

Appendices

Appendix A: Deities & Demigods

Before the start of this scenario, you or the players should determine the characters' deities. A list of the greater and lesser gods of the WORLD OF GREYHAWK™ Fantasy Game Setting, with active demigods, is given hereafter. St. Cuthbert and luz, both germane to this campaign, are then specifically detailed. They, along with other deities commonly involved with adventurers are likewise found in the WORLD OF GREYHAWK Game Setting.

There is ample reason to allow players to carefully peruse this list of deities, and the general descriptive notes given in the WORLD OF GREYHAWK™ Setting Catalogue. As inhabitants of the Flanaess, the characters would certainly be aware of this information. From the list they should choose deities appropriate to their characters' alignments and places of origin.

Remind your players that the local folk tend towards the Druidical faith (Ehlonna, Obadhai, and most of all Beory), or follow St. Cuthbert, or serve some deity of Evil (in the case of unsavory elements).

Because of the plots of luz and various demons and evil elemental types, St. Cuthbert has become actively aware of events, and has indirect assistance from Beory (who resists elemental destruction). The enmity between luz and St. Cuthbert may result in direct confrontation!

In the following list, the deity's name is followed by the racial origin, using simple abbreviations:

- C Common in most areas
- O Oeridian
- S Suloise
- F Flan
- B Baklunish
- U Unknown or indeterminate origin

Note that deities can be of a certain racial origin and common in general at the same time.

The major attributes are given in column three, followed by alignment and sex. With respect to alignment, the standard capital letters are given, possibly with a parenthetical after-note.

STANDARD DIVINE ABILITIES

The following spell-like powers are common to all deities in this setting. Each is usable at will, up to once per round, and is activated by brief concentration alone.

Astral travel, comprehend languages, continual darkness, continual light, cure blindness, cure deafness, cure disease, cure

feeblemind, cure insanity, detect charm, detect evil, detect good, detect illusions, detect invisibility, detect lie, detect magic, detect traps, ethereal travel, geas, infravision, know alignment, levitate, mirror image, polymorph self, read languages, read magic, teleport (no error), tongues, and ultravision.

Greater Gods

Beory	FC	Oerth Mother, nature, rain	N(G)	f
Boccob	C	Magic, arcane knowledge	N	m
Incabulos	C	Evil, plagues, nightmares	NE	m
Istis	B	Fate, destiny	N	f
Kord	S	Athletics, sports, brawling	CG	m
Lender	S	Time, tedium	LN	m
Nerull	FC	Death, darkness, underworld	NE	m
Pelor	FC	Sun, strength, light, healing	NG	m
Procan	OC	Oceans, seas, salt	N(C)	m
Rao	FC	Peace, reason, serenity	LG	m
Tharizdun	U	Eternal dark, decay, malign knowledge	E	m
Ulaa	UC	Hills, mountains, gemstones	LG	f
Wee Jas	S	Magic, death	LN	f
Zilchus	OC	Power, prestige, influence, money, business	LN	m

Demigods

luz	FC	Oppression, deceit, pain	CE(N)	m
Rudd	OC	Chance, good luck, skill	CN(G)	f
Wastri	U	Bigotry, amphibians	LN(E)	m
Zagyg	C	Humor, occult studies, eccentricity	CN(G)	m
Zuoken	BC	Physical and mental mastery	N	m

Lesser Gods

Allitur	FC	Ethics, propriety	LG(N)	m
Atroa	OC	Spring, east wind	NG	f
Beltar	S	Malice, pits, deep caves	CE(N)	f
Berei	FC	Home, family, agriculture	NG	f
Bleredd	C	Metal, mines, smiths	N(C)	m
Bralm	SC	Insects, industriousness	N(L)	f
Celestian	OC	Stars, space, wanderers	N(G)	m
Delleb	O	Reason, intellect	LG	m
Ehlonna	C	Forests, flowers, meadows	NG	f
Erythnul	OC	Hate, envy, malice, panic	CE(N)	m
Fharlanghn	OC	Horizons, distance, travel	N(G)	m
Fortubo	S	Stone, metals, mountains	LG(N)	m
Geshtai	BC	Lakes, rivers, wells	N	f
Heironeous	OC	Chivalry, honor, justice, valor	LG	m
Hextor	OC	War, discord, massacre	LE	m
Joramy	C	Fire, volcanoes, anger, quarrels	N(G)	f
Kurell	O	Jealousy, revenge, thievery	CN	m
Lirr	C	Prose, poetry, art	CG	f
Llerg	S	Beasts, strength	CN	m
Lydia	SC	Music, knowledge, daylight	NG	f
Myhriss	C	Love, Beauty	NG	f
Norebo	S	Luck, gambling, risk	CN	m
Obad-Hai	FC	Nature, wildlands, freedom, hunting	N	m
Olidammara	C	Music, revelry, roguery, wine	N(C)	m
Phaulkon	S	Air, winds, clouds	CG	m
Pholtus	OC	Light, resolution, law	LG(N)	m
Phyton	S	Beauty, nature	CG	m
Pyremius	S	Fire, poison, murder	NE	m
Ralishaz	C	Chance, ill-luck, misfortune	CN(E)	m
St. Cuthbert	C	Wisdom, dedication, zeal	LG(N)	m
Sotillion	OC	Summer, south wind, ease, comfort	CG(N)	f
Syrul	S	Deceit, false promises, lies	NE(L)	f
Telchur	OC	Winter, north wind, cold	CN	m
Trithereon	C	Individuality, liberty, retribution	CG	m
Velnus	O	Sky, weather	N(G)	m
Wenta	OC	Autumn, west wind, harvest	CG	f
Xan Yae	BC	Twilight, shadows, stealth	N	f
Xerbo	S	Sea, water travel	N	m
Zodal	FC	Mercy, hope, benevolence	NG	m