

Nabela

The Elf Deity of Thieves

Other Names Known By:

Bera

Demelz

Followers of Nabela tend to be very secretive in nature. Small groups will generally meet in a member's house where a temporary shrine has been erected and ceremonies performed in private.

Membership is a carefully guarded secret. Those invited to join tend to be known by one or more of the current members and are viewed as having the right frame of mind to follow Nabela.

In all of the Elven lands, there is but one proper temple dedicated to Nabela. It was built in the Elf City of Abir (Abir is one of the largest cities in the Elves Outer Kingdom lands). This temple was sanctioned and built in recognition of the great service that Linnea, first follower of Nabela, performed for her people.

Nabela is not a popular deity among the elves for two very good reasons. First, she is a thief deity, which means her followers tend to steal things (a thing that most elves frown upon). Second, Nabela's first priestess Linnea left her Elven Homelands to live with a Calt named Farouk and even with Farouk's dubious profession, most elves think that he should have been the one to move. Despite not being very popular, Nabela is a very respected deity for a couple of reasons. First, she is seen as a bit of a romantic and matchmaker. Second, her first priestess Linnea returned to the Elves 25 of the Arrows shot from the bow of Melchior (for more information on this, see the write-up on the Elven Deity Melchior as well as the write-up on the Goblin Deity Vaughn). The order of Nabela itself has 15 of those arrows as proof of Linnea's efforts. The remaining 10 were returned to the priests and priestesses of Melchior and are kept deep within their own sanctuaries.

In addition to the arrows returned by Linnea, she hid the remaining 75 arrows from Melchior in a place where the Goblins could not find them. The priests of Nabela maintain that they know the exact locations of these hidden arrows (priests are those with worship of 18+50 or more). It is a jealously guarded secret and not one given out to the followers in general and definitely not to outsiders to the religion. Nabela's status in Elf culture would probably suffer a great deal if the Elven population in general were to learn where Linnea (Nabela's first priestess) actually hid the remaining arrows of Melchior (i.e., once they realized just how hard it would be for the elves to get the remaining arrows back).

Veljin

Veljin is the Calt Deity of Assassins. He and Nabela were responsible for bringing a Calt Assassin and an Elf Thief together in defense of both the Elf and Calt homelands. Although there were other factors present, this Legend shows the willingness of these two cultures to come to each other's aid. It also shows the tolerance and mutual respect that these two races have for each other. Although it is not possible for an Elf and Calt union to bear children, there are many love stories showing the depth of the love that is possible between them (well, there is one instance in which a god allowed a Calt and Elf union to bear children but it is used as an example of why you don't want it to happen).

A note on the Legend

This legend is closely linked with the Calt Deity Veljin. You should read both versions of the legend to get a better picture of what happened. The Elf version has lost (or purposely omitted) some key pieces of the legend.

The Legend

Linnea crept forward, ever closer to her target. It had been a long hard fought journey to get this far. Further than anyone had ever gotten before. But she was the best

Legendary Deities: Nabela, Elf Deity of Thieves (f)

and knew it. No other in the world could move as silent, could bypass both guards and trap with equal ease.

She was mere inches from the stone, her hand reaching out to pluck it from its resting place when she heard the tiniest of noises, the faintest hint of life to her left.

Instinctively she froze, and within moments her form seemed to melt into nothingness as she crouched, turned and scanned the room for the source of the sound.

The room was dark, very nearly pitch black but somehow she saw the figure standing off to her left. Why the alarm had not been raised she did not know but the silence gave her time to think, to consider her options.

The figure spoke. "You are good," it said. The voice was female, but like no female that Linnea had ever heard. The voice held power and authority that Linnea had never seen and she knew that if that voice commanded her, Linnea would obey.

"I had heard whispers on the wind", the stranger said. "Of a thief like no other, of a thief that could steal anything from anyone. I would not have believed it until now, but seeing now where you are, I do indeed believe it".

Linnea found her voice and answered. "I thank you for the praise but who are you? From your voice I know that you cannot work for the wizard that protects this gem".

Linnea felt the slightest pressure in her eyes. It did not hurt, but was just enough for her to know that something was happening. As the feeling subsided, the level of light in the room seemed to increase until Linnea could see quite clearly. Before her, in all its glory, was a god. Linnea fell to her knees, not quite sure what to say or do now.

"Up my child," she was commanded. "I am Nabela and I am in need of your skill. It is a good basis for which to train in the task ahead... that is, if you wish to see just how good you really can be".

Linnea was not one to back down from a challenge, even one issued by a god. She

said, "I am up to any challenge you can give me."

Nabela smiled. "Then come with me," she said, turning to leave the great room. But as she left, she gave a quick glance back and added, "Best not to forget your gem child. It's no use coming this far to forget the prize."

With that, they walked from the lair, with neither a challenge being given nor a question being asked of them. Once in the wilderness, the training began. The training took years but never once did Nabela divulge what it was that Linnea was to steal, or why. This did not matter to Linnea since each day she learned from Nabela and increased her skill. Finally one day, Nabela said, "your training is almost over Linnea, but there is one more thing to do before it is complete. But what you are to do, you must not do alone and you cannot do with me".

