

TOREN GAZETTEER

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INTRODUCTION

The World of Toren is a medieval fantasy setting for use with the d20 rules. The first maps of Toren were drawn in 1988 and it has been an active world since that time. Its lands and deities were heavily influenced by the mythologies of ancient earth.

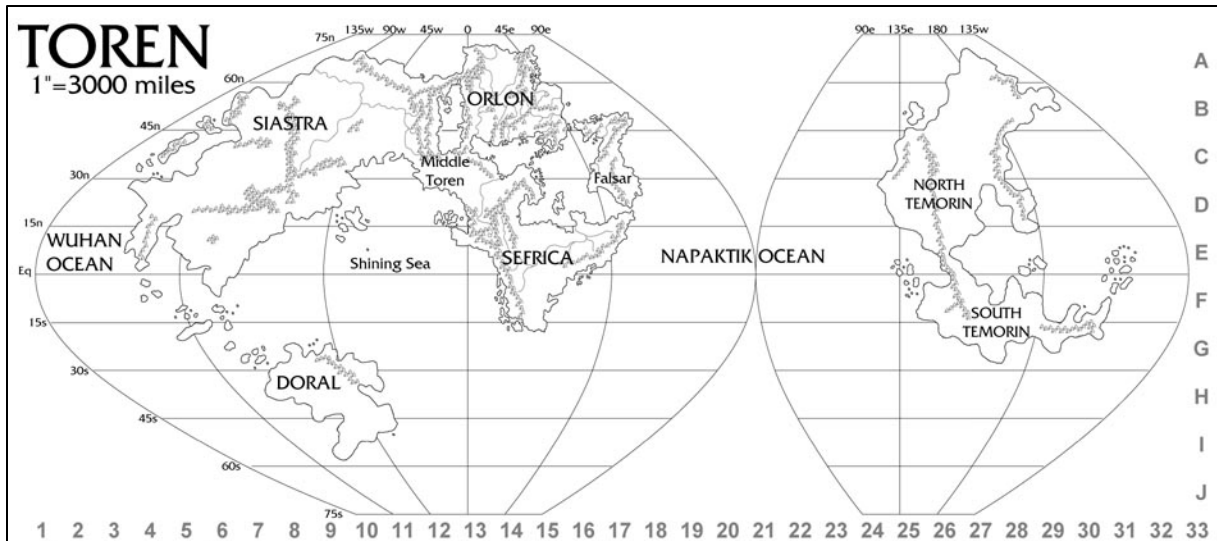
NATIONS AND LANDS

This section describes the nations and lands of the world of Toren. Each of the major nations of the continent of Orlon and of parts of Sefrica and Middle Toren are described. Next, the major land features of these areas are described. The unknown areas of Toren will be added later. The grid on the bottom and the right side of the world map is used to locate each nation described in the following pages. The grid location is right after the name of the nation.

WORLD INFORMATION

The world of Toren is approximately 75% of the size of Earth. Its equatorial diameter is 18,000 miles. Gravity is comparable to that on Earth as the core of Toren is much denser than that of Earth. The map below shows the continents and oceans of Toren projected on a flat map using interrupted epizenithal projection. Each degree of latitude is 50 statute miles.

Toren has three moons; Lunix, Blueglow, and Odrock. Toren is the 3rd of 7 planets orbiting its sun which is named Sumor Heis.



NATIONS

Hundreds of nations, kingdoms, and city states exist in the vast lands of Toren. The nations of Orlon, Falsar, and Middle Toren are described in this section. Far to the west on the shores of the Wuhan Ocean are nations like those of Earth's far east. The continents of North and South Temorin have nations like Earth's new world before it was conquered by European explorers. Sefrica is like Earth's Africa and Doral is like Earth's Australia.

ACHENWOOD, DUCHY OF (B15)

Government: Duchy (Duke Albor)

Population: 5,000

Cities: *Achenwood Castle (1,000)*

Language: Kresian

Alignment: NG

Pantheon: Spyropik (Randelk)

Personas: Lord Kinstor, High Cleric of the Order of the White Stag.

Alliances: Fenshire, Selyeeron, Kaladon

Hostilities: Fysen, Ranica

Standard: White stag on green field

Feats: Foe Hunter (goblinoids), Forester, Stealthy, Treetopper

Description: Achenwood was formed when the human hero Achen was granted a fiefdom in the Selyeeron by the Elven King after he helped the elves in their war with the pale elves. Such a rare honor is unheard of and some believe that Achen must have done some great deed like saving the Elven King's life or that of one of his family. Achen brought a large retinue with him and settled down in his new fiefdom. He constructed a large castle at the center of his domain. Achen was given the title of Duke and he ruled his lands semi-autonomously.

The castle and Duchy is now ruled by Duke Albor and its walls are home to the Order of the White Stag. This order is made up of priests and soldiers of Randelk. The Order of the White Stag sees it as their duty to keep the eastern Selyeer forest safe for men and elves, including merchants passing along the Boar Trail linking Kaladon to Fenshire. Duke Albor has fallen in love with Queen Raltrea of Kaladon.

ALHIID CALIPHATE (C14)

Government: Caliphate Empire (Caliph Hyztrien)

Population: 2,850,000

Cities: *Hithey (port) (50,000)*, *Saljin (port) (10,000)*, *Taqwa (port) (5,000)*

Language: Salhiid

Alignment: LE

Pantheon: None (Zadrak)

Personas:

Alliances: Linika

Hostilities: Rorturn and Gynter

Standard: Black Dervish on Golden Field

Feats: Bloodline of Fire, Cosmopolitan, Merchantile

Background, Tattoo Focus

Description: The Alhiid Caliphate is a large and dangerous empire. The ancient cities are rich with fantastic wares, but to journey to one under the sail of a non-Alhiid ship is to invite attack by vicious pirates. Linika is being used as a puppet state in order to weaken the Kresian City States so that a future invasion will be possible. Piracy and slave taking are

encouraged against ships of good nations and tolerated against others in small numbers.

ARVINGWOOD (B13)

Government: Kingdom (King Jaltryn)

Population:

Cities: *Spaentor (2,000)*

Language: Elven

Alignment: CG

Pantheon: Aldaric (Aldaril)

Personas:

Alliances:

Hostilities:

Standard: Oak Tree over a Rushing River

Feats: Education, Forester, Mind over Body, Strong Soul

Description: Arvingwood is a nation of Elves. The elves of Arvingwood never experienced the terrible civil war that the elves of Selyeeron did. They did, however, experience the scourge of Demonsbite.

BLACKPORT (C15)

Government: City Council (Mayor Nulfrin)

Population: 65,000

Cities: *Blackport (port) (55,000)*

Language: Kresian

Alignment: Neutral

Pantheon: None (Napaktus)

Personas: The nine members of the city council

Alliances: Synrea, Fysen

Hostilities: Sangara

Standard: Three brown ships below a black wall with a red sky above.

Feats: Cosmopolitan, Mercantile Background, Street Smart, Thug

Description: The nine city council members are appointed by the nine great guilds of Blackport. The guild can replace its member at any time unless he is the mayor. The mayor is chosen from the city council by a council vote held once per three years. Back stabbing and treachery are practiced to gain an appointment to the city council, but once there, members are at the whim of the guilds anyway.

Blackport is loosely allied with Synrea and Fysen. This alliance is maintained through blackmail and bribery of the High officials of those two countries. Blackport controls all trade that passes through the Sivista Straights. Any ship that passes through these straights must visit Blackport and pay a hefty fee.

Blackport only maintains control of the straights by keeping a base on the shores of Falsar. The elven kingdom of Sangara could probably take this fort if they tried.

BYTHON (C15)

Government: Democratic City State (Stilor)

Population: 120,000

Cities: *Bython (port) (10,000)*

Language: Kresian

Alignment: N

Pantheon: Spyropik (Arksorn)

Personas: The Archdruid Tengal occasionally visits Bython.

Alliances: Pergos, Dornika

Hostilities: Linika, Krynea

Standard:

Feats: Forester, Militia, Stealthy

Description: Bython is the most rustic and least populated of the Kresian city-states. Bython is currently at war with Linika.

CRUNDORIC EMPIRE (B13, B14, C13)

Government: Empire (Emperor Reislor)

Population: 7,500,000

Cities: Arcan (3,000), *Arthane (port)* (30,000), Linboria (5,000), Meristal (port) (13,000), Mestra (port) (5,000), Selstyr (port) (10,000), Stajentor (10,000), Tathan (5,500), Tors (port) (175,000)

Language: Torsan

Alignment: LG

Pantheon: Sumeolic (Sumeolus)

Personas: The Five Herzogs.

Alliances: Gorost, Ranica, Dyzudun, Rorturn, Gynter

Hostilities: Hobgoblin Hold, Trabzea March, Sarnjal, Mundok, Northern Barbarians

Standard: Gold Sun on Blue Field

Feats: Blooded (Torsan Herzoc Only), Discipline, Education, Foe Hunter (Arriac and Imperial Only - goblinoids), Militia (Arriac Herzoc Only)

Description: The Crundoric Empire grew from lands originally conquered by the Torsan General Ferrus Crostornus Cardius. The remains of his castle, now known as Demonsbite, are located in the southern wilds of the Genbarian Herzoc. The Imperial Herzoc is the new heart of the Empire, its capital is Stajentor. The Genbarian Herzoc was the ancient center of this long lived Empire, the small town of Saster is its capital. The Mestran Herzoc's capital is the city of Mestra. Tors is the capital of the Torsan Herzoc. The Arriac Herzoc is a rugged and wild land where brave warriors go to prove their worth, its capital is Arcan. Continual fighting with the Dragons and Giants in the wilds north of lake Aras. Uneasy truce with Hobgoblin Hold and Trabzea March. Skirmishes with barbarians from the north.

DORNIKA (C15)

Government: Council City State (The Council of Five)

Population: 200,000

Cities: *Dornika (port)* (7,000)

Language: Kresian

Alignment: N

Pantheon: Spyropik (Napaktus)

Personas:

Alliances: Pergos, Bython

Hostilities: Alhiid Caliphate, Linika

Standard:

Feats: Education, Militia

Description: A Kresian city-state. Infiltration of city council by Alhiid spies.

DROOM (A14)

Government: Kingdom (King Wildus)

Population: 45,000

Cities: *Vierkal (port)* (2,500)

Language: Nordac

Alignment: CE

Pantheon: Wodaric (Gudrud)

Personas:

Alliances:

Hostilities: Hynsork

Standard:

Feats: Survivor, Thug

Description: A Nordac kingdom. Much minor fighting with other Nordac countries.

