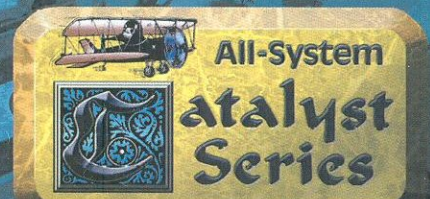


# CITY OF THE GODS MAP PACK



**FOR ANY ROLE-PLAYING SYSTEM**

**A guide to the world of  
City of the Gods: Forgotten  
By Wynn Mercere  
& M. Scott Verne**





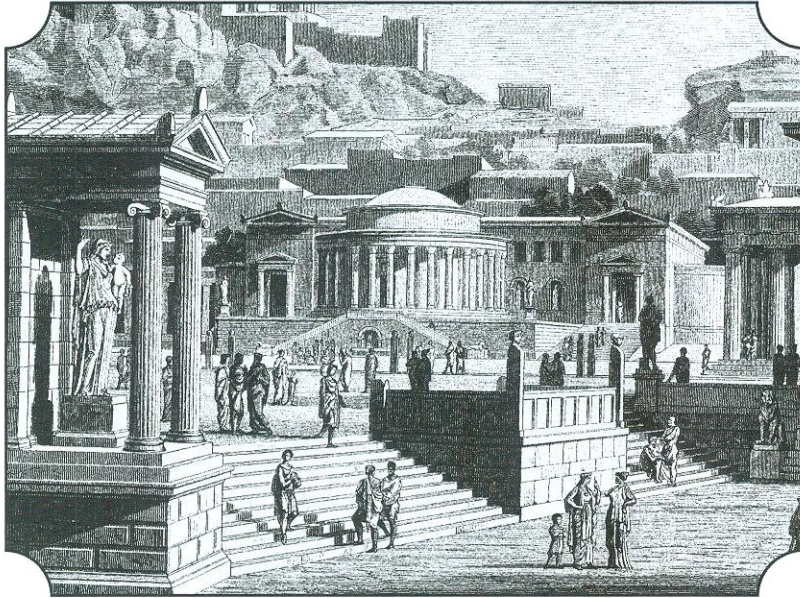
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2016



# CITY OF THE GODS

## MAP PACK



*Beyond the mortal world there's  
a realm where immortals dwell.  
A place of ancient secrets  
and mystic wonders.  
Welcome to the City of the Gods...*

**By M. Scott Verne  
& Wynn Mercere**

**W**elcome to the City of the Gods...

One day, all the gods known in story and song quietly left Earth. That story is slowly unfolding in new tales, but we can at least tell you where they went. In a rare spirit of cooperation, the gods created a new world to mirror their past glory on Earth. Their new realms are ruled from a City whose wonders are revealed to you in this guide.

The City is a place where almost anyone may be encountered. The mortal servants of the City's gods have been secretly stolen from ancient times and all places. Rare beasts and creatures long extinct still survive there. You may even meet the gods, whether you have ever truly believed in them or not.

Use the secrets in this pack to plan a trip to this world of eternal myth and fabulous treasures. Perhaps you will discover the answer to why Earth was left behind.

Events in the Map Pack are meant to take place before the beginning of the City of the Gods novel.

### THIS MAP PACK CONTAINS:

**Full Color 11 x 17 Map of the City**  
*Perfect way to see what's in the City.*

**20 page Guide Book**  
*Details over 105 major sites & 54 Scenarios.*

**18 Character Cards**  
*Use as NPCs or assign as Player Characters.*

**Bonus City of the Gods Comic**  
*Use the comic to get a feel for how your adventures might go in the City of the Gods.*

### CITY OF THE GODS: MAP PACK

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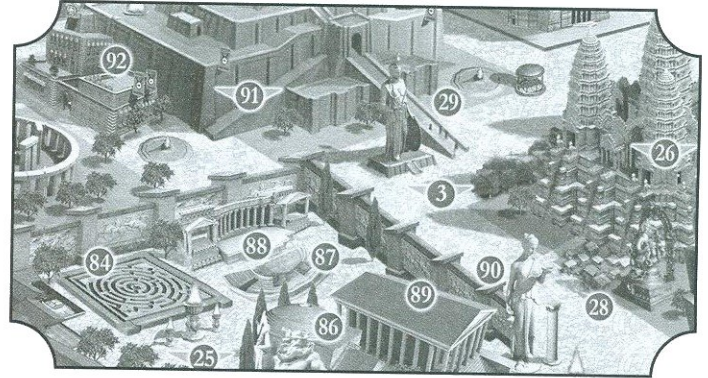
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# City of the Gods Map Guide

The map of the City of the Gods contains over one hundred numbered and described locations. There are also many unnamed buildings which can be used by the Game Master in any way desired.

Locations marked with a winged circle  are districts that contain other numbered places. Think of those as a neighborhood. Locations marked with a plain circle  are individual sites.

It should be noted that the map is presented in a flattened representation to make the districts and the buildings easier to see. The City actually sits on hilly terrain and walking through it requires the use of many stairways, tunnels and bridges which are not shown. An idealized representation, the map is also not drawn to any set scale. Two illustrative map insets depict the City at night and during the day.



here. It is a bustling place with lots of traffic. The Temple district is a good place to arrange a meeting or hail a carriage.

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## Location Key

A descriptive list of locations in numerical order is below. The City is filled with huge buildings, so we note the main functions, but much more is going on than described.

**1 Council Chambers:** Inside this grand building, the four deities on the Council make important decisions and hear pleas and complaints from residents of the City. Anyone may attend and observe Council meetings. However, only gods may speak without special permission. Others who wish to present their petitions must receive approval to press their cases through one of the many priests and cronies connected to the cycle's ruling gods. The hall is huge and contains private chambers for the ruling deities as well as quarters for their large contingents of assistants, guards, family members, and servants.

**2 Treasury:** This well-guarded storehouse of treasure and magical artifacts is unrivaled on Earth or anywhere in the realms. The missing arms of the Venus Di Milo, the Holy Grail, and many other legendary items are believed to be kept here. The greatest gods use the treasury as a special place to protect their most cherished items. Only a select few gods are even allowed to enter the building. Rumors abound concerning what's inside, what's been stolen, and what these treasures are really being used for.

**3 Temple District:** This busy intersection of several streets is known as the Temple District. Many ceremonial processions pass through this part of the City. Some of the smaller street festivals in honor of various gods also set up

**4 Fountain of Favor:** It is a tradition in the City to throw a coin into this fountain for good luck before petitioning the Council. Coins dropped into the water immediately disappear; where they go, only the Council knows.

**5 Healing Halls:** Healers from all cultures practice their art in this combined hospital and drug store. If you are sick or want to buy herbs or potions, a visit to the Healing Halls should be your first stop. Use good judgment on the healer you choose, however. Some, like Kafele, are masters at their craft. Others are just learning their trade and may do you more harm than good.

**6 Contagion Rooms:** This annex of the Healing Halls quarantines patients whose diseases would spread if treated in the Healing Halls. The quality of care is similar to that of the Healing Halls next door. This hospital, however, does not sell medicines and casual visitation is discouraged.

**7 Government Offices:** This structure is a twin building in design to the Healing Halls. It is used by the humans who work for the gods on the Council and the Civil Priests with more citywide responsibilities. There are many rooms inside for meetings and chambers tailored to support special kinds of work.

**8 Legal Center:** On the eastern side of the Council Plaza is a stone building with tall turrets. This is a place where citizens may fill out and pick up official paperwork prepared for them by bureaucrats, such as licenses, wills and deeds. Taxes may also be paid here.

**9 City Seal:** The sacred symbol of the City of the Gods is inlaid on the plaza's pavement. It took the gods eons to agree on what glyphs the symbol should contain. There are some deities who are displeased with it even to this day.



**10 Mazu's Ferry:** Mazu's boat makes regular runs across the Great Lake to other ports of the realms. Most of the time she goes back and forth between the North Docks and Buddha's Retreat in the Asian Realm. See her personally to arrange your passage.

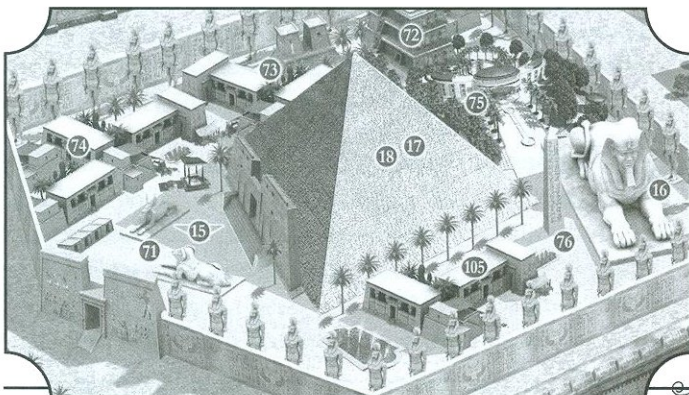
**11 Boathouse:** The boathouse is the waterside workplace for the North Docks. It is commonly surrounded by craftsmen who are busy repairing ships and sewing sails. Skilled navigators may be consulted inside. They can provide maps and advice on all aspects of traveling the waters of the realms.

**12 Hamadryad Trees:** A secretive enclave of Hamadryads is hidden within the most inaccessible trees in this forest near the North Docks. There are twelve tree maidens who make their home here. They only wish to be left alone. Those gods who know of them have so far honored that desire.

**13 City Gates:** The City has four gates, one each in the North, South, East, and West walls. Anyone entering the City from the outer realms is examined by mystical means to make sure that no one who means ill to the City gains entry. The inspections are conducted by deities whose powers can discern the truth. It is almost impossible to trick them, and those who hope to enter the City without their blessing must find another way.

**14 Pantheon Halls:** Stretching far beyond the Council Plaza almost reaching the northern shore are the Pantheon Halls. Gods without City temples or outlying realms may have lost old domains in wars between the gods or from coming out poorly in political fights. These halls allow them to maintain an official presence. Many gods within these corridors are secretly striving to regain their power.

**15 Egyptos Compound:** The glory of old Egypt lives on through the imposing architecture of this City sector. The eye is filled at every turn with looming statues, towering obelisks and gigantic monuments carved in the form of the old Nile's gods. But even these great works are dwarfed by the Grand Pyramid. The Egyptos Compound is highly guarded and visitors must have a pass to come inside.



**16 Sentinel Portal:** This statue of a sphinx along the eastern wall of the Egyptos Compound has a magical gateway under its right paw. Those who can write a secret series of hieroglyphs in the proper order may use this portal to travel between Egyptos and their world.

**17 Grand Pyramid:** This structure dominates the entire compound. It is plain on the outside compared to nearby statuary and decorated walls. The inside, however, is exquisitely ornamented to the tastes of the many gods who dwell within. The network of corridors and rooms inside the pyramid teem with guards and servants doing the bidding of their desert gods. Favored servants like the healer Kafefe are allowed apartments within the Grand Pyramid.

**18 Sekhmet's Chambers:** Sekhmet, the cat goddess, is one of many powerful deities who live in the Grand Pyramid's chambers. Her room is dominated by her granite throne and great columns inscribed with her praises. Turquoise and orange banners, along with many wall torches, add brightness to the chamber.

