

# LEGENDS AND LORE: THE PHILIPPINES

This is a non-canon addendum to the 2<sup>nd</sup> Edition Advanced Dungeons and Dragons© “Legends and Lore” book, featuring new deities taken from Philippine folklore.

Situated in the South China Sea between China, Indochina and the islands of Indonesia, the cluster of islands known as the Philippines have always been a virtual crossroads of cultures. The islands were once inhabited by nation-states, much like the American Indians of North America, and each of these nation-states had their own mythology, their own culture, and their own belief systems. Unlike Greece, Rome, Egypt or Norway, however, the Philippines never really attained a unified culture and thus never gained a unified mythology.

Geography and climate play a very important role in Philippine cultural formation. From the mountain Igorot tribes and the island Ivatan peoples of North Luzon to the T’boli lake nation of South-East Mindanao, culture has always been shaped by how the tribes have adapted to their surroundings. Overall, however, the islands lie in three so-called “global danger zones:” the Pacific Volcanic Ring of Fire, the South China Earthquake Plate and the Western Pacific Typhoon Belt.

The Philippines are made up of 7,107 islands (both high tide and low tide), formed through thousands of years of volcanic and tidal activity. All throughout the archipelago are scattered small mountain ranges, hill areas and island chains, all sources of natural tropical resources.

## EARLY PHILIPPINE HISTORY

The earliest record of habitation in the islands dates back to the Pleistocene epoch, when land bridges connected the islands to mainland Asia. On the western island of Palawan were discovered the skeletal remains of a Cro-Magnon subspecies named the Tabon man. Along with his skeleton lay the primitive stone implements of an emerging culture.

Aboriginal people later arrived south from the land bridges connected to Australia, establishing the first true evidences of a highly-civilized iron-age culture in the yet-unnamed islands. These “Negritos,” as they are called, spread throughout the archipelago and established permanent settlements, though agriculture was not yet well-established.

In the span of probably three thousand years, Indonesians, Malays and Chinese settled in the islands as well. With them came animism, Hinduism and Islam, which somehow blended peacefully and gave the unique religious and spiritual traditions that the early Filipino people had. Before the arrival of Ferdinand Magellan in 1521, the nation-states had established a highly specialized internal sea trading network as well as trade connections with China, Arabia and India.

## EARLY PHILIPPINE RELIGION

The unique beliefs of the Philippine nation-states were based on the blended concepts of animism and Hinduism. Gods, monsters and spiritual beings shared the earth along with the people, either bringing bane or malice with them. These creatures and deities interacted with the people as frequently as the people interacted with nature. A concept known as the “lesser karma” developed: if these spirits were insulted, then punishment would come swiftly in the form of disease, famine or disaster. If they were happy, they would reward their subjects with a bountiful harvest or a natural discovery, such as a vein of crystal hidden in a cave.

These “lesser beings” were ruled over by a hierarchy of greater beings who watched over their domains. From them flowed the “greater karma”: if the people were devoted to their duties in this life, then the gods would reward them greatly in their next life, be it a new incarnation or a permanent afterlife home.

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## THE DEITIES

### BATHALA GREATER GOD

Bathala (bat-*ha*-la) is the greatest of all the gods in the Philippine pantheon; his name remains the same in many nation-states. He is the Lord of the First Days, responsible for the creation of Man. In the beginning, it is said, after Bathala created everything from nothing, he decided to mould humanity from clay in the Celestial Kiln. He overcooked the first batch of men, and they became the aboriginal race. He undercooked the second batch and created the mainland race. The third batch he cooked with care, and these became the islands race.

Bathala is said to retain a piece of himself in every living creature, though his main abode is a palace made out of coconut wood somewhere in Elysium, in the Outer Planes. As a greater god Bathala has the power to transform any substance or form into another. In his true form, he appears as a white-robed bald man with three eyes.

### ROLEPLAYING NOTES

Bathala values his creations as much as they are his children, so he usually advises mortals to take care of themselves and their environment, to fight and eliminate evil wherever it rears itself, and to find a way to enrich each and every life without causing so much destruction. Omens from Bathala come in the form of eclipses and the formation of shadows cast by live coconut leaves on sand.