DYZUDUN (B14)

Government: Kingdom (King Nardul III)

Population: 150,000

Cities: *Dyzudun* (10,000)

Language: Dwarven

Alignment: LG

Pantheon: Thurik (Thurizul)

Personas:

Alliances: Crundoric Empire, Khuzlak, Gorost

Hostilities: Trabzea March, Hobgoblin Hold

Standard: Blue Hammer on Black Field

Feats: Bullheaded, Foe Hunter (goblinoids), Silver Palm, Survivor

Dyzudun is largest of the two Dwarven Kingdoms on the sub-continent of Orlon. It was founded over four millennium ago just after the chaos at the end of the First Age by dwarves from the dwarven Kingdom of Sarzhal. Dwarves inhabit the great caverns of the northern Zulkar mountains and on the surface throughout the northern reaches of these mountains and their foothills. Uneasy truce with Hobgoblin Hold and Trabzea March.

FENSAS (B15)

Government: Independent Shire (Lord Dalkar II)

Population: 150,000

Cities: *Semol* (7,500)

Language: Torsan

Alignment: LN

Pantheon: Sumeolic (Rynavalt)

Personas:

Alliances: Achenwood

Hostilities: Ranica, Fysen, Selyeeron

Standard:

Feats: Bullheaded, Militia, Survivor

Description: Once a shire of the Kingdom of Ranica, Fensas is now independent. Dignitaries from Fysen have tried to turn Fensas fully against the Kingdom of Ranica. Skirmishes with Fysen and Selyeeron.

FYSEN (B15)

Government: Senatorial (Mogorial Senate)

Population: 450,000

Cities: Fakamo (port) (5,000), *Mogsbraun (port)* (10,000)

Language: Kresian

Alignment: CN

Pantheon: Spyropik (Napaktus)

Personas:

Alliances: Blackport

Hostilities: Kingdom of Ranica, Fenshire, Achenwood

Standard:

Feats: Artist, Education, Survivor, Thug

Description: One of the strongest of the former Kresian colonies. Ranica, skirmishes with Fenshire, Viking raids by the Nordac on coasts, and raiding by Achenwood.

GALENTAR (C14)

Government: Council of Magi (Archmage Uldsear)

Population: 250,000
Cities: *Mysten (port)* (2,500)
Language: Kresian
Alignment: N

Pantheon: None (Khot)

Personas:

Alliances:

Hostilities:

Standard:

Feats: Arcane Schooling, Courteous Magocracy, Ethran, Mind over Body

Description: Galentar was founded shortly after the Auxthon uprising by the Archmage Galen. Some pilgrims from the Arriac Herzoc migrated here to join the people of Mysten which had just declared their independence from Pergos.

GOROST (B14)

Government: Kingdom (King Estal)

Population: 160,000

Cities: *Sarthia (port)* (5,000)

Language: Torsan

Alignment: LG

Pantheon: Sumeolic (Sumeolus)

Personas: Duke Harksun, Duke Benhar, Duke Iolstin
 ArchBishop Monsa

Alliances: Crundoric Empire, Khuzlak, Ranica, Gynter, Rorturn

Hostilities: Hobgoblin Hold

Standard:

Feats: Discipline, Luck of Heros, Militia, Survivor

Description: The Gorost Herzoc became the Kingdom of Gorost a hundred years before the Auxthon uprising. Duke Harksun is the Lord of Borthan Castle and was also the liege of the Baron of Teniter Castle. ArchBishop Monsa is the head of the Sumeolic Church in Gorost. He normally resides in Sarthia. King Estal rules from the town of Sarthia and he is also the owner of Larmoor Castle. This castle is usually administered by Sir Radasin.

The Kingdom of Gorost is fighting a losing battle against the Hobgoblins of Hobgoblin Hold. The Hobgoblins must have some powerful leadership, possibly from Pale Elves. Pale elves are said to be behind large number of humanoids attacking from the Black Forest.

GRENTAAL (B15)

Government: Kingdom (King Pentir)

Population: 50,000

Cities: *Talheim (port)* (1,500)

Language: Nordac

Alignment: CG

Pantheon: Wodaric (Wodar)

Personas:

Alliances: Velgin

Hostilities:

Standard:

Feats: Survivor, Thug, Mercantile Background

Description: The Grentaals craft the greatest dragonships of Toren using the mighty trees of the Fornal Forest. Constant minor skirmishes with other Nordac countries.

GYNTER (C15)

Government: Military City State (High Lady Celist)

Population: 10,000

Cities: *Gynter (port)* (5,000)

Language: Torsan

Alignment: LN

Pantheon: Sumeolic (Trasparia)

Personas: Lord Felin, Commander of the Knights Trelnic

Alliances: Rorturn, Ranica, Crundoric Empire

Hostilities: Alhiid Caliphate

Standard:

Feats: Discipline, Education, Mercantile Background, Silver Palm

Description: Gynter is the home of the Great Temple of Trasparia. The Knights Trelnic may well be the real power on this island, not the High Sumeolic Council. Always on guard against piracy sponsored by the Alhiid Caliphate.

HIGH PLAINS TRIBES (B14)

Government: Multiple Tribes

Population: 5,000

Cities: None

Language: Niloc

Alignment: CN

Pantheon: None (Arksorn)

Personas: None

Alliances: Trabzea March

Hostilities: Ranica

Standard:

Feats: Horse Nomad, Saddleback

Description: The high plains tribes is the largest group of "barbarians" remaining in southern Orlon. They resist the expansion of all around them. Trabzea March pays them to bring extra trouble to Ranica.

HOBGOBLIN HOLD (B14)

Government: Province of the Trabzea March (General Crassus Anthony Hardinius)

Population:

Cities: None

Language: Torsan/Hobgoblin

Alignment: LE

Pantheon: None (Zadrak/Inviktron)

Personas:

Alliances: The Pale Elves

Hostilities: Crundoric Empire, Dyzydun

Standard:

Feats: Foe Hunter (Hobgoblins Only - humans), Stealthy, Survivor, Thug

Description: More proper name is The Hobgoblin Kingdom of Jrvakla. The armies of the Trabzea March are reinforced with many Hobgoblin Auxiliaries as well as Pale Elf Wizards. At war with Gorost.

HYNSORK (A14)

Government: Kingdom (King Storwyn)

Population: 30,000

Cities: *Lordel (port)* (3,000)

Language: Nordac

Alignment: CN

Pantheon: Wodaric (Wodar)

Personas:

Alliances: Sarnjal

Hostilities: Droom

Standard:**Feats:** Survivor, Thug**Description:** Hynsork is a Nordac Kingdom. Minor warfare with other Nordac countries and Viking raids against the east coast of Toren.**JULPOR (D8?)****Government:** Magocracy (Archmage Hislin)**Population:** 3,000**Cities:** *Julpor (2,000)***Language:** Draconic**Alignment:** N**Pantheon:** None (Khot)**Personas:****Alliances:****Hostilities:****Standard:****Feats:** Arcane Schooling, Courteous Magocracy, Magical Training, Mind over Body**Description:** Julpor is a semi-mythical realm located high in a treacherous mountain region far to the west of the known lands. Legend says that this is where man first discovered magic.**KALADON (B15)****Government:** Kingdom (Queen Raltrea)**Population:** 250,000**Cities:** *Telro (5,000)***Language:** Kresian**Alignment:** CG**Pantheon:** Spyropik (Arksorn)**Personas:****Alliances:** Achenwood**Hostilities:** Phokis**Standard:** Crossed Swords on Purple Field**Feats:** Cosmopolitan, Education, Mercantile Background**Description:** Queen Raltrea is the sister of King Kaltos of Phokis; they hate each other. The finest swords of Toren are forged in Telro. Queen Raltrea has fallen in love with Duke Albor of Achenwood. Things have quieted down after a brutal civil war.**KALPYR (C14)****Government:** Pharaonic Kingdom (Pharaoh Miltaunk IV)**Population:** 3,250,000**Cities:** *Khol (2,500), Parnal (5,000), Sinil (6,000), Tarnoc (7,500), Ullcar (2,500), Zerdoria (port) (10,000)***Language:** Kalpyric**Alignment:** LN**Pantheon:** Heis-Taunk (Heis)**Personas:****Alliances:** Lakcorian Sultanate**Hostilities:** Alhiid Caliphate**Standard:****Feats:** Arcane Schooling, Education, Snake Blood, Magical Training**Description:** Kalpyr is the most ancient and magic capable nation on the face of Toren. They worship the powers of Magic and the Sun. There is also a strong following of ass headed Goroth. The great pyramids dedicated to Khot are by far the most massive structures on Toren. The fabulous Heisian light houses can be seen from miles away by the ships

sailing the Braktorean Sea. Attacking of trade ships by Alhiid "pirates."

KHUZLAK (B15)**Government:** Kingdom (King Ralzed)**Population:** 40,000**Cities:** *Khuzlak (5,000)***Language:** Dwarven**Alignment:** LG**Pantheon:** Thurik (Thurizul)**Personas:****Alliances:** Gorost, Ranica**Hostilities:** Giants and Dragons of the northern Wyrmspine mountains**Standard:****Feats:** Bullheaded, Foe Hunter (orcs), Silver Palm, Survivor
This Dwarven kingdom spills into the Rankar Forest. There is even a castle on Lake Aras.**KRYNEA (C15)****Government:** Tyrannical City State (Philax the Dark)**Population:** 455,000**Cities:** *Krynea (port) (3,000)***Language:** Kresian**Alignment:** LE**Pantheon:** Spyropik (Zadrak)**Personas:****Alliances:****Hostilities:** Bython**Standard:****Feats:** Education, Resist Poison, Smooth Talk, Street Smarth**Description:** Home of the Great Temple of Zadrak.**LAKCORIA (C13)****Government:** Sultanate Kingdom (Sultan Valya the Bright)**Population:** 950,000**Cities:** *Lakcor (port) (20,000)***Language:** Torsan**Alignment:** NG**Pantheon:** Sumeolic (Sumeolus)**Personas:****Alliances:** Enbia**Hostilities:** Trabzea March, Alhiid Caliphate**Standard:** Yellow Sun Centered, Light Blue Field on Left, Green field on Right**Feats:** Artist, Discipline, Education, Resist Poison, Strong Soul**Description:** Lakcoria was the playground for rich Torsans during the Torsan Republic and Empire. It is now a pleasant and beautiful country nestled between forest and the Braktorean Sea.**LANSOR (B13)****Government:** Mercantile Aristocracy (Council of the Lodge of the Lake)**Population:** 100,000**Cities:** *Creenscleft (port) (2,000)***Language:** Torsan**Alignment:** N**Pantheon:** None (Napaktus)**Personas:****Alliances:** Mundok and Crundoric Empire

Hostilities: Northern Barbarians

Standard: Road running into the distance through evergreen forest

Feats: Mercantile Background, Silver Palm, Smooth Talk

Description: Lansor is a small nation built around a trade route running from Creensleft to Iceport. The members of the Lodge of the Lake hope to gain control of the Crundoric Empire through infiltration of merchants. Attacks on merchant caravans by barbarians.