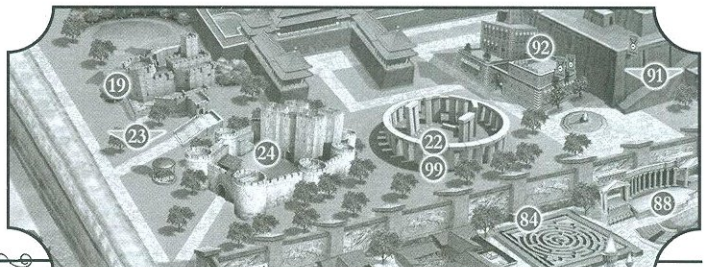
**19 Odinhall:** The Norse gods prefer their own realm to the City, but when they must come to town this is where they congregate. The fortified building is primarily a great dining and drinking hall for warriors and their gods. Beings connected to the Norse, such as the Valkyries, live here.

**20 Fae Forest:** Many Celtic gods prefer the wild forest to constructed temples and this is their base of operation in the City. Some other magical creatures under their command also encamp among these trees. Many of these protect the entrance to the Underworld.

**21 Shaft to the Underworld:** What seems to be a normal tree stump is the secret entrance to an extensive underground faerie land. The fae, although they live beneath the City, are so busy with their own affairs that they ignore the world above unless it troubles them, much as they ignored the humans back on Earth.

**22 New Stonehenge:** This circle of standing stones is a ceremonial center. Priests, druids and pilgrims conduct and attend rituals here in accordance with traditional seasonal events. This henge actually was built by the gods!

**23 Stoneheart District:** The Celtic and Nordic gods have erected their monuments and halls in this sector. It has

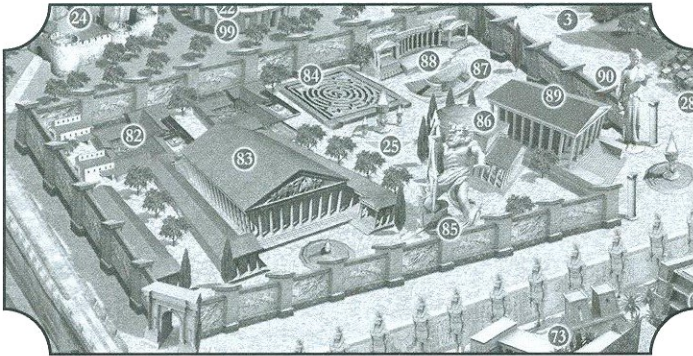




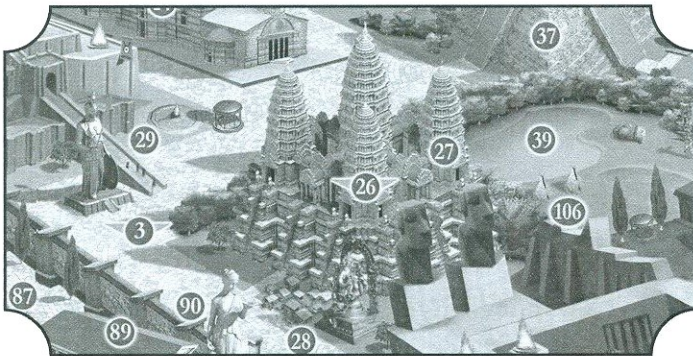
maintained a more rural character than the other highly developed sections of the City.

**24 Castle of the Clans:** This castle is a City base for ancient mighty god-kings and immortal heroes of Earth's England, Scotland and Ireland. Hungry for action and entertainment, the residents here frequently host tournaments, fairs and pageants of all kinds.

**25 Olympian District:** This area would look familiar to any Earthly being who knows of ancient Greece or Rome. Classical columned temples and humanistic statues of gods dominate the space. This sector is an active center of business and politics where many Civil Priests choose to live. A residence in the Olympian District allows these priests to be near their temple and feel connected to the district's political power. Most Olympian gods have temples or a shrine here.



**26 Hindu District:** This block of the City is a lively spot that is a favorite place to pick up a delicious, quick meal from the many food carts. The Great Hindu Temple is the embassy to dozens of Hindu deities including Tara.



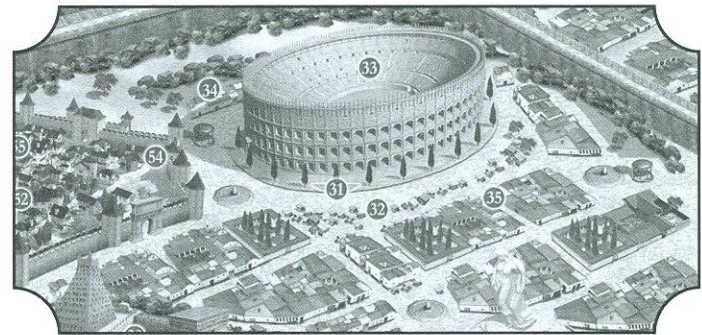
**27 Tara's Temple:** Inside the Great Hindu Temple, a beloved landmark in the midst of the City is Tara's Temple. Her actual shrine is mystically hidden deep inside the giant building and only a few know the secret way to find her.

**28 Curry Cart in the Hindu Marketplace:** Food vendors set up between the Hindu Temple and the back of the Council Chambers at mealtimes. Many different cuisines are served, but the most popular meals come from the Curry Cart. The crimson drapes and bright yellow designs on the cart make it easy to find.

**29 Inanna's Shrine:** Humans in the City have fewer marriage options than humans on Earth if only because there are fewer of them free to wed. Those who are free or have the permission of their god or master to marry often pay a visit to Inanna's Shrine. Here they can meet with the goddess's expert matchmakers for help in securing the perfect spouse.

**30 The Good Village:** Just north of the Temple of Time is Afrik's contribution to communal wisdom, a compound called The Good Village. Visitors can hear master storytellers relate parables from many cultures to obtain valuable life lessons. While there is no need for a general school for children in the City (most young people are dedicated to a temple that fills that purpose), some youths with nobles or gods for parents are tutored here.

**31 Stadium District:** This corner of the City hosts entertainment, shopping and one of the largest residential neighborhoods. Many who live here take in temporary boarders who need a place to stay for a few days while attending a festival held at the Stadium.



**32 Marketplace:** While there are a few older shops, taverns and restaurants scattered throughout the City, most commerce is now restricted to this busy area of carts and stalls so the Civil Priests can have an easier time making sure licenses are current and taxes are paid. Here you will find vendors of all kinds: food, clothing, weapons, animals, and goods of all sorts.

**33 Stadium:** Spectacles are held here in tribute to the gods and to honor special occasions. Common entertainments include gladiatorial combats, athletic contests and exhibits of fantastic beasts. Some religious parades and festivals that have become too large to hold in the streets now take place inside the stadium.

**34 Equipment Storage:** To the north, in the shadow of the stadium, are warehouses where props and equipment used in the stadium spectacles is stored. These storage units contain costumes, scaffolds and stages, banners, torches and many other useful items.



**35 Roman Section:** This neighborhood is inspired by the Mediterranean civilizations of Earth. Most of the buildings are faced with stucco and have red tile roofs. The population of this section is very diverse, for almost everyone wants to live near the Marketplace.

**36 Guardian Bases:** Scattered throughout the City districts are modest posts where citizens may seek the help of the City Guardians who serve as a mobile police force. The actual guardians spend almost all their time on patrol, but there are assistants at these bases who have the means to summon them quickly. The guardians are so vigilant, however, that they usually find the trouble before a citizen has time to report it. This is one of many similar stations where City Guardians may be summoned in case of trouble.

**37 Temple of Time:** A pyramid under the care of celestial experts sits behind the Grand Library. Many climb its heights to discern the meanings of the stars. Others study mathematics from sacred formulas which have been refined over the ages. This City resource is supported by the riches of the Mayan Realm, who also use it as their main temple and embassy.

**38 Calendar Portal:** A stone calendar in front of the Temple of Time is also a secret portal allowing access to the City. It connects to different worlds depending upon the time of year it is activated. One may use the portal by touching a particular series of symbols on its surface.

**39 Lake of Remembrance:** Behind the Council Hall is a park dedicated to things lost when the gods left Earth. It is a serene spot of natural beauty and no disturbances are tolerated on its shores.

**40 Farmers' Dock:** This dock is reserved for ships bringing food from the fertile Olympian, Hindu and Asian realms east of the City. Much of it is sold fresh off the boat at the Marketplace next door.

**41 Food Warehouses:** Foodstuffs that won't spoil, such as wine, salted meats and grain can be stored in these warehouses. Sometimes large shipments are auctioned off from these buildings.

**42 Boat Rental:** Anyone who wants to rent a fishing skiff or a pleasure boat for the day may choose from a modest collection of ships in the marina by this dock.

**43 Great Library:** The grand library of the gods contains legendary scrolls and books thought to be destroyed on Earth eons ago. All the books from the library of Alexandria and many secret tomes written by gods and priests can be found here. Special chambers within the library hold the most commonly used resources, such as the

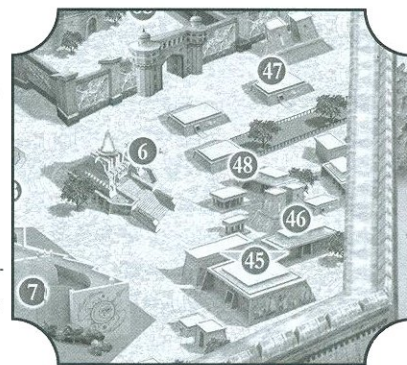
Sacrificial Registry book which magically records the name of each person sacrificed to a god.

**44 Slavers' Dock:** This is the only City dock from which slaves may be unloaded. The captives are paraded from the dock, though the City gate, and south a short distance to the Slavers' Temple. Sometimes crowds gather to watch the sad procession.

**45 Carriage Corner:** This section accommodates the transportation businesses that operate in the City. Public vehicles use this area as their base of operation. The smell of the stables is not always as bad as the smell from the Contagion Rooms next door!

**46 Main Station:** While citizens can hail a free carriage or chariot anywhere along the streets, it is sometimes wise to make arrangements ahead of time.

At the Main Station drivers may be hired. Horses are rented to those who wish only a mount and loans of carriages, wagons and chariots can be arranged.



**47 Workshops:** A block of repair buildings keeps the carriages and horses of the City in prime working condition. Here you will find wheelwrights, blacksmiths, veterinarians, and upholsterers.

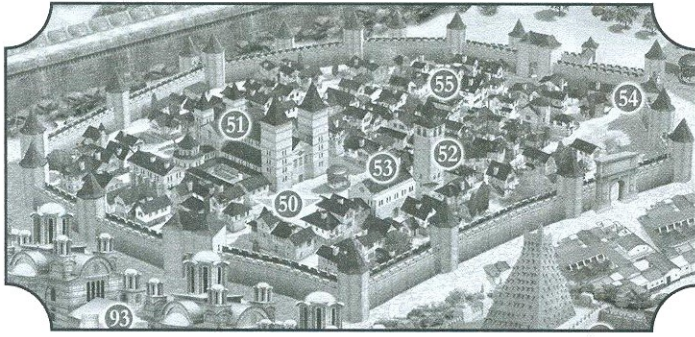
**48 Stables:** Horses and more exotic beasts that pull the City's chariots are kept in this large stable complex. Those who care for the stable animals are extremely vigilant about their care and security. No horse has ever been stolen from them.

**49 Abandoned Temple:** One temple stands abandoned on the east side of the City. No one knows what misfortune befell its gods. Residents feel it is a cursed place and give it a wide berth when they pass by.

**50 The Settlement:** The Settlement is a major residential district of the City. The buildings are medieval in style and range in appearance from neat stone houses to dreary hovels. Rents are lower here than in other neighborhoods. There is more crime and mischief in this area, but those who can handle themselves in a fight have little to fear.

