

Ryszard

The Trock Deity of winter

Other Names Known By:

Niall

Aylward

Ryszard's symbol is that of a crystal. It is normally displayed on the chest or arm.

The Trock culture is one of personal sacrifice to the greater good of the whole. This only applies to the Trock culture (there is no problem or hesitation when it comes to fighting anyone or anything else). It is very rare indeed to see two Trocks in a serious fight against each other. What fights that do take place tend to be tests of strength and combat skill between individuals. A Trock army will never fight another Trock army (never!). If two Trock forces meet on the battlefield (i.e., two mercenary forces) they will *not* fight each other. If ordered to do so by a commander, then the force so ordered will rebel and go way out of its way to kill the idiot that issued the order.

The Deity Ryszard is very popular among the Trocks. His order is lead by five priests. There is one priest for each of the winter months that would be considered severely cold (i.e. in the northern sections of Eira and Wada winters are very harsh with at least five months of the year at 30 below zero or colder). Each priest is titled after a month (i.e. the Master of November, Master of December, Master of January, Master of February, Master of March).

The Trocks celebrate a religious holiday (dedicated to the god Ryszard) starting on January 5th. The holiday lasts for five days. It is a celebration to the God Ryszard for his willingness to teach Trocks how to survive the harshness of his power (i.e. extreme cold). This is one of the more widespread and important of the Trocks religious events and is characterized by one large party where the Trocks take turns running around naked in the snow (if available) and jumping in and out of very cold water. Death has

been known to happen as a direct result of these festivities although it is rare (even a drunk Trock has limits on how much cold he or she can take).

In the colder (northern) sections of the Trock lands there is a small winter bird known as a Florent. This small bird has blue chest feathers and dark, nearly black wings. This bird is not hunted or harassed by Trocks in any way and in actual fact, many Trocks leave food out for the bird during the winter months. Trocks believe that this bird will sometimes bring messages and aid to a Trock Hero, if the Hero is working in the defense of the homeland.

Most of the temples dedicated to Ryszard are located at the southern edge of the Northern Mountains. These mountains are not named on the map but dominate Panjere's North Pole. They are the most inhospitable mountain range on Panjere, at their center they are huge and high, standing miles above an ice sheet that is miles thick. Travel though them is hard enough to get a Yeti to break a sweat.

During the winter the water that separates Wada and Eira from Tactat is frozen and it is during this time that many Trocks will make the pilgrimage to Ryszard's temples.

The Legend

Winter came to the Trock nation and did not leave. The cold came down from the north and took hold of the land and would not go away. Although the Trocks had learned how to live in the cold, it was not this type of cold that they had learned to cope with. This was a bitter cold whose windswept bleakness covered their homes in drifts and left many frozen to death each night as it passed.

The Trocks did not know what to do. Many a council was convened to deal with the problem but no one had an answer. The Trocks prayed to Nova but it seemed that even she was unable to give aid, until one day, the Trock called Celosia was looking for fire wood and realized that all the towns

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wood had been used. In despair she sat in the snow and asked the heavens for a sign of what could be done to save her people. A small blue bird lighted gently on the snow, and in a song like voice gave her the answer. "You must go to the old Trock on Hermits Hill and must listen to what he says!" it sang out. With that the little bird was gone.

Celosia took the birds advice and made her way to Hermit Hill. As she climbed the hill, she could see an old Trock at its top. She had heard of the Hermit before but had never actually seen him. Now that she could she could hardly believe what she saw. The Hermit sat upon the top of the hill completely naked to the elements, except for the pipe that he smoked. "Ah," the hermit told her as she approached, "I have been waiting for you."

The hermit motioned for Celosia to sit down. "You have a long journey ahead of you", he told Celosia, "and you will need this." The hermit handed his pipe over to Celosia and said. "It will keep you warm and protect you as you travel to the north. You must travel to the heart of the North Mountains. You must travel to the very top of the world and speak to the Winter Giant. It is only if you do that, that our people will be saved."

The old Trock looked up to the sky and smiled. "There is nothing more to say," he tells Celosia, "just sit with me for awhile." As they sit for the next few minutes Celosia took a draw on the pipe. Instantly she felt the warmth spread throughout her body. She now knows how the old Trock could sit up on the mountain and be protected from the cold.

And with that she realizes that the old Trock is freezing to death. As she realizes this, he turns back to her and smiles. The last words he speaks are, "a small price to pay..."

Celosia takes the old Trock down from the mountain and tells the others that she is going to the north, to end the winter. She instructs them that the Old Trock is to be buried with full honors come the thaw.

And so it is, that Celosia starts her journey northward, to the highest and most inhospitable mountains in the world. Celosia travels for mile after mile, past snow covered dune and frozen rivers and lakes of ice. Day becomes night and then the night stays and does not leave as she continues onward. Always the old Trocks magic pipe protects her. But the cold grows and grows until she begins to feel the cold even through the pipes protection. As her journey stretches on, she begins to feel cold and tired but fears that if she were to stop for a rest, she would never get back up again. So she forges ahead, past endurance, past her body's ability to go. She continues on through sheer will until finally, she sees a spark of light ahead in the distance.

As she nears the source of the light she realizes that it shines forth from within a huge ice cave. Celosia enters and sees that the light is not from the sun or a fire but that it is the pure light of cold from an ice crystal that hangs down from the ceiling of the cave. A Giant is quietly working away on the crystal. From what Celosia can see, the giant is taking snow and ice and is using it to make the crystal bigger. With each small increase in the crystals size, Celosia can feel its cold radiate forth, all the stronger.