### STATISTICS

AL: ng WAL: any AoC: creation, harmony SY: gold and silver disks

### BATHALA'S AVATAR (Cleric 21, Fighter 15)

Bathala's Avatar takes the form of an old man in white robes holding two large disks, one made of silver for the moon, and one of gold for the sun.

Str: 20	Dex: 23	Con: 20
Int: 24	Wis: 23	Cha: 23
MV: 24	SZ: 12'	MR: 60%
AC: 0	HD: 35	HP: 201
#AT: 3	THAC0: 6	Dmg: 1d12/1d12/1d6+3

**Special Attacks & Defenses:** Bathala's avatar can control the forces of nature at will. He can cast priest spells of any sphere and can summon any form of elementals twice in a round. All his priest spells work at maximum efficiency (greatest distances, greatest duration, etc., no saving throws for targets), and all his elemental summoning abilities do not fail or have negative effects on him.

### DUTIES OF THE PRIESTHOOD

Priests of Bathala see to it that the natural world stays at equilibrium where goodness can thrive. Once every fifteen days they must perform the rituals re-enacting Bathala's creation of humanity by baking three clay statues in a sacred kiln or furnace.

### Requirements:

AB: standard, Str 12 AL: any good WP: mace, morning star, staff  
AR: b (nonmetal) SP: all, astral, elemental, creation, guardian, sun, weather  
PW: 1-*cure light wounds* 1/day using coconut oil 6-natural AC increases by 2 9-*control weather*  
1/day  
TU: turn

### MAKILING INTERMEDIATE GODDESS

The peoples of Central Luzon tell of a numinous figure named Makiling (ma-*ki*-ling), a benefactress who gives solace and happiness to those who look for relationships. She is the goddess of love

and emotion in all forms, be it the love between man and woman, mother and child or grandfather to grandchild. She has the power to bind two people together, or to separate them if they are unworthy of that love. Makiling takes the form of a beautiful woman with long, black hair and black laced gowns. On the top of the mist-covered mountain named after her, there lies a small cave which is a portal to her marble home in Arborea. Though she brings happiness in love, Makiling's story is a sorrowful tale. She fell in love with a mortal man, but he was in love with someone else. On their wedding day she descended from her mountain home and gave the couple her blessings, but in her grief she swore to the gathered crowd never to appear in her true beautiful form to any mortal again.

### ROLEPLAYING NOTES

Makiling stayed true to her promise, giving to mortals the very love she had been denied. She spends most of her time on fog-covered Mount Makiling, singing to the wind, combing her long black hair. Omens from Makiling come in the form of formations in the mists or strange lights coming from her mountaintop cave. She does not remove abilities from followers who have violated her teachings; rather, she brings them an indescribable sense of depression or sadness so strong that they couldn't do anything unless they atone.

### STATISTICS

AL: ng WAL: any AoC: love, emotions, relationships SY: mountain with sunburst on top

### MAKILING'S AVATAR (Enchantress 18)

Makiling appears to mortals as a woman constantly combing her short, red hair. Sometimes she also appears as a black-maned horse with a white crescent moon-shaped patch in between its eyes.

Str: 17	Dex: 20	Con: 18
Int: 18	Wis: 21	Cha: 25
MV: 15	SZ: 7'	MR: 45%
AC: 5	HD: 18	HP: 72
#AT: 2	THAC0: 4	Dmg: 1d6+3/1d6+1

**Special Attacks & Defenses:** The goddess does not have an appetite for combat, and will avoid it at all costs. Surrounding Makiling is a 30-foot aura of deep emotion akin to depression and loneliness. All attacks by intermediate deities and other lesser beings inside this aura are given a -4 penalty to all attack rolls. Makiling cannot be harmed by piercing and bludgeoning weapons.

### DUTIES OF THE PRIESTHOOD

Priests of Makiling must all wear their hair long in memory of their scorned goddess. They also are sworn to silence; thus it is not uncommon for priests of Makiling to describe their words through actions and deeds. They could only speak during temple services, which are held once every waning crescent moon.

