

What follows are two Human Necromancer deities. Although their Legends are not linked, these Deities are rabid rivals and hate each other, thus both are included in a single document.

Ulbane

Description: Human Death Deities

Other Names Known By

Death God
Necromancer Deity
God of the Living Dead
God of the Undead

Izzak

Description: Human Death Deities

Other Names Known By

Death God
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Ulbane and Izzak

There are two of the human Death Deities. These deities are felt to be responsible for the initial creation of the undead. Darkheim's domain is monster kind. These two fight over the bodies of those that die in his war.

These two deities have an intense rivalry that borderlines mania. To put in bluntly, they despise each other. Before you can become a priest of either of these two deities, you must capture and kill a priest of the other deity and make that priest your undead servant. This is as it sounds. Every priest of either deity will have an undead servant that was once a priest of the rival deity. This servant will normally be tucked away, out of sight so no others can see him or her but it will always be there and will never be far away (the priest may well have it in her inner sanctum, bringing food and drink and having it smack its head on the wall when not doing something).

In some areas the followers are tattooed with a skull. The tattoo is normally done on the person's side, just below the armpit. Those that follow Ulbane have a black skull. Those that follow Izzak have a red skull. The popularity of this comes and goes. It tends to come slowly into favor and leave quickly depending on how many outsiders realize that you can identify the follower by ripping off their shirt and checking

their sides for a tattoo. In some places (where a temples influence has had a very strong past presence) having any tattoo is a jail sentence and having one on your side beneath your arm is a death sentence (no matter what the tattoo is).

In some remote areas the followers of these deities are branded with a skull. Since a branding is not color specific, you tend to find this used in areas where there is only one of the two deities present. Again, this can fall out of favor depending on how many of the faithful are being rounded up, checked for a brand and put to death when one is found.

Any time brandings or tattoos are used to identify followers; you can assume that one of the two deities hold a lot of influence in the local area. This tends to happen in areas that are fairly remote and out of the way where the leadership can be convinced to follow one of the two deities or can be bought off and told to ignore the disturbances and disappearances that take place from time to time within the area.

The Undead City of Teulane

Each of these two deities created one of the cities of the undead. The Dark god Ulbane was the first to corrupt and re-animate an entire city. That city was Teulane.

The city of Teulane was created due to centuries long corruption and effort. The priest of Ulbane worked hard and long to gain a free hand in the area, and to stop those in the area from realizing just how bad the situation was. Over the centuries they arranged for one massive single graveyard where all of the cities dead were buried. In the end, they convinced those present to build a vast wall around this graveyard. This wall gave those within the city the false feeling that they were safe, a feeling that lasted until it was too late. In a daylong ritual, the priests released the power of Ulbane and thousands upon thousands of undead were released into the city. The undead released into the city killed anything and everything that they met. Those killed by them rose to join their ranks in a killing spree that became known by the few that survived to flee the city, as the Night of Madness.

After the Night of Madness, the followers of Ulbane constructed a temple to their vile god. This vast structure dominates the entire core of the city and may be seen from anywhere within the city. As can be imagined, the construction of

the city was interrupted several times as outside forces were sent into Teulane in an attempt to purge the city of its evil. This did nothing but swell the ranks of the Teulane's undead. But even though the city could not be taken, it was found by Ulbane's priests that they could not send their forces into neighboring realms. As their armies left the corruption in the city, the power animating the horde would dissipate and the surrounding territories found them easy to defeat. A stalemate ensued that still remains to this day. Although small groups and forces leave the city to raid the surrounding lands, it has been centuries since armies have moved to or from the city.

Any that wish to advance to the inner circle of power in their worship to Teulane, must make a pilgrimage to Teulane. After great study at the temple the faithful must meet the approval of, and die by the hand of the priest that runs it. That priest is called Ambrogino and is Ulbane's first Ben-Sidea. Even now, thousands of years after his ascension, he remains within the temple, teaching those that will learn and killing all that come to him.

This is one of the fundamental differences between those that follow Ulbane and those that follow Izzak. The most devote of Ulbane, those that hold the highest positions with the order, have their very life and soul choked away and sucked from their bodies. They exist and survive only as undead. Those that follow Izzak are living creatures, regardless of their rank within the order.

