

Vyvnar

Goblin Deity Of the Four Gorgons

Other Names Known By:

None

Vyvnar is a very popular deity among the Goblins. Although not all goblins become more than acolytes, many follow, seeing the obvious benefits bestowed upon those who are serious in their worship.

The followers of Vyvnar hate the Calt more than any other race. In battle they will not give quarter to a Calt. If possible they will try to capture a Calt although they realize this is not always a possibility. When a worshipper of Vyvnar catches a Calt, it is not just enough that the Calt is put to death, but the Calt must be forced to Acknowledge Vyvnar's greatness and accepts the death penalty as a small repayment of the way the Deity Nissimee treated Vyvnar and his creations.

It is not possible for a Calt to worship Vyvnar, even if taking the appropriate strengths. In addition to this, keep in mind that if a player worships this Deity he or she has a very strong desire (need) to kill any Calt that he or she meets (read that as no player should really be allowed to pick this Deity).

Gorgons

Gorgons are normally huge, incredibly powerful, magical beasts that are placed upon the world by specific deities. These creatures are normally unique and are meant as part of the challenge to the races. Although the deities that create these creatures like their creations they do not tend to get overly upset in the event that one of them is killed. This rule of thumb does have exceptions, the most blatant of which involves the Four Gorgons

The Four Gorgons

The Four Gorgons are the creation of the Goblin Deity Vyvnar. Unlike most Gorgons, the Four Gorgons are actually four types of Gorgons and each type is considered a race or species in its own right. This means that there is more than one Gorgon of each type and that each type of Gorgon can breed to create more Gorgons.

The four types of Gorgons are:

Earth Gorgon
Fire Gorgon
Water Gorgon
Air Gorgon

The Gorgon's are intelligent and can think as well as any man or woman. In addition, each type of Gorgon has control over its namesake. That means that the Earth Gorgon has control over the element of Earth including stone and wood. The Fire Gorgon has control over Fire and heat. The water Gorgon has control over Water and Cold and the Air Gorgon has control over lightning and wind.

In addition to being able to reproduce to their own kind, these four types of Gorgons can breed to each other. When this happens the resulting Gorgon has the powers and abilities of both parent Gorgons plus a set of abilities unique to the union. For example, if the Fire and Water Gorgon mated, the resulting Gorgon would control fire and water and would be able to create steam at will (a fire gorgon could create steam but would require a nearby body of water to do so).

As part of the mythology surrounding these Gorgons, the Goblins believe that one-day a Gorgon will be born that will be one quarter of each of the four. This mighty creation will help lead the Goblins to victory and help insure their place in the world when the eternal enemy (i.e., character races) has finally been purged from existence.

Vyvnar is incredible protective of his creatures. When an Earth Gorgon wandered into Nissimee's desert, he refused to move it and swore hatred when she arranged to have it killed. In revenge for the killing of the Gorgon he denies the deserts of the world the water that he knows would make them lush and green. Nissimee (and consequently her followers) feel that Vyvnar placed the Gorgon within the desert knowing that Nissimee would be forced to have it killed when Vyvnar refused to move it.

The Legend

Vyvnar looked down upon the world and knew that something was missing. In his infinite knowledge he determined to make four great creatures, each a tribute to the elements that made up the world. The four creatures became Gorgons. The first of the Gorgons was for the Earth, the second was for the Fire, the third was

for the Water and the Fourth was for the Air. The great beasts each bore offspring that started to roam the world into which they were born.

The first Goblin to recognize the power of the Gorgons was named Griff. Griff saw one of the great creatures and knew what was needed. He assembled his village and organized a sacrifice and offering be made to the creature and to the God that made such a magnificent beast.

Vyvnar saw the sacrifice and heard the worship and was pleased. Vyvnar instructed his new people and told them. "With your worship and sacrifice I will grant you my blessings. I will also instruct that none of my Gorgons shall ever harm one that worships me, but know this. There are those that do not have my blessing. There are those that have my contempt. And if they have my contempt and you worship me, then they must also have your hatred."

"A Calt has killed one of my creations and will kill more given the chance. He did this with the help and training of Rand at the direction of Nissimee. Know that these deities have earned my scorn and my contempt. Also know that it is my desire that all Calt, but particularly those that follow Rand must repent their crimes to me, before being sacrificed to me."