**51 The Royal Hotel:** This is a large inn. Despite its lofty name, there is nothing luxurious or exclusive about it. In fact, it has become so run down that the "guests" it attracts are becoming a nuisance to the area





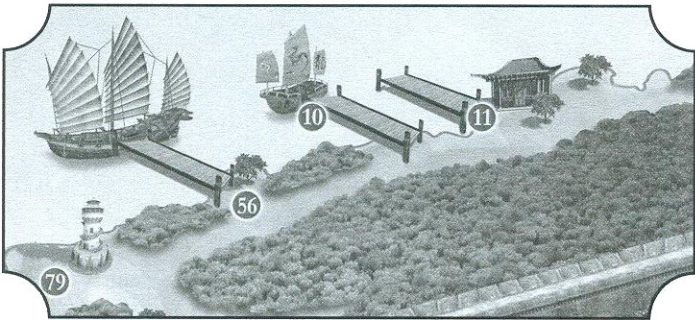
**52 Bell Tower:** This tall structure is manned by City Guardians. It is a good spot from which to observe what's going on in The Settlement, the Stadium District and other adjacent neighborhoods.

**53 Rental Agents:** If you need to rent a house or a work space anywhere in the City, the agents in this building can help. They are well informed on prices and the pros and cons of available spaces.

**54 Tower Portal:** Within this section of the wall is a portal that connects to other times and places. A particular brick must be pressed at the same time magical words are spoken for the portal to activate.

**55 D'Molay's House:** D'Molay is a Freeman who works for the Council, but is available for anyone to hire as a guide when he is not about their business. His adventures are chronicled in *City of the Gods: Forgotten*.

**56 North Docks:** These docks front the great lake and serve boats that specialize in traffic between the City and the realms on the opposite shores. There is a boathouse where people can arrange passage for themselves or their cargo. Carriages always stand ready to receive arriving passengers and goods.



**57 Jolly Rajah Tavern:** This tavern is owned by a Roman called Sergius. It's a local dive for those who have frequent business at the Slavers' establishments. Sergius doesn't want any trouble and does not allow any criminal activity to take place on his property; but if you are looking for trouble, he can certainly tell you where to find it. The tavern is styled after a European alehouse of medieval Earth, serving plain drinks and simple food.

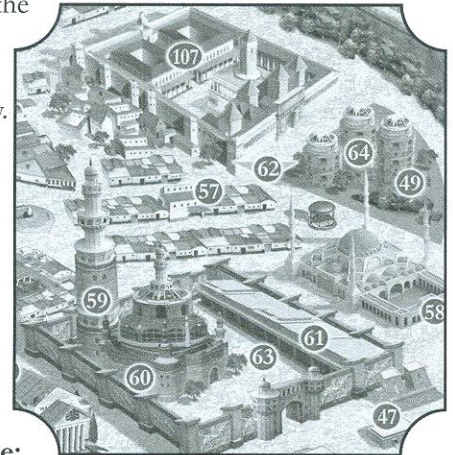
**58 Pleasure Court:** Many vices are catered to within this walled neighborhood east of the Slavers' Temple. Those who wish to gamble or engage in more "physical" pursuits will find an extensive selection of dark dens to choose from. The Council prefers that all such activities remain confined to this area.

**59 Namtar's Office:** Namtar, the winged god in charge of the slave auctions, maintains his business office in this high tower. He often takes flight from its balcony to avoid the traffic in the City streets below.

**60 Auction Floor:** The slave auction area is open to all, whether they come to bid or come to watch. Gods and mortals alike mix in this area. There are refreshment stands and a scattering of tables to encourage buyers to enjoy their visit and make a purchase.

**61 Slave Pens:** Most slaves destined for the auction block are kept in these pens along the outer courtyard walls. Some very special slaves are held inside the temple itself. All are heavily guarded.

**62 Slavers' District:** The Slavers' District is so named for its proximity to Lamasthu's Temple and slave auction operation. Much of the local commerce is linked to the brutal business in some way. Inns, taverns, and a pleasure court have been established in the adjacent neighborhood to attract the slave buyers who come from the outlying realms.



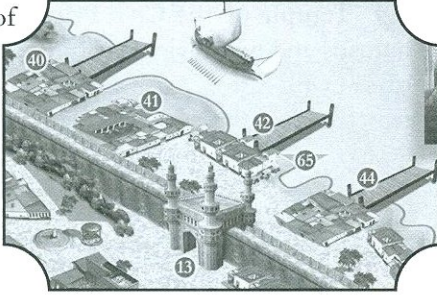
**63 Slavers' Temple:** Dedicated to the goddess Lamasthu and run by her subservient fellow god Namtar, this temple complex is a holding center and auction house for slaves. The only sure way to extract a person from this temple is to buy them. Bring lots of money - you're going to need it. A section of the temple is set aside for other secret, dark rites that honor the goddess. Auctions usually start around noon.

**64 Altar Portal:** Within the Abandoned Temple ( 49 ) is a shrine. A fallen statue partially blocks access to the shrine chamber, but beyond it is a great basin of water. One need only step into the water to be transported to another realm.

**65 East Docks:** The eastern docks deal in commodities crucial to the City: food and slaves. The gate into the City

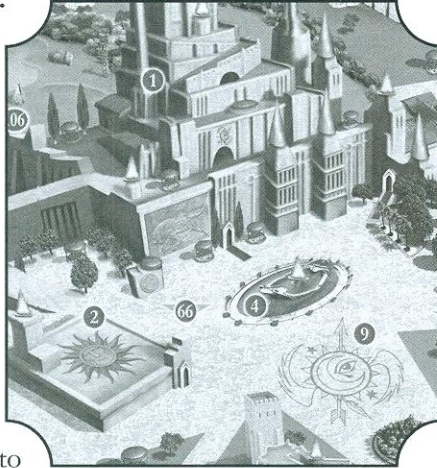


from this area is one of the most congested. There is often a very long line waiting to get in and a new dock is being built to accommodate the extra traffic of ships.

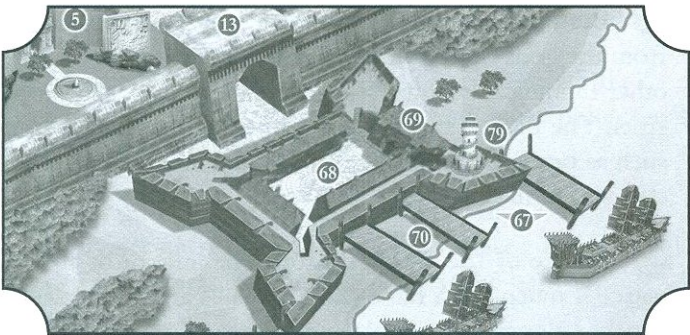


**66 Council Plaza:**

The Council Plaza is the most important part of the City of the Gods. Without it, there would be no central authority and the City and its realms would fall into chaos. The square is a grand open plaza dominated by the Council Chamber. Citizens are welcome to visit gather in the public spaces here.



**67 South Docks:** The South Docks handle military ships and their cargo. Sometimes military forces will camp on the shores instead of taking rooms in the nearby General Barracks. Exotic fighting ships from many cultures can be seen here.



**68 General Barracks:** Any soldier who visits the City from the outer realms may find a place of lodging at this large barracks. It is conveniently located near the Healing Halls for those warriors who have been hurt in battle and not far from the Council Chambers for soldiers whose assignments are at the whim of the ruling gods.

**69 Vault:** Within the General Barracks is a fortified room which protects treasure brought in as plunder on military ships until it can be delivered to its final destination of temple or Council. The vault is protected by City Guardians who maintain neutrality among the forces who use the barracks.

**70 Military Docks:** Basic facilities for the loading and unloading of troops and military supplies and equipment will be found here. Heavy cranes for lifting siege weapons and all manner of machines to lift and repair ships are available.

**71 Eternal Statues:** There are three monumental statues of creatures in the compound; a sphinx, a jackal, and a ram. They are servants of the god Horus and can be brought to life at his whim. There is a secret tunnel complex under the Sphinx where the cat gods meet.

**72 Set's Prison:** One corner of the Egyptos Compound holds Set's Prison. Although the other gods of Egyptos legitimately use it as a place of punishment for true criminals, the prison is frequently a place where Set tortures those he views as his political enemies. A master of the elaborate excuse, Set always has a story ready to justify his abuses. The prison has several levels of cells and torture chambers with a guard room on each floor.

**73 Guard Housing:** This building is home to the Egyptos guards when they are off duty. Tau shares a room here with three other men. The housing is of a basic dormitory style with little in the way of comforts or entertainment. The guards can find that elsewhere in the City.

**74 Houses of the Favored:** Those priests and skilled craftsmen who have gained the trust of the gods of Egyptos live in well-furnished quarters within the walls of the compound. They are allowed to host guests in their homes, but must take complete responsibility for the actions of any visitors.

**75 Palace of the Nile:** This beautiful residence sits incongruously next to the prison as a sharp reminder of the social dividing line between gods and men. The palace is a luxurious resort where the gods of Egyptos relax and play.

**76 Obelisk of Light:** The compound is illuminated at night by this towering pillar which glows with golden rays when darkness falls.

**77 West Docks:** This waterfront has more docks than any other and many support industries have set up business next to them. The West Docks are almost a mini-town with shrines, meeting halls and other facilities that have attracted settlement outside the City walls.

**78 Cargo Warehouses:** Goods from the Mayan, Afrik and Egyptos realms come into the City from ships that unload at these docks. This warehouse complex stores ores, building materials, and gemstones until they are distributed to the Marketplace.



**79 Lighthouses:** All the City's ports are illuminated by lighthouses. They are manned by humans bonded in service to the gods of the sea, sailing, and commerce.

**80 Seafarers' Guildhouse:** This hall is a meeting place for the sailors and ship owners who do business in the City. The guild members assemble here to coordinate their offerings to the water gods and assist one another in obtaining the best prices for their services.

**81 Shrine of Poseidon:** Near the Olympian District, but close to the water which is his domain, the god Poseidon watches over his shrine. Sailors and travelers often stop in to pray before setting out on the lake.

**82 Priestly Villas:** Rows of upscale apartments within the quarter are home to important priests and officials. They are highly sought after and only the richest can afford them. Others must find their housing in the lower priced residential neighborhoods of the City.

**83 Society of Shrines:** Row after row of modest statues fills this temple, one of the largest in the City. The Olympians have a deity for all aspects of existence, great or small. All are important to their culture. This is the place to worship a lesser-known Greco-Roman god.

**84 Minervan Maze:** This hedge maze is a place of recreation, but it also tests one's wits. Gods of wisdom, like Athena, and trickery, like Hermes, fill the ever-changing twists and turns with puzzles and harmless traps. Prizes are often hidden inside for the most clever to retrieve. Tickets are sold at the Statue of Zeus.

**85 Statue of Zeus:** This great statue dominates the Olympian District. Priests are stationed at its base to receive offerings and sell tickets to Zeus's Zoo and the Minervan Maze.

**86 Zeus's Zoo:** A large, domed building shelters rare and amazing animals Zeus has collected from all over the realms. Anyone may visit the zoo by buying a ticket.

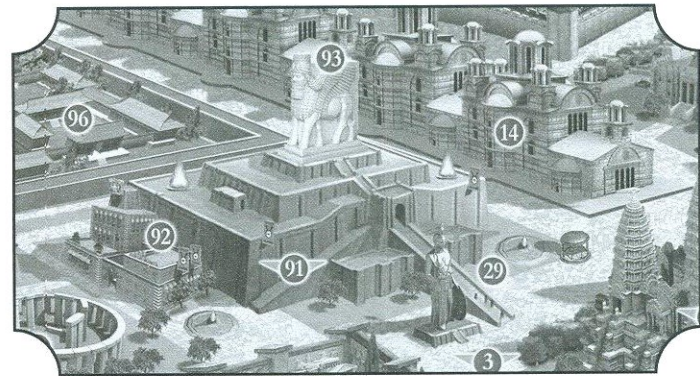
**87 Sacred Theater:** This performance space often features re-enactments of the feats of Greco-Roman gods and heroes. Anyone aspiring to become a Civil Priest must also prove his or her oratory skills by performing a public defense here. The tone of Sacred Theater programs is generally serious and respectful, but occasionally a bold actor will slip some satire into his play.

