

Kineta

The Patron Deity of the Swamp

Other Names Known By:
None

Kineta can appear as a beautiful Nagis (beautiful to other Nagis that is) or in her natural form, that of a half reptile, half spider creature. She appears in her monster form when protecting the swamp or when she is angry with someone (and she is about to kill them). Kineta is very likely to take a role in protecting her domain. She feels that her entire domain is swampland and has now come to feel that "her" people are the Nagis, even though she did not actually create them.

The Nagis have taken her to heart and she is a very popular deity to them. The Nagis live as part of a swamp and not as a people that must change the swamp to suit their own way of life (they do not have any problem leaving the swamp and changing the lands around it).

The Legend

This is the legend of the Nagis Musett that found himself deep in the swamp near nightfall. He and his friend had been hunting a particularly nasty creature that had been terrorizing the village. Although it had not been seen, many Nagis had vanished as of late and Musett and his friend had been determined to hunt the creature and kill it.

The exertions of the day had taken their toll and Musett fell quickly to sleep with his friend taking the first watch. Musett was never to know how long he had slept when sounds drew him from his slumber. It was an unholy sucking sound that stirred him from his sleep. As his eyes came open, he realized that he was looking at his friend on the other side of the fire and that the creature was upon him. It was a horror beyond words. It was a thing that was half reptile and half spider. Blood and gore dripped from its mouth as it looked up and across the fire at Musett.

Musett could do nothing. He could not move or speak. He was paralyzed at it darted and shifted and inched its way towards him. When it stood over him and he thought he was lost, he saw its eyes widen the tiniest bit. As it watched him, a single tear formed in its eyes and dropped onto Musett's chest. He felt his whole chest become warm from the tear. The creature hissed at him. "Take its body back to the village and tell them

what you have seen tonight. You must stop your people from desecrating my swamp. If they do not, I will come in the night and I will kill them. I will kill you all."

With that, the horrid thing was gone.

The following morning Musett took his companions body and returned to the village. No other bodies had been found after they had vanished. The condition of this body spoke to the people that saw it. The terror and pain of his death was still upon his face.

The village wanted to comply with the creature's wishes but did not know how. They did not know how they had angered it or how to please it. But they did their best and there were no more disappearances. In fact, a new Nagis came into the village from the swamp. She told the village that her name was Kineta and that she was the last of her village and that those within had been killed one after another until none were left except her. She told them that she had seen the creature and had been told what to do to please it, but that the village had ignored her.

Musett's village was not about to ignore her and took her council to heart. In fact, as time went on she became a respected member of the village and she and Musett married. As word grew that their village was free from the creature's attacks, Nagis were sent out to teach the other villages how to avoid the creature's wrath.

Years passed for Musett and Kineta. They loved each other deeply but despite their trying, Kineta never bore child. Then one day Musett and Kineta were alone and Musett was talking of the fact that they did not have children. Musett was looking at Kineta as he saw a single tear form in her eye and fall to his chest. Instantly he knew the truth. Kineta was the creature from the swamp.

Confronted with the truth, she broke down and admitted that on the night she had first seen him she had looked into his soul and found that she had fallen in love with him. She could not bring herself to kill him but knew that she must teach the Nagis to respect the swamp or she would be forced to kill them all. She further told him that she had in fact born him three children but that she had hidden them away so she could teach them their powers before exposing them to other Nagis.

She kissed Musett and told him that she would love him forever, but that she must now go. That

she could not live among the Nagis so long as her true identity were known. Without another word, she left the hut and was never seen by Musett again.

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 Nagis starts his worship of Kineta he must pay 250 affinity points. Once the Nagis has started to worship Kineta he must put 25% of all earned affinity into the worship of Kineta. Before taking Kineta as a deity, the Nagis must also know the Swamp Craft adventure skill to at least level 18+0.

Getting a roll on the Favors Table

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

Kineta Favors Table

1. The character that rolls this can summon a swamp creature to help fight for the character. The character can use this favor once in 24 hours for each time this blessing is rolled (i.e., roll the blessing 4 times and you can use it four times in 24 hours). The spell will only summon a creature that is found in a real world swamp today (i.e., no dragons or other magical creatures). The creature will stay for the current fight then return to its life in the swamp. Use the area's wandering monster encounter tables to determine the actual creature that that spell summons (randomly determine a creature from those available). The creature will appear in 2d4 combat rounds.
2. The character gets a Create Bog spell. The spell will turn a small section of ground into a 10-foot cube of bog. Those within the area can make a react (or escapist) dice roll to avoid being caught in the area. It will take a creature 2d4 combat rounds to free itself from the bog. The first time this is rolled, the spell has a casting time of 2d12, and a range of 30 feet (3 inches on the gaming table). On additional rolls the character may increase the range by up to 10 feet or elect to be able to cast the spell one additional time in each 24-hour period. Once created, the bog lasts until it dries out naturally.
3. The character gets a cure poison spell. The spell will completely cure the target of any type of poison. The spell has a casting speed of 2d12 and a range of touch. Each additional time this favor is rolled allows the recipient to cast the spell one additional time each 24 hours.
4. The character gets an Easy Movement Spell. The spell has a range of touch and a casting speed of 2d12. It allows the target to move through a swamp without any movement penalties. So long as the spell is in affect, the recipient can move over bog or quicksand with no movement penalty (i.e., will not sink even if walking over quicksand). The spell lasts for one day.
5. The character gets a Paralyze target Spell. The spell has a range of touch and a casting speed of 2d12. The target receives a *Spell Resistance* (SR) dice roll to avoid the affects of the spell. Those affected by the spell are paralyzed and cannot move, fight or cast spells for 2d4 combat rounds. Each additional time this is rolled, means the character can cast the spell one additional time a day.
6. The character gets a swiftness spell. The spell has a range of touch and a casting speed of 2d12. The target of the spells has his movement speeds doubled for the duration of the spell. In addition, the target can retake each react roll once (at no cost) when this spell is in affect. This only allows the react re-roll to be made at no cost (it does not supercede the one re-roll rule). The spell lasts for 2d12 combat rounds.