

Tracy -

Here is the file on the Torillian Gods. It consists of three parts: The "Open File" given to the players for choice of god, the "Closed file" of god-powers laid out similar to the DDG, and a Creation Legend. Keep in mind the following:

- 1) These were created ages ago, so inaccuracies and typos abound.
- 2) These were also created before the DDG, in those halcyon days when the Dragon had a pantheon every other month.
- 3) These are very variable: Any one deity can be bumped if a decent avatar turns up.

Peace, Love, and Woodstock

Jeff Grubb

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Parts—There are actually five sections to this document, not counting this cover letter. I have presented them in the order in which I received them, which seems from this letter to be clearly the order in which Grubb also sent them to Hickman, even though that appears not to be the order of their genesis. For convenience, I will refer to these parts as A, B, C, D, and E. A and B make up the "Open File," C is the "Closed File," D is the "Creation Legend," and E is a summary of the All-Saints War. C is possibly the oldest text, concurrent with A as a "light on details" version for players. The combined text of B, D, and E represents a later major expansion of info for players.

DDG—the *Deities & Demigods* AD&D hardcover by Jim Ward and Rob Kuntz. The stat blocks of C are actually in the style of DDG's Original D&D (henceforth OD&D) precursor, *Gods, Demi-gods, and Heroes*, by Kuntz and Ward.

The Matter of Theology  
Religion in Toricandra

Introit: Toricandra operates on a tripedal system in regards to the conflict of good versus evil and law against chaos. The three legs of faith are a supreme Good/Lawful, a supreme Evil/Lawful, and a Chaotic Confederation straddling the good/evil line. On the Good/Lawful (GL) side is the Supreme High Being Torallah Eruidan, served by his Seven True Emissaries to the Earthen Sphere. On the Evil/Lawful side, Shatain Ben-Desmos also has his Order of The Seven. The third side consists of rebellious/chaotic beings, of which there are seven Truly High Beings. This third side leans towards non-alignment, and hence is called in many folk tales the Lords of the Neutrality. The High Saints, usually mortal souls that have exemplified Good/Lawfulness, are of a lesser crystal than the High Beings, as are Good/Chaotic Godlings and Evil/Lawful Devils. The Demon-Class, totally evil and chaotic, are lesser crystal beings, but under the guidance/release, but not control, of Hiddukel Demon Master.

The Good Guys in White Hats: The Good/Lawfuls

Chief of the Lawful Supreme High Being Torallah Eruidan: Highest of all lawfuls, abides in the great crystal palace of Overheaven, high removed from the circles of the world. It is said in the Old Writing before the Demonage that Torallah Eruidan sits upon a Diamond throne laced with gold, and has a reflecting pond before him thru which he can see all that transpires in the Universe. His symbol is the seven-candle menorah, each candle representing one of his Emissaries.

Draco Paladin, The Platinum Dragon: Larger than the greatest whale and from 20 to 40 HD, depending on the situation, this steel clawed creature abides in a castle at the North Pole, but often makes ventures into the outside world. If killed, his physical body will pass from this plane, but his soul will be rekindled within a year of his slaying, and he will take wing on the first anniversary, to right wrongs and even scores. Widely respected by the populace, is considered the most popular of the Emissaries, and his churches the richest. Devoted solely to the establishment of order and justice.

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Toricandra—All worlds in C.S. Lewis's Ransom Trilogy end with the suffix "-andra". There are other occasional references to Lewis in these texts, but henceforth the world is referred to simply as Toril. Grubb lent this world name to the Forgotten Realms ("Abeir-Toril").

Alignment—Originally, OD&D had only three alignments: Lawful, Chaotic, and Neutral. In *The Strategic Review* #6, Gary Gygax adds Good and Evil into the mix, so that there were a total of five (not yet nine) alignments: LG, LE, N, CG, and CE. The alignments of Saints, Godlings, Devils, and Demons come directly from this article. However, Grubb replaces N with CN and makes LG, LE, and CN the most essential alignments in his campaign.

Mâjére (pronounced mawh-JER-e) The Mantis of the Rose: Primary order of Lawful Monks, and respected by those Monks not of this belief, Mâjére dwells with the Grand Master of Flowers, and has done so for as long as there have been records. On occasion, when summoned from the Grand Master or when a Chaotic becomes GM of Flowers, the Mantis takes to wandering both in the real and nether-worlds. A huge coppery mantis impervious to all non-magical weapons, Attacks as the Grand Master would, Flies like a Pegasi when needed, is of 20 HD, and is renewed as is the Platinum Dragon. Its followers believe in suppression of Earthly gains and in exultation of the Id over the Ego.

Kiri-Jolith, the Bison-Headed Minotaur: Kiri-Jolith stands for the doing of great deeds, and representations of him are found in even the most primitive of societies. (Note the Bison-Dance of the Sothlands Warriors.) Man-sized, save for the 4' horn spread (2-24), sharpened to razor points, he is said to wander thru the world, hunting great beasts and taking holy quests. He carries a flaming Paladin's Sword at his side, is AC Ø, and is 15 HD.

Solintari, the Ivory Sphere of White Magic: forged in the Founding of the World, proceeding the All-Saints War, Solintari appears as a white sphere without shadow. Impervious to Weapons, Psionics, and spells used by less than a 25th level wizard, has all Magical and Clerical Spells in its power, and may betoken them to deserving but needy magic users. If destroyed, cannot be replaced. Is therefore rare.

Meshakal The Healer: Patron of Physicians and some clerics, pledged to aid all good creatures in need. Appears in sky blue robes, is slightly translucent, as if not a real image. Has never been known to be harmed. Is wandering through the world, seeking the pure in heart for sainthood. Some report he is responsible for the woods of Ice to the North Central.

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The Platinum Dragon—originated alongside his counterpart, the Chromatic Dragon, in the OD&D supplement *Greyhawk* by Gary Gygax and Rob Kuntz, where both dragons are unnamed.

Monks—OD&D originally had only three classes: Fighting Man, Magic-User, and Cleric. The Monk originally appeared in the OD&D supplement *Blackmoor* by Dave Arneson. Monks are “usually lawful (75%, 20% being neutral and 5% chaotic).” For each level starting with 7<sup>th</sup>, there is only one Monk of that level, and in order to advance you must accumulate the requisite experience points and then defeat the current holder of that rank. The loser is demoted a level. The highest level is 16<sup>th</sup>, and is known as the Grand Master of Flowers.

Magic-Users—this term throughout does not encompass all spell-casters (Illusionists, Druids, Clerics), but refers specifically to the Wizard archetype.

Habbakuk King Fisher: Appearing as a kingfisher of great size (17) Habbakuk uses all fish and fowl as his eyes. Holy to all dwellers of air and water, he is usually shown with trident in claw. Dwells with a pride of Lammasu in the ice sheet cliffs overlooking Lake Palmer. Renews itself as does Draco Paladin. Searches for Saints.

Branchāla Bard King: Greatest of the Early Elven Kings, made immortal emissary after the fall of Reorx the Forge. Translucent as Meshakel, is often represented by a great tree shaking on a windless day. Has no true physical body, appearing as an elf wearing a king's helm with a mandolin over his green-caped shoulder. Symbolizes song incarnate.

The Neutrals:

Gilead The Book: Represented as an aged, bent Librarian, Gilead is revered by sages. Carries the book of life Torbil, containing the names of all those, good and evil, who walk on this plane, along with their date and place of death. Acted as Referee/Moderator during the all-Saints War, declaring his neutrality, and branded as a chaotic when he renounced his referee position after flagrant violations of trust. His Immortal Godling Assistant, Renwar the Ace, has currently been relegated to some small job to teach humility.

Sirrion "The Flowing Flame", appearing as a giant Salamander, is revered by the alchemists. His symbol is the fiery trident, or a three pronged flame, and Sirrion cannot be extinguished. Said to be the first Alchemist during the All-Saints War, and the inventor of Banapple Gas. Anti-Cold, is mainly found on an island desert.

Lunitari Crystal Sphere of Grey Magic. Operates at times like a crystal ball of past, present, and alternate futures, knows all Illusionist and Druid spells. All the mage spheres have a poison touch, save or else fatal. As Solintari, is only sentient of his kind.

