

Zylle

Nagis Land of the Dead Deity

Other Names Known By

Zared

Zillah

This is a minor Nagis Deity and is considered an NPC deity rather than a character deity. His symbol is the depiction of two glaring eyes over a barren landscape. The Priests and Priestesses of Zylle have a saying, "Such is the way of the Master. Such is the wisdom of his ways."

Zylle is a horrid deity that has struck a devil's bargain with Darkheim. Zylle would help Darkheim in his quest for revenge of the killing of his son Beast if Darkheim would agree to allow the existence of the Lands of the Dead. At the moment, the Lands of the Dead exist where the world's swamps exist even though those in the world are not able to see them. The followers of Zylle believe that Zylle takes many of the souls of those that die within swamps and places them within the Lands of the Dead.

Land of the Dead

The Lands of the Dead is a place of perpetual terror, torture and pain. It has no stars yet occupies the same space in the world as the world's swamps and is only accessible through the world's swamps. You may find passage to it at the bottom of small narrow holes and passageways, or perhaps a small stagnant pool of filth will give access to the Lands of the Dead.

The Land of the Dead is inhabited by all manner of ghost and creatures, things that have stumbled upon the Lands of the Dead or bodies or creatures that have been taken from the world and given a soul and then corrupted and mutated by Zylle himself. Zylle will often take souls from the land of the dead and put them

within the creatures that find their way there.

There is a sun in the Lands of the Dead, but when full it only shines with the brightness of a full moon. Even in the brightest daylight, the land is shrouded with darkness. When the sun goes down the twin moons will rise up to sweep across the sky. This is a bad time for any within the Lands of the Dead for the light of these two moons cause pain and mutation to living flesh. It is said that the two moons are blood red and are in fact the eyes of Zylle looking over his lands.

The Lands of the Dead mirror the swamps and areas that they parallel. Even though the ground is the same, the two areas have little else in common. Plant life does not exist as such in the Lands of the Dead. Things grow but have no life to them. The dense swamp growth in the world of the living is equally dense in the Land of the Dead but has no life. To touch a rotting festering tree is to feel the pain of its unnatural existence.

As part of the pact that Zylle made with Darkheim, the lands of the dead will be brought into the real world when Darkheim triumphs. When this happen the Lands of the dead will take up the area that is now taken by the world's swamps.

Priests and Priestesses of Zylle

All Priests and Priestesses of Zylle are kidnapped children. The first priest of Zylle is called Korlize. Korlize entered the land of the dead and was raised by Zylle. Korlize is an abomination, horribly mutated from having spent years in the Land of the Dead. He is now able to enter and exit the land of the dead at will. He has spent so much time within the Land of the Dead that he is no longer mutated or suffers pain when he

Legendary Deities: Zylle, Nagis Land of the Dead Diety (m)

is there (if anything, he suffers pain and discomfort in the normal world).

Each priest or priestess of Zylle has a disciple that they are teaching in the ways of Zylle. All disciples are kidnapped children. You are considered a disciple until you have at least 18+50 in your worship skill. Upon becoming a priest or priestess of Zylle, the disciple is told to go and kill their birth family. At this time, the disciples also pay a visit to The Land of the Dead. They spend enough time there to learn just how much pain and suffering their master can inflict. Because of the time spent in the Land of the Dead, these initiates will suffer some form of mutation. Those that can still pass as normal go back into Nagis society to steal more children as initiates.

The power of Zylle is at its height in primitive areas where fear and intimidation can be used to control the local population. The most mutated of Zylle's initiates are found as the leaders of these temples.

Zylle is a deity that believes in slavery and blood sacrifice.