It is feared that the armies of undead found in the city of Ulbane will aid in the world's final Armageddon. There is hope in that a prophecy says that a single hero will step forth and even as Constantine is falling to Darkheim's hordes, the city of Teulane will fall to this hero's blade. There are those that have great faith in the prophecy even though many more do not give it much hope since whole armies have been destroyed and consumed by the city's evil.

The Undead City of Forlin

Ulbane could not be allowed to outdo Izzak so Izzak worked for centuries to bring about the second great city of the dead. This city is known as Forlin. Forlin is quite different from Teulane. Within the very center of Forlin there is a circular patch of sewn human skin and organs that is called the "Circle of Death". This circle was key

to the corruption of the city so many centuries ago. The head priests of Izzak refer to themselves as The Circle of Death Priests. Any priest of Izzak must make a pilgrimage and spend at least one month in the undead city of Forlin (including spending each night on the Circle of Death) to become a Circle of Death priest.

The priests of Izzak see the undead city of Forlin as their masters' crowning achievement. Through the masters' plan the city was created. Unknown to all but the Circle of Death priests, the Second Great Purging was the direct result of the actions taken by the order. While Izzak's priests took control of Forlin's town center and performed the rituals and sacrifices needed to make the Circle of Death, others in the order fed information to the mages trying to protect Constantine from the armies that had set siege to the city. It was the information given to the Mages of Constantine that allowed them to access Creation Magic. But it was tainted knowledge that had been given to the Mages. It was knowledge that had its own dark purpose. The creation magic they released ended civilization everywhere and would combine with Izzak's own magic at the Circle of Death to create the Undead City of Forlin. Although Izzak had triumphed and had created this vast city of undead, he was left with virtually no followers, as they too fell victim to his plans. This is one of the reasons that even now, for every individual that follows Izzak, five follow Teulane. All of the Head Priests of Ulbane survived the second great purging while virtually none of Izzak's head priests saw the light of the next day.

Izzak himself has told his priests that Ulbane will aid Darkheim in the final Armageddon. Because of this, Ulbane prepares a hero to fight against his most ancient enemy. It will be his hero that assaults the great city of Teulane. It will be his hero to destroy the city.

The Legend of Ulbane

Ulbane had come to the battle; he had heard the call, the beat of the wings and the song of the dead. He had heard those drums before and the song a million times, but this time it was louder, stronger than it had ever been. It drew his attention, beckoned him to come. It said to him, here is flesh to rot! Here is music to hear! Here is sweet smell to please you!

The field was empty now except for the rotting corpses. No-one was left alive to see this scene of carnage... except for one, who, like Ulbane, looked down upon the scene as if savoring its beauty for the first time.

Ulbane approached the figure and asked, "And who are you?"

The figure did not even look from the scene. "My name is Ambrogino but I am defeat," he told Ulbane. "It was I that lead this army and it was I that was weak, for when I asked, all these people could do was to give me their lives... and it was not enough."

Ambrogino turned to view Ulbane. Upon seeing him a look of shock ran across his face. He dropped to his knees and with his head bowed, he whispered, "forgive me great one..."

Ulbane spoke softly as he approached Ambrogino. "I already have," he said, even as he reached his hands out to wrap the fingers about Ambrogino's neck. Slowly, ever so slowly, Ulbane squeezed, feeling the soft flesh collapse and give way beneath his fingers... he savored each moment, each attempted gasp, each spasm as Ambrogino's body fought vainly for breath and life.

As Ambrogino's body went limp and fell to the ground, Ulbane reached within and took his soul into himself. "Get up!" he commanded.

Ambrogino rose to his feet.

"Come now," Ulbane told him. "I will teach you the ways of the Dead. You will be stronger now than you ever thought possible and you will teach others of my ways and do my bidding upon the world... and the next time you ask, they will give more than just their death when in your service."

The Worship of Ulbane

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 character starts worshiping this Deity he or she must pay **750** affinity points. In addition to this, the character must place at least **75%** of all further

earned affinity into his or her worship skill to Ulbane.

When these worship requirements are met, the character becomes a follower of Ulbane.

Getting a roll on Ulbane's Favors table

Ulbane is one of the Human Deities of the undead. He is responsible for the creation of the undead city of Teulane. His symbol is a Black Skull. Each time the character's synergy bonus in worship to Ulbane goes up by one point, roll **1d8** on Ulbane's Favors Table (see below).