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Lammasu—From *Greyhawk*: "These creatures are human-headed, winged lions which are highly lawful in nature and very magical."

Bards—this class debuted in *The Strategic Review* #6.

Alchemists—this class debuted in *The Dragon* #2.

Illusionists—this class debuted in *The Strategic Review* #4 and was expanded in *The Dragon* #1.

Reorx the Forge: Eldest of the Dwarven race, one of the High Emis-saries until the All-Saints War, when he forged the spheres of White, Grey, and Black Magic. Respected by Dwarves and Gnomes, he is usually pictured as a long-bearded, sturdy dwarf at the Iron, and is said to have forged the first great magic weapons, later teaching his methods to the wizards. (Indeed, all intel-ligent swords are inscribed with a blessing-rune.) His temples, once populous in the mountains, have since been sacked by Gnolls and Trolls. Reorx possesses the great +13 War Hammer, with which he forges the great weapons. It requires 24 mortals to even lift it, as a few legends in various parts testify to.

Chislev, Feathered Cleric of Nature: Immortal Highest Druid, said to be nature incarnate, wears a high foreheaded mask surrounded by eagle and jubbub feathers. His symbol is the crossed feather, mistletoe, and curved sword. All druids, and some other characters of neutral nature revere him. His chapels may be found in copses, oftentimes in rural areas.

Zivilyn: The great tree of life and knowledge, growing in the heart of the Great Southern Forest. (Size, 2500 sq. mi, or the approximate size of Texas.) Its fruit contains all knowledge, good and evil. Centaurs, Dryads, and Ents regard Zivilyn as holiest of holy, and Centaurs use symbolic yellow fruit in their maturation ceremonies.

Shinaré, the Winged Griffon: The highest flying beast in many eyes, noblest of horses, and high being of the Merchant and the Horsetrader, the Winged Griffon is a profitable religion, and its temples are rich in treasure and magic (and also in body guards). Many Sectarian Villages of Shinaré exist in the far west, such as Buffalo Hunter and the like. It is rarely encountered, and then in the ethereal plane.

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Dwarves and Gnomes—These races are practically identical to each other in OD&D, save that Dwarves typically dwell in mountains and Gnomes in hills.

Druids—This class debuted in the OD&D Supplement *Eldritch Wizardry* by Gary Gygax and Brian Blume.

The Boo-hiss Brigade; the Bad Guys

The Supreme Existential Being of All Shatain Ben-Desmos: Highest of the Rebellious Lawfuls. Shatain Ben-Desmos precipitated the All-Saints War, and corrupted Reorx to make Nuitari in the spheres. Lives in the great temple of darkunder, located in the bowels of the earth, and sits upon a high bench of volcanic obsidian. A spherical mirror in the center of his Throne Room operates like Torallah's reflecting pond. Controls his own legion of lesser crystal devils, and has a mediating voice in actions of lesser demons thru his first lieutenant Hiddukel.

Draco Pan Cerebus-The Chromium Dragon: The most chaotic of the Evil Lawfuls, The Dragon Queen almost borders on true chaoticism. Of Equal Strength as the Platinum Dragon, and like him, possesses psionic power. She occupies a mighty cavern with three entrances; two to the surface, and one of equal distance leading to the Ebony Gate of Darkunder.

Nuitari, the Ebony Sphere of Black Magic: Like the Ivory and Crystal Spheres, Nuitari has the poison touch, and is not harmed by ordinary weapons. Endowed with all destructive spells, magical and clerical. Its very approach causes save versus disease. It cannot be replaced.

Sargonnas: The Red Condor, held most holy by the Vigilante Order of Evil Monks. Sargonnas seeks control of all great magical weaponry and discipline for a glorious jihad against Goodness. In the Manchuan Coastal Areas, it has been supplanted by the Order of the Metal Worm, but its tenets remain the same.

Morgion of the Dark Brotherhood: The Antithesis of Meshakel the Healer is a dark-cloaked being with an unviewable face (Save versus Death Ray, if saves, imbecility for 1-10 years). Revered by Anti-Clerics in particular. Spreads disease in its wake. Blamed for the greatest plagues, and a house hit by death is said to be beneath the tread of Morgion. Works in conjunction with the Demon of the Red Skull.

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Darkunder—Here we find the origin of the word Underdark, though the Underdark as we know it originated in *Descent Into the Depths of the Earth* by Gary Gygax. The term Underdark first appeared in the *Dungeoneer's Survival Guide* by Doug Niles.

Anti-Clerics—The name in OD&D for evil Clerics. They cast the reverse of Cleric Spells, including the dreaded *finger of death* (reverse of *raise dead*).

Chemosh (SHEE-mosh) The Undead's Lord (depending on who is talked to). Believed to be Orcus's superior, though the two are at constant war. His red-cloaked body, a glowing skeleton, drains 7 life energies at a touch. Pictured with a great scythe of Death, Chemosh is Saint of Unholy War.

Zeboim the Dragon Turtle Revered by the Sahuagin, this the greatest of the Dragon Turtle Class may be equal in prowess to the Chromium Dragon, and carries islands upon his back. Causes great heat in its vicinity, and unless protected anyone within a half mile will be boiled to death. Usually roams the world Ocean of the Forever Sea.

Hiddukel, titular leader of the Demons, holds the keys to the Damned Demon Plane of Kendelkahn. Given control of the Demon Plane after the ruination left by the Demon Age, when the great Empires sought to control the Demons to destroy each other. Lets them go as are demanded by Shatain. Pictured as a mannish character with a pointed tail and horns as a devil, dressed impeccably as a merchant. Was in charge of the Devils and Anti Saints before the Demonage.

Demon Princes: Hiddukel's List (Partial)

Cerebus

Orcus

Demogorgon

The Vacuum Beasts (3)

The Red Skull

The Blue Glove

The True Metal Worm

(of which the Manchu's is a mere shadow)

Mistilav the Showman

Carlintari the Gnasher

Corantil the Stinging Scorpion

Kortal the Misty One

Rabbinowitch the Maker of Golems

Lizarus the Lightning Beast

Prentil the Crusher Ape

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Orcus—Demon Prince of the Undead is from *Eldritch Wizardry*. In contrast to Chemosh's skeletal grim reaper figure, Orcus is fat, goat-legged, ram-headed, and bat-winged.

Sahuagin—Devil Men of the Deep from *Blackmoor*. Nasty, Cthulhuian monsters, a threat to Sea-Elves and Mermen.

Demogorgon—another Demon Prince from *Eldritch Wizardry*.

On the matter of Religion  
 A guide to the Torillian Faiths  
 And a short note of Creation  
 And History of the World.

In order for a cleric to cast spells of power, it is necessary for that cleric to be aligned with a religion and with its deity. This is handled by a trio of Pantheons representing Good/Law, Evil/Law, and the Chaotic Neutrals. The difference between Good and Evil on Toril is more pronounced than that separating Law and Chaos. There will be Good-Chaotic priests for Good-Lawful Emissaries, for example, which indicates the cleric agrees with the faith's purpose but not its dogma. Such a cleric would not receive much aid from the church hierarchy, though.

There is one Supreme Good/Lawful and one Supreme Evil/Lawful. Neither of these powerful entities are worshipped directly, rather they are worshipped through their Emissaries to this earthly plane. Each has seven emissaries concerned with Toril, The primal plane. In addition, there are seven "lords of Neutrality"; fallen good/lawfuls and powerful non-aligned beings from the earliest times. This Guide is to Aid in the selection of a Faith for new clerics.