Linnea did not really understand this but waited for Nabela to continue. "Another will be joining you here shortly. You must go with him deep into goblin territory. The goblins have something that they should not have. Having it gives them great power, a power they cannot be allowed to keep."

"Why must I take another with me?" Linnea asked.

"He has a job to perform as well but cannot do it alone and requires your aid. But know that the tasks set forth for the both of you bind the two of you together. Before you are finished, you will have need of his skills as he is of need of yours. Your fates are bound in more ways than you can imagine."

Linnea nodded, "What is the object that I must retrieve"?

"You must find the hundred arrows fired by the bow of Melchior. But know this, I wish for you to return with 25 of the arrows, the rest you must hide, both from the Goblins and from your bother Elves, in places where neither can find them. The 75 arrows you hide are prophecy and cannot belong to

Legendary Deities: Nabela, Elf Deity of Thieves (f)

either the Goblins or the Elves until the time is right.”

“I will do it,” was all that Linnea said in reply.

The next morning Linnea awoke to find that Nabela was gone. It was not long before the stranger showed up.

It was a Calt.

This surprised Linnea a great deal but she knew that this was her traveling companion, as he knew that she was his. His name was Farouk and he was an assassin, a profession that should have disturbed Linnea more than it did, and would have if not for the two falling instantly in love. They started off, heading towards the Goblin kingdoms. The journey was long and treacherous. At first sight, she knew that Farouk would not be a hindrance and in fact, what Nabela had said was true. They did need each other's skills for the tasks ahead. Farouk was there to kill a Goblin named Wiff and to slay the vile beast that was spawning the Goblin Wolves.

Wiff, the great wolf and the arrows were all near to each other, deep in the heart of goblin territory. It was not an easy task and both were stretched to the limit of their skills. Linnea's skills were required to get them into the complex and to find and hide the arrows; Farouk's was needed to kill Wiff and his pet without drawing the attention of the massed army of goblins that lived in the area.

With the task being done the two returned, to live out the remainder of their lives together. Although it is not known who died first, it is known that they died within days of each other; such was the power of their love.

Worship

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 an Elf starts his worship of Nabela he must pay 400 affinity points. Once the Elf has started to worship Nabela he or she must put 40% of all earned affinity towards the worship of Nabela. The Elf that wants to worship Nabela must also have the following skills to at least 15+0:

- Awareness
- Concealment
- Detection
- Discernment
- Identify Sound
- Locksmith
- Move Un-noticed
- Search

When these worship requirements are met, the Elf 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 Rand.

Getting a roll on the Favors table

Each time the character's synergy bonus in worship (to Nabela) goes up by one point, roll 1d5 on Nabela's Favor Table (see below).

Nabela's Favors Table

1. The worshiper receives a See in Dark spell. The spell's duration is 24 hours and comes with a casting time of 2d12. Each time this favor is rolled the worshiper may cast the spell one additional time each day. So long as the spell is in affect the target is able to see in normal (non-magical) darkness as if it were normal daylight.
2. The worshiper gains an Invisibility spell. The spell is self only and comes with a casting time is 2d12. The spell's duration is 1d4 combat rounds. If the worshiper rolls this blessing more than once, then he or she may do one of the following. Cast the spell one additional time each day Or increase

Legendary Deities: Nabela, Elf Deity of Thieves (f)

the spell's duration by one factor. For example, the d4 goes to a d6, then a d8, etc. Once the first dice is d12, a second dice is added, then a third, then fourth and so on. Each dice added must be worked up to a d12 before the next dice is added.

The range is touch and can be cast once per day for each time this is rolled.

3. The worshipper may add +1 to their React stat. If their base level in React is 18 then the one is added to their bonus figure in the React stat.
4. The worshipper receives a Summon Item spell. The casting time on this spell is 2d12. The range is 10 feet and weight limit is 1 pound. When cast on an appropriate object, it will bring the object to the caster (i.e., you could cast the spell on the guards keys to summon them to you). Each additional time you roll this favor you may increase the spells range by 5 feet or you can cast the spell one additional time each day.
5. The character receives a Climb Wall spell. The target can climb a wall without fear of falling. Once cast the targets hands and feet will stick to any wall and allow the caster to scurry up the side at a speed equal to the character's walking speed. The spell does not allow the target to fight while clinging to the wall (or cast spells for that matter). The spell allows the target to climb a 20-foot wall safely. Each additional time this favor is rolled, the worshipper may increase the climb distance by 5 feet OR may cast the spell one additional time each day. The spell will work on slick or slippery surfaces as well (i.e., as if there were hard and dry surfaces). To give an example, if you rolled this three times you could cast the spell twice (2 rolls) and on each cast you could climb a wall 25 feet high.
6. The recipient receives a Safe Fall spell. The target of the spell will take no damage from his or her next fall. The spell has a maximum duration of 1 day.