**88 Trap Door Portal:** Under the theater stage is a magical transport portal. What seems to be a regular trap door used in theatrical productions can open to other distant worlds if the right line from a classic play is read aloud.

**89 Temple of the Civil Priests:** Disputes between humans and non-divine creatures are settled here. Many cases involve property and personal injury charges. The temple also serves as a general court where licenses are granted and taxes paid.

**90 Statue of Hera:** Not to be outdone by her husband, Zeus's wife Hera demanded that her own statue be erected in the district. When Hera chooses, she inhabits the statue and speaks to the people of the City. Many women come to the statue seeking advice.

**91 Babylos Block:** The dominant philosophy practiced in this district is that money makes every world go round, be it mortal or immortal. The Babylos Compound is the beating heart of the City's business life. Even deities need wealth to fund their plots and bribe their allies. Cash can be obtained and contracts executed in Babylos. Most of the Babylos deities have Temples within the complex.



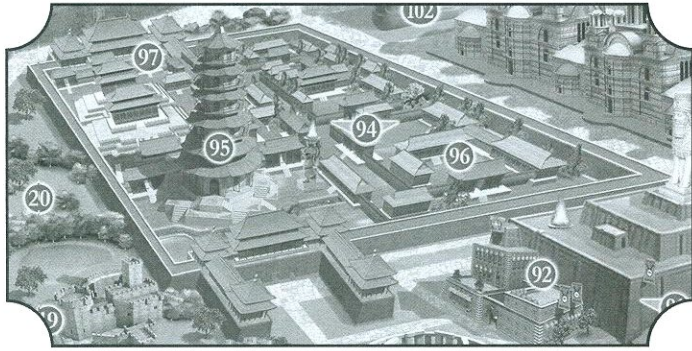
**92 Bank Exchange:** This service center extends loans from the gods of Babylos to those who cannot obtain other funding. The interest rate is high and the terms are strict. The Bank Exchange also can convert natural wealth such as pearls and gemstones into the gold coin that is standard in the City.

**93 Palace of the Winged Lion:** The interior of this palace is much like a trade show. Its halls are lined with booths belonging to people and business concerns seeking investors. These might be entrepreneurs who need funding for their inventions, plantation managers from distant realms who need money to seed the next year's crops, or devotees of a particular god seeking start-up costs for a new temple. Those with money to lend may pick and choose from these opportunities.

**94 Asian District:** Those seeking the type of wisdom and guidance that cannot be found in a book from the Great Library often come to this district. Home to the Grand University which trains priests and rulers in arcane subjects, the Asian District is also populated with brilliant teachers of more practical arts. If you need to learn how to



fight, how to speak a language, or even how to train rare beasts, you can find a mentor here.



**95 Grand University:** This is a place of study and research in complex disciplines like prophecy, advanced magic, and celestial genealogy. Most of the professors and students here are high priests, mages and nobles who have earned the right and trust to study the highest of the often-dangerous subjects taught here.

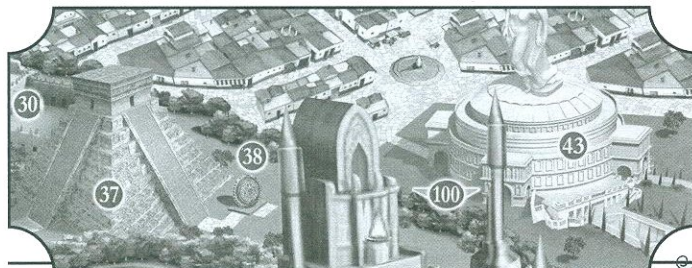
**96 Street of Schools:** These blocks of the City are filled by training academies of all kinds. From sword-making to culinary arts, one can find a school that teaches almost any mortal skill. It takes more than money to secure a place in a school, however. Each schoolmaster has his own criteria for accepting students. Earning a seat in a classroom is not easy. There are also many temples and godly homes here.

**97 Ancestral Graveyard:** This is a tightly packed acre of tombs and shrines where the ashes of the dead are interred. Some ghosts roam freely here and can be consulted for information about the afterlife if properly approached.

**98 Lamp Portal:** A magical portal exists beneath the lamp post on this corner. It is activated by positioning one's body to cast a shadow in the shape of a rabbit.

**99 Henge Portal:** Within New Stonehenge is a magical portal that connects to other times and places. It can be opened by tapping four times quickly at the base of a particular stone.

**100 Wisdom's Way:** Just east of the Council Plaza is Wisdom's Way, where key repositories of knowledge are open for all to visit. Study here is self-paced. There are no formal classes. However, many learned sages and prophets visit these halls. One might be enlisted to personally assist your quest for knowledge.



**101 Egyptos Docks:** Egyptos received special permission from the Council to build a dock exclusively for their realm's use. It is guarded. Those who are not bond to the gods of Egyptos are not allowed near it.

**102 Meditation Shrine:** A great statue along the northern wall of the City watches over the Pantheon Halls and the Asian Realm. Its presence gives an aura of peace to this section of the City. Many citizens sit before it in meditation and learn from visiting sages.

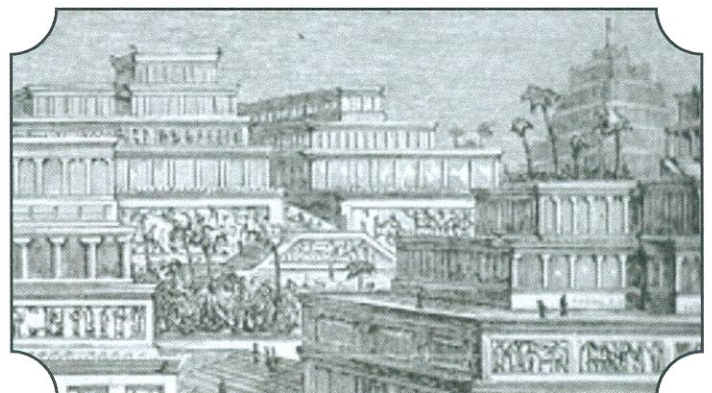
**103 City Fountains:** Fountains like this one can be found throughout the City. They are a source of water for humans and draught animals as well as things of beauty. Their sparkling waters help keep the City cool and refreshed.

**104 Dedication of the Gods:** This obelisk was the first structure erected by the fugitive gods who founded the City. It is inscribed with the story of their exile. However, that tale is written in a secret language only the gods can read.

**105 Outer Temples of Horus:** Horus is a powerful god who watches over Egyptos from temples both inside the Great Pyramid and here within the compound. One of the most worshiped gods of Egyptos, Horus stands as an obstacle to those who would harm his people.

**106 Home of Nature:** Trees and vines directed by the deities of nature have entwined to form an organic structure that serves as a shrine. The shrine is ever-changing, blooming with fruits and flowers. Many animals live peacefully and protected from harm within it.

**107 Roman Slave Market:** Unlike the Slavers' Temple, the Roman Slave Market is run by mortals, not gods. Consequently, operations here are a bit unpredictable. There are no regularly scheduled auctions, but buyers can stop by and see who's for sale at any time. This market deals in more mundane slaves such as field, house, and brothel staff.





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# Character Cards & how to use them

The 18 Character Cards in this Map Pack feature mortals, gods, and creatures of the City. The front of each card displays a portrait, some simple facts and stats. The reverse has a short description of the character's background, occupation, and other key traits. Many of the characters appear in *City of the Gods: Forgotten*. Others may be met in future volumes. Cards with a green background are mortal creatures. Cards with a red background are gods.

Each card has four descriptive categories: BASE, RANGE, ALLEGIANCE, and SKILLS.

**BASE:** This is the location where each character is usually found. Some characters have more than one Base. Refer to the provided map number(s) to place them within the City.

**RANGE:** Characters have different degrees of freedom. The Range rating describes how they can move about the City.

- ♦ **Citywide:** May appear anywhere in the City
- ♦ **Conditional:** Needs permission from some higher authority to move about, but may do so freely if permission is granted
- ♦ **Limited:** Rarely leaves their Base area; when they do, it is often under orders rather than of their own free will
- ♦ **Unknown:** The movements of this character are mysterious and unpredictable

**ALLEGIANCE:** Characters have varying levels of loyalty to their gods, their pantheon and their patrons. The level of their faithfulness is rated on a scale of 1 to 10, with 10 representing unflinching loyalty and 1 meaning the character exhibits very little loyalty. An Allegiance of 5 is about average. A person of that level will generally act in their god's best interest unless there is a great cost to them.

**SKILLS:** A character has skills appropriate for his role in the City. Mortal abilities are rated on a scale of 1 to 10, with 10 representing mastery of the skill. A rating of 1 indicates a rank beginner. Gods also have skills. Their abilities are ranked from 10 to 100 following a similar range of capability.

These are the skills in this card set:

- Athletics** - The ability to run, jump and perform a wide variety of sporting moves
- Barter** - A knack for buying, selling, trading and making everyday deals
- Combat** - Describes how well martial characters acquit themselves in a fight

- Command** - The ability to direct underlings and take charge of any situation
- Commerce** - Consummate skill at making money in business; more complex than Barter
- Concealment** - The ability to hide oneself and one's belongings
- Driving** - Ranks how talented the character is at driving a wagon, carriage or chariot
- Flight** - Indicates whether a winged or divine character can fly, and how well
- Gossip** - The likelihood of the character to hear and know what's going on in the City
- Healing** - The ability to treat wounds and illnesses
- Interrogation** - The skill of obtaining information through intimidation
- Intuition** - Represents the strength of a character's inner guidance
- Judgment** - The ease with which a character decides another's guilt or innocence
- Languages** - A knack for speaking different tongues
- Law** - Knowledge of the rules and regulations of civil or divine codes
- Literacy** - Represents a character's level of formal education
- Logistics** - The skill of moving people and things in and out of the City
- Magic** - Some characters possess spells. See their card for more.
- Negotiation** - The ability to facilitate agreements between multiple people
- Observation** - A character's general level of awareness of the world around him
- Persuasion** - The skill of convincing others to believe and agree with you
- Preservation** - A supernatural ability to protect others
- Psychology** - The ability to manipulate others by exploiting their weaknesses
- Resurrection** - A supernatural ability to raise the dead
- Rites** - Knowledge of specific religious ceremonies
- Seduction** - The ability to physically attract others
- Service** - The skill of making oneself useful to a higher authority
- Speech** - For animals, the ability to talk
- Speed** - Represents how fast a character can move
- Surveillance** - The ability to observe others without being noticed as a spy
- Terrain** - Knowledge of the land, its features and routes of travel
- Theft** - How skilled the character is at stealing things



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# Adventure Ideas

**Training** - The ability to teach others

**Transformation** - A supernatural ability to change into another form

**Wisdom** - Overall intelligence and life experience

**Note to Game Masters:** Future character card sets may include skills not listed here. Therefore, do not feel restricted to using only the abilities in the list above as you run adventures in the City.

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## Using Facts and Stats in Play

The information on a card is meant to give the Game Master a general understanding of a character's class, personality and abilities. For the rated categories of Allegiance and Skills, there are no actual calculations to worry about. For the purposes of role playing, it is sufficient to note a character's level of loyalty or her skill rating to have a pretty good idea how well she will honor her god or perform her task. For Game Masters who do want to crunch numbers to convert the card scales into their home system, we hope that the ranges provided will help achieve a reasonable translation of abilities.

