

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

Associated Gods

Katay: provides Wither

Vogan: provides Predict Weather



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 wield 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 Chosok 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

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Katay

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:

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, 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, Loes (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 Quetzalcoatl.

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 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 Mасаq attack.

[The Mасаq 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, Loes (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 yield 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 IHSpear 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 they 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 Greyhawk™ Wizards of the Coast. RuneQuest™ 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.

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