

This is the legend of two Calt deities. The story connects the deities through Kanee, the first child of the Calt Race Patron Deity. Even though the legend connects the two deities, the player should only be picking one of them (unless the character has taken the strength that allows for multiple deity worship).

## Maik

The Patron Deity of the Calt race

Other Names Known By:  
None

## Nissimee

Calt Deity of Deserts and Travel

Other Names Known By:  
Kee  
Damita  
Inez

### Maik

Maik often appears as grown Calt male in long white robes, but will sometimes appear as a very old male Calt. If in this disguise, he uses a walking stick and will sometimes be seen with a boat that floats off the ground. Four beautiful swans pull the boat. The Calt recognize Maik as the father of their race and know that it was he that gave them their speed, balance and the ability to climb as they do. They feel that it was through pride of the first Calt, Kanee that they lost the ability to swim. Followers are now of a mindset that swimming is an insult to Maik and will not take a single lesson after they have taken him as their personal deity.

Those that follow Maik believe that using your brains is preferable to using your brawn. You should outthink your opponent, not outfight him.

The Matu

The followers of Maik are expected to help others whenever possible. This applies doubly for a creature of smoke called the Matu. All followers of Maik believe in the existence of a creature of smoke called the Matu (you can have your doubts about their existence up until your worship to Maik is 18+1). These creatures are very sacred to the followers of Maik. If at any time one should appear and ask for assistance, a follower of Maik will do whatever he or she can to help the creature. By the same token, the Matu

seem to have a soft spot for the Calt and will often offer advice or help to a Calt in need.

### Nissimee

Nissimee appears to the Calt as a young Calt female child. For this reason, the Calt have a very powerful cultural urge to offer food to any stray Calt child. Because Nissimee is a fairly popular deity among the Calt, children that become orphans are adopted (or at least cared for) by pretty much the first adult Calt that comes along.

Followers of Nissimee make regular food offerings to Nissimee. This takes them a few minutes a day and entails taking a small portion of the food they are about to eat and burying it between themselves and their cooking fire.

The Calt believe that it was the Deity Nissimee that gave them their ability to jump, and although it is not used all that much in the desert it is often of help in their travels.

## The Legend

Kanee was alone in the woods when the stranger approached. His walk was quick and light and seemed to be filled with purpose. Kanee was so surprised at seeing him that she did not say a word as he walked up to where she sat. Once by her he smiled and asked, "May I sit?"

Kanee was dumbfounded. Besides her mate she had never seen another Calt. She nodded and he sat down beside her and began to talk again.

"I am Maik and I am your father. I have watched you and Teske and have come to realize that the two of you must have a proper home. You do not fit in here, in these woods and I want you to go and find a place for the grandchildren you will one day bear me."

Kanee did not know what to say as Maik continued. "Now, you do not have to worry about Teske. A friend of mine has a task to ask of him and he will be very busy for a while. And you do not have to worry about the dangers you will face as you look for a home. I will give you the gifts you need in order for you to find a home."

With that Maik granted Kanee four gifts, the gift of speed, the gift of balance, the gift of swimming and the gift of climbing. "Now," Maik told Kanee, "You must only ever use these gifts in pursuit of your quest to find a home suitable for your children. Do you accept this?"

## Legendary Deities: Maik (m) and Nissimee (f), Calt Deities of Race and Deserts

Kanee agreed to this and began her quest to find a home for her future children. She traveled for many years and saw many foreign lands but never did she find a land that felt right to her. Never did she find a home. One day though, she was sitting by a rock cooking her food and she saw a very old Calt approach. The old Calt approached in a boat that was pulled by four great swans. He reached the shore by Kanee and used a great walking stick to support himself as he climbed from the boat to stand before Kanee. Kanee offered him some food and he accepted. They sat and ate before he asked her what it is that she was doing there.

"I am on a quest for a home," she told the old Calt.

"That sounds dangerous," he replied.

"It is," she told him, "But I have been granted gifts that have made the search far less dangerous for me!"

The old Calt pondered this for a while before asking Kanee, "What gifts?"

Kanee was more than pleased to show off her gifts. She raced a jackrabbit and beat it. She jumped into a river and out swam a fish. She jumped upon a spider's web to show off her balance and out climbed a squirrel in a race to the top of a tree.