### Requirements:

AB: standard, Dex 10 AL: neutral good WP: sickle, staff, hammer  
AR: g (none) SP: all, astral, animal, charm, guardian, sun  
PW: 6-*charm person* 3/day 16-create *philter of love* (once only), process takes ten continuous days of intense meditation and prayer.  
TU: nil

### BAKUNAWA INTERMEDIATE GOD

Bakunawa is the feared god of darkness, hopelessness and despair. According to the Hiligaynon peoples, he takes the form of a huge greenish-black dragon. Once in a while, he awakes from his slumber at the bottom of the sea, attempting to wrestle cosmic supremacy from Bathala by eating his gold and silver disks. Bakunawa can raise the fury of nature, creating tornadoes, tidal waves, earthquakes and lightning

storms with just a mere thought. He, however, because of his unorganized motivation, always loses to some other god or goddess, but he always waits for his time.

The great dragon has a whole layer of eerie, calm, black waters in the Abyss, where he spends most of his time planning for his next attack on the other deities.

### ROLEPLAYING NOTES

Though his tactics are mostly disorganized, he usually calls upon powerful mortals to do his bidding. He manipulates them into exactly what he wants and then discards them when they become useless. Omens from Bakunawa come in the form of lightning or eclipses of the sun, moon or stars.

### STATISTICS

AL: ce WAL: any AoC: darkness, natural disasters, despair SY: green crocodile in a rectangle of steel stars

### BAKUNAWA'S AVATAR (Fighter 20, Wizard 15)

Bakunawa always appears in avatar form as a draconian fighter or wizard with green scaly skin and huge bat wings. As a warrior he could use any weapon at will. As a wizard he could cast any spell from any elemental school.

Str: 23	Dex: 22	Con: 22
Int: 15	Wis: 17	Cha: 18
MV: 15, f 50' (C)	SZ: 8'	MR: 30%
AC: (-2)	HD: 20	HP: 154
#AT: 4	THAC0: 5	Dmg: 1d10 or weapon

**Special Attacks & Defenses:** Any mortal within 10 feet of Bakunawa must make a system shock roll due to the overwhelming power of Bakunawa. If the roll fails, then the creature dies and becomes undead under his control.

### DUTIES OF THE PRIESTHOOD

Priests are minions aided by Bakunawa to overthrow the karmic celestial order. It is almost always each priest's duty to defile and corrupt other temples of other deities by any means possible. They follow the THAC0 advancement table used by rogues.

### Requirements:

AB: standard, Dex 10 AL: ne or ce WP: any  
AR: a (any) SP: astral, combat, divination, necromantic, summoning  
PW: 6- *domination* (as wizard spell) 1/day 8-*insect plague* 1/day 10-1% cumulative chance each month of being visited by Bakunawa's avatar  
TU: command

### KABUNIAN INTERMEDIATE GOD

The Igorot people of Northern Luzon, in honor of the spirit world, built majestic rice terraces carved out of the mountainsides, looking like stairways to heaven. Laid end to end, the steps would encircle the Earth eight times. All this was built in honor of Kabunian (ka-bun-yan), the rice god, he who nourishes the hungry and gives strength to the weak. Back in the ancient times when man was at the mercy of the elements, he taught Bathala's second creation, the mainland race, the secrets of planting rice.

Kabunian considers the terraced mountain home of the Igorots his home as well, but he also maintains three pyramid-castles situated on the center of a spinning cog in the clockwork plane of Mechanus.

### ROLEPLAYING NOTES

Kabunian sees to it that the rice so prized as food by his people does not go to waste. He also oversees the continuous development of the rice terraces. Omens from Kabunian come in the form of unusual formations of rice, the sound of the wind blowing through the terraces, and the flight of herons.

#### STATISTICS

AL: In WAL: any AoC: rice, food SY: seated wooden homunculus surrounded by rice plants

#### KABUNIAN'S AVATAR

##### (Fighter 20, Cleric 20)

Kabunian has many forms, but he prefers to be seen as a tribal warrior clothed in red robes and black feathers, holding an axe, an assortment of blades and a wooden shield. In his clerical form, he appears as a three-day old corpse garbed in full regalia.