LINIKA (C15)

Government: Tyrannical City State (Kiatrus III)

Population: 250,000

Cities: *Linika (port)* (15,000)

Language: Kresian

Alignment: NE

Pantheon: Spyropik (Zadrak)

Personas:

Alliances: Alhiid Caliphate

Hostilities: Bython, Dornika, Pergos

Standard:

Feats: Mercantile Background, Thug

Description: Linika is a puppet state under the control of the Alhiid Caliphate. At war with Bython.

MUNDOK (B13)

Government: Warrior Kingdom (Warlord Kulgrin)

Population: 250,000

Cities: *Iceport (port)* (2,000)

Language: Torsan

Alignment: NE

Pantheon: None

Personas:

Alliances: Northern Barbarians

Hostilities: Crundoric Empire, Silano, Haltor, Enbia

Standard:

Feats: Survivor, Thug

Description: Mundok is a nation of barbarians conquered by the powerful warlord Kulgrin. Periodic Viking raids on Silano, Haltor, and Enbia.

MYTORBA (C15)

Government: Democratic City State (High Cleric Fayus)

Population: 400,000

Cities: *Mytorba (port)* (8,000)

Language: Kresian

Alignment: CN

Pantheon: Spyropik (Napaktus)

Personas:

Alliances: Sornpolis

Hostilities: Rorturn, Gynter

Standard:

Feats: Mercantile Background, Education, Militia

Description: Mytorba is the home of the Great Temple of Napaktus.

PERGOS (C15)

Government: Military City State (King Alertak)

Population: 50,000

Cities: *Pergos* (1,000)

Language: Kresian

Alignment: N

Pantheon: Spyropik (Inviktron)

Personas:

Alliances: Bython

Hostilities: Linika

Standard:

Feats: Luck of Heros, Militia, Survivor

Description: Military culture dominates this ancient warrior city-state. Warrior kings from Pergos led the Kresians at the Hithejan War. Fight as mercenaries for the Bythons against the Linikans.

PHOKIS (B15)

Government: Kingdom (King Kaltos)

Population: 350,000

Cities: *Karlon (port)* (23,000)

Language: Kresian

Alignment: CG

Pantheon: Spyropik (Arksorn)

Personas:

Alliances: Sornpolis

Hostilities: Kaladon

Standard:

Feats: Artist, Education, Mercantile Background

Description: Queen Raltrea of Kaladon is the sister of King Kaltos of Phokis; they hate each other.

RANICA (B15)

Government: Kingdom (King Alingcar)

Population: 1,600,000

Cities: Greengate (25,000), *Rinlor* (50,000), Teradas (19,000), Wynlor (5,800)

Language: Torsan

Alignment: LG

Pantheon: Sumeolic (Sumeolus)

Personas:

Alliances: Crundoric Empire, Gorost, Khuzlak

Hostilities: Fenshire, Fysen, Selyeeron, High Plains Barbarians

Standard:

Feats: Discipline, Luck of Heros, Militia

Description: The Kingdom of Ranica was carved out of the wilderness of the Selyeer Valley by settlers from the Crundoric Empire. Border war with Fysen and attacks on frontier settlements by High Plains Barbarians.

RORTURN (C15)

Government: Military City State (High Lord Daltran)

Population: 40,000

Cities: *Rorturn (port)* (5,000)

Language: Torsan

Alignment: LG

Pantheon: Sumeolic (Sumeolus)

Personas:

Alliances: Gynter, Crundoric Empire, Ranica

Hostilities: Mytorba, Alhiid Caliphate

Standard:

Feats: Discipline, Education, Luck of Heros

Description: Location of the Great Temple of Sumeolus. The High Sumeolic Council is held here every Moonrise Festival. Knights Trelnic are gaining initiates here.

SANGARA (C16)**Government:** Kingdom (Queen Anarla)**Population:** 200,000**Cities:** *Ralicoria* (20,000), *Cario* (port) (7,500)**Language:** Elven**Alignment:** CG**Pantheon:** Aldaric (Lulea)**Personas:****Alliances:** Selyeeron**Hostilities:** Fysen, Marpain**Standard:** A glistening blue lake below a canopy of green**Feats:** Forester, Tree-Topper, Stealthy

Description: The lands of the Kingdom of Sangara were the first lands of the Isle of Falsar that the elves of the Selyeeron laid eyes on. It is a beautiful kingdom of flowing rivers and hidden lakes. This land caused the elves to fall in love with the Isle and move in greater and greater numbers to it. The quiet elves who loved the beauty of the forest settled in Sangara. The adventurers and explorers pressed on. The capitol, Ralicoria, is a city of legendary beauty. It is nestled between the Tangare Hills and the shores of Lake Ciracar. The port city of Cario, which is as far as most travelers are allowed to go, is filled with exotic elven trade goods and often sees ships from as far away as Tors.

SARNJAL (B15)**Government:** Kingdom (King Lykos)**Population:** 130,000**Cities:** *Bentagg* (port) (10,000)**Language:** Nordac**Alignment:** CE**Pantheon:** Wodaric (Nydam)**Personas:****Alliances:** Hynsork**Hostilities:** Crundoric Empire, Grentagg**Standard:****Feats:** Mercantile Background, Survivor, Thug

Description: Sarnjal was fully under the sway of Auxthon some 300 years ago. The place still retains its legacy of evil. Demons still live in this area. Although there are few, they control the royal family. Many minor battles with other Nordac countries.

SARZHAL (B12)**Government:** Kingdom (King Gerinhalk)**Population:** 500,000**Cities:** *Garnis* (35,000), *Hulzin* (15,000), *Karabor* (50,000)**Language:** Dwarven**Alignment:** LG**Pantheon:** Thurik (Thurizul)**Personas:****Alliances:****Hostilities:****Standard:****Feats:** Bullheaded, Foe Hunter (ogres), Silver Palm, Survivor

Description: Sarzhal is the most ancient of the Dwarven Kingdoms. Its great halls delve into the Dalvar Mountains to the West of the Trelnic Sea. The birthplace of the Dwarves lies deep within the Hallowed Halls of Sarzhal. It is a place of pilgrimage for many dwarves.

SELYEERON (B15)**Government:** Kingdom (King Elsias)**Population:** 150,000**Cities:** *Qualnda* (4,000)**Language:** Elven**Alignment:** CG**Pantheon:** Aldaric (Aldaril)**Personas:****Alliances:** Kaladon**Hostilities:** Ranica, Fenshire, Achenwood**Standard:** Gold Oak Leaf on White Field**Feats:** Education, Forester, Mind over Body, Strong Soul

Description: Selyeeron is the elven homeland. Poor relations exist with the nations around the Selyeer Forest. Trade does exist with the Kingdom of Ranica, however, through the town of Greengate. Fine swords are purchased from Kaladon. Queen Raltrea has visited the court of Selyeeron and is respected here. The elves hope to use her to help them in their dealings with Achenwood.

SILANO (B13)**Government:** Mercantile Confederation (The Uster Family)**Population:** 500,000**Cities:** *Ponthir* (port) (15,000)**Language:** Torsan**Alignment:** N**Pantheon:** None**Personas:****Alliances:** Haltor**Hostilities:** Mundok**Standard:****Feats:** Blooded, Mercantile Background, Street Smart, Twin Sword Style

Description: A country ruled by powerful merchant families. Politics is rampant among the rival merchant families.

SORNPOLIS (C15)**Government:** Tyrannical City State (Tralater)**Population:** 200,000**Cities:** *Sornpolis* (port) (120,000)**Language:** Kresian**Alignment:** CG**Pantheon:** Spyropik (Arksorn)**Personas:****Alliances:** Mytorba**Hostilities:** Krynea**Standard:****Feats:** Cosmopolitan, Education, Street Smart

Description: Sornpolis is the largest city in Toren. Its white marble buildings perch majestically on the climbing cliffs that rise far above the inland waters. Home of the Great Temple of Arksorn.

SYNREA (C15)**Government:** Theocracy (The Voice of the Deep, Sevrilna Trob)**Population:** 220,000**Cities:** *Mandaria* (port) (14,000)**Language:** Kresian**Alignment:** CN**Pantheon:** Spyropik (Napaktus)**Personas:** Clerics of Napaktus, Leaders of Fighting Orders

Alliances: Blackport
Hostilities: Mytorba
Standard: Green Trident on Blue Field Above Black Waves, Draped in Seaweed
Feats: Militia, Survivor
Description: Synrea is a sprawling and dangerous land. Fantastic monsters and humanoids combine with mercenaries in constant civil warfare. Constant squabbling amongst various orders of Napaktus, frequent civil wars. The Rushing Wood is a dangerous and wooly place. It is home to tribes of humanoids, bandits, and worse.

TRABZEA MARCH (C14)

Government: Senatorial Empire (Consul Giltreus)
Population: 2,500,000
Cities: *Bynz (port) (75,000)*, Pachino (port) (8,000), Vikon (5,000)
Language: Torsan
Alignment: NE
Pantheon: None (Zadrak, Inviktron)
Personas:

Alliances: Tribute from the Hobgoblin Hold
Hostilities: Crundoric Empire, Dyzudun
Standard:
Feats: Blooded, Discipline, Militia
Description: Trabzea March is a remnant of the Torsan Empire. It retains a legionary military organization, but the legions are a shadow of their former strength of 6,000 men each. Bynz still hosts gladiatorial games. Trabzea March currently enjoys an uneasy truce with the Crundoric Empire

VELGIN (B15)

Government: Kingdom (King Savel)
Population: 90,000
Cities: *Thenga (port) (3,500)*
Language: Nordac
Alignment: N
Pantheon: Wodaric (Wodar)
Other Cities: none
Personas:

Alliances: None
Hostilities: Sarnjal
Standard: Moose Head on Green Field
Feats: Survivor, Thug
Description: Overland trade between the dwarves of Khuzlak and the men of Ranica with the Nordac nations passes through this rugged land by way of the Stigby River.

