

Sachi

Nagis King of the Spiders Deity

Other Names Known By:

Kaleb

Maha

Niall

The symbol for this deity is a spider hanging at the end of its silken thread. Followers of Sachi hang a net over their front door (on the outside of the door). Sachi is a very popular Nagis Deity and is the main reason that there is such a strong cultural bias towards the net rather than a shield. The Nagis believe that it was Sachi that taught them to use the net. Sachi was also responsible for creating bogs and quicksand and formed much of the landscape you find in a swamp.

Followers of Sachi will never willingly kill or let someone kill a spider (any spider) and will give a small food offering and ask forgiveness if they kill a spider by accident. On festive occasions, followers offer food to Sachi (mostly raw meats or small whole animals).

A follower of Sachi may make a worship skill check to avoid a fight with a spider. The follower can use their skill to prevent the spider from attacking him (or her) and may even prevent a spider from attacking another group member if the spider is not already fighting. If a spider is in a fight, then the follower of Sachi may use 1d4 points of his synergy bonus in the worship skill to calm the spider down and stop the fight (providing the person fighting it stops attacking it).

The Legend

This is a story set far in the past, when swamps were not as they are today. Long ago, swamps did not have bogs, moss or thick growth. You could walk from one end of the swamp to the other and not have to fear the quicksand you find today.

But even so, back then, as now, it was customary for a Nagis to take a wife and raise a family. One of the first Nagis to raise his family in the swamp was a Nagis called Kort. Kort was a good hunter but even so, he often found that he could not catch enough food for himself and his family. He hunted diligently and would often stay out very late into the night in the hopes of catching something to eat. But it was not easy and he often had a hard time of it.

One day, Kort was out and he saw this curious creature in a web. He approached as the creature

watched him and introduced itself. "I know who you are," the creature said. "I am known as Sachi and I have watched you for many years and have seen you hunt. There is an easier way to hunt, if you want me to show you."

"That would be nice," Kort said. So Sachi taught Kort how to make a net and how to use it to help catch his food. Kort was very grateful for the knowledge, and thanked Sachi and left.

Kort spent a lot of time hunting with the net. He would occasionally see Sachi and would talk with him. He would sometimes bring extra food and share it with the strange creature. Kort was pretty sure that Sachi was a spider; at least Sachi looked like a spider and spent much of his time in a giant spider web. Finally, one day Kort asked if Sachi was indeed a spider. "Yes," it told him, "But not just any spider. I am king of the spiders." Kort nodded at this, "I shall make sure that I will never kill a spider," Kort replied.

Sachi nodded, "I know that you never have," he told Kort. "That is why I talk to you." With that, Sachi got down from his web and broke it free of the tree's that had held it in place. He turned back to Kort and said, "Here, take this and use it to hunt. It will be much better than your net."

Kort thanked Sachi and went on his way.

A long time passed and Kort used the spider web to provide food for him and his family. Sachi had been right; it was much better at catching things than his net had been. Kort always came home with lots of food. During the night, Kort would hang the web in his doorway. He felt that this was a good sign and showed Sachi that he still had the web, should Sachi wander. As Kort's children grew, he made sure that they respected the spiders in the swamp and never killed one. Life was good for Kort and his family for a very long time.

In was very late in the night when a horrible screaming woke Kort and his family. It was the scream of an abomination. At first Kort thought that something was dying but then he realized that what screamed, screamed in anger. It was furious and the sound came from his doorway, less than a dozen feet from him and his family. As his family cowered in the dwelling corner, Kort lit a small fire to see what was making the noise.

He let out a gasp when he saw the creature. It was hideous. Although it had arms, legs and head, it was a deformed monstrosity that was trying to push its way through the web and get to him and his family. It had managed to push its

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head through the web and into the room. Kort could see the baleful green eyes stare at him in rage. He could see venom drip from its fangs. In near terror, Kort picked up the wood axe and chopped the creature's head off. Its body went limp and the screaming stopped as its head rolled around on the floor.

Kort was aghast. He waited until morning and then took the creature's body and head and buried it far from his home. As he filled in the hole he felt that he had seen the last of it. He was wrong. Late the next night, it returned and again tried to enter the house. Again it was held fast by the web and again Kort was able to cut its head from its body.

Morning came and Kort went to check to find that Sachi was standing by the spot where he had buried the creature. As he approached, he saw that there was now a hole and he knew for sure that it was the exact same creature that he had killed two nights in a row. Sachi looked at Kort and spoke, "it is immortal Kort, you cannot kill it and it now knows you and hates you. It will wait for the night and its head will join its body and it will come after you again. I fear that it will kill you and your family and then will hunt the Nagis for what you did to it. I fear it is my gift of the web that saved you and your family but has put all of your people at risk."

Sachi then handed Kort a stick, a piece of moss and a small bag of dirt. "Take these," he told Kort, "and do as I instruct."

A short time later, Kort finished listening to Sachi's instructions and returned home to gather wood for a great fire. Kort built the fire and threw the creature's body upon the burning pile. With this, the head's eyes popped open and it screamed in anger for it knew that this could destroy its body. Kort saw the creature wake and start to roll forward, towards the fire and its body. As instructed, Kort threw the stick down between the creature and its body. Instantly a wall of brambles and thick bush sprang up and prevented the head from reaching its body. This made the creature so furious that it left its body to burn and went after Kort. Kort took off running for the swamps center.