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 a Goblin starts his worship of Vyvnar he must pay 350 affinity points. Once the Calt has started to worship Vyvnar he must put 60% of all earned affinity towards the worship of Vyvnar. The Goblin that wishes to worship Vyvnar must choose one of the four Vyvnar Gorgons as a focus for his or her worship. The four Vyvnar Gorgons are, Earth, Air, Fire and Water.

When these worship requirements are met, the Goblin 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

When you worship Vyvnar, you must also choose which of the four Gorgons you center your faith around. The choices are, Earth, Air (wind), Fire and Water. There are four favors tables, one each for the Gorgon of worship. Whenever the Goblin increases his synergy bonus in the worship skill, he / she or it gets a roll on the appropriate favors table

Regardless of the Gorgon taken, a worshipper of the Vyvnar will not be attacked by any of the types of Gorgons made by Vyvnar.

A note of Elementals and Golems

Some of the favors granted by Vyvnar allow the follower to summon one or more elementals or golems (or both). Some of these creatures are very tough and would add a lot of difficulty to any combat. Before deciding on whether or not a worshipper will summon one of these creatures you should look over the creature and decide if the group can handle it. In particular, note the number of wounds the creature has and what special attacks it has.

Vyvnar Favors Table; Air (1d6)

- 1 Roll 1d10. The result is the chance that the worshipper can summon an Air Elemental of Vyvnar. The elemental is written up under the adventure section of the manual under miscellaneous monsters and creatures. The Elemental will take 1d3 rounds to appear and will remain until the battle ends. Each additional time this is rolled, roll 1d10 and add it to the previous total. The favor can be called upon once per day so long as the total is under 100. When over 100, it will automatically work once a day and you can start a new total for a second chance of it working (i.e., at 151% it will work once automatically and has a 51% chance of being able to summon a second elemental on a given day.
- 2 The worshipper can cast a Blast of Air spell. Each time this is rolled, the worshipper can use the blessing one time per day. The blessing will knock back 1d20 feet minus the targets power rating. When rolling this multiple times,

the character can forgo an extra casting to increase the knock back distance by 1d10 feet (i.e., say you roll this four times, you could cast it twice, with each knocking back an opponent 1d10+1d20 feet.

- 3 The worshipper's *React* figure goes up by one point. If already at 18+0 or above, then the worshippers synergy bonus in the *React* skill increases by one.
- 4 The worshipper receives a Clear Air Spell. This spell will clear the air in a large room (up to a 50 foot cube) of any and all poisons. What is left is clear, fresh air. Each time this blessing is rolled, the spell may be cast one additional time each day.
- 5 The character receives a Foul Air spell. The air in a room turns foul and poisonous. It will fill an area of up to 50 feet on a side. Breathing the air will do 1d6 damage per round less the targets WR dice rolls. Additional rolls of this blessing allow the caster to either cast the spell 1 additional time each day or increase the damage done by the spell by 2 (i.e., the 1d6 goes to 1d8, then to a 1d10). Damage from the dice must be 1d12 before a second dice can be added (doing an initial 1d6 damage). Each new dice must be built up to a d12 before another dice is added to the damage rolls. The poison stays in the area for 2d6 combat rounds.
- 6 The worshipper receives an Arch of Lightning spell. The spell may be cast upon any target up to 40 feet away (4 inches on the game table). The worshipper must have a clear line of sight to the target since the bolt will strike the first thing it hits. The bolt does 2d12 damage, with the target getting the normal saves versus an electrical attack (i.e., double the APV value of metal armor). Each additional time this blessing is rolled means that the worshipper can cast the spell one additional time each day.

Vyvnar Favors Table; Earth (d6)

- 1 Roll 1d10. The result is the chance that the worshipper can summon an Earth Elemental of Vyvnar. For this spell to

work the worshipper must cast it near earth (i.e., on a patch of ground that is made of mud or supports plant life). The elemental is written up under the adventure section of the manual under miscellaneous monsters and creatures. The Elemental will take 1d3 rounds to appear and will remain until the battle ends. Each additional time this is rolled, roll 1d10 and add it to the previous total. The favor can be called upon once per day so long as the total is under 100. When over 100, it will automatically work once a day and you can start a new total for a second chance of it working (i.e., at 151% it will work once automatically and has a 51% chance of being able to summon a second elemental on a given day.

