



Haegala Rica

Players Handbook and DM Sourcebook

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Avatars & Deities

Preface:

Notes on the Gods and Playing Clerics:

The Gods of Haegala Rica are much involved in the humans' world and often answer prayers of the faithful. They meddle in human affairs as a hobby; think of the Greek Gods as an example.

Clerics are primarily a template with a level adjustment of 0 – “cleric” as it is used is a title instead of an actual class. They do not receive spell casting abilities, but all clerics (except where noted) are granted healing abilities and skill ranks for free. Clerics not following a god of death are unable to turn undead. You do not advance in power (i.e. gain levels in) cleric, but rather in a class of your choosing (except prohibited classes as noted).

Every cleric does have the ability to commune directly with her God. Whether or not the God answers – well, that is another thing entirely. There is a base 40% chance that the God will answer the prayers of His or Her faithful. This number is modified by the DM according to situation (such as is the faithful in dire need of assistance) eloquence in role-playing out the prayer (highly suggested), and other factors (as needed). Failed rolls results in no response – the PC simply failed to gain his or her Deity's attention. The DM roles the check and informs the player of the outcome. However, the roll can never fall below 40% nor rise above 80%.

Some clerics (the Angels of Laoghaire, for example) need not have the check rolled; instead, they are assured of communicating with their God. However, most of the time these classes are invested with powers by their Deity and are expected to handle most situations on their own; an Angel contacting Laoghaire for assistance better have a damn good reason for doing so.

The alignments given below for PC classes (listed in parentheses after the class) are not set in stone; they are the most usual alignment for that class. However, any PC of that class that has another alignment than the ones listed must have a reason for having a different outlook on life than what is 'normal' for that god's clerics.

All the Gods have the template of Follower. This template is basically those who worship the God, but do not have any position in the Church itself. They go to Church on Holy Days, pray for a good harvest, etc. The Follower is the everyday person. They do not get any of the bonuses from being a cleric, but can be any class (fighter, mage, rogue, etc.) and have a base 15% chance (except where noted) of their God answering their prayer. This base percentage can be modified at the DM's option either higher or lower, but cannot go below 5% or above 25% without extenuating circumstances.

Laoghaire

Racial Sphere: All

Alignment: True Neutral, with Chaotic tendencies.

Clergy:

- Angels of Laoghaire (Various Good)
- Patriarch (True Neutral)
- Divine Knights (Various Neutral)
- Bishops (Lawful Good/Neutral)
- Priests (Various Good to Neutral)
- Acolytes (Various Good to Neutral)
- Followers (Any)

PC Character Classes:

- Followers (Any)
- Temple Guards (Various Neutral)
- The Fallen Knights (Chaotic Neutral to Various Evil)
- Divine Knights (Various Neutral)
- Angels of Laoghaire (Various Good)

Followers:

Alignment: Any

Classes Allowed: Any

As Follower in Preface. Can be any class and any alignment, including evil. There is a base 20% chance of Laoghaire answering a Follower's prayer; base percentage cannot be lowered below 10%. Laoghaire takes His worshipers seriously, and listens to all their prayers; thus the chance of Him answering are greater.

Temple Guards:

Alignment: Lawful, Chaotic (rare), and True Neutral

Classes Allowed: Fighter

They usually do not travel, except from one Church to the next. However, they will travel occasionally on patrol or to assist Divine Knights to recover a Church artifact. PC Temple Guards are often adventuring on a 'holy mission' to raise themselves in the eyes of the Church and perhaps attract the notice of Laoghaire and be elevated to the position of Divine Knight.

Divine Knights:

Alignment: Lawful, Chaotic (rare), and True Neutral

Classes Allowed: Fighter, Paladin

These are the Crusaders, the Protectors. They are under direct command of the Church, and will obey any command issued by the Church, as represented by the Patriarch. Divine Knights often adventure to make sure that the law is being upheld or to search out holy artifacts, when not given direct mission orders from the Church.

Divine Knights receive Holy Weapons that also act as magic weapons (+1 and higher, DM's choice). Holy Weapons also have a chance of being intelligent and/or possessing some other power (base 20% chance or DM's choice). Holy Weapons are also Bane weapons (as per 3.5 DMG weapon ability) to one type of creature of the PC's choice, subject to DM approval. (Note: this ability comes with training and affinity to the weapon; the ability does not become active until the PC is 5th level.) For example, a Holy Weapon might also be a Ghoul-Bane sword. Holy Weapons also have the ability to shock anyone who holds them besides a Divine Knight or Angel of Laoghaire, even other clergy of Laoghaire. The shock does no physical damage, but does numb the arm for two minutes. This ability is waived if the current owner *willingly* hands the Weapon to another person. Under *all* circumstances, a Holy Weapon will shock Fallen Knights for 1d6 points of damage if they try to wield it, increasing 1d6 each consecutive time a given Fallen Knight attempts to pick up the weapon, up to a maximum of 5d6 points of damage.