The old Calt was very impressed and told Kanee that she should test her skills against the best, and that the best could be found upon an island that only he knew about. Kanee agreed that she should test her gifts against the best and so climbed into the old Calt's boat. Four beautiful swans pulled the boat as it glided just above the water. They headed out across the water to a far off island. Once there, Kanee left the boat to have a look up and down the beach and was disturbed by what she saw. The beach was covered in bones. She looks back to see that the old Calt was in fact Maik.

"You have disappointed me Kanee," Maik told her. "Since you have disobeyed my command to use your gifts in pursuit of the quest, you must now escape this island without them." The swans turned the great boat around and headed out over the water, leaving Kanee behind.

Night was almost upon the island so Kanee decided that she should build a fire. As she was looking for firewood she saw a skeleton whose bones and cavities were covered by small snakes and animals. She carefully picked a mouse from

the jaw of the skeleton and put it down to the side. To her surprise the mouse giggled. "That wont help him," it said. "He needs his pipe if you want to help him". With that, the little creature darted off to disappear into the bush.

Now this was quite a shock to Kanee but taking it in stride, she checked around the skeleton to find a small pip in one of its hands. Along with the pipe there was a small pouch of tobacco. She filled the pipe and lit it and put its end into the skeleton's mouth.

The smoke of the pipe curled up to fill the space within the skeleton's skull. As it swirled about it drove out the little creatures and snakes that hid and played among the bones. It continued to puff and swirl about until it covered the bones and hide the skeleton completely.

"Thank you" the skeleton said, although it was not a skeleton now, but a creature of smoke. As it talked, swirls and puffs of smoke come forth where its mouth should be. It sat up and bowed to Kanee. "I am a Matu," It told Kanee. "I have waited a long time for someone to give me my magic pipe. Thank you again". It walked towards the water to leave but before it did it turned back to Kanee.

"Since you have helped me, I will help you. Three giants live on the Island and they will be after you tomorrow with the rise of the morning sun. They will want to eat you and you must kill them if you want to live".

Kanee told the Matu, "But how can I kill them. I have lost my speed so I cannot outrun them. I no longer can balance or climb and I cannot swim, so I cannot even escape the island to get away."

"The pipe has given me my powers back," the Matu replied. "For that I am grateful and since I only need one of my powers now, I can let you use the ones I do not need. You now have back your balance, your speed and your ability to climb. I am in need of my ability to swim but know that if you beat the three giants you will find a boat that will get you off the island."

Kanee thanked the Matu and told it, "If there is ever anything I can ever do in return, let me know". The Matu gave a quick nod and turned to leave the island.

Kanee finished building a fire and waited for morning. As she had been told, she heard the three giants at the first sign of day. They thundered and crashed through the trees. Kanee jumped upon a rock and waited for them to

## Legendary Deities: Maik (m) and Nissimee (f), Calt Deities of Race and Deserts

appear from the bush. When they did she shouted, "Ha! Slow giants! You cannot run as fast as I! Should you try to chase me, then I will kill you!" and with that Kanee was off and running down the beach.

As Kanee had hoped, one of the giants was very insulted by what she had said. He looked to the other two and told them to wait, that he would chase down and catch this insolent cub. They laughed, hooted and cheered as their angry friend ran after Kanee.

The race was on. The giant's great legs made it very fast but Kanee was faster. Try as he might he could not catch Kanee. But giants are not ones to give up, and so he continued to chase her. He chased her for mile after mile, until he was past tired, until he collapsed on the ground exhausted. Kanee heard the thunder of his fall and turned to see that the giant was momentarily helpless. She ran back to the behemoth and took his dagger from his belt and plunged it into his heart. Kanee had killed the first Giant.

It was not long after that the other two giants realized that something was amiss. They came looking for their friend and screamed their fury at finding him dead. Both giants vowed to chase Kanee together and not to let her trick them the same way.