For groups who are entirely new to role playing and who don't wish to use an existing system, the 1 to 10 scale simplifies encounters with our City personalities. Have each player imagine a character and choose appropriate skills from the list above, ranking them from 1 to 10 (or rolling them randomly on a d10). Should they encounter a card character with the same skill during the game, a quick comparison of numbers will show who will prevail.

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## Uses for Cards

**Door Openers:** Each character has three ways to draw your players into the City of the Gods. See Adventure Ideas for further information.

**Random Encounters:** Cards may be drawn blind or rolled on a d20 to generate random encounters - 1 to 18 will indicate an encounter with the character of the designated number; 19 or 20 means no character is met.

**Cards as Player Characters:** Players can adventure in the City as the characters on the cards, using their stats in original adventures created by the Game Master.



The City presents endless possibilities for great role playing experiences. But why would the player characters from your world want to go there? How could they even travel to this mystical place? And what might happen to them if they actually made it to the new world made by the gods?

To help answer these questions, here are 54 scenarios. Each character from the card set has been assigned to three different stories. Every scenario suggests a map location as a likely site for the adventure. However, Game Masters should feel free to mix and match ideas from different scenarios, work in different or additional character cards, and otherwise custom tailor the scenarios as they wish. These ideas are a merely a catalyst for your imagination.

The scenarios are designed to:

- ♦ provide players a way to get their characters into the City
- ♦ give player characters a reason to go there
- ♦ fit characters who are natives of or who have adventured in the City before

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## Scenario Suggestions

### Card 1: Tenh-Mer the Demoness

A skilled apothecary can mix a potion the party desperately needs, but it requires ingredients from creatures that have gone extinct in their world. Hope seems lost, until one among the group with a burdened conscience has a fevered dream of being tormented by demons. Strangely, one of the demons is beautiful and he can't help but pursue her inside his nightmare. He chases her to a landmark he recognizes from the local countryside, where a door opens and he sees the fantastic animals they need just beyond it. If he can convince his friends to check out the real landmark, they will find a secret door that leads to the City. There they can seek the mysterious demoness who can help them get what they need. **Grand Pyramid - 17**



During another adventure, the group meets their demise. Luckily, the bag of loot one of them was carrying held the lost relic of a goddess. Because the group possessed this "ticket" to the City, their souls awaken in one of its after-realms instead of the heaven or hell each expected. The other denizens of this afterworld, while not overtly hostile, will mock their ignorance of their predicament and be gen-



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erally unhelpful, save Tenh-Mer, who comes to retrieve the relic for her goddess, Sekhmet. Will she and the goddess help the party regain their lives? **Grand Pyramid - 18**

Several small exotic animals have been stolen from Zeus's Zoo. The zookeeper is preoccupied with a big animal exhibition coming up at the Stadium and he doesn't have the time to chase after these minor creatures. He simply posts a reward poster which catches your eye. Your investigation leads you to a demoness who has stolen the animals to give them a better life as pets. Can you resist her charms and return the beasts to the zoo? **Egyptos Compound - 15**

### Card 2: Es-Huh - Trusted Slave

In the adventurers' world, a local cult's evil plan was thwarted and its followers sent to prison; but their stronghold remains, a scar on the landscape. Strong magic is said to linger inside its green-black stone walls. When the glow of candles is seen from the fort's high windows, it seems a second effort to rid the world of the cultists is needed. The adventurers take on the job. They will find that the candlelight is coming through from another world. When the slave tending the candles notices the party looking at her through the veil, she assumes they, like the cultists before them, have come to offer themselves to her mistress. She brings them to the City for sacrifice. **Slavers' Temple - 63**



The group interrupts a ceremonial sacrifice and rescues Es-Huh from a devouring beast. When they tell her she is free to go, she explains she was brought here from the City to meet her destiny. Stubbornly, she will insist the group escort her back so that another ceremony can be arranged. Es-Huh knows the way and great reward is promised; but will her dark goddess honor the deal? **Slavers' Temple - 63**

Slaves throughout the City have risen up against their masters. Your neighborhood is in chaos as the slaves riot and the masters invade private property seeking runaways. You manage to keep out of trouble until the morning you find an injured girl hiding in your kitchen. Moments later Es-Huh arrives to drag her back to the Slavers' Temple. Now you have to pick a side. **Roman Section - 35**

Slaves throughout the City have risen up against their masters. Your neighborhood is in chaos as the slaves riot and the masters invade private property seeking runaways. You manage to keep out of trouble until the morning you find an injured girl hiding in your kitchen. Moments later Es-Huh arrives to drag her back to the Slavers' Temple. Now you have to pick a side. **Roman Section - 35**

### Card 3: Tau the Egyptos Guard

A cleric in the group receives a message from his order commanding him to make a pilgrimage to pray at a remote shrine. There's something odd about the message, but he must obey. With the rest of his group coming along to support him, what could go wrong? Plenty! The command is a

trap, a clever plan by Set of Egyptos to find devout mortals whose prayers are strong enough to twist to his own ends. When the cleric speaks his holy words, a gateway will open and the cleric will be taken by Set's guards, led by Tau. If the rest of the group acts quickly, they can hurry through the doorway and try to retrieve him. **Set's Prison - 72**



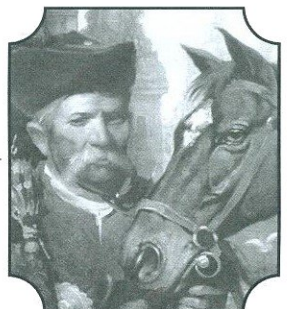
While raiding a tomb, the group comes across an agitated man wearing the traditional ancient dress of an Egyptian guard. The man does not attack them. He claims his fellow guardsmen are hazing him by trapping him in the tomb. He asks for the party's aid in finding a secret doorway back to the Grand Pyramid. He seems crazy, but harmless. The group, hoping there might be treasure behind a secret door should it really exist, agrees to help. They will discover that Tau was telling the truth as they find a passage to the interior of the Grand Pyramid. But can they sneak out of it to see the rest of the City without getting caught?

**Grand Pyramid - 17**

Guards from Set's Prison have been taking food from the City's market stalls without paying. When some of them are poisoned by a resentful merchant, Tau and the guards of Egyptos sweep in to round up everyone in the marketplace for questioning. Caught up in the crackdown, you must prove your innocence. **Marketplace - 32**

### Card 4: Volund the Carriage Driver

The group attends an unclaimed property auction held by the local stagecoach company. They bid on and win a finely crafted locked trunk, hoping to find equally exquisite loot packed inside it. The lock is complex and unusual, but after a great deal of trouble they manage to release it. The trunk contains a coachman's passenger list. On it are astonishing names: great heroes, mythic beings, even famous people known to have disappeared without a trace. The trunk also contains a hailing whistle. If someone blows it, a City coach driven by Volund will appear to take the party off to the City.



**Council Plaza - 66**

The party finds a carriage parked on a road. Its driver is unconscious, the passenger inside the cabin is dead, and there is an aura of magic around the vehicle. When revived, the driver, Volund, will be distraught over failing to get his passenger to safety. He will enlist the group's aid in burying





the man and performing some unfamiliar rites. Afterwards, he will offer to give the group a ride down the road "to the City." **Temple District - 3**

When hailing a carriage to take them across the City, the adventurers pick the wrong one at the wrong time. After they are inside, the doors of the vehicle magically lock and they are kidnapped. Their weapons cannot free them from the coach. After the carriage stops, they hear firewood being piled up against it and realize the driver has decided to burn them as sacrifices. Can they talk him out of his plan before they go up in smoke? **West Docks - 77**

### Card 5: Kafele the Healer

A miracle worker has gained fame in the adventurers' world. To settle a bet over whether her healings are a fraud, the group makes a visit. As one of them pretends to be very sick, another miracle occurs. Kafele appears from thin air and chides the party for their deceit. He asks how his students are going to get honest practice if their patients aren't truly ill. When the group explains they were just trying to settle a bet, the man offers them a wager of his own. He proposes he can take them to the Grand Pyramid of Egypt in less than a minute. As they are nowhere near Egypt, they accept this bet that seems impossible to lose. **Egyptos Compound - 15**



A plague is ravaging the world in which the adventurers live. One woman, barely alive, begs the group to take a key which will admit them to a secret hospital. She insists that they can buy a potion there that will cure everyone. As she slips into a coma, the key begins to glow. Its magic transports the group to the Healing Halls in the City. The potion does exist, but can the adventurers convince Kafele to sell it to them, when doing so could reveal the existence of the god's secret world? **Healing Halls - 5**

A knight from the Celtic Realm has lost his mind. He stands in the Council Plaza demanding to be challenged and attacking innocent passersby if he is not. Zeus is entertained by the spectacle and has ordered the City Guardians not to intervene. Kafele stands ready, declaring he can cure the knight's madness if only someone can subdue him. It's up to the adventurers. **Council Plaza - 66**

### Card 6: Mazu the Ferry Woman

There's only one way to be sure about what that ancient prophecy means. It must be taken for interpretation to the Oracle in the realm of the gods. The adventurers are given the information needed to get to the City, but once there it

is up to them to earn a pass admitting them to its sanctuary, and convince a nose- old woman to ferry them across the great lake.

### Mazu's Ferry - 10

During a sea voyage, the party's ship is attacked and swallowed by a giant water dragon. They manage to survive for a short time in the creature's stomach, but eventually all seems lost. They are drowning when a loud tapping noise echoes through the dragon's gut. A moment later they are spit out on a strange shore, where a harmless-looking oriental woman is beating the beast with a boat oar. While the party is amazed at their rescue, even more startling is the realization that they have been taken to a place where soggy dragons barely elicit notice and grand temples surround them on all sides. While friendly and helpful, their rescuer, Mazu, will shrug off all questions about why they have been brought here as "destiny" and let them make their own decisions about what to do next.



### North Docks - 56

The most attractive man in the group is getting paranoid. He feels like someone is watching him, but the group can't find any evidence of this. It eventually becomes clear that the feeling only comes when he is near a source of water. Will he discover that Mazu is spying on him? What will happen if he returns her interest? **The Settlement - 50**

### Card 7: Sauda the Merchant

On a magical night, the adventurers come upon a festive marketplace that has sprung up in the middle of nowhere. The merchants are very eager to barter and their deals make the shopping too tempting to pass up. The party gets so involved in the commerce that time passes quickly and soon they notice the sun is coming up. As the dawn lights their way, they see to their horror that they are no longer in their own world. The buyers become the inventory as a group of crafty merchants led by Sauda seizes them to sell as slaves. **Roman Slave Market - 107**



An old, dear friend of the group has a dying wish. He wants to see his lost love again. Sixty years ago she disappeared while traveling with a trading caravan. Over the long years of his life he has secretly searched for her with the help of seers and psychics. Now he is finally sure of her location and has obtained a crystal that can light the way. Should the party help the weak man travel to the woman, they will fulfill his wish. However, the crystal was only good





for a one way trip, unless his mysterious lost lover, Sauda, who has not aged a day since she vanished, can find another shard to get them home. **Marketplace - 32**

Sauda, the group's favorite merchant in the City, is losing customers after a rival businessman bribes a god to curse her. She has become angry, rude and insulting from the curse. She doesn't know her own mind under the spell and actively interferes with any attempts to help her. Is there something the adventurers can do to return her to normal and expose what her competitor did? **Marketplace - 32**

### Card 8: Namtar the Slaver God

An atheist in the party's world has offered a massive reward for anyone who can prove that any god exists. After hearing a rumor about the "City of the Gods" and discovering a secret way to get there, the party resolves to travel to the City and entice - or kidnap! - a god to serve as proof so that they can get rich.