#### The Good Lawfuls

Chief of the Lawful Supreme High Being Torallah Eruidain  
 Draco Paladin, the Platinum Dragon  
 Majéré, the Mantis of the Rose  
 Kiri-Jolith, The bison-headed Minotaur  
 Solintari, the Ivory sphere of White magic  
 Meshakel, the healer  
 Habbakuk, the Fisher King  
 Branchala, the Bard King

#### The Evil Lawfuls

The Supreme Existential Being of All Shaitain Ben-Desmos  
 Draco Pan Cerebus, The Chromatic Dragon  
 Nuitari the Ebony sphere of Black Magic  
 Sargonnas, The Red Condor  
 Morgion of the Dark Brotherhood  
 Chemosh, Lord of the Undead  
 Zeboim, the Dragon Turtle  
 Hiddukel, the Master of Demons

#### The Neutrals

Leader: none  
 Gilead the Book  
 Sirrion the flowing Flame  
 Lunitari, the Crystal Sphere of Grey Magic  
 Reorx the Forge  
 Chislev, the Feathered Cleric of Nature  
 Zivilyn the Tree of Life  
 Shinaré the Winged Griffon

### The Good Lawfuls

#### Torallah Eruidain

The Supreme Chieftain of the Lawful Goods is not worshipped directly, save by the cult of the Pal-Edan Fighters. He abides far from the circles of the world, on Greymont in the forever sea, in the Great Crystal Palace of Overheaven. He takes no action directly in torillian affairs, acting instead through his created emissaries. His symbol, and the symbol of all good law, is the seven-candled Menorah.

#### Draco Paladin

The Platinum dragon, firstborn of the Dragon-breed, abides behind the winds that circle the world, but the entrance to his lair is said to be to the uttermost north. Greater than the largest whale, he oftentimes forays into the outer world, and is a seeker of the ultimate wealth of those that follow him. His symbol is a silver triangle.

#### Solintari

Worshipped chiefly by mages, the sphere of white magic is one of the three mage spheres created by Reorx the Forge in the time before the All-Saints War. As with all the mage spheres, it is nine separate planes of existence bent in on themselves, and holds all knowledge of spells for use of good. A sphere of Ivory is its symbol, and its priests wear white robes trimmed with red and tan.

#### Meshakel, The Healer

Meshakel appears as a man in slightly cloudy blue robes. He is the Emissary of healing and curecraft. He has no abode save overheaven; he may be responsible for the Woods of Ice to the north. The faith itself has a strongpoint in American Pie, where the "Ruler" of the town is Larkjust the Wise. Meshakel is said to ride Antir the Phoenix Roc, and bear a staff and bottle of great power to aid him.

#### Majere, the Mantis of the Rose.

Majere appears as a great coppery mantis, is the emissary to the monkish breed, and those who choose to put the higher spiritual self above the material self. He is said to dwell with the Grand Master of Flowers as long as that Grand Master is good. His priests wear copper armlets and necklaces, and grey robes.

#### Kiri-Jolith, the Bison headed minotaur.

One of the most recurring and misconstrued Emissaries is Kiri-jolith, The emissary of the sword, of the holy quest, and of the just fight. Followers of his faith are found in all societies (Note the Horned Helmsman of Vike tales and the Bison-Dance of the Sothron Tribes). He appears as a storm giant with a bison head, and wields a flaming vorpal blade in combat. His priests vary in customs, including a fallen sect known as the minotaur mages.

#### Habbakuk Fisher King.

Habbakuk abides in the great ice north of Lake Palmer, and in fact a large temple is located at Emerson. All fish and fowl are ~~his~~ her eyes, and she is worshipped by those who sail on or live below the sea. She appears as a great kingfisher, a flurry of blue, white, and black, which are the colors of the priests vestments. Her teachings are those of harmony with nature.

#### Branchala Bard-King

The youngest of the Emissaries, though they be ageless, Branchala ascended to service beneath Torallah following the All-Saints war. He appears as an elf in greens and yellows, and is knowledgeable in legends and fables, as well as poetry, music, and crafts. He is much beloved by the elves, who picture him as a dark elf with a mandolin, riding a pegasus.

#### The "Lords of Neutrality"

##### Gilead the Book

Appearing as an aged wise man, Gilead bears the book of life and death, the Torbil, bound in grey much as the emissary is garbed in grey. Once listed among the good/lawful pantheon, Gilead left Overheaven never to return during the All-Saints war. He is the god of knowledge and truth.

##### Sirrion the Flowing Flame

Sirrion appears as a free-willed fire elemental, for in fact Sirrion can control the swirling chaos that separates the planes. Rather, he is representative of that swirling chaos that threatens to break into the Torillian Plane. Ancient texts refer to him as the grandfather of Alchemists and the creator of Banapple Gas. The few priests he has wear bright oranges, yellow, and reds in swirling cascades.

##### Luntari The Crystal Sphere

The second of the three great mage spheres created by Reorx, the Crystal Sphere holds too nine planes wrapped about themselves. All illusions and scrying lies within its power, as is all history not forbidden by other deities. It is worshipped by neutral mages, who are oftentimes found in their temples bedecked in grey.

##### Reorx the Forge

Reorx, Patriarch of the Dwarves, forger of all weapons magical, creator of the Mage Spheres, was also once of the Good/Law hierarchy, until the All-Saints War. Appearing as a great stoic dwarf at his tongs, he is revered by dwarves and gnomes everywhere. All magical items must bear a rune inscribed to him for their magic to take effect. He is a tinker and a smith, and has wrought many of the great artifacts of the world.

##### Chislev, the Feathered Cleric of Nature

Druids are the Followers of Chislev, and few others. He appears as a man in ceremonial headdress, his face masked. He is a god of nature, and of equilibrium. He in turn has emissaries, much like the supreme good and evil, known as the Kachinas, who have differing powers and realms in the land of nature.

##### Zivilyn, the Tree of Life

Zivilyn moves not from her place in the great south forest, but her roots stretch through all the planes of existence. Her fruit is said to bring both madness and clear visions. Its symbol is a golden tree, and it is said that centaurs are her guardians and followers.

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Gender and the Gods—Surprisingly, Draco Pan Cerebus is the only deity treated consistently as female. All of the other gods are generally treated as male or genderless. Here in B, Habbakuk (Fisher King?) and Zivilyn (a tree) are changed to female, but this is not borne through in D and E.

### Shinaré, the Winged Griffon

Shinare is a being of great power, appearing as a titan sized griffon capable of carrying a score of fighters on its back. It, like Branchala, was involved in the All-Saints War, but its jealousy is said to have turned it away from Overheaven. Its faith is among the richest in the world, and also the most commonplace, as it is favored by merchants, bandits, and the thieves guild. His great lair is said to be far over the sea.

### The Evil Lawfuls

#### Shaitain Ben-Desmos

The opposing force of Torallah Eruidain, Shatain (pronounced Shah-ta-HEEN) seeks to bring all the planes under his control. He abides in the lowest pit of Darkunder in a great tower of black obsidian. He is not worshipped directly, nor is his name spoken by others without fear of retribution, save the paltains, evil fanatical fighters. He is lord over all the other Emissaries and carries titular control of the great demons, though he lusts after their souls as much as any saints.

#### Draco Pan Cerebus (Kare-ah-Bus)

The Chromatic Dragon lives in a great circular lair surrounding the entrances to Darkunder, with her harem of elder evil dragons. Here she is both guardian and servant to Shaitain. She seeks destruction of the human races and the supremacy of dragon-kind (hers, of course). Her symbol is the red Dagger, point downward.

#### Nuitari, the Sphere of Black Magic

Nuitari is like its comrade spheres, yet the planes entrapped within drip of the rot and decay of pure evil. Forged also by Reorx the Forge, 'twas the creation of these spheres that caused the All-Saints War. Evil mages, dressed in black and hood in red, attend its services.

#### Sargonnas, the Red Condor

The red Condor's base is in the evil monks and in the dervishes of the desert, where its shrines are to be found. It seeks to overthrow its enemy, the Mantis, by raising and bringing forth evil Monks to challenge the Grand Master and pervert the orders of the monks. His symbol is the red hawk, or thunderbird.

#### Morgion of the Dark Brotherhood

Morgion appears as a great cloaked wraith, yet he is known as the unviewable, for those that meet his rimless eyes will perish. Black is his color, and disease follows in his wake as he undoes all life, healing, and light. His servants are legion, and he is aided by the Demon of the Red Skull and the Five Creatures of Chaos. He bears a staff and rides the Deathbird, Elçon.

