

Tibor

Elf God of Assassins

Other Names Known By:
Keir

Tibor's symbol is a stylized dagger. The symbol is never shown or displayed prominently. Seldom, if ever, will a follower of Tibor carry anything that would link him or her to Tibor. Being a follower of Tibor grants automatic admission and mandatory membership into the Order of Swift Justice Guild. The character cannot decline membership into this guild so read up on the guild since one goes with the other and cannot be avoided.

The followers of Tibor have certain cardinal rules that they will never break. These rules are:

1. No innocents will ever lose their lives during a hunt.
2. There are three and only three outcomes to a hunt. Either the hunted dies, you die, or you both die. No other outcome is possible. If the hunted lives at the end of the hunt, then your death marks the hunted and it can never again be the target of a hunt.

A follower of Tibor will never employ poison as a means to kill the target. This prohibition actually goes one step further. No follower of Tibor will ever learn the use of poison or condone its use in any way.

The Legend

Glacia was the daughter of the Hero Clelia. The elf Clelia had killed the beast Ravager and for this action she was hunted and poisoned by the Goblin Master Venomer known as Vaughn.

Glacia was very young when Vaughn poisoned her mother and she was there for the years that it took her mother to die. She saw the pain and agony that Vaughn bestowed upon her mother and over the years her hatred grew towards the ones that could have done such a horrible thing. The problem arose that no one actually knew who was actually responsible for Clelia's condition. At least no one ever admitted to Glacia what had been done to Clelia. Glacia was simply left to see her mother wither away in agony and feel powerless to stop or help her.

The anger and frustration that Glacia felt grew day-by-day and year-by-year until it actually attracted the attention of the Deity Tibor. Tibor felt Glacia's anger and appeared in a dream to talk to her. Glacia saw Tibor as a tall thin elf whose features looked chiseled and hard. But even in the harshness of his appearance there was something noble to be seen.

"Your anger consumes you," he told Glacia in her dream.

Glacia immediately thought of the woman writhing in her deathbed, the servants around her unable to offer even the tiniest comfort to her for fear of their lives... for you see, the lightest touch by Glacia's mother would kill.

"She was my Mother!" Glacia screamed and sobbed... "They would hardly let me see her, but I heard. I heard every sound she uttered, every plea for death she made."

"It is not their fault that they could not save her," Tibor told her in the dream. "Now look to the mirror and tell me what you see."

A mirror appeared in Glacia's dream and she could see herself reflected within. She saw the truth of what she was and

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when she did she realized that despite the pain and agony her mother suffered, she herself would never have been able to put an end to it... and for that she sobbed.

“If you yourself could not end her life, how could you expect others to?”

Glacia could do nothing but sob. She continued to sob within her dream until she woke crying. Even then, it took a long time for her to stop.

The next night Glacia slept, Tibor again joined her within a dream. In her dream she was standing beside her mother's bed as the woman moaned in agony. Around her bed were men in Red Robes, looking to each other and then back to her mother.

Glacia saw Tibor as he walked into the dream and said. “They have never told me who did this to her, but I have decided. I will kill each and every one until I find one that will tell me.”

Tibor was calm in her answer, “None of them know who did this to her. They each have their suspicions but none know. It is not right to kill the innocent in such a quest as you have.”

“But I must do something!” Glacia screamed. “I cannot live anymore knowing what was done. I feel my sanity being stripped from me by my memories and dreams. Even now, I talk to you in my dream and do not even know who or what you are.”

With those words, Tibor smiled. “I am your salvation Glacia, for you see, I know who did this to your mother.”

Glacia leaped from the side of her mother's bed to grab hold of Tibor. But all she found was empty air. She looked frantically around but her dream world was gone and she was in a huge empty

white space. Although she could not see Tibor, she could hear his voice. “I cannot tell you that yet, for you are not ready. If you really want to know, then you must become my pupil, for it is only through my training that you will learn enough to avenge her death. Without it, you will merely be throwing your life away.”

Glacia continued to look around, trying to see any glimpse of Tibor. “Very well,” she said finally, “Teach me!”

“When the sun rises, be at the standing stones. Your training will begin then.”