Once in the City, they learn that once a week many gods congregate at the Slavers' Temple for an auction. Can they meet a deity there who can be persuaded to make an appearance, or will they find a lesser god that they can steal away? **Auction Floor - 60**

An insane general has learned of the existence of the City of the Gods. The adventurers are part of a lead force of mercenaries and scouts he has hired to attack the City. None of his forces are informed that they are being sent to a mystical land to battle gods and creatures. Once there, the predicament they are in will become painfully clear when all are defeated and taken to be sold as slaves. **Slave Pens - 61**

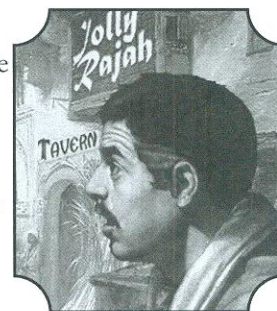
A dispute between the gods of agriculture and the gods of commerce has resulted in a food shortage. Many masters decide to sell their slaves because they cannot feed them. Namtar needs extra hands to transport this human cargo to outer realms where there is plenty of food and a good market. The adventuring group is desperately hungry. The job pays well, and it will take them to food. As they transport the slaves, they may find themselves moderating a conflict between stomach and conscience. **East Docks - 65**

### Card 9: Sergius the Tavern Master

Arriving at a familiar local tavern for an important meeting, the adventurers are shocked to discover that the inside of the ale house no longer matches its outside! Through some magical accident, the interior of their tavern has been swapped with the furnishings and clientele of an establishment from the City. The bizarre event is an opportunity for

the party to meet characters and embark on adventures of the Game Master's creation, all under the watchful eye and guidance of the tavern's owner, Sergius. The tavern will quietly return to the City just as the party is ready to leave, forcing them to step into a new world.

**Jolly Rajah Tavern - 57**



A conventional abbey, well-known for its finely brewed ale, is actually manned by pagans from the City. They pretend to give all the gold earned from their beer to charity, but in reality are sending it to the City of the Gods to build temples. When investigating why the poor local people are not being helped, the party discovers a supernatural tunnel in the catacombs beneath the abbey that comes to an end in the basement of a tavern. Does the tavern master know about the charity scam, or is he just buying their beer?

**Jolly Rajah Tavern - 57**

After a boisterous night in the Jolly Rajah Tavern, the party awakens in the City streets to find all their money and weapons have been stolen. Angrily, they head back to the tavern to confront Sergius. His story is that some gods came in at the peak of business the night before, but he remembers nothing after that. He points to a strange shape burned into the wall as evidence of their visit. Perhaps this clue can help identify the thieves. **Pantheon Halls - 14**

### Card 10: Nianzu the Sage

The adventurers need a rare book to complete their quest.

Unfortunately, the volume was last seen at the Library of Alexandria which burned down centuries ago. It seems they are at a dead end until they meet a bookish student who insists that the library didn't really burn, it just "moved" in a magical burst of flame. He insists he goes there all the time and is well known by all the great sages who study there. If the group believes his crazy claims, they will find them to be partly true. The library does exist and the student can take them to the City to get their book. Unfortunately, there's trouble ahead for the adventurers if they are seen with him, for he is a notorious plagiarist who has stolen the sages' wise writings and sold them under his own name. **Great Library - 43**



One day at lunch, the party's conversation turns to famous people with whom they would like to dine. Many legendary and heroic names are bandied about, drawing the attention of an old wizard sitting nearby. He scoffs at their choices



and insists they should choose Nianzu, a name that the adventurers have never heard before. When the party doesn't immediately agree his suggestion is the best, the old wizard mutters a spell that sends them to meet a famous sage of the City. **Grand University - 95**

A sage is traveling to different quarters of the City to read aloud ancient scrolls in order to enlighten the people. However, some don't want this knowledge to be freely shared. You are hired to protect the sage so that he can speak safely. You will need your sharpest fighting skills when an attack rises from the Babylos Block.

**Babylos Block - 91**

### Card 11: Jardine the Parrot

One night while camped in the woods just outside the City walls, the party hears a scuffle and a voice calling for help. Upon investigating, they come upon a small, evil-looking, animated wooden statue carrying a beautiful parrot in a net. The wooden being is frightened by the sudden appearance of the large humans and runs off into the darkness, leaving behind a talking bird. The parrot will use its gift of speech to convince the group to catch its kidnapper, who is a minor god who has left the City without permission. He will cause misery and pain if not returned.



**North Docks - 56**

The party unknowingly travels down a secret path to the City and arrives in the middle of a war between the gods. An urban ancient apocalypse is underway! They duck inside a structure to hide only to find another has already chosen that refuge. Can the adventurers learn enough to survive the street-to-street fighting from Jardine the talking bird? Or is their goose cooked? **Stadium District - 31**

Jardine has taken a liking to one of the adventurers. It will converse fluently with that person, but never lets anyone else in the group overhear its intelligent speech. The others may even begin to wonder if their friend has come mentally unhinged. The parrot gives this favorite person a critical warning about a disaster that's about to befall the City. Are the others going to believe something that "a little bird told him?" **Stoneheart District - 23**

### Card 12: Kastor the Soldier

In their own world, the adventuring party takes top honors in a contest of martial and athletic skill. When winners' laurels are placed on their heads, they are transported to the next level of competition - representing their world in games held in the City of the Gods. Depending upon the

event each won, they may face a friendly challenge of skill or a fight to the death! **Stadium - 33**

The group has to deal with a troublesome giant who is petulantly destroying villages. The giant complains that he is bored with the inferior heroes who have lately tried to defeat him and demands a rematch with the only human he ever found to be a worthy foe. The adventurers don't recognize the name the giant gives them, Kastor, but agree to seek out this elite fighter. The giant points out a way to the City where this hero lives. Can the party find the man and convince him to battle again? **General Barracks - 68**



One of the adventurers is arrested and tried for a crime. Found guilty, she is transformed into a sheep by Zeus for a term of six-months and released far away in the Olympian Realm. Determined to find and protect her until the transformation wears off, the group must convince a citizen of Olympia to act as their guide and sponsor as they search. **East Docks - 65**

### Card 13: Parham the Civil Priest

A clerk visits the party with the news that they have received a substantial inheritance from a nobleman whom they helped in the past. The clerk dresses oddly and speaks with a foreign accent, but the promise of instant wealth may tempt the adventurers to lay aside their suspicions. They shouldn't. This clerk is actually a devious Civil Priest from the City who has come to Earth to trick humans into signing a contract to serve the gods. He will attempt to gain their signatures by representing his paperwork as documents to release the inheritance. **Pantheon Halls - 14**



For a group that has been to the City before, this situation provides a good reason to return. One of the adventurers has been framed for a horrific crime. The community is convinced of his guilt and the trial is coming before a powerful and unfriendly judge whom no local defender wants to cross. The only hope for the defendant is to find a lawyer who will not be intimidated by the locals. The party seeks a Civil Priest from the City to argue for his freedom. **Temple of the Civil Priests - 89**

The party has lived quietly for a long time in the City without anyone realizing they arrived supernaturally from a distant place. One day they come upon two priests debating a



topic about their home world. One of them can't resist exclaiming that both priests are wrong. The first priest accepts the point as abstract debate, but the other, Parham, suspects the group really does know something a native of the City shouldn't. From now on, he will be keeping a keen eye on them. **Babylos Block - 91**

### [14] Niele the Urchin

While hunting, the adventurers come across a little girl deep in the forest. She is about to be attacked by a strange blue snake! The snake will escape into the undergrowth before the party can harm it. The girl will treat the group as her heroes and tell them that her father will reward them richly if they take her home. She insists that her homestead is just a little further down the forest path. If the party wants the reward and goes along with the child, she will lead them through a portal to the City then run off laughing, abandoning them in the strange new world. **Henge Portal - 99**



While passing by an ancient cairn, the party is surprised by a child that darts from behind the pile of stones and skillfully steals a pouch from one of them. Something in the pouch is critical to the party, and they have no choice but to try to catch the young thief. She is pursued into a chambered tomb where the adventurers expect to trap her, but the twists and turns of the chambers lead them further than they could ever expect - all the way to the City.

**Marketplace - 32**

During a street procession, the party sees a vicious child throwing sharp stones at the peaceful devotees of Harmonia. They apprehend the troublemaker intending to offer her up to the authorities. That's when one of the group is bitten by Niele's pet snake. Niele and her protector escape, but must be found again. The cure requires the scales of the poisonous reptile. **Temple District - 3**

### Card 15: Geirronul the City Guardian

A witch from the northern lands has cast a spell on the party's king. He is psychotically obsessed with meeting a Valkyrie. Trouble is, tradition holds he would have to die in battle to do so! His advisor has heard that some of these warrior women can be found in a far City, to which he happens to have a map which was stolen from the Faerie Queen. If the group can arrange a visit from a Valkyrie, your King's torment will cease. But



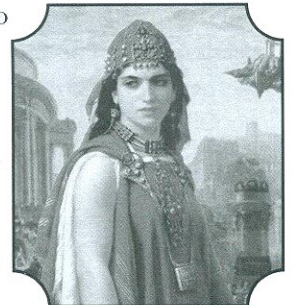
can the adventurers first get through the faerie world to find the City? **Shaft to the Underworld - 21**

It was going so well; they even had the prize in hand. Unfortunately, the easy robbery the party thought they pulled off was a set up! Just as the prince's elite bodyguards line them up to cut off their heads, a Valkyrie appears. The party inadvertently called for rescue when they removed the prize from its shielded box, for the City Guardians are always on the alert to reclaim lost property of the gods. The prince's men are easily dispatched by the Valkyrie who thanks the adventurers for bringing the treasure to her attention. There is a reward in the City, should the group wish to collect it. **Odinhall - 19**

As you pass by a Guardian Base, Geirronul notices that someone in the group is carrying a magical weapon and stops them to inspect it. She is suspicious when she discerns that the spell around the item seems foreign to the City. If the adventurers cannot convince her that they, and the item, actually do belong in the City, they will be arrested. **Any Guardian Base - 36**

### Card 16: Naya the Freewoman

The adventurers are on a mission to clean bandits from the countryside in their world. One day, they see a woman lurking near a tall stand of trees on a hill. Assuming she is one of the bandits, they surround the rise and work their way up to capture her. However, when they meet at the top, she is gone. If the party waits, she will return shortly. She is no bandit, but a free-woman of the City who is trying to close the portal in the grove. If the adventurers believe Naya's story, she may give them a tour of the City. If they arrest her as a bandit, who knows what may come out of the portal looking for her! **Calendar Portal - 38**



One of the adventurers learns that her baby sister has been stolen and replaced with a changeling. While they are searching the family's home for clues to follow, a strangely-dressed woman who was hired to return the changeling to its parents arrives. Catching the party "red handed" near the changeling, Naya assumes the group kidnapped the fae creature from her world. Eventually she can be convinced that they are innocent and are also missing a child. Then she will volunteer to help them travel to the City, where some gods have been running short of children to raise as initiates, to look for the girl. **Temple District - 3**

An assassin is hunting Freemen for a god who wants to rid the City of any humans who are not under divine authority.



Being free themselves, the adventurers' names may well be on the assassin's list. Will they seek safety in numbers by joining forces with the one of the few remaining Freemen, Naya, or keep a low profile and hope to be overlooked?