Ulbane's Favors Table

1. The character gets a Raise Dead spell. This spell is cast on a creature or character that has died previously in the battle (outright dead for characters, not just dropped in battle). The creature cannot be one that the spell has been used on already (will only work once per creature). The spell has a casting dice speed of 24/2d12. When cast, the target creature gets up and starts to fight for the character on the following combat round. The creature's stats are affected as follows: all combat stats are half normal (both base levels and bonuses; i.e., 18+12 becomes 9+6), the creature cannot cast spells or use spell like powers or abilities, the creature has half its normal set of wounds, and the creature's WR is doubled. The creature will obey the character's command until the spell ends (end of the battle) or it is again killed. The character can use this spell once for each time he rolls this blessing.
2. The character can have one permanent worker Zombie. It should not have to be said but the character should not be showing this thing off and should keep it hidden away or wait to use it until he has a place of his own. The worker zombie is described on its own Stat sheet. Each time the character rolls this he is allowed one additional worker zombie. Worker zombies do not appear out of the air. You do have to cast this spell upon some poor saps body...
3. The character receives a Summon Undead Spell. For this spell to work, there must be undead on the areas wandering monster encounter tables (alas, you are not

animating some ancient corpse and having it claw its way out of the grave to come help you... you can only summon something that is already animated). The spell has a 24/2d12 casting time. The character will know if undead are in the area and does not have to "test cast" the spell to figure out if it will bring something (you can tell him the spell will work, but not what type of undead will be summoned). The summoned creature will appear in 1d3 combat rounds and will remain until the end of battle. Each time this favor is rolled, the character may cast the spell one additional time each day.

4. Add 1d2 to the character's wound total.
5. Add 1d2 to the bonus in the character's react skill.
6. Add 1 to the characters WR dice roll.
7. The character gets a Create Undead Guardian spell. This spell creates one living dead creature that will work for the character. Each spell takes one week to cast and results in an living dead creature that may be assigned to an area. Thus, the creature created will not follow the character around but can be assigned to guard or patrol an area (will roam no more than 50 feet from the point of summoning). Each time this favor is rolled, the character can summon and have one additional Living Dead Guardian. The creature created can have no more than twice the wound total of the character. Creatures that may be created include Skeletons and Zombies.
8. The character gets a Create Undead Guardian spell. This spell creates one undead creature that will work for the character. Each spell takes one week to cast and results in an undead creature that may be assigned to an area. Thus, the creature created will not follow the character around but can be assigned to guard or patrol an area (will roam no more than 50 feet from the point of summoning). Each time this favor is rolled, the character can summon and have one additional undead guardian. The creature created can have no more than twice the wound total of the character. Creatures that may be created include the

following, ghosts, specters, wraiths, and poltergeists.

The Legend of Izzak

Izzak walked with impunity among the soldiers that fought around him. Everywhere there was death. Everywhere people were dying. The world had never seen such a battle as this and it was a time of awe, even to a god.

"It is a waste," someone shouted above the roar. Before Izzak stood a woman. She was a very unexceptional woman to look at. Not at all someone that would address a god. "Why do you let it continue?" she asked him.

The question intreged Izzak. "Why indeed," he said back to her. "Do you not know what death means? How un-important it is?" He bent down and touched the body of a fallen soldier. The soldier's eyes opened. He struggled to his feet and stumbled several times as he sought a weapon. But it was wrong. His actions were no longer natural; his eyes no longer carried the spark of intellect. But once with sword he fought like a devil. Others hit him but he ignored his own wounds as he struck down warrior after warrior. A woman in gleaming plate armor finally put him to rest. Her skill was great and he could not land a blow while her weapon found its target time and time again. Finally, he collapsed a second time.

Odd, the woman thought to herself, how his wounds do not bleed this time... She looked back from the fallen man to face Izzak again. "How do you do that?" she asked him.

"Come," he told her. "One less death here today will make no difference. Come and I will show you."

She looked around the battlefield and nodded. She loved her lord and would fight to the death for him, but the battle was lost. Another hour, two at the most and there would be no one left alive on her side. They would all have died for him. All of them.

She looked back to Izzak and said simply, "Teach me."

The Worship of Izzak

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 character starts worshipping Izzak he or she must pay **250** affinity points. In addition to this, the character must place at least **60%** of all further earned affinity into his or her worship skill to Izzak.