- 2 The worshipper gets a Soft Earth spell. The spell is cast on a creature and only works if there is dirt present (i.e. will work on grass but not solid rock). If the target of the spell fails its *Spell Resistance* dice roll then all movement rates are cut to one half normal (as the targets feet keep sinking into the ground). In addition, the target of the spell suffers a 2d4 penalty to all weapon attack dice rolls (roll once and apply for the entire duration of the spell). The spell lasts for 3d6 combat rounds and has a casting range of 30 feet (3 inches). Each time this favor is rolled, the worshipper may cast the spell one additional time a day.
- 3 The character receives 1d2 additional *Wound Points*.
- 4 Roll 1d10 and record the result. This is the percentage chance that the worshipper will not be stunned by a spell or attack whose result is a stun against him / her or it. Each time this blessing is rolled, roll 1d10 and add the result onto the original figure. If the chance is ever over 100% then the worshipper cannot suffer a stun result from any spell or attack. In addition, if over 100% then the excess (i.e. how much it exceeds 100) is the chance that the creature or creatures performing the attack will themselves suffer from the effects of the stun (i.e., if 150% then the worshipper is not stunned and there is a

50% chance that the attacker will suffer the effects of the stun instead). If the blessing is over 200% then the excess percentage (the amount over 200) is the chance that the worshipper can apply the affects of the stun to any creature within line of sight.

- 5 The worshipper gets an Entangle Target spell. The spell must be cast in an area where there is plant growth (grass, bush, scrubs, etc). The target gets either a *React* roll or an *Escapist Skill* check to avoid the affects of the spell. Those that fail to avoid the spell's affects will find that the plants grow around them to entangle and hold them. The plants will tend to grow around the legs, not the arms of the target. Because of this, the target suffers a 6-point penalty to weapon skills that require toe-to-toe fighting, and will not be able to move to leave the area (or even to face a new direction). Missile weapons and spells skills are not affected although do remember line of sight rules when using these types of attacks. Targets will generally struggle to break free. On this assumption, the growth will hold them for one combat round plus 2d12 rounds minus their power rating (so they are always held for at least one combat round). Targets can use bladed weapons to cut themselves free (1/4 normal damage or they have a chance of hitting themselves equal to the damage they do). So the final calculation for breaking free is 2d12 minus power minus damage done by weapons.

On further rolls the worshipper may either cast this spell one additional time each day or may increase the amount needed to be free of the spells affects (i.e., the 2d12 goes to 3d12, then to 4d12 etc).

- 6 The worshipper gets a Summon a Stone Golem of Vyvnar spell. For this spell to work the worshipper must cast it on an open patch of stone or rock (i.e., in a cave on a big chunk of rock). This golem is written up under the adventure section of the manual under miscellaneous monsters and creatures. The Golem will take 1 round to form and will remain until the battle ends.

Each additional time this is rolled the worshipper may use the spell one additional time each 24 hours (can use them all in the same battle or spread out the uses)

Vyvnar Favors Table; Fire (d6)

- 1 Roll 1d10. The result is the chance that the worshipper can summon a Fire Elemental of Vyvnar. The elemental is written up under the adventure section of the manual under miscellaneous monsters and creatures. The Elemental will take 1d3 rounds to appear and will remain until the battle ends. Each additional time this is rolled, roll 1d10 and add it to the previous total. The favor can be called upon once per day so long as the total is under 100. When over 100, it will automatically work once a day and you can start a new total for a second chance of it working (i.e., at 151% it will work once automatically and has a 51% chance of being able to summon a second elemental on a given day.
- 2 The worshipper receives a Radiate Fire spell. The spell can be cast once per day. When cast, fire bursts forth and spreads out from the worshipper, damaging all within melee range of the worshipper (i.e., all opponents in close combat with the worshipper). Damage from the fire is 2d12 minus the targets WR and APV dice rolls. Each additional time this is rolled, the worshipper may cast the spell one additional time each 24-hour period.
- 3 The worshipper gains a bonus of 1d2 to his / her /its TKA dice roll(s). Each additional time his is rolled, the bonus increases by two to 1d4, then 1d6... to a maximum single dice bonus of 1d12. After this point a second dice roll bonus is granted which may itself be increased.
- 4 Roll 1d10 and record the result. This is the chance that the worshipper will not take damage from a fire based spell or attack. This does not help against exposure damage. Each time the blessing is rolled, roll the d10 and add the result to the previous total. When the result is over 100 then fire