The Legend

This is the story of our most loved and respected master and his first servant. The master had created the land of the dead and many things he had brought forth into the new land. But he still did not have a priest in the lands of Panjere and he determined that this need must be filled. As he looked over the land he realized that Korlize was near an entrance and could easily be brought to the land of the dead. And so he decided. He whispered to "Korlize, come this way, come here". Korlize was confused but he was young and curious and so he came. He stepped into the pool and fell into Zylle's land. Zylle took the boy and

treated him as his own son. He taught the boy the pleasure of pain, the ecstasy of agony and in Zylle's infinite wisdom the boy's real parents were never to know what happened to their son, although when Korlize came of age, Zylle let his son visit and kill his birth parents.

Such is the way of the Master. Such is the wisdom of his ways.

Worship to Zylle

Zylle is not a normal deity in regards to what a character can or cannot worship. Zylle is given as additional background to the Nagis culture as well as an NPC deity that might rear its (very ugly) head from time to time. Your games Legend Weaver has complete and final say as to whether or not a player character is allowed to worship this deity. If a character is allowed to take Zylle as his or her deity, then the cost of taking it as such (i.e., the affinity and worship cost) is left to the Legend Weaver. Keep in mind that Zylle is a very demanding Deity. Minimum ongoing Exp requirement should be 75%.

When the worship requirements are met, the follower of Zylle 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 Zylle.

Getting a roll on the Favors table

Each time the character's synergy bonus in worship (to Zylle) goes up by one point, roll 1d8 on Zylle's Favor Table (see below).

Zylle Favors Table

1. The character receives a Death Touch spell. The spell has a range of touch and a casting time of 2d12. When cast the spell has a chance to outright kill the target. The target of the spell gets his / her *Spell*

Legendary Deities: Zylle, Nagis Land of the Dead Diety (m)

Resistance (SR) dice roll to negate the affects of the spell. If the Spell Resistance (SR) dice roll is failed then the target goes to zero wounds and takes an immediate *Rate of Death* dice check.

2. The follower gains an Invoke Pain spell. The range on the spell is touch with the casting speed being 2d12. The spell lasts for 2d12 combat rounds. The target of the spell gets a *Spell Resistance* (SR) dice roll to avoid the affects of the spell. If the *Spell Resistance* (SR) dice roll is failed, then the target suffers great pain and agony (add +5 to all dice rolls... a high synergy bonus in a skill will not negate this penalty).
3. The recipient of this blessing gets an Attack Soul spell. The spell has a casting speed of 2d12 and a range of touch. The target of the spell gets a Spell Resistance (SR) dice roll to negate the affects of the spell. If that roll is failed, then the character loses 2d8 soul points to the caster of this spell. The soul points come back at normal Safe Haven rates. This spells makes it possible to control the actions of the target through the stolen soul points. See the one page write up on **Control**.
4. The follower of Zylle receives a Hurt All spell. The spell has a casting time of 2d12. All creatures with 10 feet of the caster receive 2d10 damage. All targets get a *Spell Resistance* (SR) dice roll to take no damage. Targets **do not** get their normal *Armor Protective Value* (APV) and *Wound Resistance* (WR) dice rolls against the damage.
5. The recipient of this favor can cast a curse. Only one curse may ever be cast against a single individual and that individual gets a *Spell*

Resistance check to avoid the effect completely. The curse starts out as a level one curse. The range is 10 feet and has a casting time of 2d12.

Additional rolls mean the character can either cast one additional curse each day, or Increase the level of the curses he / she can cast (maximum level for the curses is five). See the write-up on curses for the actual curse list.

6. The recipient of this roll receives 1d4 wounds. Keep track of these bonus wounds separately. If the character stops worshipping Zylle he loses these bonus wounds.
7. The characters Spell Resistance goes up by 1d2 points. The increase goes into the figures basic value until it is eighteen (18) thereafter the increase goes into the skills bonus figure, not to its base value. The increase is added to the skills bonus figure, not to its base value. Keep track of this bonus separately. If the character stops worshipping Zylle, the bonus is lost.
8. The characters React figure goes up by 1d2 points. The increase goes into the figures basic value until it is eighteen (18) thereafter the increase goes into the skills bonus figure, not to its base value. Keep track of this bonus separately. If the character stops worshipping Zylle, the bonus is lost.