wear a golden helm (open-faced, but

with cheek guards) while leading ceremonies.

Lay Membership

Requirements: Xanag draws many of her worshippers from what would be considered traditional sources; miners, smiths, and gem cutters. But she is also worshipped by lovers, poets, and artisans, as well as many soldiers (who offer prayers to Xanag concerning the quality of their metal weapons).

Skills taught include Speak Languages, Crafts (any relating to metal or gem working), Evaluate, Lores (Human, Mineral, Olman, Touv, World), Read/Write, Devise, Listen, Ceremony, and Shortsword attack/parry.

Initiate Membership

Requirements: Standard. Initiates of Xanag are considered apprentices in whatever craft they follow.

Spirit Magic: Countermagic, Fireblade, Glamour, Heat Metal, Mold Metal, Repair, Strength, Strong Hammer.

Priesthood

Requirements: Standard. Priests of Xanag, in addition to being considered masters of their crafts, are also called upon to officiate marriages. According to tradition, a union forged by a priest of Xanag is stronger than any other; if a priest of Xanag is not available, a couple will often renew their vows before one when he or she does visit the area.

Virtues for Xanag are Calm, Creative, Energetic, and Spiritual.

Common Divine Magic: all.

Special Divine Magic: Command Salamander, Earthwarm, Enchant Beauty, Enhance Gustbran, Hide Fire, Marriage Oath, Summon Salamander.

Associated Gods

Nola: provides Increase Temperature

Thus concludes my Cultural Guide for the Touv.

The World of GreyhawkTM Wizards of the Coast. RuneQuestTM Avalon Hill Games. Special thanks to E. Gary Gygax, who created Greyhawk, and to Sean Reynolds, who not only created the Touv, but who gave us the **first** fully detailed pantheon with genealogies and mythology!

Appendix What the Runes in these writeups stand for, and who rules them.						
6	Air	Air, Storm, Violence VELNIUS		Law, Malign	Ordered, Regimented	
\wedge	Alchemy	Alchemy, Transformation	0	Light	Light w/o Heat PELOR	
A	Beast	Animal Life	π	Luck	Luck, Chance, Randomness	
22	Betrayal	Betrayal, Treason, Falsehood SYRUL	R	Magic	Magic, Energy BOCCOB	
\	Chaos	Entropy, Corruption, Chaos THARIZDUN	웃	Man	Humanoid Life	
•	Cold	Cold	Ш	Mastery	Self-Knowledge, Internal Unity, Control	
	Darkness	Darkness THARIZDUN	*	Mind	Thought, Mental Processes, Psionics	
†	Death	Separation, Conflict, Death NERULL	Φ	Moon	Mysteries, Tides, Luna SEHANINE	
Q	Disorder	Disunity, Trouble, Trickery	•	Half Moon	Seasons, Cycles, Celene CYNDOR	
*	Dragon	Majesty, Power, Dragons	ಒ	Movement	Change, Instability	
	Earth, Light	Earth, Solids (Beneficial) BEORY	\mathbb{H}	Planes, Inner	Elemental & Inner Planes DORGHA	
	Earth, Dark	Earth, Solids (Maleficient)		Planes, Outer	Outer Planes, Hells	
	Evil	Malice, Hatred, Evil ASMODEUS	%	Plant	Vegetable Life	
*	Fate	Fate, Destiny, Status ISTUS	8	Portals	Portals, Doors, Locks, Keys, Passages DALT	
X	Fertility	Love, Life, Growth, Fertility	•	Shadow	Light Within Darkness, Secrets	
0	Fire	Fire, Heat, Sky, Light	*	Slavery	Slavery, Confinement, Subjugation	
III	Harmony	Unity, Cooperation, Healing ZODAL	\$	Spirit	Discorporate Beings, Communication b/w Worlds	
0	Heat	Heat w/o Light	9	Stasis	Stability, Strength KORAM	
*	Hunger	Unfillable Hunger, Cravings	H	Trade	Exchange, Commerce	
•	Ice	Cold w/o Darkness	Y	Truth	Truth, Knowledge ZANN	
•	Illusion	Tricks, Concealment, Lies	€	Undeath	Undeath, Living Dead	
∞	Infinity	Unendingness, Time LENDOR	常	Void	Waste, Reversal, Loss ACERERAK	
1	Kinship	Kinship, Family YONDALLA	W W	Water	Water, Liquids PROCAN	
Δ	Law	Ordered, Unchanging, Reliable		Work	Industry, Labor MORADIN	