protection is automatic. In addition, if the result is over 100 the worshipper may be able to extend the protection to someone what is within his / her or its line of sight (the amount over 100 his the chance of this working). For example, if the chance is 180% then the worshipper automatically takes no damage from the fire based attack and there is an 80% chance that the protection can be given to one other. At 230% the follower plus one other takes no damage and there is a 30% chance that protection can be given to a third (this assumes that one spell affects three individuals). If the damage is going to be to someone other than the worshipper, then the protection is granted only if the worshipper has at least 100 in the blessing (i.e., that first 100 only ever applies to the worshipper and cannot be used to protect another).

- 5 The worshipper receives a Disrupt Fire Based Magic spell. This spell has a range of 30 feet. It's affects last for 2d6 combat rounds. The target of the spell receives a Spell Resistance dice roll to avoid the affects of the spell. This spell makes it hard to cast Fire Based spells (and only fire based spells). If the saving throw is failed then whenever the target of the spell makes a To Cast dice roll (for a fire based spell), he or she must roll the d20 twice and total the results. The target of the spell is allowed a re-roll (i.e., luck) but the re-roll is made using the same two dice.

The worshipper may cast this spell once per day for each time he rolls this blessing (i.e., roll it five times and you can cast this spell 5 times a day).

- 6 The worshipper receives Cause Fire to Heal Spell. This spell has a range of 30 feet. It has one use only and has a maximum duration of 2d6 combat rounds. When it is cast upon a target, that target will find that the next fire-based damage spell heals him or her rather than damages him or her. For as long as the spell is in affect one point of damage is healed for each two points of fire based magic damage that is taken by the target. For ease and balance alone, this spell will only heal damage

from fire based damage spells (not natural fire or deity based fire damage).

Vyvnar Favors Table; Water (d6)

1. Roll 1d10. The result is the chance that the worshipper can summon a Water Elemental of Vyvnar. The elemental is written up under the adventure section of the manual under miscellaneous monsters and creatures. The Elemental will take 1d3 rounds to appear and will remain until the battle ends. Each additional time this is rolled, roll 1d10 and add it to the previous total. The favor can be called upon once per day so long as the total is under 100. When over 100, it will automatically work once a day and you can start a new total for a second chance of it working (i.e., at 151% it will work once automatically and has a 51% chance of being able to summon a second elemental on a given day.
2. The worshipper gains a bonus dice roll to his / her / its WR dice roll(s) of 1d2. If this blessing is rolled multiple times, the bonus increased by two points at a time to 1d4, then 1d6, then 1d8... until the maximum single dice bonus of 1d12 is reached. Further rolls mean a second (third, fourth...) dice is granted which itself is built up to the 1d12 maximum.
3. The target receives a Breath Underwater spell. The spell has a duration of one day and is useable once per blessing. This means that if the worshipper has rolled this 5 times, he / she or it could keep 5 individuals underwater for as long as he / she or it desired (recasting the spell on each once per day).
4. The recipient of this spell can cast a Water Movement Spell. The range of the spell is 30 feet (3 inches). The spell remains in affect for up to 3d6 combat rounds. While in affect the target moves though water as if flying through air. In addition, there are none of the normal penalties for fighting in water (i.e., half your base skill level and double your attack speed dice). The worshipper may cast this spell

once per day for each time the blessing is rolled.

5. The recipient of the blessing receives a Scrying spell. To work, there must be a pool of water nearby. The spell allows the caster to look in on someone or something that he knows. The spell lasts for 3d6 combat rounds and transfers sight as well as sound (one way only, to the caster of the spell). A creature or target being viewed receives a sixth sense dice roll to detect the scrying. The spell may be cast once per day for each time this blessing is rolled.
6. The worshipper gets a Sink Spell. The spell has a range of 30 feet (3 inches). It will last for 2d6 combat rounds. The target of the spell receives a Spell Resistance dice roll to avoid the affects of the spell. If the saving throw is failed, the target will fall through water as if falling through air. This means that if the target of the spell should be 30 feet off the bottom, he or she would suffer the affects of a 30-foot fall (note that the avian races can use their wings to break the fall, as if they were actually falling through air. The spell may be cast once per day for each time this blessing is rolled.