Kanee ran from the two giants but soon realized that they were not chasing her as the first one had. She realized that she could not kill them the same way as she had killed the first. Upon realizing this, Kanee headed over to the center of the island where she could see a great mountain. Reaching the base of the mountain she began to climb. She was high up the cliff face when the giants reached the bottom. She looked down and taunted the giants by screaming at them. "Ha! You will never catch me now. You are big and clumsy and cannot climb!" The giants were furious at her insolence and both started to climb up after Kanee. But Kanee was right, the giants were not good climbers and one fell to its death as it neared the top of the cliff. This made the last giant even madder and he swore that he would eat Kanee alive and not give her the mercy of killing her first. Kanee just kept running, keeping ahead of the great creature until she came to a great canyon. Across the canyon was a rope. Kanee used her balance and walked across the canyon. As she reached the far side of the canyon she looked back and saw the giant looking after her. "Ha!" she laughed at the great creature. "You are big and clumsy and cannot

dare to follow me now!" This was the final insult to the giant. Screaming he stepped onto the rope and started across the canyon. But Kanee was right. The giant did not have any balance and half way across the canyon he fell to his death.

With the death of the third giant, Kanee searched to find where the giants had lived. As she had been told, a boat is there and with great effort, she drags the craft to the water's edge to leave the island forever. She returned to the mainland to find Maik waiting. Maik gave her a nod and smiled as she came ashore and she knew that he did not mind that she had help upon the island. "It was the right kind of help," he told her later, "But since you did not win your freedom on your own, I am only going to restore three of the four gifts I gave you. You will never again receive the gift of swimming." With that he told her to take this lesson to heart and to continue on with her quest.

Kanee continued on, searching many more years for a home for the Calt. As she continued on in her travels she used her gifts many times to escape death. But even after years of searching, she had not found a place that felt right to her; she had not found a place she could call home. She found herself growing sadder and sadder by this fact until one day while sitting by a rock cooking her supper; she heard the rock speak to her.

"I know a place where you could live." The voice was that of a Calt but was very high pitched and fast. Kanee looked at the rock for a great length of time before she asked "Where would that be?" To Kanee's great surprise, she saw that it was not the rock that was talking, but a creature sitting on the rock. The creature's skin held the same colors, as you would see on the rock and because of this it was invisible against the rock.

As the creature moved away from the rock, its colors faded and Kanee could tell that it looked like a small version of her. Taken aback, she did not know what to do so she offered the creature some food.

"Thank you very much," the creature said. "I am Nissimee." Nissimee sat quietly and ate the food given her by Kanee. After a short while Kanee asked, "Where is this place you spoke of?"

Nissimee told her, "It is very far from here, and I have been looking for a people to live there for a long time now. You have not known it, but I

## Legendary Deities: Maik (m) and Nissimee (f), Calt Deities of Race and Deserts

have been watching you for a while now. I think you would do well in my lands.”

“Your lands?” Asked Kanee.

“Yes, my lands,” Nissimee answered. “They are mostly empty now. They are harsh lands with many dangers, but even now as we speak, they are being made safer. I have watched you and know that you would do well within them. You could take a look, and decide then.”

Kanee agreed to take a look and for many days she and Nissimee traveled together. Nissimee took her to the mountains and told her that they must cross the great range and that her lands were to be found on the far side. On their way across the mountains they came across a huge valley. Nissimee jumped the valley and told Kanee to do the same. Kanee protested, “I cannot jump this, it is far too wide. I shall have to climb to the bottom and back up the other side”.

“You do not wish to climb to the bottom,”

Nissimee told her “for there is a raging torrent that will sweep you away. You can jump it if you but try. I have given you the gift, for the many days that we have spent together.”

Kanee tried and found that she could indeed jump the great chasm. They continued on.

They neared the peak of the great mountain range and Kanee saw a huge storm. Clouds seemed to drift into the storm, but not past it. Kanee asked Nissimee about the strange storm. Nissimee signed as she answered. “It is Vynnar. He is mad at me and will not let the rain past. Sometimes some will slip by his grasp but most he holds back. One day I hope to make amends, but I am not sure that he will ever forgive me. I have wounded him greatly and I am afraid that after today, it has been made into a wound that will not mend. I fear that I have forever lost him as a friend...” Nissimee’s voice trailed off and Kanee felt it better not to ask more.

Finally, the journey was over. The two travelers stood on the last slope of the last hill and looked down upon Nissimee’s land. They looked out across a vast desert. Although inhospitable, Kanee did not mind. The hot desert sun on her face warms her to her very soul. She was home at last.

## Worship to Maik

Each deity in the world of Panjere is treated as a separate independent entity. As such, each deity has its own special background and worship

requirements. Some deities require vast amounts of affinity if you want to worship them; others require vast sums of money. It all depends on the deity.