LANDS

HIGHLANDS

Black Rock Hills
 Berhen Hills
Cestus Hills (C14): The last foothills of the southern part of the Zulkar Mountains. These hills are home to many tribes of bugbears who only still exist because they serve in the Legions of the Trabzea March.
Drenlay Mountains (C14): These mountains protect Galentar from the Trabzea March. They are studded with many wizard's towers and riddled with gnomish tunnels.
 Frontier Hills

Grakzal Mountains
 Grey Peaks
 Hralel Hills
 Icemarches
 Iron Peaks
 Maltriac Mountains
 Mecran Mountains
 Mountains of the King
 Mountains of the Sky
 Mountains of Time
 Mountains of the Wind
 Rocky Hills
 Spyropik Mountains
 Stinlitoric Mountains
 Stag Hills
 The Andracs
 The Spiers of Snow
 Valstra Mountains
 Wintergate Mountains
 Wyrmspine Mountains
 Zulkar Mountains

WOODLANDS

Arvingwood: A large number of elves live in this wood.
 Black Forest, High
 Black Forest, Low
 Enilbor Forest
 Fornal Forest
 Gorlana Woods
 Hunting Forest
 Northern Woods
Peloro Woods (C14): Home to Trolls. Many of these trolls serve in the Legions of Trabzea.
Raka Forest (C15): Home of the Archdruid Tengal.
 Rankar Forest
 Rushing Wood
 Selyeer Forest
 Transt Forest
 Venra Forest
 Wilds of Boradin

RIVERS

Genbar
 Havel
 Hoz
 Legion
 Los
 Miramont
Porthian (C14): Runs through the heartland of the Trabzea March.
 Sky
 Stigby
 Vardostus
 Veromar
 Vestrac
 Vyer

LAKES AND SEAS

Braktorean Sea (C14): The large middle sea which separates the continent of Orlon from Middle Toren. The fleets of the

Trabzea March, the Crundoric Empire, and the Alhiid Caliphate struggle for dominance of its waters.
 Darsin Sea
 Dragonbay
 Lake Aras
 Lake Chapel
 Lake Heilbron
 Napaktik Ocean
 Sea of Storms
 Trelnic Sea

OTHER

Anvil Desert

Cyclops Isle: Home to cyclops and hill giants and some very desperate pirates.

Demonsbite: Ancient ruins of the castle of Ferrus Crostornus Cardius. Now home to demons.

Great Pyramid

Heisian Pillars

High Plains

Lost Desert: Named such not because the desert itself is lost but because it hides some ancient lost secret. Some say it was a dwarven kingdom destroyed by fell elven magic.

Moss Marshes

Tainbor Desert

Temple of Arksorn

Temple of Napaktus

Temple of the Spyropians

Temple of Sumeolus

Temple of Trasparia

Temple of Zadrak

Tomb of the Kings

Valley of Fear

SETTLEMENTS

AVERAGE STATISTICS

Below are listed statistics for average settlements of each of the sizes shown on the maps of Toren. Keep in mind these are only averages and large variations can be expected. The levels shown for the highest level characters are an average and can vary from half of the listed level to one and a half times the listed level or even more.

Equipment that can be purchased in a settlement is limited by maximum market value. There are three different categories of equipment: magical, special material, and normal. The maximum market value of each will vary by town.

MANOR/HAMLET

Population: 100

Equipment

Magic Items: n/a

Special Material: n/a

Normal Equipment: 50gp

Ruler: Ftr2

Highest Level Characters:

Commoner: 3rd

Expert, Warrior: 2nd

Fighter, Rogue: 2nd

Others: 0

Town Guard: 5

Most of the population of Toren live in small hamlets or manors. These settlements are only shown on the smallest scale maps. They are usually found in large numbers in any woodland or grassland within about a 30 mile radius of a larger settlement. They are often ruled by a knight or other landowner. The ruler often owes fealty to the ruler of the nearest castle or keep. Rulers of manors make up the majority of cavalry in most armies.

KEEP/VILLAGE

Population: 500

Equipment

Magic Items: n/a

Special Material: n/a

Normal Equipment: 500gp

Ruler: Ftr6

Highest Level Characters:

Commoner: 8th

Expert, Warrior: 7th

Fighter, Rogue: 6th

Cleric, Wizard: 5th

Bard, Sorcerer, Adept, Aristocrat: 4th

Barbarian, Druid, Monk, Paladin, Ranger: 3rd

Town Guard: 20

Keeps are normally shown on local maps. They are usually accompanied by a village.

CASTLE/SMALL TOWN

Population: 2,500

Equipment

Magic Items: 10,000gp

Special Material: 1,000gp

Normal Equipment: any

Ruler: Ftr13

Highest Level Characters:

Commoner: 15th

Expert, Warrior: 14th

Fighter, Rogue: 13th

Cleric, Wizard: 12th

Bard, Sorcerer, Adept, Aristocrat: 11th

Barbarian, Druid, Monk, Paladin, Ranger: 10th

Town Guard: 50

Castles are normally shown on local maps. They are usually accompanied by a small town.

TOWN

Population: 10,000

Equipment

Magic Items: 50,000gp

Special Material: 5,000gp

Normal Equipment: any

Ruler: Ari13

Highest Level Characters:

Commoner: 19th

Expert, Warrior: 18th

Fighter, Rogue: 17th

Cleric, Wizard: 16th

Bard, Sorcerer, Adept, Aristocrat: 15th

Barbarian, Druid, Monk, Paladin, Ranger: 14th

Town Guard: 250

Towns are normally shown on local and regional maps. They usually have a castle as their administrative center.

LARGE TOWN**Population:** 25,000+**Equipment****Magic Items:** any**Special Material:** any**Normal Equipment:** any**gp limit:** 50,000**Total Assets:** 20,000,000**Ruler:** Ari17**Highest Level Characters:**

Commoner: 23rd

Expert, Warrior: 22nd

Fighter, Rogue: 21st

Cleric, Wizard: 20th

Bard, Sorcerer, Adept, Aristocrat: 19th

Barbarian, Druid, Monk, Paladin, Ranger: 18th

Town Guard: 500

Large towns are normally shown on local, regional, and national maps. They usually have a castle as their administrative center.

CALENDAR AND HISTORY

This section describes the calendar used by the nations of Toren. It also describes the history of Toren

CALENDAR THE MONTHS

Each month consists of four seven-day weeks. There are a total of 336 days in a Toren year. Each month except for the first is named after one of the major gods of Toren.

1. **Firsar** (January) The first month is not named for any of the gods. The first day of **Firsar** is the creation festival. It is the day of the Winter Solstice. When the sun is reborn and life begins anew.
2. **Thursar** (February) Named for the god Thurizul.
3. **Arksar** (March) Named for the god Arksorn. The first day of Arkstar is the official start of spring.
4. **Khotsar** (April) Named for the god Khot. The first day of Khotstar is the moonrise festival. It is the day when all three moons are full. When magic is at its most powerful. It is also the Spring Solstice.
5. **Napaksar** (May) Named for the god Napaktus.
6. **Aldsar** (June) Named for the god Aldaril. The first day of Aldstar is the official start of summer.
7. **Sumsar** (July) Named for the god Sumeolus. The first day of Sumstar is the midsummer festival. It is also the Summer Solstice.
8. **Dursar** (August) Named for the goddess Durst
9. **Trasar** (September) Named for the goddess Trasparia. The first day of Trastar is the official start of Autumn.
10. **Vecsar** (October) Named for the goddess Vecilia. The first day of Vecstar is the harvest festival. It is also the Autumn Solstice
11. **Maalsar** (November) Named for the god Maaldius.
12. **Zadsar** (December) Named for the god Zadrak. The first day of Zadstar is the official start of winter.

THE DAYS

Skyday (holy day for Spyropik Pantheon)
 Seaday
 Earthday
 Songday
 Craftday
 Starday
 Sunday (holy day for Sumeolic Pantheon)

THE MOONS

Lunix: 1½ moon size, white color, round, full 1st of each month. Lunix is the most important of the three moons. Its cycles govern the start of the months and have the most affect upon lycanthropes.

Odrock: ¾ moon size, dark brown color, rough oblong, full 1st and 15th of each month. Odrock is a dim moon and is barely visible when Lunix or Blueglow are not near full.

Blueglow: ½ moon size, light blue color, round, full once per year on the 1st of Firsar. Blueglow is a small moon that gives off a dim blue radiance. It is full but once every year.

Deepmoon Festival: Once per five years all three moons will line up on the **creation festival**. This special creation festival is sometimes called the **moonrise festival**. This happens in years ending in 0 or 5 in the Ancient Reckoning.

HISTORY

All the gods acknowledge that the current year is the year **7409** as measured from the creation of Toren. They do not speak about the events of the ancient past, however. The first agreed upon history starts in the year 3,000 with the wars of gods and men. The earlier history presented below is taken from the followers of Elar and is dismissed as legend by most peoples. Two items do ring true, however. The Dwarves claim that they were created by Thurizul and the Elves claim that Aldaril was their first king.

- 0 First sunrise on Toren, life begins, gods walk the lands of Toren. Many of the gods make their homes in the Spyropik Mountains.
- 320 Elves are awakened by Elar in the great forest vale of Selyeer. The gods marvel at the beauty of the elves and quickly befriend them. The god Aldaril becomes their first king.
- 510 The god Thurizul loves the beauty of the elves but is disappointed that they do not love to work the earth like he does. Therefore Thurizul creates the Dwarves deep in the mountains of Zulkar. Thurizul is unsure if Elar would approve of what he has done and therefore he keeps the dwarves hidden beneath the mountains. Thurizul spends much time with the dwarves and teaches them his crafts. The dwarves grow accustomed to living below the mountains and will always feel most comfortable there. Elar is indeed mad at Thurizul and he decrees that the dwarves must remain below the mountains until after the birth of Men. He further decrees that after the birth of Men, the other gods will be able to create races of their own, but Thurizul will not be able to create any more races.
- 1910 Men are awakened by Elar in several places across Toren. Men are given a much shorter life than both Elves and Dwarves, but they can have many children and quickly spread throughout Toren.