#### Chemosh of the Undead

The true lord of the undead, more so than Orcus, but only marginally so. Chemosh supervises the creation of all true wraiths and wights, and liches are dedicated to him. He appears as a great skeleton with a scythe and leaves a wake of death and dread behind him.

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The Paltains of Shaitain—another word play on Paladin (like the Pal-Edans of Eruidan). The Paladin debuted in *Greyhawk*. The Anti-Paladin NPC class was printed in *Dragon* #39, but if that article was used, I suppose it would date B/D/E about four years later ('80/'81) than C/A ('76/'77).

#### Zeboim the Dragon Turtle

Zeboim rules the waves with an iron fist, and its very existence in a sea spells death for those visited by it. It is the emissary of the Waterspout, the hurricane, and the sahuagin. Its symbol is a jeweled dragon-turtle, and its priests fanatical in the devotion of treasure to the lord of the sea.

#### Hiddukel, the Demon master.

Hiddukel is the supposed lord of demons, who themselves accept no such lord. He is the right hand being of Shaitain, and is the master of deception. He appears as a merchant prince rich and wealthy, and willing to share in return for "favours". He holds the keys to the Demonplane, along with a demonsword named Hexcaliber and a throne known as The Harlot. He is the patron of politicians and philosophers of evil.

The Matter of Theology

God Control Central

This is not to be shown to player-characters.

Chief of the Lawful Supreme High Being Torallah Eruidan--: Never seen in the earthly plane, Torallah occupies the Great Crystal Palace of Overheaven, far removed from the circles of the world. He cannot be killed, and is 100% magic resistant. He acts only through his emissaries, as does his opposite number. Those that may somehow venture to this holy place must first plunge through the ethereal depths of the sun itself, to find themselves at the base of the Greymount, upon which the palace lies. Lammasu, Shedu, and other Lawfuls guard this area from all but those with purest hearts. Should some being merit enough to be recognized by Torallah, he may be made a Saint, or serve in his palace or on Mt. Greymount for eternity.

Torallah Eruidan has two items of great magic, the Diamond Throne and the Reflecting Pool:

The Diamond Throne: covered with gems, this artifact may only be touched by Emissaries. It pacifies all lawful mortals within 50 yards, paralyzes all neutrals, and kills outright all evil and chaotics within the same range. It has perfect teleport, and is rarely sent to rescue those saints in the greatest of needs.

The Reflecting Pond—a rectangular pond 10' by 5', by which all that happens over the earth may be viewed. The Pond is missing one stone, stolen by Shaitain Ben-Desmos, that reveals the doings of Darkhaven. Otherwise treat as an unlimited crystal ball with all powers. Finding the missing stone (located under the throne of Shaitain himself!) will reward the finder with all manner of justice.

<u>Draco Paladin</u> — the Platinum Dragon,	
Armor Class -3	Magic Spell Ability as 25th level MU
Move 9/36	Fighter Ability: as 21HD monster
Hit Points 200	Psionic Ability 1 (Fighter)

Abiding in the castle behind the winds at the top of the world, oftentimes ventures into the outside world. If killed, his body resurrects at year's end, and he sails forth to right the wrongs done him. To deserving souls he gives double Strength Control Rings (Plant, Mammal, Avian, Water Creature or Undead). Jaws do 1-100 pts damage, and never miss. His claws do 3-18, and only a fighter with 18-50 strength has a 10% chance of escaping them, or a Thief/Monk with an 18-50 Dext. He breathes a 10" by 5" cone of 21 die cold, a gaseous cloud of 10" by 10" turning all within gaseous for 1-100 years, or disintegrates 1-20 beings (ST-2 unless Demigod+). He believes in true order for a good cause.

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Shedu—From *Eldritch Wizardry*: "Somewhat similar in appearance to lammasu, being human-headed winged creatures with bull-like bodies."

Hit Points—the hit points of each god are modified in pen from 200 to 300.

Inches (")—An inch always corresponds to ten feet indoors, ten yards outdoors.

Solintari sphere of white magic

AC 0 Magic, All Greyhawk Spells  
 Moves 9" Fighter none  
 HP 200 Psionic Class 6

Impervious to all weapons under +5, all spells under that of a 15th level wizard, its touch is a powerful poison (save else die). It may use any spell mentioned in Greyhawk, but any beneficial spell is double strength. If a mighty wizardry is done in its eyes, or asked nicely (5%, 3% respectively) it will bestow upon the user 1-4 magical spells per level. It may follow a lawful group around for 1-100 days for this purpose. It will Teleport/summon help when in dire distress. It acts as a Gem of Brightness if caught unawares.

Meshakal The Healer

AC 2 Magic All Clerical  
 Moves 9/\*\* Fighter As 10th level  
 HP 200 Psionics Class 6

As with Solintari, Meshakel does double on Beneficial spells, also can cure any disease, remove any curse, and find any non-magical item. He may become ethereal at times, and raise his height to that of a Storm Giant with additional power. He possesses three items: Staff, Bottle, Mace. He rides Anthir, and resides in the Ice Woods at times with St. Shlepper.

The Staff of Winds- has all the power of a Staff of Priestly Kings 00 plus-

Never runs out summon 1-4 Air Elementals  
 Create a Clay Golem once/day Control Weather  
 Summon 1-100 Dervishes of the 4th level

The Bottle of Souls a small flask, may be opened to inhale the life spark of an evil character, or a saintly one, for later recall. May bestow these characteristics upon an insane/possessed body until sanity is restored, whence they go to their rewards.  
Mace of Lightning - fires a 20 die lightning bolt, plus does 2-20 pts when it hits. Is +5 and can only be wielded by a character with a Strength of 19.

## Antir the Phoenix Roc

AC 3 Immolates as a balrog, on command, ~~melting all~~  
 Moves 12/24 ~~things within 10 yards and~~ doing 40 pts damage  
 HP 50 (ST allowed) to all not in its saddle. Regenerates  
 5 pts/melee rnd, and no magic or blades under +3 may affect him.  
 Will go Ethereal if pressed, otherwise fights as a double roc.  
 Has no sympathy for evil, and is highly Intelligent. Will  
 appear on command. Its saddle will carry four beings, and its  
 saddlebags hold four salamanders that will fight until dead.

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Greyhawk Spells—i.e. spells from the *Greyhawk* supplement. A note in pen clarifies that Solintari can cast only Magic (not Cleric) spells from *Greyhawk*.

Antir the Phoenix Roc—hit points are modified in pen to 100. Rocs in OD&D are "the Eagles of Tolkien," but their stats "should be doubled or even trebled" if they are to represent "the Roc of mythology [which] preys upon elephants!"

Majere-the Mantis of the rose

AC -4	Magic-none
Moves 24/48	Fighter as GM of Flowers
HitPts 200	Psionics Class 6

Impervious to all but magic weapons, renews like the Platinum Dragon. Exudes a 20" radius anti-magic sphere, but may Quest as the Clerical spell through it. Supervises all fights for the GM of Flowers. In battle, the sound of its approach causes Panic (as Drums) in a 100 yard radius. May summon an insect plague. If a monk does an incredibly lawful or good deed (sparing the life of an evil monk in a fair fight) there is a 10% chance that he will bestow upon him a small coppery insect, which, when thrown into battle, becomes one of the following:

1. Copper Mantis fights as a 6th level GM
2. Copper Grasshopper flies 48"/turn for 1 week.
3. Copper Locust eat through any substance in 2 turns
4. Copper Wasp fights as a double strength Giant Wasp w/o poison
5. Copper Bee produces enough food for a small city for 1 week.
6. Copper Beetle Turns into a double rhino Beetle of 30 pts.

After used they are reverted to useless statues. An extremely chaotic act may invalidate or turn these creatures against the owners.

Kiri-Jolith, the bison-minotaur

AC 2	Magic none
Moves 18	Fighter as 20th level
HP 200	Psionics class 6

Emissary of great deeds, Kiri-Jolith may Quest, teleport (but never in a fight), Telekinesis (+500 lbs), ESP and Telepathy naturally. No armor but Shield, his 4' horns do 2-24 pts. May shape-change into a ruddy-faced ranger. Has a hoard of magic.