Str: 19	Dex: 23	Con: 19
Int: 20	Wis: 24	Cha: 20
MV: 12	SZ: 7'	MR: 25%
AC: 0	HD: 20	HP: 167
#AT: 3	THAC0: 3	Dmg: 1d10/1d10/1d6 or weapon

**Special Attacks & Defenses:** All of Kabunian's weapons are of +2 enchantment. Any mortal attacked by Kabunian must save vs. spell or remain immobile for 3 rounds.

#### DUTIES OF THE PRIESTHOOD

Kabunian's priests see to it that a harvest is always rightfully distributed to everybody in equal amounts. They also have the duty of guarding and protecting the rice terraces from damage and destruction. Once a year they are required to carve and sanctify at least one image of Kabunian to be used as holy symbols and altar foci.

#### Requirements:

AB: standard, Dex-12 AL: any lawful WP: axe, any slashing  
AR: b (nonmetal) SP: all, animal, astral, combat, divination, plant  
PW: 1-use betel nuts as *goodberries* 3-gain a +2 bladed weapon from Kabunian.  
TU: turn

#### MEBUYAN

##### INTERMEDIATE GODDESS

The small Manobo nation sees Mebuyan as the guardian of the dead and lady of the underworld. In her palace made of black marble and silver, she watches over the world of the afterlives, rightfully giving rewards and punishments to those worthy of such. Every cave, waterfall and underground stream is credited as entrances to her realm.

In her true form, Mebuyan is a tall woman with blue hair and in the most dazzling of all blue robes. She maintains an underground supercomplex in the first level of Mt. Celestia.

#### ROLEPLAYING NOTES

Mebuyan does not care much of the world of the living. She, however, is always waiting as a compassionate judge at the end of one's life, ready to review the person's deeds. Omens from Mebuyan take the form of unearthly music coming from caves.

#### STATISTICS

AL: lg WAL: any AoC: afterlife, bodies of water SY: blue seashell surrounded by wave crests

#### MEBUYAN'S AVATAR

##### (Paladin 18)

Mebuyan appears as a splendid knight in deep blue armor with a bejeweled sword in her left hand and balances on her right. On her breastplate is a spiral representing a seashell.

Str: 20	Dex: 17	Con: 22
Int: 23	Wis: 19	Cha: 20
MV: 12	SZ: 6'	MR: 35%
AC: (-2)	HD: 18	HP: 121
#AT: 2	THAC0: 5	Dmg: 1d12 or by weapon

**Special Attacks & Defenses:** Mebuyan's avatar is immune to all water and air magic. Each round she can release a lightning bolt which deals 1d10 damage (no saving throw).

### DUTIES OF THE PRIESTHOOD

Priests of Mebuyan make sure they spread her message to do good deeds so her followers could be justly rewarded in the next life. It is also an obligation to have with them a large conch shell where Mebuyan could deliver messages to.

### Requirements:

AB: standard    AL: any non-evil    WP: mace, axe, staff  
 AR: a (any)    SP: all, protection, healing, combat  
 PW: 1-priests have the power to receive cryptic messages from the dead once/day    6-free action in non-combat situations    10-1% cumulative chance per year of being visited by Mebuyan's avatar  
 TU: turn

## ADARNA INTERMEDIATE GOD

Adarna is a god of birds and fowl, appearing as a bird with bronze feathers. He stays away from civilization, preferring to roam wild among dark jungles and high mountaintops. Adarna only appears in civilization once every 100 years, and only once when a nation-state is in great need. When not on the Prime Material Plane, he wanders the wilds of the Outlands, sometimes perching on the vertical walls of the Great Spire.

### ROLEPLAYING NOTES

Adarna has nothing to do with humanity in general, and will reluctantly help those in need of his benefaction. Omens from Adarna come in the form of sudden feather falls.

### STATISTICS

AL: n    WAL: any    AoC: birds, medicine    SY: bronze bird surrounded by golden ring

### ADARNA'S AVATAR

Adarna does not have a humanoid avatar form, but instead appears to subjects as a bronze bird with stylized feathers.