2000	All the gods are allowed to begin creating races of their own. However, Elar will not allow any other race that lives on Toren to be collectively as mighty as Elves or Dwarves or Men.	3702	The Dwarves of Zalbak join in the war with the Fair Elves. The Dwarves of Zalbak capture the Elven King Araqual and imprison him in their city. For his release, they demand the return of the gem of the Five Part Staff.
2500	The gods quickly grow jealous of each other and each other's creations. Wars of great destruction spread throughout Toren.	4788	City of Tors founded.
2505	Arksorn declares the city of Soropolis the capitol of Toren.	4921	Torsan Republic defeats Lancor.
2527	Sumeolus breaks from the Spyropik Pantheon.	5206	Torsan Empire declared.
3000	The final battle of the Wars of the Gods begins in the plains around Hithey. It lasts for 10 years.	5335	Torsan Empire reaches furthest extent. To Hithey in South. To Trabzea March in East. To the Grey Peaks in the North.
3110	Gods disappear from the surface of Toren, but maintain contact with their followers through priests and oracles.	5612	Tors raped by barbarians.
3110	END OF FIRST AGE (3110 years)	5612	END OF THE SECOND AGE (3502 years)
3333	Khot helps in the completion of the last great pyramid of Kalpyr.	5945	Battle of a Thousand Demons, Ferrus Crostornus Cardius slain by Auxthon and Jinraaltoc (Demon-Lord). Furro Ferrus (Holy Avenger) lost.
3642	Pale Elf wizard Heistel completes the creation of the Five Part Staff. This staff was carried by him during The Descent.	6426	Veriston "the Sun King" crowned the first Emperor of the Crundoric Empire.
3645	Elf wars fill the Selyeer forest which extended from the Mecran Mountains to the Grakzal Mountains at this time.	7141	Corstal crowned the first King of Ranica.
3645	Battle of Spider Wood. Final battle of war between two great elven families. The evil Pale Elves are lead by the Ragzara family and the good Fair Elves are lead by the Qualndaras family. The Pale Elves lose the battle and flee for their lives.	7215	Alhiid Caliphate formed.
3645	Banished Pale Elves cross the Andracs in the dead of winter. Many perish in the cold.	7239	Magnamerak is recovered from the Horde of Igneus Ardo, the Great Red Wyrms of Falsar. Furro Ferrus is reformed in the depths of Demonsbite.
3646	Banished Pale Elves settle in the Black Forest.	7240	Crundoric Empire invaded by Auxthon (Lich) and Ikewrath (Demon-Lord).
3647	Fair Elves make a pack with the dwarves of Dyzudun and attack the Banished Pale Elves. Terrible massacres take place and many of the Pale Elves are slain fleeing for their lives.	7241	Trabzea March forms an alliance with Ikewrath and joins in the invasion of the Crundoric Empire. They capture Lanacar Castle. Gates to hell are opened below Lanacar Castle and powerful devils pour forth.
3647	Banished Elves descend into caves near the source of the Vardostus River.	7242	Arthane, Capital of the Crundoric Empire, is taken. The High Sumeolic Council declares the Ice Crusade.
3648	Elf/Dwarf exhibition mounted to chase the Pale Elves and destroy them forever. Heistel was killed by this expedition but not before he killed the Dwarven crown prince with the Five Part Staff. The Dwarves claimed the Five Part Staff as their compensation.	7245	Battle of Miramont fought in the fields north of Tathan. Avingdor, The Imperial Herzog, defeats the combined host of Hori and the Fell Legions of the Trabzea March. Ikewrath is slain by the Heroes of the Ice Crusade, Magnamerak and Furro Ferrus are lost again.
3649	Dwarven civil war in Dyzudun. The Dwarven crown prince had been killed in pursuit of the Banished Elves and a power vacuum ensued. The Dwarves blame the elves for this.	7246	Avingdor crowned Emperor of the Reunified Crundoric Empire.
3650	The Goddess Tarantia helps the Pale Elves found their first city, Yndagzara.	7257	Siege of Lanacar Castle. Avingdor receives terrible wound from a devil at Lanacar. The 9th legion is driven back into the Trabzea March and Lanacar Castle is sealed by the powerful wizard Radeem. The magic is so powerful that four artifacts, the Crystal Keys of Lanacar Castle, were created to keep it in place.
3695	Dwarves disassemble the Five Part Staff and hide the parts in five different Dwarven Halls.	7258	Avingdor dies after reconquering most of the lands of the northern Crundoric Empire.
3700	Dwarves of Khuzlak declare war on the Fair Elves. The Dwarves use the gem of the Five Part Staff in this war.	7303	Alhiid Caliphate takes the Temple of Trasparia at Gynter.
3701	The gem of the Five Part Staff is captured by Salcmar, a human ally of the Elves. Salcmar became a bitter enemy of the Dwarves and proceeded to search for the rest of the Five Part Staff.	7306	Radeem turns to evil.
		7307	Siege of Radeem's Castle.
		7308	Radeem's Castle destroyed. Radeem flees.
		7310	Radeem killed and imprisoned as undead in Rappan Athuk.
		7351	Knights Trelnic reconquer the Temple of Trasparia from within the Caliphate. Rumor says the Knights have begun worshipping the god Zadrak or Kildar.

- 7376 Lord Dalkar of Fenshire renounces his fealty to King Hasin I of Ranica.
- 7377 Battle of the Broken Bridge. Dalkar defeats Hasin I.
- 7380 Brigands of the Flame terrorized the lands around the High Black Forest.
- 7382 Brigands of the Flame are defeated by a small band of adventurers.
- 7389 **Sevrilna Trob becomes the High Priest of Napaktus. Sevrilna has held the position far longer than most. He is one of the most powerful priests in the entire Spyropik Pantheon.**
- 7390 Treaty of Justmar is signed between Crundoric Empire, Trabzea March, Hobgoblin Hold, and Dyzudun.
- 7392 Hobgoblin Hold invades Gorost and captures Borthan Castle.
- 7393 Gorost lays siege to Borthan Castle in an attempt to retake it.
- 7396 The siege of Borthan ends, Gorost retakes Borthan Castle.
- 7397 Gorost retakes Mitterian Keep.
- 7397 Battle of the Crimson Field between Ranica and Fysen. King Hasin II defeats the Red Legion of Fysen but later dies of his wounds. Alingcar (his son) is crowned the new King of Ranica.
- 7400 Battle of Trisana, Gorost retakes Trisana Keep. The son of Herzog Stornbol is killed.
- 7401 Fire Giant invasion of Selyeer Forest.
- 7402 **Fire Giant invasion stopped by when Fire Giant High King killed by small band of adventurers lead by Eric.**
Arngrimmir and Company recover the blue key of Lanacar Castle and give it to Herzog Stornbol.
Herzog Stornbol dies.
- 7403 **Emperor Reislor takes title of Imperial Herzog. The Torsan Rebellion begins.**
- 7403 **Arngrimmir and Company sack Temple of Spear-Famed Inviktron in Vikon.**
- 7403 **Arngrimmir and Company enter Rappan Athuk in pursuit of brown and white keys of Lanacar Castle. They find both.**
- 7404 **Arngrimmir and Company assault the white dragon ACESSIWA who is rumored to hold the red key. They are rebuffed.**
- 7405 **Arngrimmir and Company destroy the demon god's fane in Gorost.**
- 7405 **Arngrimmir and Company enter Labyrinth of Madness to gain powerful magic to defeat ACESSIWA. They have not been heard from since and the location of the white and brown crystal keys are unknown.**
- 7407 **Gregor and Company begin their adventures in Mandaria in the Theocracy of Synrae.**
- 7407 **Gregor and Company drive evil druid out of the Sunless Citadel.**
Black Dragons kill most of Gregor's companions.
- 7408 **Gregor and his new companions enter Rappan Athuk.**
- 7409 **Gregor and Company destroy the Upper Temple of Orcus in Rappan Athuk.**
Present year.

GODS AND PANTHEONS

There are many gods worshipped by the peoples of Toren. Each of the gods is the supreme power in his or her spheres of influence. The gods continually struggle with each other to gain more and more followers amongst the peoples of Toren, especially amongst the races of Elves, Men, and Dwarves. No one is sure why the gods are so concerned with these rather plain races and less concerned with the other intelligent races of Toren. Theories abound, of course. Some say that Elves, Men, and Dwarves were not created by the gods, but lived alongside them in fellowship in the ancient past. Others claim that the gods are ascended mortals, pointing to the fact that the gods so often take the form of Men and sometimes Elves or Dwarves. Another legend speaks of a more ancient god who created the material universe and all the gods that rule over it. He is said to have also created the races of Elves, Men, and Dwarves. This ancient god is known as Elar. No mortal has ever had contact with him, but his followers believe that the gods are his vassals and must still pay homage to him and must respect the races that he created. Most of the peoples of Toren believe this is just fantasy and point to the fact that the priests of Elar have no supernatural powers like the priests of all the other gods. The gods are strangely silent on the matter of their origins.

The gods of Toren have formed into numerous pantheons. Each pantheon is a collection of gods which rules over a certain region of Toren. Many of the gods are members of more than one pantheon. Some of the pantheons are a strange and unexplained mix of good and evil and lawful and chaotic gods. It is not clear if the pantheons reflect the peoples of the regions they control or if the peoples reflect the pantheons they live under.

The following sections describe the known gods and pantheons of Toren.



A Demonic Servant of Maaldius

THE PANTHEONS

The gods have formed unions with each other in order to control various areas of Toren. Some of the unions are formed along the spheres of influence of the gods and some are formed along the beliefs of the people of a region. Many of the gods are in more than one pantheon and are known by different names in each. Where a god known by more than one name appears, his name for that pantheon is listed as well as the name he is described under in the following section. The table below summarizes the information for each of the pantheons.

PANTHEONS OF TOREN		
Pantheon	Gods	Regions
Aldaric	Abriel, Aldaril , Egilron (Randelk), Lonhaetian (Inviktron), Lulea (Reisla), Oltmar (Arta), Prathiar (Thurizul), Ronlorst, Tarantia (Vecilia), Vestigor (Khot)	Arvingwood, Falsar, Selyeeron
Heis-Taunk	Durst, Goroht (Maaldius), Hamun (Paxinus), Heis (Sumeolus), Isa (Sarala), Kartust (Thurizul), Khot, Menaxor (Rynavalt), Nuten (Krandak), Parst (Trasparia), Prenomia (Aldaril), Taunk (Zadrak)	Kalpyr
Maaldeic	Dramolin (Zadrak), Halcarn, Maaldius , Pafdunuk, Vecilia, Voortrag (Invikron)	Secret Evil Cabals
Spyropik	Arksorn , Arta, Datrakus, Elektra, Hureana (Thurizul), Inviktron, Kalapitus, Kardista, Napaktus, Randelk, Reisla, Sarala, Serifas (Aldaril), Ustraka, Valaxia (Durst), Yeanda, Zadrak	Kresian City States, Kresian Colonized Lands
Sumeolic	Paxinus, Rynavalt, Sumeolus , Trasparia, Vaalankris	Crundoric Empire, Gorost, Ranica
Thurik	Enburdak (Kardista), Hardun (Rynavalt), Kalrûn (Datrakus), Krandak, Rubikal, Sanzarma (Yeanda), Takraz, Thurizul	Dyzudun, Khuzlak, Sarzhal
Wodaric	Gudrid (Vecilia), Lokar (Ronlorst), Nydam (Napaktus), Sandane (Randelk), Tarvia (Aldaril), Venborg (Kalapitus), Wodar (Arksorn)	Nordac Countries

ALDARIC PANTHEON

The gods of the Aldaric Pantheon are greatly revered by the Elves.

HEIS-TAUNK PANTHEON

The Heis -Taunk Pantheon is a very ancient pantheon worshipped by the Kalpyrians.

MAALDEIC PANTHEON

The Maaldeic Pantheon is loose confederation of evil gods.

SPYROPIK PANTHEON

The Spyropik Pantheon is the most diverse and powerful of the Pantheons. Arksorn leads this loose confederation of gods.

SUMEOLIC PANTHEON

The Sumeolic Pantheon was formed when Sumeolus split with his brother Arksorn and the rest of the Spyropik Pantheon. Sumeolus took his wife, Trasparia, and their children with him and formed the Sumeolic Pantheon. This pantheon gained much power when it became the official pantheon of the Torsan Empire and later the Crundoric Empire. All religious services are conducted in the Torsan language. There are some very ancient religious manuscripts penned in the Kresian language, however.