Shield +5 made of adamite, can reflect fireballs, colds, and wand spells

Flaming Paladin Sword +5, has all the abilities of the above mentioned, plus: knows all tongues, X-ray vision, Etherealness and summons a Saint automatically on call. This is never lent out. +8 bow and arrows, made from the Tree of Life growing on Greymont. The Sword Scabbard of Reorx: Crafted before the SW, this scabbard will produce on demand a magic (non-pimp) sword. This will be bestowed upon those good/lawful characters doing some outrageously great deed (10% chance again, slaying the Chrome Dragon is good) Kiri-Jolith may also call up to 100 heroes in +2 armor to aid him in hunting. He Tracks as a Ranger Lord, and is immune to all "normal" weaponry.

Habbakuk King Fisher

AC-1                    Magic as ~~9th level Necromancer~~ see below  
 Moves 24/48        Fighter as 15th level Lord  
 HP 200                Psionic Ability Class 2 MU

Appearing as a huge king fisher, Habbakuk can see all things seen by fish and fowl. He may Shapechange, Cause Confusion, go invisible, Continual light, and all spells connected with air, weather, or water. He may summon 3-12 of his 50 pts lammasu, or 1-6 whales if over the ocean. There is a 5% chance that those caught in storms that call his name will be rescued in some way.

Habbakuk carries a Trident +2 named Samson, a 12/12 Lawful coupling abilities of Warning, Submission, and Commanding, able to see inv, detect magic, and heals 2-12 pts/turn. This terrible weapon causes Fear when unslung (Save versus such) or flee in panic for 3-18 turns. Lives in the Ice Sheet to the north of Lake Palmer in a huge ice palace maintained by 300 lawful dwarves led by a super-hero and 20 50pt lammasu. 1-6 whales are in the lake below.

Branchala Bard King

Ac 2                    Magic see below  
 Moves 9/\*\*         Fighter as 10<sup>th</sup> level  
 HP 200                Psionics Class 6

As Meshakel, Branchala can go Ethereal and raise his height to that of a storm giant. Treat his song to be 220% accurate, and is able to identify all but the most powerful artifacts. He Detects Magic/Evil automatically, Shapechanges, and can use up to 6th level magic spells. He may call upon his legions, 10 patrols of 4th level fighters led by a 6th level, ten men per patrol. He immediately calms Lawful/goods, and may incite Elves to join his legions or to go Lemming to join him in the FarDim. (20% chance)

His Mandolin is named Cristobal, has an 18/18 int/ego, is lawful. Cristobal the total powers of the Cli Mandolin, Lyre of Building, Pipes of the Sewer, horn of blasting, Doom bell and Liberty Bell. It does 10-100 pts of damage to any non-elf, or non-bard touching it, and the equivalent amount of damage as HD to bards and elves.

Branchala rides a 75 pt Pegasus named Brendor Ac3, moves 24/48, can gallop across water, detect invisible, know of any Charm spell within 100 yards, and can Shapechange into a common grey mare. Is highly intelligent.

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Super Hero—an 8<sup>th</sup> level fighting man (or, in this case, dwarf).

Song—a bard's ability to mesmerize (charm) an opponent with his music. More powerful opponents have a greater resistance to this. Branchala can possibly charm even a Balrog (200% resistance)!

Brendor—Branchala's mount has his hit points modified in pen to 100.

Neutrals Gilead the Book

AC 2	Magic see below
Moves 9/**	Fighter as 10th level
HP 200	Psionics Class 6

Appearing as a wizened old man or Sage, Gilead shares the shapechange/storm Giant powers with Meshakel and Branchala. He may also Teleport, Telekinesis 2000 GP, or curse (his favorite is sending characters into deep-space) as well as a pair of Inv Stalks (Sald and Gren) that may be called upon any time. His book The Torbil, contains all the death dates of those that walk this plane. If used by a mortal, it opens immediately to the page containing his death, and sets off 10 dice in exploding runes. If the creature killed was interesting, Gilead may take him into his service as a godling.

If, after great and proper sacrifices have been made, and Gilead is in a good mood, there is a 5% chance he will grant an audience with the infidels seeking his presence. He will answer one question with 100% veracity (as he sees it). If the listener is under 10th level, he will be insane for 1-100 ~~months~~ weeks. Gilead knows where the missing stone is, and at the end of time will inform Tor-allah. Gilead carries a +4 sword charming sword, and rides 100 pt. Brass Dragon named Kammid, with all abilities.

Sirrion The flowing flame.

AC -2	Magic all Alchemist Abilities
Moves 18/48	Fighter as 15th level monster
HP 200	Psionic Class 6

Unaffected by all but magic weapons, Sirrion takes double damage from a cold sword or White dragon (his saving throw is -2) breath. Sirrion melts all things within 10 yards when his wrath is felt, including magic armor, swords, and player characters (saving throws allowed). His wrath will only be felt on a snake-eyes reaction (ever have one of those days, wolfie?) or in answer to a direct challenge.

Sirrion's presence can be felt as a heat wave up to a 1/2 mile away. He carries a +5 magic (flaming) Sword and a shield that will reflect any heat-based spell, such as fireballs and fire elementals and beam them back on the user. Sirrion is not affected by Lightning from anyone else but a druid. If gated, there is a 50% chance that Sirrion will send Deghere, a 75 point Red Dragon. This Dragon cannot be controlled by any control Potion, sword, etc., unless blessed by the Chromium/Platinum Dragon. This Lord has an affinity for Alchemists, and if he takes a shine to one, he gives them (5%) chance of the formula to make Banapple Gas naturally (formula: stop heating one minute before it explodes. High wisdom/dexterity needed to avoid being blown to The Crystal Palace).

Lunitari the Crystal Sphere

AC0                      Magic- all Illusionist ~~and Druid Spells~~  
 Moves 9"                Fighter none  
 HP 200                    Psionic Class 6

## MU's

Unable to be touched by weapons not made for ~~Druids, spells from a Druid (high rank)~~, or Master illusionist, 15th, saving throw of 02, its touch acts as the same as Solintari. If viewed fully, a saving throw against Confusion is made, then fear, then the Sphere shall reveal some detail of the future. There is a 50% chance that the Sphere reveals rightly, and an equal chance that it will lead the user astray. There is a 20% chance of revealing the distant past, 30% of showing the recent past, 10% of showing the present, 30% of the near future, and a 10% chance of showing the far future. If showing truthfully, there is a 10% chance the viewer is teleported to that spot. Lunitari also has unlimited (earthly plane) clairaudience, clairvoyance, and telepathy/ESP.

Reorx the Forge

Ac 2 (basically) Magic See Below  
 Moves 12/\*\*            Fighter as 10th level lord  
 HP 200                    Psionic Class 6

Reorx, being the forger of all magical weapons, may create 3 items off the charts of Sword, Armor, or Misc Weapons any day by his mere doodling in steel. There is a 5% chance that anyone delivering a gift (of worth) to Reorx will receive one such item. There is an additional 50% chance that it'll be the one they ask for. His armor and shield are both +5, his War Hammer is +13.

The War Hammers- There are 7 war hammers of Reorx, starting at +5 and working up to +13. Each hammer requires the equivalent of 2x pluses mortal strength to heave it (an 18/00 may, however carry a +5 in both hands). All do broadsword damage, and double that against giants and Draconians. Their abilities, added one per plus are: Returns to Hand, Invisible, Perpetual Knock, Go Ethereal and deliver a plus dice lightning bolt, Disintegrate, Summon of Earth Elemental, act as a sword of severing. Reorx has hidden all his past models and wields the +13 Hammer, and is constantly working on improving the model. Before LastBattle he will wield a +20 Hammer named Godslayer. So Gilead has informed me. The Dragolems- 7 beasts, constant models as the hammers, that are being replaced. They are as follows, with special powers, 75 pts. Onum-White Dragon-cannot be hit except magic. Duom- Brass Dragon Teleports Self/Rider, Tirom -Blue Dragon-Ethereal Quartom-Copper Shape Change, Quintom- Symbiotic- summons 2-20 Diamond Dogs, Sexom- Silver- Teleports others, Septom-GoldenBlack Speaks all Tongues. Abilities are cumulative, AC0, Answer only to Dwarf-Mage, Draconian, and Reorx-Tongue (special control Tongue, overrides). There is a 25% chance that Reorx will send one of these servants to those requesting a Gate. Reorx rides a Golden/Red Dragon of 100pts into LastBattles.