Laoghaire himself chooses Divine Knights from the ranks of the Temple Guards by marking them in some indefinable way. The Patriarch, any Divine Knight, or an Angel of Laoghaire who see the person so marked will immediately, innately *know* that the person is meant to be a Divine Knight and will order training. At the conclusion of the two-year training, the Church grants the Knight his Holy Weapon. All Knights undergo training with their edged weapon of choice (granting the appropriate Weapon Proficiency feat if needed).

Divine Knight PCs must purchase their own armor, but the Holy Weapon of their choice (must be an edged weapon) is paid for by the Church. Any additional enchantments placed upon the Holy Weapon beyond those listed above must be purchased by the PC and can only be placed upon the Weapon by a follower of Laoghaire.

The Fallen Knights:

Alignment: Chaotic Neutral to Various Evil

Classes Allowed: Fighter, Blackguard

These are Divine Knights that have fallen from the Church's favor for one reason or another, but still retain the favor of Laoghaire – or at least, do not have His active *disfavor*. A famous example is the Knight Jonas, who stole the demon-sword from the protection of the Church, and eventually used it to rid the land of a noted powerful blood-mage.

A Fallen Knight's Holy Weapon loses its Bane ability, and it becomes a +1 weapon. Any special powers that it may possess beyond the Bane ability it retains. The weapon will also retain the ability to shock anyone who handles it besides its wielder, a Divine Knight, or an Angel. It will shock other Fallen Knights besides its wielder for 1d6 points of damage if they try to handle it. However, the damage stays at 1d6 and does not increase as a true Holy Weapon would.

Laoghaire will not respond to the prayers of Fallen Knights under any circumstances; however, He *may* contact them at His discretion.

Angels of Laoghaire:

Alignment: Lawful (rare), Chaotic, and Neutral Good

Classes Allowed: Any (spellcasters common)

The Angels are the direct messengers of Laoghaire, but they are chosen from the ranks of His Priests, and occasionally His Divine Knights. Angels age very slowly, often living twice or three times their normal life span before dying of old age. The Angels are mortal, and can be killed; however, upon being chosen they are frozen in appearance at the age in which they were chosen (usually between 16 and 25 for humans, and the equivalent for other races).

Angels of Laoghaire gain the half-celestial template (with its appropriate ECL) upon being chosen by Laoghaire.

Angels can communicate with Laoghaire at any time, either through thought, vision, or direct contact (by projecting their consciousness to the Ethereal Plane of Vaelhia to contact Laoghaire's Avatar directly).

Once per week, Angels also have the ability to *Call upon Holy Strength* and empower themselves or another person; target must be specified when the Call is made. The *Call* is issued in different ways by different Angels; for example, an Angel who likes to sing may issue the *Call* with a song, while one who likes battle may issue the *Call* with a weapon display. PCs are encouraged to develop a *Call* that reflects their character's background.

The Angel has no control over what effect the *Call* has; he or she is just calling upon Laoghaire for help, and He distributes his power as he wishes. For example, in battle an Angel may *Call upon Holy Strength* and direct it at a warrior, hoping to increase his speed of attacks or damage; instead, the warrior may gain the ability to use Mind-Magic or regeneration – or he may sprout wings. In any case, both the Angel and the receiver know instantly what ability has been conferred, and how to use that ability.

The power received is usually at half-strength; for instance, if the receiver is granted psionic ability, he or she only has half the power points that someone of their level would normally have. The duration is not normally longer than the ability is needed; if the *Call* was issued for a combat, the ability vanishes once the combat is over. The ability also vanishes if the receiver dies or becomes unconscious. In any case, once the *Call* has been lost, both the recipient and Angel lose all knowledge that had been gained, though they retain memory of the events. The actual range, duration, strength and ability of the *Call* is decided by the DM. (Note: the ability to *Call* comes with experience and faith; the Angel gains the ability at 5th level. The *Call upon Holy Strength* is a supernatural ability.)

Keep in mind that although Laoghaire's alignment is True Neutral, he has Chaotic tendencies and has been known to play practical jokes. There is a high chance (75%, or DM's choice), that His answer to the *Call* may be something He considers humorous if He thinks that the *Call* was issued for a situation that didn't require His assistance. Also keep in mind that what a God thinks is humorous may not be what mortals consider humorous. The *Call* was granted to be used in times of great need only.

HESTH RICA LAOGHAIRE

An Excerpt from the First Book of Laogháire
Translated by Bishop Elean in the Year of the Lord 1579

(Found written in the flyleaf of the book, by the translator.)

