

## Melchior

Ranger Deity for Elves

Other Names Known By

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Melchior's symbol is a long bow and a bundle of 100 arrows. The followers of Melchior do not normally wear or display this symbol openly. Most followers of Melchior wear a multi colored green tunic once they have a synergy level of 18+0 in their worship to Melchior. This garment is not required but most who follow Melchior eventually buy and wear one.

The followers of Melchior hate Goblins, especially Goblins that follow the god Vaughn or use poison. If a follower of Melchior can identify a goblin Poison Maker or a Goblin follower of Vaughn then he / she will try to kill that Goblin to the exclusion of all other Goblins. This will actually become a personal quest for the character and if successful (i.e. the character kills the offending goblin) there is a 50% chance that Melchior will give the character an immediate favor (i.e., the character gets to roll on the favors table). To qualify for the favor, the character must do at least half the damage to the goblin in question.

### The Arrows of Melchior

It is known that 25 of the 100 arrows Melchior gave to Clelia are held in various temples and shrines found throughout the Elvin kingdoms. Each of these arrows has its tip broken off and still has on them the remains of the blood of the beast Ravager. It is believed that the remaining arrows still exist and

that they will be found and used in the Armageddon (one of the signs that the Armageddon has started will be the finding of the missing arrows). If one of the arrows is fired at a creature and hits its eye, the head the eye is attached to will fall off the body and will not re-grow (if the creature has that power). The arrows give the character -5 on the to-hit dice roll when fired from a long bow.

### The Legend

It was a dark time for the world when Vaughn released Ravager upon the world. Ravager was a mighty beast with a hundred serpent like heads on long tapering necks. It was as large as a small mountain and everywhere it went it destroyed. With its ravenous appetite it would consume whole villages, eating the elves within and crush the buildings beneath its great mass.

But that was not the worst of it. Ravager's heads would drip bile onto the land. Ravager's bile killed most of what it touched but what it did not kill, it corrupted. It gave to the world poison. It corrupted many plants, so that you would die if you ate them. It corrupted many creatures giving them stingers full of venom or making their bite poisonous.

Ravager was a Pox on the land. Many went after the beast and tried to slay it, but all failed. No weapon could penetrate its scale like skin. It brushed all aside with hardly a notice. The land was griped in terror and despair until a hero stepped forward. Her name was Clelia and she told her Elvin kin that she would slay the beast. "I have been given the task by the god Melchior and he has given me the tools to do it!" she said.

It was already known that Clelia was the master of the bow and could hit a bird as it flew around the sun. None could compare or beat her marksmanship. She told the elves that Melchior himself had given her 100 magic arrows that were to be used against Ravager. She told them. "When I return, Ravager will be dead."

Her task was not a simple one. She had to fire one arrow into each of Ravager's 100 heads. Each arrow had to hit an eye so it could penetrate to the brain within the head. Only in this way could the head be killed. Clelia could not afford to miss even one of the shots. Leave one head alive and the beast would live on to eventually corrupt everything within the world.

For many years Clelia hunted Ravager. She was very careful when she fired an arrow at the beast. It was not an easy task for Ravager never slept. Sometimes she would see the beast feasting on a herd of cattle and she would work her way around for that one clear shot at one of its heads. Sometimes she would have to climb a tree and wait for days for it to come by. But as each head died, the task became easier. The head would sever from the creature and fall to the ground from the magic arrows. As each head fell, the great serpentine neck that supported it would die as well. As each head died, Ravager was forced to drag its neck along the ground after itself. Finally, after many years, Clelia was done and the last head fell to earth. Ravager was defeated.

Clelia performed many more great deeds in the name of Melchior. Her deeds, plus her tragic fate have ensured her place among the Elves greatest heroes.

## Deity Worship

Each deity in the world of Panjere is treated as a separate independent entity. As such, each deity has his or her 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.

A character that wishes to worship Melchior must have the Longbow, Forest Craft and Tracking skills. In addition, either the character's Longbow or Worship skill must be the highest skill the character possesses (only one of the two must be the highest, not both).

Like all skills, worship is a skill. You have a base value in it, plus a bonus. When you start your worship of Melchior 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.

Melchior requires that you place 50% of all your earned affinity points into his worship. When you start doing that and keep doing that, you have a chance to gain favors from him, based on your worship skill level. If at any time you stop worshipping Melchior (i.e., renounce him as your deity or fail to put 50% of your earned affinity into worshipping him), you lose all his favors and your level in worship goes to 0.

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

## Legendary Deities: Melchior, Ranger Deity for Elves (m)

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 on increasing your synergy level.

### Getting a roll on the Favors table

Each time the character's synergy bonus in worship (to Melchior) goes up by one point, roll a d4 on the Favors Table (see below).

### Melchior Favors Table

1. The character receives Melchior's tracking. Roll 1d10 and record the figure on the character sheet. This is the percentage chance that the character can track a creature. The character can use this to track a target over any terrain (even in a dungeon). This roll can be made after a normal tracking roll has been made. Each additional time this is rolled roll the d10 and add it to the previous total. If the total goes over 100 then the additional goes into a second chance to track a creature (i.e., at 115 you make one check automatically and can try of a second check later at 15% chance of success).
2. The character receives Melchior's Aim. Each time this is rolled, the character may make one "unmodified" shot using a Longbow each day. This means that the shot is made without modifiers to the dice roll (good or bad). If this option is taken the character rolls against his base synergy level in Longbow and cannot make a re-roll attempt if he / she misses (i.e., the character cannot use his luck to retake the shot).
3. The character gains Melchior's Poison Protection. Roll 1d2 and add it to the wound resistance dice rolls against all natural and magical poison damage. If this is rolled multiple times the dice is increased by 2 each time (i.e., goes to a d4, then a d6 etc.) until it tops out at a d12. On subsequent rolls, a new dice is added to the poison resistance that can also be increased up to a d12 (and so on).
4. The character gains Melchior's Camouflage. Each time this is rolled the character may use this blessing once a day. This blessing allows the character to hide and avoid detection by his enemies. The ability only applies to the character and only if in natural surroundings (i.e., bush). The character remains hidden from view until he / she decides to move. Even a normal spell that detects invisible has only a 25% chance to allowing the caster to see the character.