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Dragolems—an emendation in pen gives them each 100 hit points (rather than 75).

Chislev, The Feathered Cleric

Ac 2 Magic As Grand Druid  
 Moves 9/\*\*Fighter As Grand Druid  
 HP 200 Psionic Class 6

Chislev will appear only for Druids, or where forces of nature are concerned. There is a 60% chance he will not appear himself, but rather will send one of 12 Kachina, or Druid Chiefs of the 12 tribes of Nature to aid.

		Fighter Abil	Touch does:
1. Revned	Eagle	10th Level	Paralyzes
2. Llacm	Bear	9th Level	4-40 Pts. Damage
3. Repiv	Sand Snake	5th Level	Poison (SOD)
4. Repooc	Grass Snake	7th Level	Confusion
5. Luap	Wolf	7th level	Shape Change
6. Nhoj	Rainbow	10th level	Hypnosis
7. Egoerg	Spider	10th level	Poison
8. Ognir	Storm	7th level	2-12 Damage
9. Vomisa	Whirlwind	10th level	Gaseous Form 1 day
10. Kralc	MountainSnow	5th Level	Turn to Stone
11. Niugel	DarkingPlane	5th level	Boojum Snark (ST)
12. Sewil	SoftShadow	10th Level	Charms

They are armor Class 4, bear no other weapons than touch. If a Kachina sent dies, he is withdrawn, and 2-4 Kachinas, or Chislev himself appears and takes on both parties involved. Chislev uses any one of the powers three times/day, and otherwise using a 2-20 damage druids sword that controls/summons all weather. Chislev may also use all spells concerning air, summon up to 3 air elementals/week.

Chislev rides a 75 pt. Roc named Mathias that in turn may summon 2-12 Jub-jub birds for the Druid, and its bite is poison.

The Feathered Crown Chislev wears permits him to Paralyze on sight as the jub-jub, communicate freely with animals and plants, control all mammals, avians, and plants. It causes insanity for 1-4 weeks to mortals who wear it for up to 1 minute.

Zivilyn

AC -5 Magic See Below  
 Moves- Fighter See Below  
 HP 200 Psionic Power 4

Zivilyn moves not from his place in the Great Southern forest, but his roots are everywhere, and he is in touch with all that grows. He remembers all, so consider him a clairaudience as Lunitari. Those calling Zivilyn will either receive 2-12 50 pt centaurs with +1 swords (40%) or a piece of fruit beamed in (60%), that contains the answer to the problem. Those that approach Zivilyn do so at great risk, as he is guarded by 50 centaurs with +3 blades. There is a 50% chance that he will not kill the invader outright with a kamikazi gas (ST-2 else slays self), and will let him sample his fruit. There is a 30% chance that the Fruit will be of differing alignment resulting in 10HD poison (if neut) or Change alignment. There is a save else insanity for 1-4 weeks, then it shall reveal something of worth. % die. 01 means a small gem, 00 means an artifact relic of great worth, or the lair of the Chromatic Dragon.

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Kachina—a note in pen gives them 125 hit points.

Shinaré, the winged Griffon

AC2	Magical Ability see below
Moves 12/48	Fighter as 11+ baddies
HP 200	Psionics Class 6

Shinare appears as a titan-sized griffon capable of carrying a dozen people on his broad back. He breathes fire as a Red Dragon, and his claws and teeth (+3 to hit). He has a troop of 19 Hippogriffs that fight in battle for him, and will reward those who do him great service with a tamed Griffon that will serve for 2-8 years. This action must be great, as monetary donations do not apply. (Shinare is unbelievably rich, as he is the deity of the Merchant Class).

Patriarchs serving Shinare receive The Gift of Shinare as a 5th level spell. This spell summons a small griffon of 4 HD, moving 30", carrying 3000GP, Bites for 1-8. This apparition will serve for half a day above ground, and will not descend into the dungeon. There is a 5% chance (Cumulative) that the Patriarch using this spell will be "called on the carpet" by Shinare in his Ethereal Temple, and sentenced, if his excuses were not good, or cannot make good, to some repetitive task for 2-8 years (perhaps being turned into the Griffon given to followers, or rolling a stone up a hill). Shinare has the Ethereal Power of Phase Spiders.

The Evil Lawfuls- Shaitan Ben-Desmos - as his opposite number Torallah Eruidan, Shaitan is never seen on the earthly plane, can never be killed and is 100% magic resistant. In contrast with the crystal palace, the Temple of Darkunder is forged (by Reorx) of darkest obsidian. His Throne is of like, ornately fashioned, with the missing stone of the Reflecting Pond entrapped beneath. His own Throne operates in an opposite manner than the Lawful's, save it does not teleport to rescue its helpers. A red-grey sphere that floats near the domed ceiling functions as the Reflecting Pond, but cannot read directly Overheaven, nor the minds of those pure in heart (Paladins, Very Lawful Patriarchs, Unicorns Virgins, and Lammasu/Shedu).

To reach darkunder, a traveler must pass through the Ethereal Planet's Heart (like the Sun's Heart), through its core, and onto the outer ring of Denomlin-Hades, the ring of the Saintless. Other rings lie within, leading finally to darkunder. Magic does not function in this land unless Blessed beforehand. Devices apply the same. Denomlin will be gone into at a later date.

Shaitan and his Emissaries have at their beck and call hundreds of lesser order devils, in ranks as demons. Hiddukel has a mediating influence on Demons, but this is lesser compared to the control over the devil-kind. These Devils roam the world doing his bidding, help guard Darkunder, and run errands for those in charge.

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Patriarchs—Clerics of 8<sup>th</sup> level and above.

Denomlin—After the enigmatic "Denomlin will be gone into at a later date," a note in pen clarifies: "Note: Never!"

Draco Pan Cerebus- The Chromium Dragon  
 AC -3 Magic Spell see below  
 Moves 9/36 Fighter as 11+ monster  
 HP 200 Psionic Ability 1 (Magic User)

The Dragon Queen lives in a circular cavern that enspheres the Core leading to Darkunder. There exist only three entrances to the Cavern, One from Tempest, One from the Isle Turkin, and one from Turkin itself. She resides on great treasures, but guards it with teeth and claws that never miss (For both High Dragons, if attacker is wearing +armor, the pluses equal the probability to hit (eg. +5 armor, +5 shield, needs a ten to hit). She is guarded by 5 75 pt dragons, each with double range: Blanchere the White Dragon, Niutan the Black Dragon, Vertiene the Green Dragon, Blunere the Blue Dragon, and Rougere the Red Dragon. These fanatic followers never attack the Platinum Dragon, he rather being the prey for only their boss.

Those calling Pan Cerebus will either receive the great dragon herself (30%), one of her servants (10% each) a Black Snake to serve for 1-6 turns (See GDH) (15%) or a 75pt. Fire/cold/acid etc. directed at the sender in general, and taking out those around him. (Don't ask how this is done, use a teleport spell.)

The Chromium Dragon rebuilds as does the Platinum, unless its egg is found and destroyed (In the Temple of Darkunder). At LastBattle both dragons perish in battle. The Earthly Palace is made from their bones.

Nuitari, The Sphere of Black Magic  
 AC 0 Magic All Greyhawk Magic Spells  
 Moves 9" Fighter none  
 HP200 Psionic Class 6

As Solintari, impervious to all weapons under +5, magic under a 15th level wizard, unharmed by death/disintegrate spells. May use any spell in Greyhawk, but destructive spells are doubled in intensity. It may teach some of its Magics to those that do good deeds for those evils (5%/3%). There is a 25% chance that, when called, it will wipe out (or attempt to) all those in a 100 foot radius. Great for Kamikazes. Human sacrifice is popular for Nuitari. Its approach causes a save against disease, and its touch against Poison. It will teleport if in trouble. (Note: These Mage-Spheres work their spells without sound, and effect is immediate, as in wands). They therefore get their shots off before magic-users, unless surprised.