THURIK PANTHEON

The gods of the Thurik Pantheon are greatly revered by the Dwarves. The god Thurizul created the dwarves.

WODARIC PANTHEON

The Wodaric Pantheon is worshipped by the Nordac Countries.

THE GODS

This section describes the known gods of Toren. Each of the gods is listed by their most common name. The names they are known by in any other pantheons are listed in parentheses under the Pantheons column. The table below summarizes the information for each of the gods.

Gods of Toren

Name	Power	Sex	AL	Spheres	Weapon	Domains	Pantheons
Abriel	Lesser	f	NG	Beauty, Kindness, Charity, Love	rapier	charm, elf, good	Aldaric
Aldaril	Greater	m	CG	song, art, dance, writing	longsword	chaos, elf, good, knowledge, time	Aldaric, Heis-Taunk (Prenomia), Spyropik (Serifas), Wodaric (Tarvia)
Arksom	Greater	m	CG	Air, Storms, Fatherhood, Kingship	shortspear	air, chaos, good, storm, tyranny	Spyropik, Wodaric (Wodar)
Arta	Lesser	m	N	Wilderness, Wild Animals, Nature	shortspear	animal, plant, travel	Spyropik, Aldaric (Oltmar)
Datrakus	Lesser	m	N	Merchants, Business, Trade, Wealth	rapier	charm, trade, trickery	Spyropik, Thurik (Kalrûn)
Durst	Greater	f	NG	Planting, Harvest, Fertility, Crops	light flail	good, plants, renewal, sun	Heis-Taunk, Spyropik (Valaxia)
Elar	Supreme	m	N	All	none	none	
Elektra	Lesser	f	CN	Beauty, Teasing, Athleticism, Speed, Lightning	rapier	chaos, charm, travel	Spyropik
Halcarn	Lesser	m	LE	Blind Justice, Punishment, Torture	greataxe	evil, law, suffering	Maaldeic
Inviktron	Lesser	m	NE	War, Fear, Blood, Pain, Carrion	shortspear	destruction, evil, orc*, war	Spyropik, Aldaric (Lonhaetian), Maaldeic (Voortrag)
Kalapitus	Lesser	m	CN	Battle, Rage, Jealousy, Strength, Thunder	warhammer	retribution, strength, war	Spyropik, Wodaric (Venborg)
Kardista	Lesser	m	CG	Exploration, Travel, Adventure	quarterstaff	cavern, earth, travel	Spyropik, Thurik (Enburdak)
Khot	Greater	m	N	Magic, Arcane Knowledge, Numerology, Thought, Moons	quarterstaff	knowledge, magic, spell, moon	Heis-Taunk, Aldaric (Vest igor)
Krandak	Lesser	m	LE	Rotting Caves, Crevasses, Earthquakes, Cave-ins	heavy pick	cavern, evil, water	Thurik, Heis-Taunk (Nuten)
Maaldius	Greater	m	CE	Evil, Chaos, Destruction, Undead	battleaxe	chaos, destruction, evil, scalykind, undeath	Maaldeic, Undeath
Napaktus	Greater	m	CN	Water, Oceans, Waves, Storms, Ocean Travel, Sea Monsters	trident	chaos, destruction, ocean, water	Spyropik, Wodaric (Nydam)
Pafdunuk	Lesser	f	NE	Disease, Plague, Filth, Molds, Fungus, Slimes	scimitar	destruction, evil, slime	Maaldeic
Paxinus	Lesser	m	LG	Justice, Fairness, Lawful Rulership	heavy mace	good, law, protection	Sumeolic, Heis-Taunk (Hamun)
Randelk	Lesser	m	NG	Hunting, Tracking, Wilderness, Protection, Archery	shortspear	animal, protection, travel	Spyropik, Aldaric (Egiron), Wodaric (Sandane)
Reisla	Lesser	f	CG	Rivers, Lakes, Streams, Waterfalls	shortspear	chaos, good, water	Spyropik, Aldaric (Lulea)
Ronlorst	Lesser	m	CN	Chaos, Mischief, Sneaking, Thievery	rapier	chaos, gnome*, luck, trickery	Aldaric, Wodaric (Lokar)
Rubikal	Lesser	f	NG	Metal Veins, Gems, Mining	light pick	earth, good, metal	Thurik
Rynavalt	Lesser	m	LN	Leadership, War, Strategy, Victory	battleaxe	law, protection, war	Sumeolic, Heis-Taunk (Menaxor), Thurik (Hardun)
Sarala	Lesser	f	CN	Beauty, Temptation, Lust, Sex	dagger	chaos, charm, trickery	Spyropik, Heis-Taunk (Isa)
Sumeolus	Greater	m	LG	Fire, Life, Light, Day, Sun	heavy mace	fire, good, law, renewal, sun	Sumeolic, Heis-Taunk (Heis)
Takraz	Lesser	m	CE	Greed, Hording, Distrust, Paranoia	heavy pick	chaos, evil, trickery	Thurik
Thurizul	Greater	m	LG	Forging, Crafting, Stonework, Metalwork	warhammer	craft, dwarf, good, law, metal	Thurik, Heis-Taunk (Kurtust), Spyropik (Hureana), Aldaric (Prathiar)
Trasparia	Greater	f	LN	Stars, Fortune, Fate, Destiny	handaxe	fate, law, knowledge, time	Sumeolic, Heis-Taunk (Parst)
Ustraka	Lesser	m	CN	Wine, Drunkenness, Parties, Orgies	heavy flail	chaos, plant, trickery	Spyropik
Valankriis	Lesser	m	LG	Battle, Honor, Glory, Bravery, Courage	greatsword	good, law, war	Sumeolic
Vecilia	Greater	f	NE	Assassination, Poison, Treachery, Misfortune	dagger	charm, drow*, evil, spider, trickery	Maaldeic, Aldaric (Tarantia), Wodaric (Gudrud)
Yeanda	Lesser	f	NG	Motherhood, Wives, Home, Family	light mace	family, good, halfling*, protection	Spyropik, Thurik (Sanzarma)
Zadrak	Greater	m	LE	Death, Darkness, Night, Slavery	scythe	darkness, earth, evil, law, true death	Spyropik, Heis-Taunk (Taunk), Maaldeic (Dramolin)

ABRIEL**Power:** Lesser Goddess**Pantheon(s):** Aldaric**Spheres:** Beauty, Kindness, Charity, Love**Epithets:****Alignment:** NG (NG, CG, LG)**Symbol:****Weapon:** rapier**Colors:****Relations:** Daughter of Aldaril**Domains:** Charm, Elf, Good

Abriel takes the form of the most beautiful elven maiden. Her followers are concerned with caring for and helping others.

ALDARIL (PRENOMIA, SERIFAS, TARVIA)**Power:** Greater God**Pantheon(s):** Aldaric, Heis-Taunk (Prenomia), Spyropik (Serifas), Wodaric (Tarvia)**Spheres:** Song, Art, Dance, Writing, History**Epithets:** The Bard, The First King**Alignment:** CG (CG, NG)**Symbol:** A Quill and a Musical Note**Weapon:** longsword**Colors:****Relations:** Father of Abriel**Domains:** Chaos, Elf, Good, Knowledge, Time

Aldaril is the patron of all performers from the skalds of the Nordac to the greatest singers of the Elves. He is the head of the Aldaric Pantheon, the most revered pantheon among the Elves. Legend has it that Aldaril is the first god to discover the Elves. When he saw them, he immediately fell in love with them. He took them under his care and taught them much of what he knew. Many Elves revere him as their first king.

Aldaril usually takes the form of a handsome elf of indeterminate age. His voice is perfect. He can sing in any key and mimic any voice.

Among the Kresians, Aldaril is known as Serifas. He is their ultimate bard; able to hold any audience's rapt attention with any tale from history.

Among the Kalpyrians, Aldaril is known as Prenomia. He takes the form of a crane-headed man.

Among the Nordac, Aldaril is known as Tarvia. He is their ultimate skald; telling tales of the heroic deeds of gods and men in many great battles.

ARKSORN (WODAR)**Power:** Greater God**Pantheon(s):** Spyropik, Wodaric (Wodar)**Spheres:** Air, Storms, Fatherhood, Kingship**Epithets:** King Maker, Father Arksorn, Cloud Gathering Arksorn**Alignment:** CG (CG, CN)**Symbol:** Eagle**Weapon:** shortspear**Colors:** Blue, White**Relations:** Brother of Sumeolus, Napaktus, and Zadrak

Father of Inviktron, Kalapitus, Elektra, and Randelk

Domains: Air, Chaos, Good, Storm, Tyranny

Arksorn is the ruler of the Spyropik Pantheon. He is revered by kings and tyrants alike. Among the Nordac, he is known as Wodar (silent w). The aging Nordac kings ask for the aid of

Wodar to hold off the younger, stronger rivals who are always vying for their thrones.

ARTA (OLTMAR)**Power:** Lesser God**Pantheon(s):** Spyropik, Aldaric (Oltmar)**Spheres:** Wilderness, Wild Animals, Nature**Epithets:** Wild Arta**Alignment:** N (Any)**Symbol:****Weapon:** shortspear**Colors:****Relations:****Domains:** Animal, Plant, Travel

Arta is the god of nature. He is known as Oltmar in the Aldaric Pantheon.

DATRAKUS (KALRÛN)**Power:** Lesser God**Pantheon(s):** Spyropik, Thurik (Kalrûn)**Spheres:** Merchants, Business, Trade, Wealth**Epithets:****Alignment:** N (Any)**Symbol:****Weapon:** rapier**Colors:****Relations:****Domains:** Charm, Trade, Trickery

Datrakus is the god of commerce. He is known as Kalrûn in the Thurik Pantheon.

DURST (VALAXIA)**Power:** Greater Goddess**Pantheon(s):** Heis-Taunk, Spyropik (Valaxia)**Spheres:** Planting, Harvest, Fertility, Crops**Epithets:****Alignment:** NG (NG, LG, CG)**Symbol:****Weapon:** light flail**Colors:****Relations:****Domains:** Good, Plants, Renewal, Sun

Durst is the goddess of agriculture. She is known as Valaxia in the Spyropik Pantheon.

ELAR**Power:** Supreme God**Pantheon(s):** None**Spheres:** Creation**Epithets:** The Uncreated**Alignment:** Neutral**Symbol:** None**Weapon:** None**Colors:** None**Relations:** None**Domains:** None

Elar has a small number of followers who do not gain any clerical spells or granted powers. He is viewed as just a legend by those who do not follow him.

Elar's followers believe he is the uncreated ruler of the universe who always was and always will be. They say he

lives outside of the material universe and time in a state of pure thought.