Kort tried very hard but found he was just not as fast as the rolling head. The further he went, the closer it got and the more grotesque it became. Its eyes bulged out; its tongue darted in and out of its mouth and nearly managed to catch Kort by the ankle several times. Kort decided it was time to use the moss and dropped it into a patch of water as he ran past. The moss soaked up the

water to instantly grow and spread out. The head hit the moss and found that its movement was slowed as it hit the soft slippery surface.

Kort continued to run, daring to glance behind as he traveled to the center of the swamp. He saw the head struggle to get out of the slippery ground but knew that he could not slow. He knew that he must reach the center of the swamp first or he would never be free of the vile thing. Finally he reached the center of the swamp. He took the magic dirt from its pouch he threw it onto the ground. Instantly the dirt turned into a patch of bog and quicksand. As Kort watched the quagmire quickly spread out. In the distance Kort saw the head as it finally freed itself from the moss. In moments it was rolling after him again. But this time, it was the quicksand that caught it. The head hit the quicksand and reached the center of the swamp before coming to a stop. The creature screamed its fury and trashed about but it was hopeless. It was caught and despite its rage, it could do nothing but sink slowly out of sight...

It is for this reason that swamps are the way they are. The swamps thick growth was created to stop the creature from reaching its body. The moss was created to allow Kort to have the time to make the bog and the bog was created to trap it. The creature is still there, trapped beneath the swamp. It eats anyone that falls into and sinks in the bog. On dark nights, when the swamp is quiet, you can hear the sound of its voice hiss up through the bog. If you listen very closely you might even hear it curse Kort's name.

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 Sachi he must pay 300 affinity points. Once the Nagis has started to worship Sachi he must put 50% of all earned affinity into the worship of Sachi. Before taking Sachi as a deity, the Nagis must also know the Swamp Craft adventure skill to at least level 18+0. In addition to this, the character must take the Net as a combat skill and have it developed to at least 18+0.

Getting a roll on the Favors Table

Each time the character's synergy bonus in worship (to Sachi) goes up by one point, roll 1d6 on Sachi's Favor Table (see below).

Sachi Favors Table

1. The character may cast a Web Spell. The spell has a range of 30 feet (3 inches), and a casting time of 2d12. If successful, the web spell will restrict the movements of the target. The target gets a React or an Escapist Skill check (player chooses which one to roll against) to avoid the web as it forms. Those caught in the web have their movement rates halved. They also suffer a +5 penalty to all their skill rolls (a high synergy bonus will not negate this penalty). In addition there is a 25% chance that the target will not be able to move at all and will actually suffer a +9 penalty to all skill checks (note that skills include weapons and spells and not just adventuring skills). The character caught in the web must break free of it. The time taken to do this is 6+2d8 combat rounds minus the targets RS rating. If the character is holding a bladed weapon of some type, then he or she can break out of the web after 2d3 combat rounds.
2. The recipient can cast a Spider Climb spell. This causes the hands and feet to stick to things, even if wearing boots and gloves (the power of magic... oh ya!). The spell has a range of touch and a casting speed of 2d12 and comes with a duration of 4d6 combat rounds. While it is in affect, the recipient may move at a walking speed over any solid, dry (non slippery) surface. This includes walls and ceilings. The target can end the spell early (if they want) but must travel on "all four" if going across a wall or a ceiling (i.e., no weapon in hand).
3. The character receives a Slippery Ground spell. The casting time on the spell is 2d12. It has a range of 30 feet (3 inches). The spell will make a section of ground slippery. The section of ground will be in the shape of a circle with a radius of 15 feet. Anyone fighting in the area must make a balance skill check each round or fall down. In addition, any creature running through the area will fall unless it can make a balance skill check. Getting up on the slippery ground is also very hard. When the check to get up is made, add +1 for each time the character can cast this spell (i.e., if the spell can be cast 6 times per day, then the modifier is +6).
4. The recipient gets a Free Movement spell. The spell has a range of touch and a casting time of 2d12 and a duration of 4d6 combat rounds. The target of this spell may move through the thickest growth without penalty. This means that the target could walk or run through a solid war of thorn bushes and exit the far side without a scratch.
5. The character gains a Summon Spider spell. The spell will only work if spiders are listed on the area's wandering monster encounter tables. If spiders are present, then one (randomly determined) spider will arrive on the scene and fight for the character. The spells casting time is 2d12. The spider will arrive in 2d4 combat rounds and will stay until the end of the fight. A spider summoned by this spell will show up even if the character has a Pet Spider (see 6 below). The spell may be cast multiple times during the same battle if the character wants (it will bring multiple spiders – one per cast).
6. Spider pet. This one is a tough one to get. The character gains a spider pet. The character can save up these rolls (i.e., say he wants a pet after he has rolled a six five times) to get a more powerful pet. I give five spiders and their associated costs below (see the adventure section of the web page to get the actual stats for these spiders). Large Spider (cost of 1), Giant Spider (Cost of 3), Giant Forest Spider (Cost of 6), Giant Mountain Spider (cost of 9), Crag Spider (Cost of 12)
Each spider can be taught 3d4 one word commands. The spider is treated as a pet in all normal ways. If the spider is large enough (see the write up entitled *Mounts and Riding Skill*) then the character can use it as a mount.
It should be noted that spiders are not a normal pet / mount in most parts of the world. In many parts of the world, they

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are considered aberration or horrors to be killed on sight. You should keep this in mind when a Nagis comes riding into town with one.