Sargonnas: the Red Condor

Ac2            Magic none  
 Moves 24/48 Fighter as GM of Flowers  
 HP 200        PC 6

Impervious to all but magic weapons, it renews like the Chromium Dragon. Exudes a 20' radius anti-magic sphere, and its approach causes Panic in a 100 yard radius. May summon 2-8 75 pt Rocs to aid him in battle. As does Majéré, Sargonnas may bestow on those that help him the following (one) ruby birds (worth 1000 g.)

1. The Red Hawk- fights as a 5th level Monk
2. The Red Swan- carries two people 48" for 1 week
3. The Red Woodpecker- Bores a 10' hole in any substance in 1 turn
4. The Red Falcon- Teleports to carry any message anywhere
5. The Red Dove- Breathes a 5 die fireball
6. The Red Owl- Fights as a giant Owl of 40 pts.

There is a 25% chance that the item will then turn on the user.

Morgion of the Dark Brotherhood.

AC2                            Magic All Evil Clerical  
 Moves 9/\*\*                  Fighter As 10th level  
 HP 200                        Psionics Class 6

As Nuitari, Morgion does double on harmful spells, causes disease within 100'. In the latter he has the aid of the Demon of the Red Skull and the Five Chaotic Beings (more later). To view his face (forcibly) is to court disaster, since a save must be made against Death Ray, and if made, Idiocy results for 1-10 years. He is the cause of planned disease, and his followers have a tendency of locking Lepers in dungeons and cultivating molds and jellies. A patriarch in Morgion's faith learns to create and foster one of the carrion crew (GS, OJ, BP, GC, YM). There is a 10% chance per week that something goes wrong and the patriarch is attacked.

Morgion carries a Staff of Soul Stealing- its powers are that of a Staff of Priestly kings reversed, plus the ability to drain all the energy levels out of a creature, and into the staff. These levels may then be ransomed, but they are rarely returned. In addition he possesses the Ring of Four, an artifact that makes four images appear, one facing each cardinal direction, in other words, allowing all looking at him to view him squarely in the face.

Morgion rides Elson, the Deathbird, a 75 pt roc-sized swan that bites 2-24 points, is AC 3, and moves 12/24. Its eyes paralyze (save Throw) those who view it, and its touch is the freezing touch of death (Save against a Cold Wand). Those in its saddle, which holds 4 beings, are unharmed. No blades under +2 may hit him, and he may go Ethereal. Antir kills Elson at LastBattle.

Morgion may go Ethereal, or raise his height to that of a Storm Giant, with associated powers.



The Scribes of Larkjust the Wise in American Pie record the creation of the planes of the universe as does follow, taken from the words of Larkjust and other prophets.

At one time there was naught but void, and the being which was called in latter times Torkoth, the all-mind and the all-soul. And all that there was that thought and lived was in Torkoth, and all else was nothing and less than nothing. And so it was for long times before.

And it came to pass whether by accident or design, a great explosion ripped Torkoth into a thousand rainbow fragments that fractured the void and divided it into the various planes, and the worlds and stars within those planes. And so too was created the myriad life from the fracturing of Torkoth, the beasts, the birds, the fish beneath the sea, and the sentient races which carried within them part of the All-Soul: The savage Elves, the once noble Orcs, the Dwarves and the Mannish Races of men and hobbits.

Yet there were two great collections of the All-soul which did not fall to the whirlpools of the ruptured void as all chaos of the elements ranged, breaking through the various planes. And one of these was to be called Torallah, and the other Shaitain. And they were mighty enough to understand what has happened, and both sought to conquer the raging chaos and recover that which was lost in Torkoth. Therefore both Torallah and Shaitain strove to mend the planes and prevent the whirling chaos from destroying the collections of All-Soul which were gathered on the various planes and worlds.

And so it was that neither Torallah, nor Shaitain could claim to have fostered the original races, though some of their followers will argue otherwise, for they were in like created in the cataclysm that spawned the worlds. Yet it is because of their long struggles against chaos that the rushing tides of Fire and of Earth, and of Wind and Water would not rush in upon the world.

Therefore the great pair that together were half of what was once Torkoth worked many magics that were beyond all magic. The pair of them wrought the great crystal pillars and alabaster towers of Overheaven placed above the line of the planes where Torkoth once was. And together they strove to heal the skies of the great red welts that rent its length and width that the elves record of in their eldest myths, when their people hunted wild shaggy beasts on the coast of the sea, while the men and goblins hid with the dour dwarves in caverns created from boiling rock.

And given time the skies were healed and the swirling chaos banned from the planes to sit at the outskirts hungering. Both Torallah and Shaitain inhabited overheaven at this time, and Torallah forged his all seeing pool of water and air, and his throne of fire and earth, so that they may rule over the chaos.

For it was chaos, for a myriad of a myriad tiny pieces of the All-Soul were scattered among the infinite number of planes, and many Races broke through one plane and into another.

So then Torallah and Shaitain worked the last of the wonders they were to do. They reached into the chaos and took fire and earth and air and water and formed them into a sphere which then split into two smaller spheres of its own accord. And from these orbs were hatched a most perfect male dragonette with silver-blue steel scales and golden claws, and a five-headed hydragon with heads of blue and white and red and black and green, and it carried a sting in its tail. And these were the first of the dragons, and from them came all the other types of dragon beast, which were to act as guardians for the planes. And the new dragons romped and in time many great eggs were laid and left in the warm radiance of the throne.

But though they both strove to defeat the chaos and regroup the mind that was Torkoth, Torallah and Shaitain were not of the same mind, and they vied with each other on the best method to bring the mind together. Shaitain strongly advocated breaking through the planes and forcibly absorbing the smaller parts of mind and spirit that lived in the planes, while Torallah made clear that would involve the sacrifice of free will which would cripple and destroy the very spirits that they sought. And so they quarreled violently, and the skies were said to rumble in the planes and the walls against the chaos were weakened, so that many, such as the Goblins and Manlings, newly weaned from the caves where the dwarves still burrowed and tunneled, despaired.

And Torallah saw this weakening, and left the debate with Shaitain so as to shore up the magics that kept the smaller spirits safe and whole. And it was then that Shaitain took the hydra-beast as his own, and slew the silver-steel lizard that refused his handling and bit him, and opened the chaos around Overheaven so that all within was racked by the whirlwinds of chaos, and the eggs were saturated by the viscous oils and slimes of disorder.

And Shaitain fled from the wreckage of Overheaven before Torallah could return, and fled far below the line of the planes, into the lands of chaos that never before felt the touch of the deity's hands. And there he carved the mighty fortress cavern of Darkunder and delved the great pits to be filled with blood and named the land Desmos and took the name Shaitain Ben Desmos, Evil Leader, master of Darklands.

And Torallah returned to overheaven and found the wreckage that Shaitain had left. And then Torallah healed the sky over his own lands, and a line of stars is all that remains of the fissure Shaitain left. For this reason he did not pursue Shaitain, for he knew now that they would not agree, but their direct contesting would drain them both and destroy the planes.

The dragon eggs had been exposed to the chaos and so were thought to be lost, save for a handful that were underneath the throne itself. And Torallah let the eggs hatch, for they too contained a life-force that could not be denied. And they hatched into a rainbow of dragons: the red-hued beasts of crimson, breathing fires, the pale blue-white beasts, crystals of ice scattering at their breath, and deep blue dragons breathing lightning, forest green dragons exhaling gas clouds, and black dragons spitting acid. And these dragons left Overheaven upon birth and did not look back, and a great deal of them fell into service of Shaitain. And there was a second group

of hatchlings, of pure silver and copper, of bronze and brass shining like a new-born sun itself. And some of these beasts left Overheaven and some remained, and they rarely fell into the traps set by Shaitain. And there was a third group of hatchlings, those from the throne eggs, and they were the color of burnished gold and they remained, all, in Overheaven, and took learning from Torallah.