Elar's followers believe that Elar's first creation were the Viater (called gods by men, elves, and dwarves). These were spirits with their own ability of thought and creation. Elar's second creation was the material universe. Elar assigned various gods to rule his second creation. The gods who accepted this responsibility were burdened by having to leave the realm of pure thought and take on material forms and live in time (although they do not age). At the end of the age the gods will return to Elar with their followers. The followers of Elar believe the gods will be judged and rewarded according to the number of followers they have and that the gods do not know when the end of the age will be.

ELEKTRA

Power: Lesser Goddess

Pantheon(s): Spyropik

Spheres: Beauty, Teasing, Athleticism, Speed, Lightning

Epithets: Fleet Footed Elektra

Alignment: CN (CG, CN, CE)

Symbol: Lightning Bolt

Weapon: rapier

Colors: Pearl, Gold

Relations: Daughter of Arksorn

Domains: Chaos, Charm, Travel

Elektra is the messenger of the Spyropians.

HALCARN

Power: Lesser God

Pantheon(s): Maaldeic

Spheres: Blind Justice, Punishment, Torture

Epithets:

Alignment: LE (LE, LN, NE)

Symbol: Executioner's Axe

Weapon: greataxe

Colors:

Relations: Brother of Paxinus

Domains: Evil, Law, Suffering

Halcarn is the god of blind justice. Halcarn has a large following of hobgoblins.

INVIKTRON (LONHAETIAN, VOORTRAG)

Power: Lesser God

Pantheon(s): Spyropik, Aldaric (Lonhaetian), Maaldeic (Voortrag)

Spheres: War, Fear, Blood, Pain, Carrion

Epithets: Lord of Battles, Spear Famed, of the Great War Cry, Man Slaughtering

Alignment: NE (NE, CE, LE)

Symbol: Spear

Weapon: shortspear

Colors: Black, Red

Relations: Son of Arksorn, Husband of Sarala

Domains: Destruction, Evil, Orc*, War

**Humanoid clerics only.*

Priests of Inviktron must be of evil alignment. They are allowed to wear any armor and carry any weapon except for a sword. The use of spears is greatly encouraged, of course. He is known as Lonhaetian in the Aldaric Pantheon and Voortrag in the Maaldeic Pantheon. Many warrior bred humanoid races

and evil ogres and giants worship Inviktron, who they call Voortrag.

KALAPITUS (VENBORG)

Power: Lesser God

Pantheon(s): Spyropik, Wodaric (Venborg)

Spheres: Battle, Rage, Jealousy, Strength, Thunder

Epithets: Raging, Lord of Thunder

Alignment: CN (CN, CG, CE)

Symbol: Hammer Crossed over Lightning Bolt

Weapon: warhammer

Colors: Grey, Red

Relations: Son of Arksorn

Domains: Retribution, Strength, War

Kalapitus is the hero of the Spyropians. He is greatly revered by the Nordac peoples. He is known as Venborg in the Wodaric Pantheon.



KARDISTA (ENBURDAK)

Power: Lesser God

Pantheon(s): Spyropik, Thurik (Enburdak)

Spheres: Exploration, Travel, Adventure

Epithets:

Alignment: CG (Any)

Symbol:

Weapon: quarterstaff

Colors:

Relations:

Domains: Cavern, Earth, Travel

Kardista is the god of explorers. He is known as Enburdak in the Thurik Pantheon.

KHOT (VESTIGOR)

Power: Greater God

Pantheon(s): Heis-Taunk, Aldaric (Vestigor)

Spheres: Magic, Arcane Knowledge, Numerology, Thought, Moons

Epithets: Lord of Magic, Deep Thinking, Moonkeeper

Alignment: N (Any)

Symbol: Circle

Weapon: quarterstaff

Colors: Purple, Black

Relations:

Domains: Knowledge, Magic, Spell, Moon

In the Heis-Taunk pantheon, Khot takes the form of a ibis-headed man. In the Aldaric Pantheon he is known as Vestigor and takes the form of an ancient elven archmage.

KRANDAK (NUTEN)

Power: Lesser God

Pantheon(s): Thurik, Heis-Taunk (Nuten)

Spheres: Rotting Caves, Crevasses, Earthquakes, Cave-ins, Floods

Epithets: The Spoiler, Wood Splitting Krandak, Smothering Krandak

Alignment: LE (LE, NE, CE)

Symbol: Broken Beam

Weapon: heavy pick

Colors: Black, Brown

Relations:

Domains: Cavern, Evil, Water

Krandak is the god of rotting caves. He is known as Nuten in the Heis -Taunk Pantheon where he takes the form of a scorpion-headed man.

MAALDIUS (GOROTH)

Power: Greater God

Pantheon(s): Maaldeic, Heis -Taunk (Goroth)

Spheres: Evil, Chaos, Dragons, Destruction, Snakes, Undead

Epithets:

Alignment: CE (CE, NE, LE)

Symbol:

Weapon: battleaxe

Colors:

Relations:

Domains: Chaos, Destruction, Evil, Scalykind, Undeath

Maaldius is the god of evil and chaos. He often takes the form of a huge black dragon covered in wicked spikes. He is known as Goroth in the Heis -Taunk Pantheon where he takes the form of a jackal-headed man.

NAPAKTUS (NYDAM)

Power: Greater God

Pantheon(s): Spyropik, Wodatic (Nydam)

Spheres: Oceans, Lakes, Rivers, Merchants, Water

Epithets: The Sea's Ancient, of The Crushing Waves

Alignment: CN (CG, CN, CE)

Symbol: Trident

Weapon: trident

Colors: Green, Blue

Relations: Brother of Arksorn, Sumeolus, and Zadrak.

Napaktus is the oldest of the brothers.

Domains: Chaos, Destruction, Ocean, Water

Napaktus is a powerful friend and foe. His disposition can vary as much as the sea; from a raging storm to a dead calm. Priests of Napaktus are not allowed to wear any armor heavier than studded leather and they may not wear a helm. They are allowed to use any weapon and often carry tridents. In the Wodatic Pantheon he is known as Nydam.

PAFDUNUK

Power: Lesser Goddess

Pantheon(s): Maaldeic

Spheres: Disease, Plague, Filth, Molds, Fungus, Slimes

Epithets:

Alignment: NE (NE, CE, LE)

Symbol: Toadstool

Weapon: scimitar

Colors: Purple, Yellow-Green

Relations:

Domains: Destruction, Evil, Slime

Pafdunuk is the goddess of disease. She often takes the form of a cross between a giantess and a huge toadstool.

PAXINUS (HAMUN)

Power: Lesser God

Pantheon(s): Sumeolic, Heis -Taunk (Hamun)

Spheres: Fairness, Justice, Lawful Rulership

Epithets: Even-Handed, Freedom's Judge

Alignment: LG (LG, LN)

Symbol: Even Scales

Weapon: heavy mace

Colors: Black, White

Relations: Brother of Halcarn

Domains: Good, Law, Protection

Paxinus is the god of justice. He is known as Hamun in the Heis -Taunk Pantheon where he takes the form of a falcon-headed man.

RANDELK (EGILRON, SANDANE)

Power: Lesser God

Pantheon(s): Spyropik, Aldaric (Egilron), Wodatic (Sandane)

Spheres: Hunting, Tracking, Wilderness, Protection, Archery

Epithets: Far Ranging Randelk

Alignment: NG (NG, CG, LG)

Symbol: Antlers

Weapon: shortspear

Colors: Green, Brown

Relations: Son of Arksorn

Domains: Animal, Protection, Travel

Seniority among priests is indicated by the number of points on their antlers on their holy symbol. Randelk is known as Egilron in the Aldaric Pantheon and Sandane in the Wodatic Pantheon.

REISLA (LULEA)

Power: Lesser Goddess

Pantheon(s): Spyropik, Aldaric (Lulea)

Spheres: Rivers, Lakes, Streams, Waterfalls

Epithets:

Alignment: CG (CG, NG, LG)

Symbol: Waterfall

Weapon: shortspear

Colors: Blue, Green

Relations: Wife of Napaktus, Mother of Datrakus

Domains: Chaos, Good, Water

Reisla is the goddess of fresh water. She is known as Lulea in the Aldaric Pantheon.

RONLORST (LOKAR)

Power: Lesser God

Pantheon(s): Spyropik, Wodatic (Lokar)

Spheres: Chaos, Mischief, Sneaking, Thievery

Epithets:

Alignment: CN (CN, CE, CG)

Symbol:

Weapon: rapier

Colors:

Relations:

Domains: Chaos, Gnome*, Luck, Trickery

**Gnome clerics only.*

Ronlorst is the god of mischief. He is known as Lokar in the Wodatic Pantheon. He is the favorite patron of gnomes who live in Spyropik or Wodatic lands.

RUBIKAL

Power: Lesser Goddess

Pantheon(s): Thurik

Spheres: Metal Veins, Gems, Mining

Epithets:

Alignment: NG (NG, LG, CG)

Symbol:

Weapon: light pick

Colors:

Relations:

Domains: Earth, Good, Metal

Rubikal is the goddess of metal veins and gems.

RYNAVALT (HARDUN, MENAXOR)

Power: Lesser God

Pantheon(s): Sumeolic, Heis -Taunk (Menaxor), Thurik (Hardun)

Spheres: Leadership, War, Strategy, Victory

Epithets:

Alignment: LN (LG, LN, LE)

Symbol:

Weapon: battleaxe

Colors:

Relations:

Domains: Law, Protection, War

Rynavalt is the god of organized war. He is known as Menaxor in the Heis -Taunk Pantheon where he takes the form of a lion-headed man. He is known as Hardun in the Thurik Pantheon. His favored weapon is the battle-axe.

SARALA (ISA)

Power: Lesser Goddess

Pantheon(s): Spyropik, Heis -Taunk (Isa)

Spheres: Beauty, Temptation, Lust, Sex

Epithets:

Alignment: CN (CN, CE, CG)

Symbol:

Weapon: dagger

Colors:

Relations:

Domains: Chaos, Charm, Trickery

Sarala is the goddess of sex. She is known as Isa in the Heis -Taunk Pantheon where she takes the form of a cat-headed woman.

SUMEOLUS (HEIS)

Power: Greater God

Pantheon(s): Sumeolic, Heis -Tank (Heis)

Spheres: Fire, Light, Life, Day, Sun

Epithets: Brilliant Sumeolus, Wielder of the Sun, Bringer of Light, The Golden Disc

Alignment: LG (LG, NG, CG)

Symbol: Sun with Seven Rays Shining Forth

Weapon: heavy mace

Colors: White, Solar Gold

Relations: Husband of Trasparia, Father of Valankriis.

Brother of Arksorn, Napaktus, and Zadrak.