With that Glacia woke. It was still late into the night and she was far too awake to get further sleep that night. Come morning, she was at the standing stones and was ready for her training.

That was the last people saw of Glacia for many years. Tibor took her deep into the wilderness and taught her the ways of stealth and of how to hunt a target and kill it in a single blow. Tibor taught Glacia the ways of the Assassin. He taught her all the things that she had to know if she wanted to avenge her mother's death. Finally her training was over and he told her. “You have trained long and hard and are finally ready. You will find that you need the long years of training. For you see, a Goblin Venomer poisoned your mother. In fact, it was the Venomer Orn, the first Venomer of the God Vaughn.”

Glacia understood, she would be entering the goblin nation and would have to make her way to the heart of that nation if she were going to complete this hunt. She did not ask Tibor why Orn had done this thing to her mother, although she could guess. But to make sure, she would face Orn and he would tell her

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why he had done such a thing to her mother.

Glacia left the next morning and as Tibor had told her, her journey was long and hard and she did indeed need all of the skills he had taught her. She made her way deep into the mountains, deep into the very heart of the goblin empire. She saw first hand the running of that empire, of its brutality and disregard of life and of each other. She saw Goblin steal from Goblin. She saw Goblin kill Goblin in bloodletting after bloodletting. But all this she ignored. All this was inconsequential. She continued on, ever deeper into the their territory.

Finally, she was there. Orn was here; Orn lived in this village. He was here now and she could see him. See him teaching others his vile art. So as he taught, she waited. As he moved about the village she watched. She made no move as she learned his moves. She bid her time and only when the time was right did she make her move.

She followed him as he left the village to find the vile instruments of his craft. When he was alone in the woods she was upon him. He had no chance. His skill was no match for hers in a face-to-face fight. But before she would strike the final blow she asked him why he had killed her mother.

“Vaughn commanded me.” Orn told her. “He was giving the gift of poison to the world and your mother stopped him. So it was my honor to make her suffer for what she had done.”

Glacia could do nothing but shake her head. “You stupid creature,” she told him. “Vaughn cares more for his pet than he does for you. He will not care when you die only that you were stupid enough to serve him while you lived. I

pity you for now you go to the eternal dark.”

With those words Orn’s life ended. Glacia had her revenge and returned to the lands of her birth to found the Order of Swift Justice. Glacia had been right. Vaughn cared more for his pet than he had for Orn. There would be no retribution and although Vaughn would have followers, those followers would never know the depth of knowledge that Orn had before he had died.

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.

You must decide when you make your character if he or she will worship Tibor. It is not possible to worship this deity unless you do so at your character’s creation. This restriction assumes that you were introduced to the ways of Tibor and that The Order of Swift Justice has spent many years preparing you for their ranks.

If you do take Tibor as your character’s deity you must also take the following skills: Assassination, Balance, Climbing, Concealment, and Move Un-noticed.

Once you have started your worship to Tibor, you have to place 25% of all earned experience into that worship. In addition, at least 25% of all your earned experience must go towards your mandatory skills (Assassination, Balance, Climbing, Concealment, and Move Un-noticed

Getting a roll on the Favors table

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

Tibor Favors Table

1. The character may cast a Chameleon spell once per day. The spell is personal and lasts for 2d12 combat rounds. The spell affects the caster only and has a casting speed of 2d12. Each additional time this blessing is rolled, the character may opt to do one of the following. Cast the spell one additional time each day, or increase its duration by 1d12 combat rounds or add +1 to the detection dice roll should one be made (i.e., to find the character). The spell causes the character to blend in with his background. The character may move while the spell is on so long as his or her speed is half his or her normal walking speed.
2. +1 penalty to the targets dice roll in any attempt to detect a back attack. This favor is cumulative (i.e., roll it five times and it is a +5 point penalty).
3. +1 penalty to the target dice roll in any attempt to detect an assassination attempt. This favor is cumulative (i.e., roll it five times and it is a +5 point penalty).
4. +1 to damage if attacking the target from behind. This favor is cumulative (i.e., roll it five times and it is a +5 point penalty).
5. +1d2 to the characters synergy bonus in the assassination skill. Keep track of this bonus separately. If at any time the character stops worshipping Tibor, this bonus is lost.