Like all skills, worship is a skill. You have a base value in it, plus a bonus. When a Calt starts his worship of Maik he must pay 25 affinity points. Once the Calt has started to worship Maik he must put 25% of all earned affinity towards the worship of Maik.

When these worship requirements are met, the follower of Maik will get to roll once on the favors table each time he / she gains one level in bonus synergy in his / her worship skill to Maik.

### Getting a roll on the Favors table

Each time the character’s synergy bonus in worship (to Maik) goes up by one point, roll 1d3 on Maik’s Favor Table (see below).

### Maik Favors Table

1. The recipient of this spell can cast a run spell once a day; casting speed is 2d12, range is touch. The spell lasts for 2d6 combat rounds. During this time the targets running speeds are double normal (the increase in speed includes doubling the Calts burst of speed roll). The spell will not increase the speed a creature is able to fly; it only increases running speed.
2. When this is rolled, the recipient adds +5 to his or her synergy bonus in the Balance skill. Keep track of this bonus separately. If the character stops worshiping Maik, he or she loses the bonus.
3. When this is rolled, the recipient adds +5 to his or her synergy bonus in the climbing skill. Keep track of this bonus separately. If the character stops worshiping Maik, he or she loses the bonus.

## Worship to Nissimee

Each deity in the world of Panjere is treated as a separate independent entity. As such, each deity has its own special background and worship requirements. Some deities require vast amounts of affinity if you want to worship them; others require vast sums of money. It all depends on the deity.

Like all skills, worship is a skill. You have a base value in it, plus a bonus. When a Calt starts his worship of Nissimee he must pay 200 affinity points. Once the Calt has started to worship

## Legendary Deities: Maik (m) and Nissimee (f), Calt Deities of Race and Deserts

Nissimee he must put 25% of all earned affinity towards the worship of Nissimee. The follower of Nissimee must also have the following skill: Desert Craft. There are no level requirements for this support skill.

When these worship requirements are met, the follower of Nissimee will get to roll once on the favors table each time he / she gains one level in bonus synergy in his / her worship skill to Nissimee.

### Getting a roll on the Favors table

Each time the character's synergy bonus in worship (to Nissimee) goes up by one point, roll 1d6 on Nissimee's Favor Table (see below).

### Nissimee Favors Table

1. The recipient of this spell can cast a jump spell once a day; casting speed is 2d12, range is touch. The broad jump figures for the recipient of the spell become double their normal values (i.e., if 2d6 then they become 4d6).
2. The recipient of this blessing takes one point less damage from any heat based damage spell or from any heat based exposure damage. This is in addition to any other protections the character might have as well as in addition to the character's WR dice rolls. Each time this is rolled, the protection increases by one point.
3. Roll 1d10. The result is the percentage change that the character will be able to avoid (/ identify) a sinkhole while in the desert (even if they walk into the middle of one). Each time you roll this blessing roll 1d10 and add it to the previous total. When over 100% there is a chance that the character can walk over a sinkhole and not be sucked down into its depths.
4. The character can cast a spell that allows him or her to move through the sand as if it were air. The distance moved is up to 100 feet (10 inches). Additional rolls means the spell can be cast additional times. The spell's spell speed dice is 2d12 and its duration is 2 combat rounds. On the round it is cast, the character sinks into the sand. On the following round, he or she rises from the sand (or recasts the spell to move a further 100 feet).
5. The character can cast a sand devil spell. The character can cast the spell one time per

day for each time he or she rolls this blessing. This spell causes a wind that will cause the sand to swirl up around an opponent. The spell can be cast at a target that is in melee with the caster or upon a target that is up to 10 feet away from the caster. The spells casting time is 2d12. Its affects last the current round plus one additional round. Those affected by the sand devil loose any attacks remaining on the round it is cast as well as their full next attack round. See blessing number six for additional information.

6. This can only be taken after the character has received the Sand Devil spell (see five above). If the character does not yet have that blessing roll again. When this blessing is rolled, the character may either, increase the range of the Sand Devil spell by 10 feet or can decrease the casting time of the spell. If the character decreases the casting time then one of the spells speed dice is decreased (the 2d12 goes to 1d12 + 1d10 which go to 2d10 etc. – the fastest casting speed possible is 2d4).