Str: 16	Dex: 23	Con: 20
Int: 19	Wis: 18	Cha: 24
MV: f 50' (b)	SZ: 5'	MR: 30%
AC: 4	HD: 15	HP: 127
#AT: 3	THAC0: 2	Dmg: 1d8/1d6/1d4 (beak)

**Special Attacks & Defenses:** Any person receiving Adarna's beak attack must save vs. spell or be turned to stone, similar to the *flesh to stone* spell.

### DUTIES OF THE PRIESTHOOD

The priesthood of Adarna is composed of clerics who advance in Hit Dice as fighters (1d10) instead of as clerics (1d6). Priests spend most of their time in research and taking care of nature. At 20<sup>th</sup> level, when the priest of Adarna has reached some sort of "esoteric oneness" with nature, he assimilates himself into Adarna and becomes one with his essence. PC priests of Adarna who reach 20<sup>th</sup> level are

retired from play, but their next generated character has +2 to all saving throws and can *affect normal fires* twice a day at first level.

**Requirements:**

AB: standard    AL: any    WP: dagger, mace, staff  
AR: g (none)    SP: healing, elemental, astral, summoning, weather  
PW: 1-*color spray* 1/day    5-Wisdom increases by +2    6-summon 1d4 birds (any natural species) twice/week    10-*polymorph self* to bird 1/week    15-priest ages by only half normal rate  
17-immunity to all natural diseases    20-assimilation with Adarna's essence  
TU: nil

**DARAGU**

**INTERMEDIATE GODDESS**

The goddess Daragu is worshipped by the Bagobo nation as a consort of darkness, she who guards the portals of night and is queen of all insects and arachnids. She keeps the cosmic balance of light and darkness by dancing in the darkness, which spawns the denizens of the night. She watches over all of her children of darkness from a tall pedestal in Carceri.

**ROLEPLAYING NOTES**

Daragu is strong to point out that she is lord of all that creeps and crawls. She cares less for whatever happens to humanity and civilization in general, so long as she knows her vermin spawn are given their rightful place in nature.

**STATISTICS**

AL: ne    WAL: any    AoC: spiders, insects, swarms    SY: spider surrounded by snake swallowing its own tail

**DARAGU'S AVATAR**

**(Necromancer 21, Bard 18)**

Daragu in her mortal form appears as a woman with red hair tied to a bundle. She has an assortment of chitinous skeletal remains of insects, spiders and crustaceans draped all over her body.

Str: 19    Dex: 21    Con: 25  
Int: 19    Wis: 17    Cha: 20  
MV: 12    SZ: 6'    MR: 45%  
AC: 2    HD: 21    HP: 80  
#AT: 2    THAC0: 4    Dmg: 1d10/1d8

**Special Attacks & Defenses:** Daragu can cast any wizard or priest insect-related spell at will. Any mortal touched by Daragu suffer the effects of a *dagger of venom*.

**DUTIES OF THE PRIESTHOOD**

Priests of Daragu are obliged to let rattlesnakes, spiders and other vermin live their lives to the fullest regardless of how many humans are hurt. At 10<sup>th</sup> level, priests of Daragu gain the ability to turn monstrous insects just like undead (follow Turn Undead table for HD). Priests who violate their goddess's codes suffer poison which does 1d10 damage per day and which cannot be restored until amends to Daragu are made.

**Requirements:**

AB: standard    AL: any evil    WP: any  
AR: a (any)    SP: combat, summoning, weather, necromantic  
PW: 1-*Melf's acid arrow* twice/day    5-ability to summon phase spider familiar    10-turn monstrous insects as undead    12-*insect plague* (spiders only) thrice/week  
TU: nil

## **DARAGANG MAGAYON**

### **INTERMEDIATE GODDESS**

The nation-states of Bikol on the South-east portion of Luzon island pride themselves with the great perfect conical Mount Mayon, which rises majestically over the Bikol peninsula. It is common belief that the volcano harbors a powerful elven goddess named Daragang Magayon (*da-ra-gang ma-ga-yon*), caretaker of the horizon and princess of steam, smoke and burning rock. Legend says she was born from deep beneath the waves of the sea, and arose from molten fire, defeating a huge monster that threatened the peninsula by shoving both it and her beneath the new mountain that now bears her name Magayon, or Mayon. Some still say that the conflict far from over, the battles between Daragang Magayon and this draconian beast manifesting as smoke or trails of lava that come out of the volcano's cone. Far beneath the cone of Mayon, through a portal that exits to Gehenna, this fiery battle wages on.