And Torallah saw there was not another silver-blue dragon as had been hatched, and he gathered the remains of the dragon and burned them and breathed over the ashes, and a silver-steel dragon rose from the ashes that he was. And so it was that Draco Paladin would always rise from the dead until both he and his shell-sister would both be dead.

And now the dragons were leaving throughout the planes, and Torallah worked other miracles, for such was his nature.

He closed his hands on a ball of air and opened his palms to reveal a small blue-grey bird, and that was Habbakuk, the fisher-king, and his feathers were of sea-blue, and ruffled like a fish's fins. And as he did the dragon, he gave Habbakuk the ability to raise itself from the dead by water, and it gave it power over the fish and fowl and those who seek to understand them.

And Torallah wrought a great stone statue of a minotaur with the head of a bison, and imbued it with great bravery and valour and things courageous, for spirits like the Elves, who fought and died when the sky was broken, held such matters in high regards. And he breathed into it and gave it life and called the Bison-Minotaur Kiri-Jolith, the Heart of the Sword.

And Torallah wrought another statue, of metals instead of stone, of coppers and gold instead of granite and basalt. And he made the statue that of a dour dwarf, for that race had offered safety to many races, and he invested in it much of his mage-power such that over-heaven was set up, and called the figure Reorx and breathed life into it. And such it was this emissary would forge great mage-weapons and the magespheres.

And Torallah made another statue of bronze, mixed with adamantite and mithril, and placed fire in its head and in its heart, and it came alive of its own volition and bowed to Torallah and was called Majéré, the Mantis of the Rose, whose followers master the mind over the body, and rely upon their stealth and quickness.

And Torallah made a form of wind and ice and the dead of mortals that had the life drained away fighting for justice in the wild, and made the form of a man and breathed life into him, and dressed him in robes of pure sky-blue. And to this one he gave the name Meshakel and the powers of life, and the magics that had healed the sky.

And Torallah sent them away in pairs, Draco Paladin and Habbakuk, Kiri-Jolith and Reorx, Majere and Meshakel, to search the planes for those who would willingly join him against, for there were and still are many creatures that exist above the spirits of Elves and Dwarves and Goblins but below the Emissaries, as they were called.

And these creatures were to become Angels if they followed the emissaries, and Godlings if they agreed but could not follow and Devils if they followed Shatain and Demons if they did not follow and all manner of like creatures. And the adventures of the Emissaries are found elsewhere.

And Torallah was weary of his work and yet created one more form, of clays and metals and wood and blood and made it mannish in form and gave it a great amount of his knowledge and brought it to life and gave it a book known as the Torbil, and asked it its name. And it replied that its name was Gilead and it went out to a far reach of overheaven to write the names of those who lived.

And Torallah watched Gilead out upon the reach and he named them all Emissaries of the Laws, and took the name Torallah Eruidain, Living God, Chief of the Lawful.

And yet while Torallah worked so did Shaitain Ben Desmos, as Draco Cerebrint, the hydra beast, grew to great dimensions as a guardbeast of the Darklands. They wrought his great iron towers and filled his lakes with fell blood taken from those who had died ingloriously in the wilder days

And he took Draco Cerebrint and killed it, and laid the ashes on the pool of blood and lit the pool aflame. The hydragon leapt from the pool as if unharmed by the death and resurrection, and left another beast in the pool, a turtle with a dragon's head and heavy with eggs. And Shaitain named it Zeboim and bid it out to the worlds and lay its spawn throughout the planes.

And again Shaitain slew Draco Celebrint, this time with a silver dagger, and let its blood flow into the pools, and removed its bones and set the skin and flesh aflame, so it leapt up anew again, strong-boned and sharper fanged. And Shaitain took the bones and the bones of those who had died ingloriously and dumped them into the lake of blood and lit it and caused a whirlwind to form a shape of a man. And a greyboned skeleton rose up with red coals for eyes, and this was Chemosh, and Shaitain gave it control over the dead that would not rest, over the ranks of the undead whose bones still quaked over the night planes.

And again Shaitain slew the hydragon, with a golden sword with runes carved in it, and again the pool of blood became a lake. And Shaitain ground the wings into fine dust and cast them into a whirlwind and lit the remains, and Draco Cerebrint again leapt up from the ashes and a great red condor, Sargonnas, rose out of the whirlwind, and Shaitain took it away to be trained in controlling the mind and body.

Again Draco was slain and its heart dried and wrapped in filthy robes, and the dragon's remains burned and the hydragon raised again. And the robes were buried and within the hour turned to acrid dust. And this dust was burned and from it rose Morgion of the Unviewable face. And to Morgion Shaitain gave a staff and a ring, and sent him off to enchant them as he was empowered.

Once again Draco Cerebrint was slain and its blood mixed with that of the unrighteous and created a great moat around the castle. And he took the bowels and entrails and brain and formed them into the shape of a mannish beast, and set them alight, along with the other remains, and the dragon rose from the ashes as a handsome man-beast with evil and rotted heart stepped from the ashes, and took the name of Hiddukel, and Shaitain named him Demon-master, and gave him the keys to the Demon-plane of mendelkahn which he, Shaitain had found but never revealed to Torallah. And Hiddukel was set out to recruit those who would be easily tricked into his service.

What had happened next is rarely recorded in holy texts. For twice more the dragon was slain, its head severed in twain each time, and its brain removed, and its remains burned so that the dragon was once again whole and as wicked as before. And Shaitain made a hole in his own iron fortress and took the metal and formed a man and placed the brains inside the man-mold with the blood from the lake, and set fire to the mold and burnished it and breathed upon it so its surface was hot, and from that mold he-who-is-not-named, and he handed it a chisel to carve in the side of the caverns the names of all things evil.

And now they sat, opposing each other, each with their seven servants ranging through the planes, each one now donating his mind and soul in order to prevent total dominion of the other and destruction of Torkoth before he could be raised. And so it now is as it was.

Finis the Tale  
of creation

Afterword:

The All-Saints War:

The Pantheon at the end of the Creation-Tale is not that of the present-day Toril. The major change in alignments is due to the All Saints War, a major conflict between the gods that took place at the beginning of recorded time. It is the only conflict between the gods, and an event that will not be repeated until that Final Conflict: Lastbattle.

Summary of the Conflict:

1. Reorx is visited by Hiddukel the Demon-master at the Dwarf-God's home at Kzall. Hiddukel convinces Reorx, since he is the god of magery as well as the dwarven-people, he can indulge in the same plane-manipulation as Torallah. The two (with much influence from the demon-master) come up with the idea of the mage-spheres.
- 2) Reorx confers with Torallah at his Crystal Palace. The Chief of Law forbids Reorx to create the artifacts, as the planes have been weakened by the manipulations of Darkunder.
- 3) Reorx, filled with False Pride, constructs the mage-spheres in Deepest Kzall. Kiri-Jolith, sent by Torallah, challenges the dwarf-lord. Hiddukel takes the black sphere in the confusion, and Reorx hides the grey sphere. Kiri-Jolith wins the white sphere. Reorx falls from grace. The ASW begins.
- 4) Gilead confronts the nameless deity of evil in the shadow of Darkunder's obsidian Tower. The Nameless One is defeated, but Gilead emerges no longer an Emissary of Good-Law. (Another tale says they fought in the shadow of Zivilyn, their power giving the tree-god its sentience.)
- 5) Many great deeds are done, the oceans write and all that stuff. The most heralded of feats is that of Branchala and Shinare. (If only that with a Bard you get great press.)
- 6) The forces stand at stalemate, they cannot defeat the other until the Lastbattle, when the cosmos return to Torkoth, something the powerful evils would like to prevent unless they are in majority control.
- 7) The Evils attempt to Recruit Sirrion and Fail.
- 8) The Goods recruit Branchala. Shinare is rejected for the creature's mercenary tendencies. (This is also the reason that Griffons do not talk.) (Wondered about that, didn't you?)
- 9) The Mage Spheres are promoted to godling position. The powers expended help create the other Neutrals, save Chislev, who has always been within the earth. The Pantheon stands as it is now.

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*The Matter of Theology* by Jeff Grubb, c. 1976.

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