

Kezia

The God of Human Rangers (f)

Other Names Known By

None

There are several gods for human rangers. This is one of the lesser known ones. Kezia tends to be more popular in backwoods and wilderness areas. There are no official churches for the worship of Kezia. Those that worship Kezia tutor and teach any that show an interest in her (remember to learn the worship skill from someone the teacher does have to have the Teaching Life skill).

Kezia's symbol is a white disk surrounded by a black ring. It is a stylized image of the moon against the night sky. Followers of Kezia will normally display the symbol on the shoulder or chest.

Those that follow Kezia do not have a problem with hunting animals for food. They would never use one of Kezia's blessings to aid in their hunt though. The Blessings are given to help in the defense of animals and not for any other reason.

The Legend

This is the story of Kezia. Kezia liked watching the world and looking down from above. She would take the shape of the moon and move across the sky, helping those below by giving them light to see by. When she went below the horizon, she would enter the underworld. Once there she would slip through to the other side so she would once again light the night with her presence.

As is obvious, sometimes Kezia cannot make the passage through the underworld quickly enough and she comes out during the morning or the evening. The God Solarus (keeper of the Sun) is very jealous of Kezia, thinking she has no right to shine when the sun shines. Because of his jealousy of Kezia, Solarus would sometimes whisper to the God Meshach (god of the underworld) that Kezia is on her way. At these times, the

god of the underworld Meshach would try to catch and keep Kezia and Kezia would have to fight to gain her freedom. Kezia has always managed to get away, and after awhile this impressed Meshach completely. One day he decided to speak with Kezia rather than try to catch her. At first Kezia did not trust Meshach and she would avoid him, moving ever faster through the underworld. But after a long time, she stopped and asked him what he wanted to talk about. He said that he wanted to just talk, that if he knew when she was coming through, he would escort her through his domain and they could talk.

Kezia agreed and through the ages, these two gods fell in love. Now in her visits they make love. Sometimes Kezia remembers their lovemaking when she is high in the sky overhead. At these times you see her blush red for everyone to see. Due to their lovemaking, Kezia becomes pregnant. You can see that her belly is full when the moon is Waning. She gives birth when she is Waxing. After she has given birth, the land is again filled with creatures. It is she that fills the wilderness with the animals you find there. After she has given birth Kezia spends a few nights in the underworld where her and Meshach enjoy each other's companionship. Then she again returns to watch the land.

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 Kezia 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.

Kezia requires that you place 25% of all your earned affinity points into her worship. When you start doing this (and keep doing it), you have a chance to gain favors from her, based on your worship skill level. You must also be of good alignment to worship Kezia and must have the following skills (at any level), Tracking, Bush Craft, Mountain Craft, Animal Husbandry and Move Un-Noticed. If at any time you stop worshipping Kezia (i.e., renounce her as your deity or fail to put 25% of your earned affinity into the appropriate skills), you lose all her 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 Kezia) 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

Kezia Favors Table

1. Each time the character rolls this he can cast a heal animals spell. Each single casting will heal 1d12 wounds. The range of the spell is 30 feet. Each time the character rolls this, he can cast the spell one additional time and the range increases by 10 feet (roll it four times and the character can cast the spell four times each to a range of 70 feet). Each time rolled the spell is useable once per day.
2. The character can cast a Summon Animal spell. This spell will only summon "animals" that live in the world today. Roll on the area's wandering monster list until you roll

an animal result (if no animals are on the table then the spell will not work). Each time the character rolls this favor he or she can cast the spell up to once per day. Each casting is useable once per day. The summoned animal will arrive on the scene in 2d4 combat rounds and will fight by the character's side (or at least near it) until the end of the battle.

3. The character can cast a Night Sight spell. The spell gives the character Night Sight for one night. Each time the character rolls this favor he or she can cast the spell on one other character.
4. The character can cast a stealth spell. This spell will allow the recipient to move through an area without being seen. The spell will only last for 2d12 combat rounds when cast. It will only work if the recipient is trying to *avoid* something. This means that the spell will not work if the character is trying to get into position to attack something or trying to approach something in order to attack it. Each time this is rolled, the character may cast the spell one additional time.