### **ROLEPLAYING NOTES**

Daragang Magayon, like the Greek Artemis, is a skilled virgin huntress and the epitome of femininity. Unlike her European counterpart, however, she rarely kills any living creature just for sport. Her spirit runs wild, naked, in the rice fields of Bikol, entering any temple to any deity and giving any worshipper of any religion any blessing they need. She is also a master of the performing and visual arts. Omens and messages from her come in the form of plumes and lava flows that emerge occasionally from the cone of her mountain.

### **STATISTICS**

AL: cg WAL: any AoC: freedom, femininity, primordial earth powers SY: conical volcano with plume rising up and lava flowing down

### **DARAGANG MAGAYON'S AVATAR** **(Elf Ranger 19, Cleric 19)**

Daragang Magayon's avatar appears in the form of a scantily dressed woman with red tattoos all over her body. She usually wears a glowing bandanna covering her long, flowing reddish-black hair.

Str: 18	Dex: 24	Con: 19
Int: 19	Wis: 23	Cha: 23
MV: 12	SZ: 6'	MR: 60%
AC: 0	HD: 19	HP: 175
#AT: 3	THAC0: 2	Dmg: 1d10+3

**Special Attacks & Defenses:** Magayon can summon any magical fiery creature at will. She could control the actions of any volcano within 30 miles radius.

### **DUTIES OF THE PRIESTHOOD**

First chance they get, Daragang Magayon's priests must all stand up and emulate their goddess by being in the front lines of battle when creatures such as evil dragons threaten to disrupt normal living. They, however, are not to kill such creatures; these are to be securely bound and offered at the foot of Mount Mayon or any temple to Daragang Magayon, where overnight they are miraculously *polymorphed* by the goddess into harmless creatures of nature.

### **Requirements:**

AB: standard AL: any good WP: any non-edged  
AR: a (any) SP: sun, elemental, healing, combat, summoning, protection  
PW: 1-affect normal fires thrice/day 6-given magical pumice by Daragang Magayon (acts as a non-perishable *incense of meditation* when burned)  
TU: turn

## **APO MALYARI**

### **LESSER GOD**

The Aeta tribes of Central Luzon speak of Apo Malyari, he who is chained of fire, living under the unstable depths of Mount Pinatubo. He is the embodiment of smoke, fire and the upheavals of the earth, and there always is a certain point in history when he is freed from his fiery prison to roam the earth for short periods of time.

In his pursuit of order, the greater god Bathala entrapped the destructive Apo Malyari into a bubble of pure lava floating somewhere in Pandemonium. He is said to experience freedom only once every 400 years.

### ROLEPLAYING NOTES

Apo Malyari wants nothing more than to be free from his seemingly unjust incarceration. Omens from him could form in geothermal steam, geysers, lava and pyroclastic flows.

### STATISTICS

AL: cn WAL: any AoC: fire, volcanoes, mud SY: volcano surrounded by interlocking chains

### APO MALYARI'S AVATAR

#### (Fighter 20)

Apo Malyari's avatar comes in the form of a dark-skinned hill giant surrounded by smoke.

Str: 22	Dex: 23	Con: 23
Int: 17	Wis: 15	Cha: 18
MV: 12	SZ: 7'	MR: 50%
AC: (-1)	HD: 20	HP: 180
#AT: 4	THAC0: 5	Dmg: 1d12/1d10/1d12/1d10

**Special Attacks & Defenses:** Apo Malyari's smoke field, which surrounds him in a 50-foot radius, is similar to the conditions of a *darkness* spell. Any person in this smoke field must save vs. spell every round or take 1d10 damage and lose one point of Constitution due to the poisons in the smoke.