**The Settlement - 50**

### Card 17: Tara - Goddess of Life

The party visits a village whose inhabitants claim to be hundreds of years old, yet none of them appear older than early middle age. The natives credit their longevity to offerings they leave at the mouth of a nearby cave, and insist that the gift of long life is available to anyone who does the same. Should the group decide to visit the cave and leave an offering, a goddess will appear and bless them. However, the villagers left out one important part of the tale. In exchange for extended life, each person must serve Tara, and there's no backing out now! Before the group can protest, they find themselves transported to the City. **Tara's Temple - 27**



The party makes a terrible mistake during an adventure which results in the untimely deaths of hundreds of innocents. Far away in the City, the powerful goddess Tara reels at the loss of life and the interruption of so many destinies. She uses her powers to bring the adventurers to the City to stand trial for the tragedy they have caused. Will all be found guilty? Or will some escape judgment? It's every adventurer for himself in this scenario!

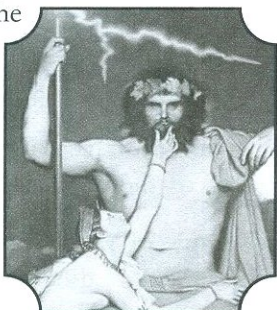
**Council Chambers - 1**

As they pass by a well, the party hears screaming coming from it. The group rescues a boy who was about to drown, unaware that he was intended to die there as a sacrifice. Having disrupted his destiny, they are informed by the goddess Tara that they must now bear all responsibility for the boy. She will be watching to make sure they fulfill this sacred duty. Punishment will come if they do not!

**Hindu District - 26**

### Card 18: Zeus - God of Olympias

When the group decides to accept the task to stop a thief who is after a famous item, they have no way of knowing that the weapon being sought - the Bolt of Zeus - is the real thing! But when they follow the thief through a magical waterfall and find themselves in the City of the Gods, they realize their job just got a little more complicated. The adventurers may try to



thwart the thief or warn mighty Zeus. Neither option will be easy. **Treasury - 2**

The parents of one of the adventurers secretly dedicated him at birth to the service of Zeus. Undefeatable beings from the City have finally tracked him down and arrive to claim him. If he does not want to go with them, he will soon find he has no choice. If the rest of the group tries to interfere, they too will be taken to be put to work for Zeus. The beings chide the group for their reluctance; they should be happy to serve, for their god is the mightiest of them all.

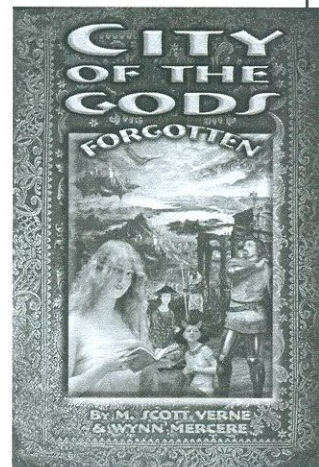
**Olympian District - 25**

The party has made many new friends in the City. One of them is a lovely girl who has come to the notice of Zeus. She is abducted by his servants and whisked away to his private chambers in the Council Hall. Complaining to the authorities is useless; no one wants to point out the failings of a ruling god. The only way to set her free is to sneak into the Council Hall and hope Zeus is busy elsewhere.

**Council Chambers - 1**

## About the Novel...

**The Plot:** One morning in the City of the Gods, Freeman D'Molay makes a fateful choice to assist a hapless girl. He slowly discovers she is far more than she even knows and starts to suspect she has some kind of connection to a huge beast ravaging the Olympian realm. Torn between his duty to the eternal world and the leading of his heart, D'Molay's compulsion to protect her pits the wits of a man against the guile of the gods. Could the girl who forgot cause all-out war? The book is 312 pages & has over 90 illustrations.



*"It deserves an audience of millions. It's that good."*

Ken St Andre - Creator Tunnels & Trolls

*"One of the best looking privately printed books I have ever seen."*

Wulfstan - Top 500 Amazon Reviewer

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the links there directly to the Amazon pages.



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# Beyond the City - the Realms of the Gods

**O**n the back of this booklet is the map of the realms beyond the City walls. These are the lands of the different pantheons where the gods dwell and rule. Here is a brief listing of some of the major towns, palaces and sites. There are other realms beyond these that will be revealed in future books.

## *Celtic Realm*

**Avalon:** Main city of the Faerie folk, often hidden and hard to find, but often worth searching for, as long as you don't offend its inhabitants.

**Caefyrddin:** Merlin's stone tower fortress. This is where he keeps his magic tomes and ingredients for obscure spells.

**Dozmary Pool:** High on Bodmin Moor is Dozmary Pool, and the sword Excalibur, guarded by the lady of the lake.

**New Camelot:** This main stronghold and town is the capital of the Celtic Realm. They train the last of the pagan knights who guard many mystical artifacts of the Celts.

**Temple of Danu:** Danu was the mother goddess of the Tuatha Dé Danann (peoples of the goddess Danu), although little is recorded about her as a character.

**Fomorian Hall:** The home of beings who preceded the gods, similar to the Greek Titans.

**Eriu's Stronghold:** Secret underground chambers filled with tombs, creatures and artifacts. A perfect place to hide as long as you can face the dangers inside.

## *Olympian Realm*

**Ares' Fort:** Used for training and experimenting with new weapons and tactics. Ares spends a lot of time here.

**Bungalow of Eros:** He often takes friends and lovers here for a few days away from it all.

**Forge of Hephaestus:** As the main weapons maker to the gods, this large, magical foundry is kept busy churning out weapons.

**Hermes' Outpost:** This trading center has many market stalls and is a major communications center in Pantheon. Almost anything can be found here...for a price.

**Olympus:** This large city is the main home of the Greek gods and many priests, slaves and worshippers.

**Venus' Temple:** This is where various forms of sexual rituals are preformed to and with Venus, the goddess of love.

**Seven Hills:** These pristine hills are what the 7 hills of Rome looked like before there was a Rome. It is a pastoral and tranquil place, filled with beauty.

**Temple of Athena:** A scholarly, peaceful place visited frequently by Athena the goddess of Wisdom.

## *Babylonia*

**Marduk:** The inhabitants are generally depraved and uncompromisingly greedy. The primary crimes of the insane priests & gods here are terrible, both against each other and outsiders. So be certain you really need to visit this place.

**Hanging Gardens of Babylon:** This huge floating palace garden consists of vaulted terraces raised one above another - it presents an amazing spectacle; a green, leafy, artificial mountain that floats in the sky and goes wherever Lamasthu desires. Humans tried to copy its appearance on Earth

**Lair of Lamasthu:** The dwelling place of Lamasthu the goddess of sex and disease. She has risen high in the Babylonian Pantheon by out maneuvering or eliminating those who stood in her way. She stay here when not traveling in the Hanging Gardens

**Tower of Babel:** This huge, squared-off stepped temple (ziggurat) was used as a gateway for the gods to leave Earth and come to the Realms they now reside in.

## *Egyptos*

**Temple of Isis:** This is the main residence of Isis and she often greets her worshippers during ceremonies.

**Thinis:** First City of Egypt and a place devoted to arts of prostitution

**Heavenly Nile River:** This godly version of the Nile is how the honored dead travel to the gods to be judged.

**Royal Luxor:** Capital of Egyptos, this looks like a perfectly preserved and glorious version of the great cities of Egypt at its height.

**Pyramid of Ma'at:** Ma'at is the goddess of truth, justice and order.

**Pyramid/Palace of Amun-Ra:** Amun-Ra, the foremost deity of the Egyptian pantheon resides here.

**Temple of Horus:** This is the high reaching "perch" of Horus, the bird-headed god of the sky.



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## *Afrik Realm*

**Cave of Anansi:** This is the lair of the spider trickster god.

**House of Eshu:** If you're faced with an important choice or a powerful opportunity, Eshu can offer advice to help swing things your way.

**Lake Zawtu:** the mythical lake of Zawtu is the source of all life in Africa.

**Orishas:** This city is named after its citizens the Orishas, who are guardian spirits under the control of the top god Olorun. At the last count there seem to be at least 1,700 of them. Many are worshiped in their own right.

**Palace of Olorun:** Home of Olorun, the Top Sky King of Yoruba mythology in Nigeria. He's God of Peace, Justice and the Yoruba way.

**Palace of Shango:** God of Thunder, Drums and Dance, having been elevated from being a famous warrior and the fourth King of the Yoruba.

**House of Yemaya:** She is a Moon Goddess and the number seven has special significance for her. She lives here on the mountain to be closer to the moon.

## *Asian Realm*

**Buddha's Retreat:** A place of solitude and contemplation. The great Oracle resides here and will answer your questions if you are invited for a visit.

**Palace of Dragons:** Home of the Dragons and the gate where carp can transform into dragons. Some of the Dragons can be friendly, but most of them are dangerous.

**Palace of the 4 Heavenly Kings:** Where the 4 winds live.

**Peng Li:** Mythical Island.

**Shambhala:** A mystical kingdom hidden somewhere beyond the snowpeaks. A monastery devoted to the mystical arts.

**Shangri-La:** A mystical, harmonious valley, a permanently happy land, isolated from the outside world.

**Temple of Nuwa:** She seals the broken sky using stones of seven different colors -- the patch becomes the rainbow.

**Yo Chi:** Abode of immortals where Xi Wang Mu lives.

## *Hindu Realm*

**Durga Armory:** Repository for a vast array of magical weapons, many of great power.

**House of Kali & Shiva:** A place of chaos and order ruled by the two Hindu deities.

**House of the Sapta Rishis:** The fathers of all other Hindu beings.

## *Mayan Realm*

**Celestial Observatory:** Using the celestial heavens as a guide, they are able to foretell major events from here.

**Temple of Chaac:** Prison for enemies of the Mayans.

**Lake Quxt:** Legendary lake of Healing. Any who immerse themselves will be healed of most wounds and many curses.

**Pyramid of Ix Chel:** She sends floods and powerful rainstorms to Earth.

**Cibola and Quivira:** Legend says that these cities are very rich with gold and precious stones.

## *The After Realm*

**Elysian Fields:** The final resting place of the souls of the heroic and virtuous Greeks and Romans.

**Fields of Aaru:** In Egyptian mythology, the fields of Aaru are the heavenly underworld where Osiris ruled.

**Necropolis:** the Egyptian city of the dead in the afterlife.

**Osiris Temple:** Located in the Fields of Aaru, Osiris uses this as a winter palace.

## *The Lost Realm*

**Atlantis Ruins:** The legendary lost city stands in the middle of a vast swamp that was once part of a sea.

**Dead Sea Swamp:** This was once part of an inland sea.

**Hidden Oasis:** A lush but dangerous hidden valley.

## *The Cold Realm*

**Odin's Keep/Asgard:** The Norse Gods' capitol of the Cold Realm. Odin's main residence.

**Home of Sedna:** The nearest thing to a central deity is the Old Woman (Sedna) who lived beneath the sea. She has Chicken feet, but don't stare at them if you meet her.