When these worship requirements are met, the character becomes a follower of Izzak.

Getting a roll on the Favors table

Izzak is one of the Human Deities of the undead. Although not general knowledge, his followers were responsible for the second great purging. His symbol is that of a Red Skull. His head priests are referred to as the Circle of Death Priests. Each time the character's synergy bonus in worship to Izzak by one point; roll **1d8** on Izzak's Favors Table (see below).

Izzak Favors Table

1. The character gets a Raise Living Dead spell. This spell is cast on a creature or character that has died previously in the battle (outright dead for characters, not dropped). The creature cannot be one that the spell has been used on already (will only work once per creature). The spell has a casting dice speed of 24/2d12. When cast, the target creature gets up and starts to fight for the character on the following combat round. The creature's stats are affected as follows: all combat stats are half normal (both base levels and bonuses; i.e., 18+12 becomes 9+6), the creature cannot cast spells or use spell like powers or abilities, the creature has half its normal set of wounds, and the creature's WR is doubled. The creature will obey the character's command until the spell ends (end of the battle) or it is again killed.
2. The character can have one permanent worker Zombie. It should not have to be said but the character should not be showing this thing off and should keep it hidden away or wait to use it until he has a place of his own. The worker zombie is described on its own Stat sheet. Each time the character rolls this he is allowed one additional worker zombie. Worker zombies do not appear out of the air. You do have to cast this spell upon some poor saps body...
3. The character receives a Repel Undead spell. The spell has a range of touch and a casting time of 24/2d12. Once cast it will protect the recipient until the end of battle. If an undead attacks a creature with this spell on, then it must make all of its to-hit rolls twice and apply the result that most favor the target.
4. The character receives a Summon Undead Spell. For this spell to work, there must be undead on the areas wandering monster encounter tables (alas, you are not animating some ancient corpse and having it claw its way out of the grave to come help you... you can only summon something that is already animated). The spell has a 24/2d12 casting time. The character will know if undead are in the area and does not have to "test cast" the spell to figure out if it will bring something (you can tell him the spell will work, but not what type of undead will be summoned). The summoned creature will appear in 1d3 combat rounds and will remain until the end of battle. Each time this favor is rolled, the character may cast the spell one additional time each day.
5. The character receives a Take Undead Form spell. The spell's duration is 2d3 combat rounds and only affects the caster. While the spell is in affect, no undead will attack the character. Even if the character should attack an undead creature there is only a 25% chance that it will attack the character back (zero chance if it is engaged and fighting someone else). An undead that was attacking the character when the spell is cast has a 25% chance of ceasing its attacks against the character (basically it would switch to another target). The character can use the lull in the fight to get away. Each time this is rolled, the character can cast the spell one additional time each day.
6. Roll 1d10. This is the chance that the character may create an undead companion. In actual fact companion is not the best word to use. This spell allows you to animate a creature that has died in battle against you (or your group). That creature will animate and will not go away at the end of the battle but will follow you

around until you tell it to go away or it dies. When animated, the creature has the same stats as it did in life (no decrease). To animate a creature, it must have no more than double the character's own Wound and RS rating. The attempt to animate a creature can be made once per day. Each time you roll this, favor, you roll an additional d10 and add it to the chance to successfully animate a creature. If the chance is over 100 percent then you can always animate a single creature and have a percentage chance of being able to get two creatures following you around and fighting for you (past 200% and you have a chance for a third, and so on).

7. The character receives a Paralyze Undead Spell. The spell casts to a range of 30 feet and has a casting speed of 24/2d12. The target of the spell must make a spell resistance dice roll or be paralyzed and unable to take action for the next 1d4 combat rounds. Each additional time this favor is rolled, the character may do one of the following; cast the spell one additional time each day, increase the range of the spell (when cast) by 5 feet or have the target add +1 to the Spell Resistance dice roll.
8. The character receives a Calm Undead Spell. The spell casts to a range of 30 feet and has a casting speed of 24/2d12. The target of the spell must make a Spell Resistance dice roll or be calmed. A calmed undead will not initiate attack, although once attacked it will fight back. The spell lasts for 2d4 combat rounds. Each additional time this favor is rolled, the character may do one of the following; cast the spell one additional time each day, increase the range of the spell (when cast) by 5 feet or have the target add +1 to the Spell Resistance dice roll.