### DUTIES OF THE PRIESTHOOD

Apo Malyari's priests usually placate their deity's volcanic rampage by constructing stone altars and offering cereal harvests to him upon them.

#### Requirements:

AB: standard AL: any non-evil WP: staff, mace

AR: b (nonmetal) SP: all, elemental, healing, sun

PW: 1-hide in shadows 15% (+10% succeeding levels) 5-immunity to all breath weapons

TU: nil

### KIMAT

#### LESSER GOD

Kimat is the evil god of storms and electricity. He wanders the heavens, literally the lapdog of higher, darker and unseen forces. He is depicted as a huge silver dog with steel needles for fur. He obeys, without question, the orders of these powers by evading the weaker forces of fire and spreading destruction through his electrical abilities. Kimat frequents the steel wastes of Acheron, where electrical currents travel the fastest and the most powerful.

### ROLEPLAYING NOTES

No matter how low he is in the hierarchy of the Philippine gods, he relishes in the fact that he is still higher than the earthly races; thus he usually stays in the clouds, barking thunder and directing lightning towards unsuspecting mortals.

#### Kimat's Bane

Kimat, for a lesser god, can surely give his subjects and minions extraordinary power; unfortunately, there is a 1% cumulative chance every month of any higher deity taking these powers away

from Kimat's followers. This supernatural penalty applies to any of Kimat's followers who have received an extraordinary high level of magic not theirs to master.

### STATISTICS

AL: le WAL: any AoC: storms, lightning, electricity, magnetism SY: wolf's head surrounded by a ring of electrical sparks

### KIMAT'S AVATAR

#### (Lycanthrope Fighter 18)

Kimat appears to mortals as a werewolf in hybrid form, holding a blade weapon and wearing elaborate armor.

Str: 20	Dex: 25	Con: 20
Int: 17	Wis: 17	Cha: 18
MV: 24	SZ: 6'	MR: 25%
AC: (-2)	HD: 18	HP: 165
#AT: 2	THAC0: 1	Dmg: 1d10/1d6+2 or weapon

**Special Attacks & Defenses:** Kimat can at will release lightning and electricity from his weapons, just like any spell involving such forces. He can also release a sudden bark that acts like a *horn of blasting* once a round. Any mortal bitten by Kimat dies instantly.

### DUTIES OF THE PRIESTHOOD

Priests of Kimat usually erect temples with unusually high posts and towers, so they could magnify the powers their god gives to them. They also must push for the advancement of discoveries and higher technologies involving electricity

#### Kimat's Lightning Seeds

At the beginning of their lives as priests, they receive some sort of electric phylactery from Kimat himself that they must charge with lightning twenty times before it functions. These so-called "lightning seeds", when fully activated, could give the priest full control over the actions of lightning, electricity, magnetism and gravity in a twenty yard radius as long as he has it on his person. Unfortunately, the seed must be charged only during the Spring Equinox or the Summer Solstice, so a priest must wait a minimum of ten years before his stone releases its full power. A mortal possessing a fully-activated Lightning Seed is subject to *Kimat's Bane* as described above. If the Lightning Seed is taken away, then the priest must again redo the rituals to be given an unactivated seed.

#### **Requirements:**

AB: standard AL: any evil WP: any  
AR: a (any) SP: all, elemental, combat,  
PW: 1-lightning seed, *shocking grasp* thrice/day 4-half damage from electrical spells and magic  
8-shout similar to *horn of blasting* once/week  
TU: nil

### LAM-ANG DEMIGOD

The Iloko people still tell stories of their hero Lam-Ang, a symbol of strength and perseverance so pure that he was elevated into the ranks of godhood. Below is a short version of *Ti Biag ni Lam-Ang*, the epic story of this most unusual hero.

