

Dionysus

The Gnome Deity of Good Luck
(m)

Other Names Known By

None

The symbol for Dionysus is a small green lizard. Followers of Dionysus will generally have one or more of these tiny lizards running around their home. Their love of these little lizards does not extend to *any* other lizard, although they do pretty much freak out if they see one of the little guys come to harm.

The Legend

One day the god Dionysus took a liking to a gnome named Pesash. Now, Pesash lived in the gnome village of Wilona and was not an exceptional gnome by any stretch of the imagination, but he was well liked in his village and on the whole, was thought to be a very lucky gnome. He lived for years within the village, friends to everyone he knew and met. One would have thought that such good luck could not continue and one day when it should have run out, it did not.

Pesash was standing by a large tree. To his side there were a group of hunters readying their crossbows. One of the hunters was showing his son how you load and shoot the weapon. The village had just gotten the weapons. It had taken a lot of wheeling and dealing and time to accumulate the funds and find a set of human merchants with the cross bows to sell. As Pesash stood by, he daydreamed and looked up at the sky. From somewhere to the tree side he heard a tiny voice say to him "I think you should move!" Pesash glance around to ask why... and all he saw was a tiny little lizard, quite common to the area, clinging to the tree and staring at him. "I think you should move now!" it said. "Ga...", was all that Pesash could get out as he jumped back from the tree. Just as he moved, the boy that held the crossbow had pulled the weapons trigger. Everyone knew that he had not meant to, but he had done it. The bolt landed in the tree, passing through

the point where Pesash had just stood. "Hehe," the little lizard laughed. It turned to scuttle up the tree.

Pesash was quite taken aback by the incident but did not think anyone would believe him and so never told the others why he had jumped back. Everyone just thought, what a lucky little gnome he is.

A few days passed and there was a very terrible storm. Pesash was in his home and he was having trouble sleeping because of the noise of the wind. It was a very bad storm and he was worried that something might blow over and someone would get hurt. As he lay in bed listening to the wind, he heard the tiny voice again "I think you may want to leave your house now," it said. Pesash was not about to argue after the last warning it had given him and he rushed out the door and up the stairs and out of the burrow. No sooner was he outside when he heard the greatest crashing sound of his life. As he looked back, one of the old protector trees had been blown over and it had landed on the very top of his home. He would have been killed! As he looked he heard a scurrying sound by his feet. The little lizard dashed by and disappeared into the darkness.

Pesash was now a little worried. He stayed at a friend's house and confided in him that a little lizard had warned him. His friend asked, "You mean those little lizards that run around all over the place?"

"The very same," confided Pesash.

His friend cocked an eyebrow at that one and nothing more was said that night.

When Pesash awoke the next morning he was still worried. He wondered if the little lizard was bringing him the bad luck.

"Not I!" he heard the little voice say. As he turned he could see the little lizard clinging to the wall. "You will need a new home", the little lizard continued. "May I suggest that you have a look beneath the protector tree that is nearest the well. Dig deep on the well's side... there you will find what you

need”. The lizard scampered up the wall and across the room’s ceiling to disappear into one of the earthen air vents.

Pesash was a bit confused but decided to take a look. He went out to the ring of protector trees and found the one closest the well. He found a shovel and dug for a short time. His hole was deep, but not too deep when he found it. It was a metal box. He was finally noticed by some of the other villagers when he pulled the box from the ground. He opened it and all present gave a collective gasp.

Each gnome village has a good luck symbol that helps bring prosperity to the village. Wilona’s good luck symbol had vanished years before. Although the village had not suffered any really bad luck, all within knew that it would have no really good luck without the symbol.

Pesash pulled the symbol from the box.

Word spread like wildfire through the village. Pesash was an instant hero. In honor the village elders gave him a new house. He told each gnome that asked how he knew where to dig “a little lizard told me!” Most just cocked an eyebrow at this... but a few wanted to know more so he told them of how the lizard had given him warning to move from the tree and get out of his house.

The village celebrated the return of the symbol for the whole of the day. Near evening, Pesash was again troubled. He walked out to the protector tree where the symbol had been buried. He called up into the tree’s branches “are you there?” he asked. “The one that helps me?”

The little voice answered, “Yes, I am here.”

“Why do you help me?” he asked.

He saw the little lizard scamper down the tree to head height. The little lizard cocked its little head to look at him and said, “I help you because I am Dionysus and you are my priest!”

Pesash was taken aback “But I am not your priest” he protested.

“Oh really?” the little lizard said...

Pesash thought about it for a little time as a smile crept across his face. “I guess I am”, his smile broadened as he spoke, “I guess I am at that!”

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 you start your worship of Dionysus it costs you 20 affinity points. These points give you a worship level of 1+0 (about as low as you get). You will gain no benefit from the worship until it is at least 18+1.

Dionysus requires that you place 60% of all your earned affinity points into him worship. When you start doing this (and keep doing it), you have a chance to gain favors from him, based on your worship skill level. You must also be of good or neutral alignment to worship Dionysus. If at any time you stop worshipping Dionysus (i.e., renounce him as your deity or fail to put 60% of your earned affinity into the appropriate skills), you lose all his favors and your level in worship goes to zero (0).

Getting a roll on the Favors Table

Each time the character’s synergy bonus in worship (to Dionysus) goes up by one point, roll on this table.

Each attempt to gain a level in synergy or synergy bonus in Worship costs the character 10 affinity points. As is normal for increasing your level in a skill, you have to roll higher than your current base level in the skill (on a d20) in order to increase the skill. Thus, to go from a synergy level of 1+0 to 2+0, you pay 10 affinity points and then roll a 2 or more on a d20 (rolling a 1 on

a d20 means you do not increase in skill).
See skills for more information

Dionysus Favors Table

1. When forced to re-roll, you do not have to. This blessing is usable once per day but cannot be used for skill increases. Each time you roll this favor, you can use it one additional time per day.
2. You may have someone else re-roll a to hit or to damage dice roll if the attack is being made against someone that worships Dionysus. This allows a potential of three rolls for a character's to hit or damage dice (the initial roll, a possible roll based on luck, and a roll based on this favor OR the initial roll, a roll based on this favor and a roll based on the targets luck). Note the sequence. This allows for a maximum of two re-rolls depending on when it is used. Each time you roll this favor, the character can make use of it once per day.
3. You can have a target re-roll his attack speed dice, if the attack is being made against someone that worships Dionysus. This must be done at the start of the round. Normally a person can use luck to re-roll a dice or set of dice. This includes the attack rank dice for a spell or attack. This allows a potential of three rolls for a persons attack rank dice roll (the initial roll, a possible roll based on luck, and a roll based on this favor OR the initial roll, a roll based on this favor and a roll based on the targets luck). Note the sequence. This allows for a maximum of two re-rolls depending on when it is cast. Each time you roll this favor, the character can make use of it once per day.
4. Each time you roll this favor, roll a d6. High roll (4+) means the character +1 to luck. A low roll

means that the character regains his luck points at an additional +1 per unit of time (i.e., if he is supposed to get +1 per day, then he would get 2 points back, not one). Remember to keep track of these figures separately since they will go away if the character stops worshipping Dionysus.