Domains: Fire, Good, Law, Renewal, Sun

Sumeolus is the supreme god of good. He is the youngest of the brothers Arksorn, Napaktus, and Zadrak. His chief concern is that his followers will have a full and free life. Sumeolus appears most often as a strong well defined dark skinned young man with sun bleached hair and eyes of flame. He is usually garbed in a pure white tunic and gold belt. In the Heis -Taunk pantheon, he is known as Heis and he takes the form of an eagle-headed man. Priests of Sumeolus must be of good alignment. They are allowed to wear any armor and carry any weapon. Their chief raiment is white with more and more gold being added as they rise in the priesthood.

TAKRAZ

Power: Lesser God

Pantheon(s): Thurik

Spheres: Greed, Hoarding, Distrust, Paranoia

Epithets:

Alignment: CE (CE, CN, NE)

Symbol:

Weapon: heavy pick

Colors:

Relations:

Domains: Chaos, Evil, Trickery

Takraz is the god of greed. He is all things that are bad about dwarves.

THURIZUL (PRATHIAR, KURTUST, HURANEA)

Power: Greater God

Pantheon(s): Thurik, Aldaric (Prathiar),

Heis -Taunk (Kurtust), Spyropik (Huranea)

Spheres: Forging, Crafting, Stonework, Metalwork

Epithets: Dwarf Father

Alignment: LG (LG, NG, LN)

Symbol: Anvil

Weapon: warhammer

Colors: Gold, Steel

Relations:

Domains: Craft, Dwarf, Good, Law, Metal

Thurizul is the god of forging and building. He is the father of the dwarven race. In the Aldaric Pantheon he is known as Prathiar. In the Heis -Taunk Pantheon he is known as Kurtust where he takes the form of a dwarf. In the Spyropik Pantheon he is known as Huranea.

TRASPARIA (PARST)

Power: Greater Goddess

Pantheon(s): Sumeolic, Heis -Tank (Parst)

Spheres: Stars, Fortune, Fate, Destiny

Epithets: Lady of Fate, Far Seeing

Alignment: LN (LN, LG, LE)

Symbol: Five Stars in a Circle

Weapon: handaxe

Colors: White, Black

Relations: Wife of Sumeolus

Domains: Fate, Law, Knowledge, Time

Trasparia is the goddess of fate. She is known as Parst in the Heis -Taunk Pantheon where she takes the form of a vulture-headed woman.

USTRAKA

Power: Lesser God

Pantheon(s): Spyropik

Spheres: Wine, Drunkenness, Parties, Orgies

Epithets:

Alignment: CN (CN, CG, CE)

Symbol:

Weapon: heavy flail

Colors:

Relations:

Domains: Chaos, Plant, Trickery

Ustraka is the god of wine.

VALANKRIIS**Power:** Lesser God**Pantheon(s):** Sumeolic**Spheres:** Battle, Honor, Glory, Bravery, Courage**Epithets:** The Celestial Paladin, Silver Shining**Alignment:** LG (LG, NG)**Symbol:** Greatsword**Weapon:** greatsword**Colors:** White, Silver**Relations:** Son of Sumeolus**Domains:** Good, Law, War

Valankriis is the god of chivalry. His favored weapon is a greatsword.

VECILIA (TARANTIA, GUDRUD)**Power:** Greater Goddess**Pantheon(s):** Maaldeic, Aldaric (Tarantia), Wodaric (Gudrud)**Spheres:** Assassination, Poison, Treachery, Misfortune**Epithets:****Alignment:** NE (NE, CE, CN)**Symbol:** Black Spider**Weapon:** dagger**Colors:** Black, Red**Relations:****Domains:** Charm, Drow*, Evil, Spider, Trickery**Drow clerics only.*

Vecilia is the goddess of treachery and seduction. She is known as Tarantia in the Aldaric Pantheon. As Tarantia she often takes the form of a giant black widow spider. She is known as Gudrud in the Wodaric Pantheon. She is the favorite patron of the Drow.

YEANDA (SANZARMA)**Power:** Lesser Goddess**Pantheon(s):** Spyropik, Thurik (Sanzarma)**Spheres:** Family, Motherhood, Wives, Home**Epithets:****Alignment:** NG (NG, LG, CG)**Symbol:****Weapon:** light mace**Colors:****Relations:****Domains:** Family, Good, Halfling*, Protection**Halfling clerics only.*

Yeanda is the goddess of family. She is also the favorite patron of halflings who live in Spyropik or Thurik lands.

ZADRAC (TAUNK, DRAMOLIN)**Power:** Greater God**Pantheon(s):** Spyropik, Heis-Taunk (Taunk),
Maaldeic (Dramolin)**Spheres:** Death, Darkness, Night, Slavery, Earth**Epithets:** Dark Browed Zadrak**Alignment:** LE (NE, LE, LN)**Symbol:** Nine Link Chain in a Loop**Weapon:** scythe**Colors:** Black, Brown**Relations:** Brother of Arksorn, Sumeolus, and Napaktus**Domains:** Darkness, Earth, Evil, Law, True Death

Zadrak is the supreme god of evil. He is known as Taunk in the Heis-Taunk pantheon where he takes the form of a brown mummy. He is known as Dramolin in the Maaldeic Pantheon.

NEW MAGIC ITEMS

This section describes the new magic items of the world of Toren.

CRYSTAL KEYS OF LANACAR CASTLE

Lanacar Castle was captured and defiled by the Ninth Legion of the Trabzea March during the Ice Crusades. During their tenure in the Castle they opened up several gates to the nine hells in its dungeons. They were finally driven out of Lanacar by Avingdor, but the gates and the devils guarding them were too powerful for even the Lord of Chivalry. Avingdor had to call upon the most powerful wizard of the land to help him. The wizard, Radeem, devised a casting that would seal the castle and the devils inside it. The magic was so powerful that it would require the creation of four minor artifacts to keep it intact. The four minor artifacts are the four Crystal Keys of Lanacar Castle. After their creation, Radeem kept possession of the Keys despite the protest of Avingdor. Avingdor's instincts were correct as some 50 years later Radeem turned to evil. Radeem's castle was destroyed by Radeem was able to disperse the Crystal Keys and flee. Since that time, several of the keys have been found and then lost again.

Powers: Each key detects as strong magic (DC24 spellcraft to determine abjuration/evocation). Each protects its possessor as if it was a ring of major elemental resistance vs. the listed damage type (30 points). Each also has other unknown powers which include the creation and destruction of seals including those around Lanacar Castle.

- Red - protection from fire
- Blue - protection from cold
- White - protection from lightning
- Brown - protection from acid

MAGNAMERAK

Magnamerak is a hammer that was wielded by Kalapitus during the War of Gods and Men. It was lost in that war when Kalapitus was backstabbed by Vecilia. The location of Magnamerak was unknown for the next four thousand years. It was not until the year 7239 that it was rediscovered. Magnamerak was found in the Horde of the Great Red Wyrms of Falsar by Hanover and his companions. Hanover then used Magnamerak in the Ice Crusades to help slay the demon Ikewrath. Magnamerak was again lost to history after this battle as Hanover was never heard from again.

Powers: Magnamerak is normally in the form of a +6 War Hammer. When wielded by a priest of Kalapitus, Magnamerak can change form into a +6 Light Hammer or a +6 Maul. A priest of Kalapitus can hurl Magnamerak when it is war hammer form with a range increment of 20 ft. and when it is in light hammer form with a range increment of 40 ft. Magnamerak does not return after being thrown. A hit from Magnamerak when it is hurled causes a fortitude save (DC30) or be stunned for 2d6 rounds.

SOLSANCTUS (FURRO FERRUS)

Furro Ferrus is a masterfully crafted bastard sword with a hilt adorned with two golden topaz on the ends of the cross guard and a grip wrapped in plain white cloth that never wears out or stains. Across the guard piece is the Torsan word "Solsanctus" which translates to "Holy Sun".

Powers: In the hands of any character other than a paladin of the Sumeolic Pantheon this sword bestows 2 negative levels and no magical benefits. In the hands of a paladin of the Sumeolic Pantheon it is bastard sword +5, Holy, Bane of Evil Outsiders. In addition it creates spell resistance of 10 + the paladin's level in a 5-foot radius, and can cast dispel magic (usable every round as a standard action) in a 5-foot radius at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counter-spell versions of dispel magic.) Once per week, it can cast the holy sun spell. This creates a 10-foot radius burst that looks like a copy of the sun engulfing the paladin and those nearby him for an instant. Each ally of the paladin's who is inside the burst as well as the paladin himself is cured for as much damage as the paladin can cure with his lay on hands ability in one day. Enemies of the paladin suffer holy damage equal to the same amount of damage as was (or could have been) cured.

History: In the year 5943 priests of Sumeolus together with master dwarven metalsmiths labored deep under Castle Vinlitoric to forge and enchant the greatest sword the world has ever known. They crafted the sword for the legendary Torsan general who first brought civilization to the heart of what is now the Crundoric Empire, Ferrus Crostornus Cardius. With the blessings of the priests of Sumeolus, Ferrus named the blade "Solsanctus" or "Holy Sun." Those who saw the righteous fury with which he wielded it in battle, gave it a new name "Furro Ferrus". It is by this name that the blade is still remembered today.

Ferrus Crostornus Cardius and his ally, the Elven King Remdar of Arvingwood died at the battle of a thousand demons while leading the forces of good and defending Castle Vinlitoric and Arvingwood. The forces of evil were led by the demon lord Jinraaltoc, master of the steaming swamp, and the evil archmage Auxthon. Unknown to Jinraaltoc, Auxthon had cast powerful spells before the battle to insure his victory over Ferrus and Remdar. These spells would cause the destruction of the blade Furro Ferrus but would require that Jinraaltoc be sacrificed.

In the middle of the terrible day of battle, Ferrus met Jinraaltoc by the south tower of Castle Vinlitoric. With one mighty blow Ferrus cut half way through the demon lord but at the same time Furro Ferrus broke into two pieces. Jinraaltoc fell to his knees in shock and with his last words summoned his demon followers to him. Jinraaltoc died a slow and painful death but the pain was eased somewhat as he watched the demons rend the defenseless Ferrus limb from limb.

No one knows what became of the shards of Furro Ferrus but most believe that Auxthon took them and hid them in Castle Vinlitoric which he took as his own. Auxthon renamed the castle Demon's Bite. Terror reigned in the Genbar River valley for over 150 years, until the chaotic demons finally began to fight with each other. Demon's Bite was destroyed by the raging demons and Auxthon had to flee for his life.

Lord Devon of the Genbar Herzoc and his companions, including Hanover, rediscovered the two parts of Furro Ferrus and in 7239 reforged it beneath the ruins of Demonsbite. Lord Devon then used Furro Ferrus to help slay the demon Ikewrath. Furro Ferrus was lost to history

after this battle as Lord Devon and his companions were never heard from again.