The Winter Giant pauses in his work, and notices Celosia. He is quite surprised by the presence of the Trock and even goes so far as to tell her that he does not get too many visitors up here in his home. He invites the Trock to come, sit by him and they will exchange stories.

Celosia and the Winter Giant sit in the huge cavern chamber. But despite the differences in their sizes, each of their voices boom out to fill the cavern with sound. The Winter Giant starts the story telling by retelling the stories of how he helped to shape the North Lands. He tells of the world when it was young and no one could live on any part of it, at least until the giants and such arrived and had done much work. The Winter Giant tells of the god that sent him to the world, the god Ryszard for whom he still works. "It

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was Ryszard that told me to build the ice crystal,” he tells Celosia, “so even now, after so much time, I still work on it.” It is a great set of tales and keeps Celosia enthralled until the very end. The Winter Giant then asks to hear Celosia’s own stories.

Celosia starts by telling the Winter Giant how Nova was the mother of the Trock race and that she had sacrificed her freedom so that her children could live. She continues on to tell the Winter Giant that Nova is now imprisoned in the sun and that each year she pulls the sun around her and takes in its heat so that her children might continue to live and prosper. She tells the Winter Giant of how the Trock had had to learn how to deal with the cold and snow of winter and how they had been so used to the eternal summer. She continues on with the tale of how the Trocks had learned to band together and work to help each other rather than always trying to kill each other. Of the thousands of years of war that had only ended when Nova had sacrificed her freedom for the good of her children. It is a rousing tale, equal to the Winter Giants own. But at its end, Celosia bends her head down in sadness.

“What is it?” The Winter Giant asks.

“Well,” says Celosia, “I think it will all be for naught now.” With that she tells the giant of the winters that have gotten longer and longer, of how the winter was now so long that it never left. That Trocks were again dying as a people for the winter and the cold would not allow anything to live and prosper. “I am afraid it is your work that is killing us and we do not know what to do about it...”

The winter Giant is quite taken aback by this, but to the surprise of both he and Celosia, it is the crystal that speaks next! “I am Ryszard,” the crystal states, “and this crystal represents my power upon this world. But it was never my intent to destroy. Your people cannot survive the cold that I bring because they do not know how. You must go back to your people Celosia. If you bring me five then I will see to it, that the cold you fear only ever lasts for five months

a year within your lands. I will instruct those you bring and teach them how to survive in the coldest of my cold. With this knowledge they will be able to teach others and you should never again be threatened by my cold.”

Celosia Thanks Ryszard and returns to her people. Good to his word, Ryszard tells the Winter Giant to decrease the size of the great crystal. Upon Celosia’s return to her homelands, she is greeted by the first spring in many years. She tells her people of Ryszard and the Winter Giant and finds five that are more than willing, eager in fact, to return to the great cave and learn from Ryszard.

Winter is never again a threat to the Trocks.

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 Trock starts his worship of Ryszard he must pay 25 affinity points. Once the Trock has started to worship Ryszard he must put 25% of all earned affinity towards the worship of Ryszard. The follower of Ryszard must also have the following skill: Winter Craft. There are no level requirements for this support skill.

When these worship requirements are met, the follower of Ryszard 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 Ryszard.

Getting a roll on the Favors table

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

Ryszard Favors Table

1. The recipient of this blessing takes less damage from cold-based spells. The first time this is rolled, the recipient receives 1d6 bonus to his Wound Resistance to all cold-based damage spells. The second time this is rolled, the WR bonus goes to 1d8, then to 1d10, then finally to 1d12. The fifth time this is rolled a second 1d6 is added to the character WR rolls versus cold-based damage spells (this means that on the fifth roll the WR bonus is 1d12+1d6. There is no limit to the number of times this favor can be rolled.
2. The character may cast a spell that allows the recipient to fight on ice or to travel over a dangerous section of snow or ice once per day. This means that a character that receives the spell can fight on a piece of ice and need not fear falling down. It also means that the target could walk over an ice bridge and know that it will not collapse out from beneath him or her. The spell is touch range and is useable once per day for each time this favor is rolled.
3. The character gains a cold-based damage spell. The first time this favor is rolled, the character has a spell with a range of 30 feet (3 inches on the gaming table). The spell has a casting speed of 2d12 and does 2d8 damage. Each additional time it is rolled the spell may be cast one additional time per day.
4. This favor can only be taken after favor 3 has been rolled at least one time (re-roll if you roll this before you roll favor three). Each time this is rolled, the character may do one of the following. The distance to which the cold-based damage spells are cast increases by 5 feet (half an inch) the casting speed of the spells goes down by one dice (i.e., it goes from 2d12 to 1d12+1d10- the fastest casting speed that can be gained is 2d4) or the damage dice may be increased by one (i.e. the damage dice goes from 2d8 to 1d8+1d10 to 2d10 etc- once the damage dice are increased to 2d12 a third dice is added starting at 1d8, that can be worked up to a d12... ad Infiniti).
5. The target is able to cast a spell that gives the target immunity to cold-based exposure damage. Once cast, the spells affect lasts for one complete day. The spell will do nothing against cold-based damage spells, only cold-based exposure damage. Each additional time this favor is rolled, the spell may be cast once a day. The spells casting time is 2d12. Its range is touch.
6. Once a day, the recipient of this blessing can cast a spell that creates a winter shelter that will last out even the most terrible winter storm. The shelter is made of snow and ice and will actually remain until it thaws. If this blessing is rolled once, then the shelter is large enough to hold a single Trock. For each additional time this blessing is rolled, the size of the shelter will increase to hold one additional Trock (note that the Trocks normal RS rating is 3- this means that if this blessing is rolled once, the shelter will hold a number of creatures whose combined RS rating is 3 or less).