Nine months before he was born to a noble family his father left for the mountains to defeat an evil tribe of Igorots. Unfortunately, he was beheaded, and his head was displayed at the center of the village as a prize. When the mother gave birth, she was surprised when the baby grew up instantly. Lam-Ang, as he was named, promised to find out what happened to his father by going up the mountains himself. There, helped by a good tribe of Igorots, he encountered the evil tribe and killed every last one of them as vengeance, just by using a single spear.

When he returned home, he was so tired that he wanted to bathe. He dipped into the Amburayan river, which was instantly drenched in mud and blood. So filthy was the flow that the animals in the river crawled out and died on its shores.

The following day he told his mother that he wanted to marry; using his supernatural abilities he predicted he would wed a woman named Ines who lived north in a small town named Kandon. On the way he encountered a stone giant who was burning the rice and tobacco plants. Using a silver shield he inherited he beheaded the giant and burned the body.

Ines had a multitude of suitors, and they crowded her house in Kandon. So many were they that Lam-Ang had to step on their heads and walk through a window just to enter the house. Ines was immediately stricken by his strength that she agreed to marry him. But her parents were still skeptical: they needed a dowry from his parents in return for Ines' hand. Lam-Ang agreed to return in a week, bringing his mother, as well as wealth and goods. Back in his town Lam-Ang prepared a gold gilded with gold, filled with fruit, jewels, statues and other amenities. When he sailed back to Kandon Ines' family was stunned. The wedding was done on the spot.

Three years later, Lam-Ang and Ines finally settled and gained a son. One day, Lam-Ang was stricken by a terrible nightmare: for the sake of his son, and the ancestors before him, he had to pass through an ancient ritual where he had to fish deep into the depths of the ocean for a golden shell. He would die for sure, but he prayed to the gods, and they gave him a sign of hope. He told Ines his predicament, as well as the omens of his death, and the rituals of his resurrection.

The dreaded day finally came, and people gathered from all over to witness Lam-Ang dive for the golden shell. As soon as he dived, however, the Berkakan, the gargantuan dragon shark, emerged from the waters and gruesomely ate Lam-Ang. Back home, Ines witnessed the clay stove collapse, the ladder dance and their baby convulse: Lam-Ang was dead. Ines wept for three days before she had the courage to gather Lam-Ang's bones, which were by then scattered along the shore. As per the rituals given to her by Lam-Ang before his death, she was to wrap them in red silk while she recited a few incantations. Returning home she ripped off a red silk curtain and wrapped the bones in them. Turning her back and whispering the incantations, she could here the bones reforming into a new body; in a few moments Lam-Ang returned back from the land of the dead. He, Ines and his baby were granted immortality, spending an eternal bliss in the rice fields of Elysium.

## **ROLEPLAYING NOTES**

Lam-Ang is the embodiment of a classical gentleman: respectful of authority, fearless in the face of adversity, and a provider in the family.

## **STATISTICS**

AL: lg WAL: any AoC: law, family, justice SY: wolf and rooster

## **LAM-ANG'S AVATAR**

### **(Paladin 14)**

Lam-Ang appears back on the prime Material Plane as a scantily-clad warrior with several blades and a silver shield.

Str: 16	Dex: 16	Con: 19
Int: 14	Wis: 15	Cha: 21
MV: 12	SZ: 7'	MR: 15%
AC:4	HD: 14	HP: 125
#AT: 2	THAC0: 4	Dmg: 1d10 or weapon

**Special Attacks & Defenses:** Lam-Ang has a 1 in 100 chance of "converting" any evil creature within a 10-foot radius of him to a lawful good alignment. He can use this ability once a turn.

## **DUTIES OF THE PRIESTHOOD**

Priests in service to Lam-Ang stress the importance of tradition and good values. Once a year Lam-Ang requires them to set out on a quest, usually to defeat an evil monster. For each quest they

successfully overcome, their deity adds a total of 1d3 points to their abilities, which could be distributed freely.

**Requirements:**

AB: standard      AL: lawful good      WP: any  
AR: a (any)      SP: all, elemental, combat, sun, healing, protection  
PW: 2-given *quest* once/year      5-divine weapon or shield of +1 enchantment given by deity.  
10-convert evil to good once/month, 5% chance of success cumulative per level  
TU: turn

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