I have discovered the original text version of the Book of Laogháire, and have deciphered the language that it was written in. The language is very similar to that which was taught us by Laogháire. Therefore, I have what is perhaps the only truly translated version of the origin of our God and religion's beginnings. Many of the words and references that are written I do not pretend to understand; I have left them with the original spelling and wording in this ancient text, hoping that perhaps one day some other will come along and explain the phrases more fully.

When the Universe was young, the Gods created this world and many others. After this task, the Great Lords stepped back to view what they had wrought, and found themselves lonely. With this in mind, some created peoples to worship them on the worlds, while some traveled to other times and places and still others withdrew from both immortal and mortal contact and memory. However, it is with those Lords who created people on this world that we are concerned with.

They covered this world (named Haegala Rica, or First World), with earth, plants, and animals to serve the peoples. At first, each was happy with what He or She had wrought; but after a time, some of those people began to disturb the Balance, among them the Daemons, Yseth's children, and the Sephiroy, the children of Donas.

Donas was a young God, born from where the Light and the Dark merged in the Universe. He was capricious, and created His people on a whim. Donas was amused by the Sephiroy and entertained Himself by twisting the His people to the Dark. He demanded human sacrifice, and the Sephiroy acquiesced. But as their numbers dwindled, they turned upon the other races in desperation, and this amused Donas even more. However, the other Gods objected, turning upon Donas for allowing, and even encouraging, His people to go to this point. Donas grew tired of defending the Sephiroy, and turned toward them, intent upon destroying them. The other Gods drew near and prevented Him from striking the Sephiroy; for to destroy what you have created is forbidden. The disturbance in the Balance of the Universe in the wake of such an act would destroy both Gods and mortals alike. In anger at being prevented from doing as He wished with His creations, Donas declared that He would have no further dealings with either mortals or immortals. He withdrew forever from Vaelhia, where the Gods dwell, to be heard from nevermore.

Yseth gave Her people total freedom - which is as it should be. But She made the mistake of giving them, with freedom, no laws; no self-control; and no conscience. When She saw what Her people had done to disturb the Balance, Yseth left the Daemon's world, leaving them to their own devices, and instead turned to the children of the God Solaris. With twisting words and dark magic, She turned some few of Solaris's Elven children toward Her. When Solaris discovered what Yseth had done, He commanded His children, the Elves, to drive the Dark Elves from His sight. They retreated deep below the surface of Haegala Rica, with the Dark Goddess Yseth following them. Once they had been driven from the sight of day, Yseth turned their hearts further from the Light and their former cousins. She then taught them the skills needed to summon Her other, older children, the Daemons. Thus She sold Her children into bondage of Her stolen children, thereby restoring Balance.

None can name where Laogháire came from. Some say that He is not a true God, but was born a mortal; while others say that He is the Dark God Donas reborn to the Light. It is

written that only a very few of His Chosen know His true origins; among those His Holy Angels and the Patriarch of His Great Church. But Laoghaire came to Haegala Rica and saw what had been done.

Laoghaire had watched Yseth and her actions from afar. Although He approved of Her restoring Balance, He did not approve of Her methods, so He sought a different way to restore the Balance that had been thrown off by Yseth and Donas's actions. He was angry with how both Yseth and Donas had treated Their children; and so, He came to all the peoples on Haegala Rica and offered unto them Himself as a God. He took all the peoples that had been nearly destroyed and then forsaken by Donas, and brought to them a new religion. Many accepted what was offered, and from them sprung the basis of our Church. However, there were those of the Sephiroy who enjoyed their Godless ways; they spurned Laoghaire and left to form their own cult behind their leader, a great warrior who called himself Sephiroth after the name Donas had given His people. They traveled to the West and thereafter stayed far from Laoghaire's lands.

He named one holy man to become Patriarch, and to have control over the Church, also investing him with the power to choose a successor when he felt Thanatos (Laoghaire's Angel of Death) calling him. Laoghaire named the Bishops to teach the learnings of the Church to the masses; He named the Temple Guards to protect each Church building and people housed within; and He named the Divine Knights, chosen from the ranks of the Temple Guards, to protect the Church and Patriarch from the people of some few other Dark Gods who were jealous of Laoghaire's success. And from the ranks of His Priests did Laoghaire choose the most holy of holy, His Angels as His personal messengers and guard of His Church's well being. He commanded that all who came to the Church for help be admitted, whether they be human or any other sentient race. Laoghaire also commanded that all orphans be admitted and raised by the Church without question; and at the age of 13, they should chose to become a novice of the Church or to leave and be apprenticed to a craft. Thus did Laoghaire form the Church in the tradition that still continues today.