

Vaughn

The Goblin Deity of Poison and Poisoning

Other Names Known By:

Eudel

Giakomo

Vaughn's symbol is that of a multi headed beast.

Vaughn is not the most popular Deity among the Goblins. Vaughn demands sacrifices as part of his worship and the followers of Vaughn have no qualms about using their own to fulfill this worship requirement. The death given these poor unfortunates is horrid indeed. It is not a proper sacrifice unless the victim writhes in pain the entire night and only dies moments before daybreak.

Followers of Vaughn love poison and what it can be made to do. They dedicate their lives to it and to Vaughn. They feel that Vaughn gave poison to the world as a gift but that the giving of the gift was cut short by one of their most hated enemies, an elf named Clelia. When the followers of Vaughn do manage to get a hold of an elf, they take extra care to make sure the individual suffers just a bit more than normal before passing over to Vaughn.

The Legend

Vaughn was angry when he entered Orn's dream. He showed Orn the great beast Ravager. Showed Orn as one by one, its head were pierced by arrows fired by the bow of Clelia. Showed Orn how the heads would fall from the neck to lie lifeless on the ground. Showed Orn how the majestic beast struggled at the end, dragging its useless necks behind it. Orn could feel its pain... he knew its agony.

"You will be my revenge, Orn!" Vaughn told him. "I will teach what you need to know and you will wreak my revenge on Clelia and her vile kind."

So each night Orn dreamed and in each dream Vaughn was there. He showed him of the creatures and plants that Ravager had changed. He taught Orn how to take and use these creatures and plants, how to milk their poisons and how to distil their essence down to a black murky death.

When he was finished he taught Orn one last thing, the secret of Ravager's teeth. Once learned, Orn's quest began. Orn left the safety of the mountains and traveled the land. He looked for each of Ravager's heads. There were 100 and each time he found one, he would remove from the head the arrow that had been used to kill it and break off the tip of its point to take with him. He would then carefully pull one of Ravager's teeth. Each tooth was carefully packed and returned to his village along with the tip of the arrow that was used to kill the head the tooth belonged to.

When he was finished, Orn took a chip from each tooth and ground it into a fine powder. He mixed the powder with other potions and brews, as he had learned from Vaughn. Once he had his poison ready, he took the tips of each of the arrows he had found and placed them into a bowl. Vaughn himself melted them and formed them into a thimble that ended in a pin. He placed the thimble onto his index finger and put its tip within the brew he had made of Ravager's teeth.

Orn was ready and called the goblins to arms. *To Arms! To Arms!* The call went out and the goblins assembled. *To Arms! To Arms!* The sound of their marching feet shook the ground. From every

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corner of the mountain they assembled. From every mountain of the world they came.

The war against the elves had started. The battles were long and bloody. Neither side would give or ask for quarter. It was not expected. It was to the death although unknown to the elves, it was to the death of only Clelia.

Many battle were fought before Clelia and Orn found themselves upon the same battlefield. Always Orn looked for Clelia. Orn had seen her many times in his dreams. Until then, he had never found her. Finally she was there. Orn knew what had to be done! He crept around the battlefield to where she was fighting and like a shadow he approached. It was the smallest prick. It was the tiniest of wounds that barely broke the skin. She did not even notice as he crept in behind her. It took but a second... a pinprick of time and Orn was gone. The battle was over. Vaughn had his Revenge.

The retreat sounded and the goblin army dissolved as if it had never been. The elves were awestruck for never had they seen the like and they could not understand what had happened. But they were thankful to see the Goblins crawl back into the holes that they had come from. They were relieved... at first.

But then, Clelia took ill and it was such an illness that they had never seen. Her touch became death. Her skin began to blister and she would scream out in the agony of her pain. Her fellow warriors did not know what had happened or what to do.

Then the priest's of Melchior came. They seemed to know what had happened, but when asked about it, all they would say that it was Goblin

Treachery at work. They left shortly after they had come taking Clelia with them. Her people never saw her again.

Indeed, Vaughn had his revenge. Clelia's revenge would have to wait until her daughter Glacia came of age... but that is another legend.

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 Vaughn he must pay 300 affinity points. Once the Goblin has started to worship Vaughn he must put 75% of all earned affinity towards the worship of Vaughn. The follower of Vaughn must also have the following skill: Venonmer. The skill can start out at any level but once worship begins, the character must put all his remaining affinity points into it (that is 25% of all earned experience will go into the Venonmer skill).

In addition to the above worship requirements, the followers of Vaughn must partake in one ritual sacrifice to Vaughn a week. The sacrifice must be done at one of Vaughn's temples and must involve the use of poison to kill the unfortunate victim.

When these worship requirements are met, the follower of Vaughn 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 Vaughn.

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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).

Vaughn Favors Table

1. The recipient of this blessing has an increased poison resistance. The first time this is rolled the character adds 1d8 to his WR dice rolls when poison is involved. Each additional time this is rolled the dice is increased to the next largest dice (i.e., the d8 goes to a d10 then to a d12). Once the d12 is obtained, a second d8 is added and can be worked up, then a third, and fourth, etc.
2. The recipient can cast a poison spell once a day. The spell starts out with a range of touch and has a casting speed of 2d12. Starting damage is 2d6 (see blessing three).
3. The worshipper can only take this blessing after blessing two has been taken at least once (if you roll this blessing first, re-roll). When you do receive this blessing you can do one of the following; increase the range of the poison spell by 10 feet (1 inch on the game table), decrease one of the dice of the casting time of the spell (i.e., 2d12 goes to 1d10+1d12 which would be decreased to 2d10- the fastest casting time possible is 2d4), or you can increase one of the damage dice (2d6 becomes 1d6+1d8 which would become 2d8- the largest a dice can be is 1d12. when both dice are d12 you get to add another d6 to the damage and work it up to d12 before getting another d6...and so on and so on and so on...)
4. The character's synergy bonus in his or her Venonmer skill goes up by 1d2 points. Keep track of this bonus separately. If the worshiper stops following Vaughn he or she loses the bonus.
5. The recipient may cast a "Move Unnoticed" spell once per day. It is self only and allows the caster to move up to 30' without being seen or noticed. Each time this blessing is rolled, the worshiper may cast the spell one additional time each 24 hours. The casting time on the spell is 2d12 (if it is cast during a round of fighting, it may be used to slip away from a melee opponent- very powerful).
6. This blessing allows the recipient to cast a "summon poison creature" spell once per day. Each time this blessing is rolled the recipient can cast the spell one additional time. The spell will only work if there is a wandering monster in the wandering monster tables (of the area) that has or uses poison. If there is, it will arrive on the scene in 2d4 combat rounds (assuming the caster is still alive) and will fight until dead. If there is more than one type of creature on the wandering monster encounter tables, randomly determine which one shows up.