**Inuit Lodge:** A meeting place and rest lodge for the deities and the Inuit elders from Earth.

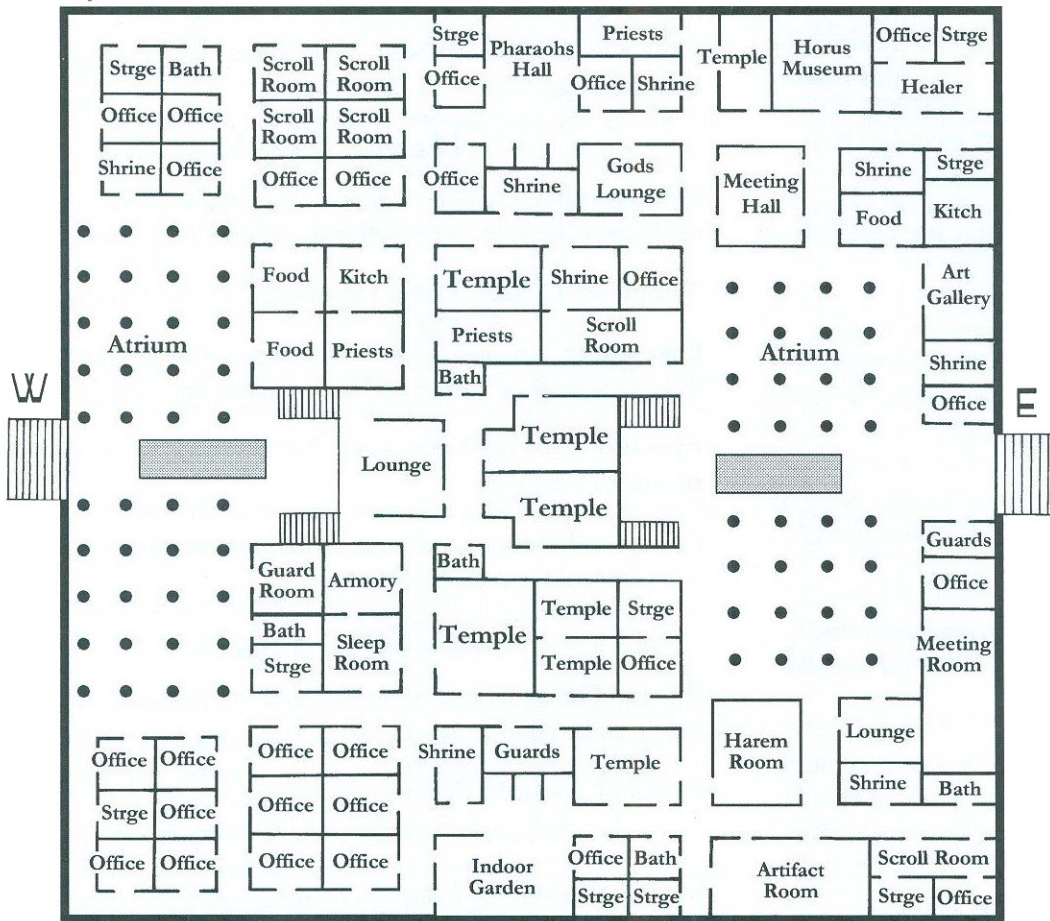
**Loki's Hold:** Loki dwells here - trespassers beware!

**Fryja's Hall:** Norse goddess of love, beauty and gold. Her palace is well guarded, but beautiful.



# GRAND EGYPTOS PYRAMID

## Ground Floor



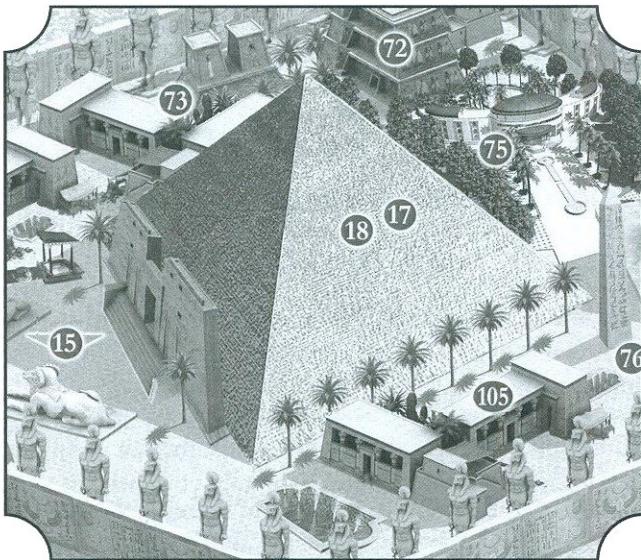
● COLUMNS    ▨ STAIRS    ■ WATER



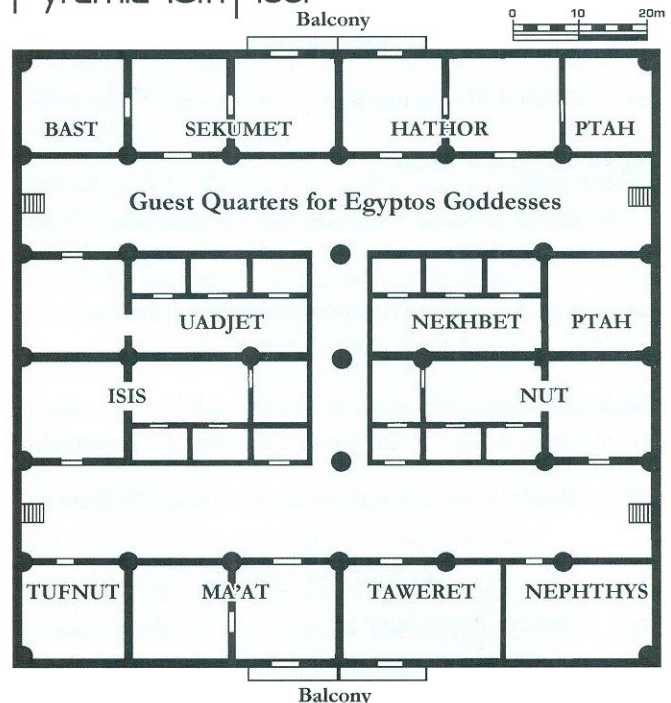
The Grand Egyptos Pyramid is one of the largest and most visible landmarks in the city. Unlike the Egyptian pyramids back on Earth, this one has 24 levels. Each level has numerous rooms and chambers, almost all of which are devoted to the Gods of Egyptos and their servants.

The Upper levels are reserved guest quarters for specific gods and goddesses. Getting in to see them is no easy task and one must have a special pass or official escort to get in. There are more than enough guards to stop any unwanted visitors.

Shown here are the first and eighteenth floors which are good examples of the lower and upper floors, each of which is a bit smaller as you go up each level. Osiris' quarters are on the top floor.



## Pyramid 18th Floor



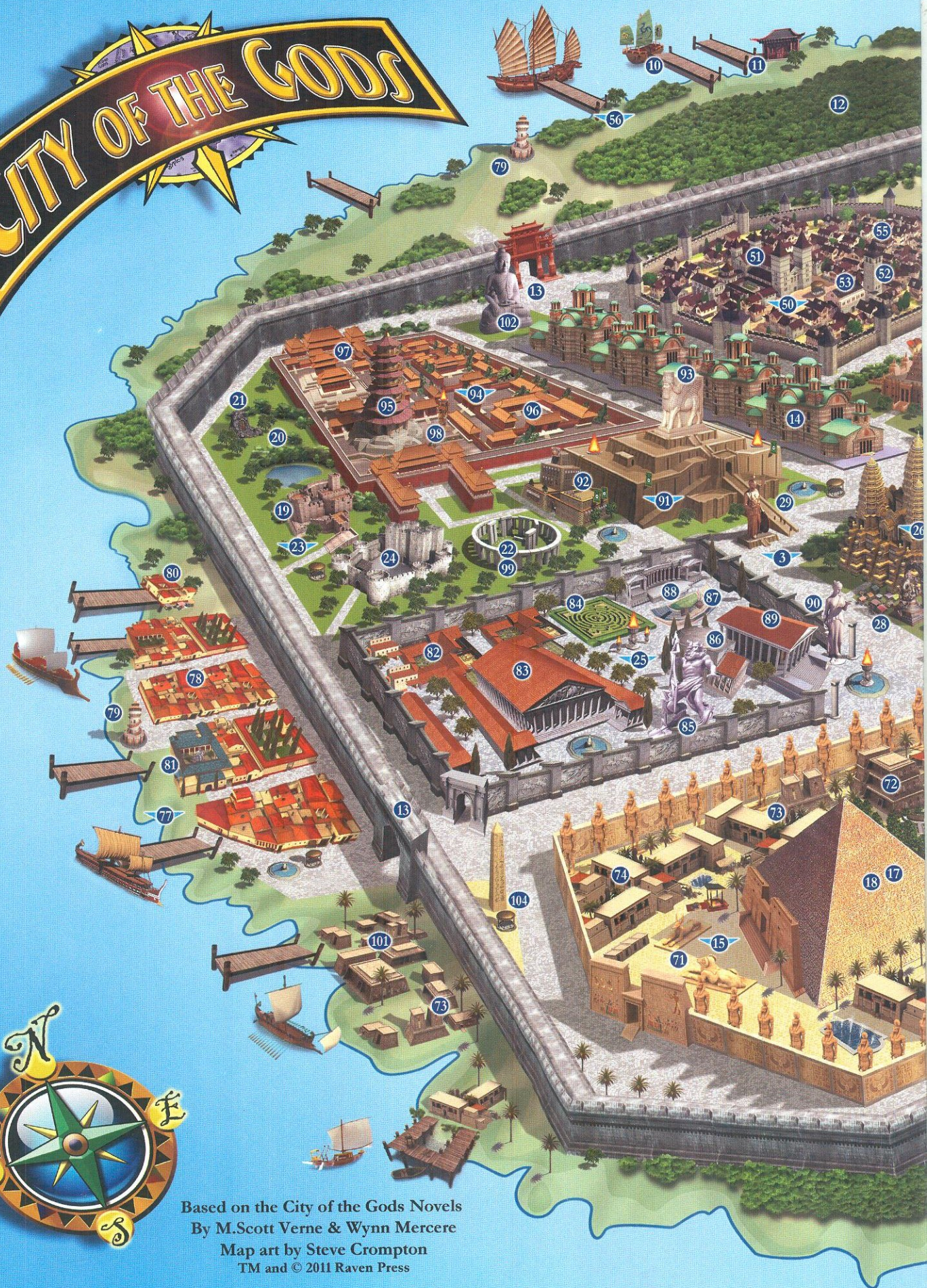
Besides the 24 levels of the pyramid, there are also hidden levels dug under the structure. It's a maze down there and no one is certain how many or how deep those tunnels go. Many have entered the tunnels and have never been seen again.







# CITY OF THE GODS



Based on the City of the Gods Novels  
By M.Scott Verne & Wynn Mercere  
Map art by Steve Crompton  
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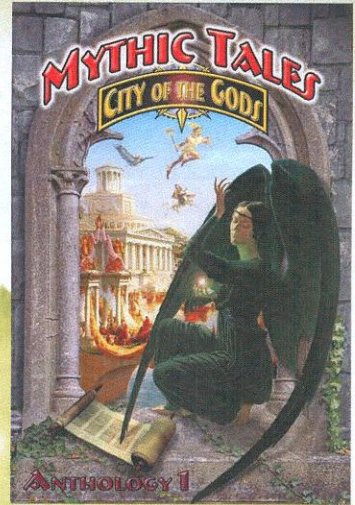


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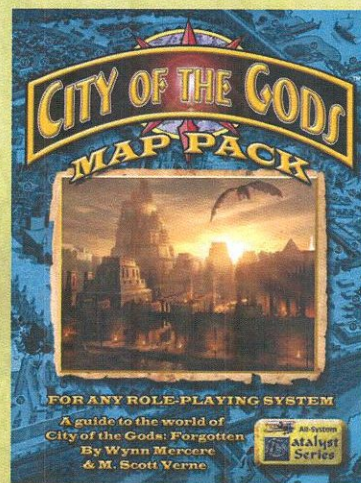
In the distant past, the gods abandoned their Earthly domains, leaving most of their followers behind. But they took some men and women along to serve them as they fought to rule the realms of a new dimension anchored by the City of the Gods.

The novels, story collections, comics, and gaming products in the **City of the Gods Universe** chronicle the adventures of the humans trapped by the whim of the gods and explore the supernatural mysteries inherent in the divine world and its rulers.

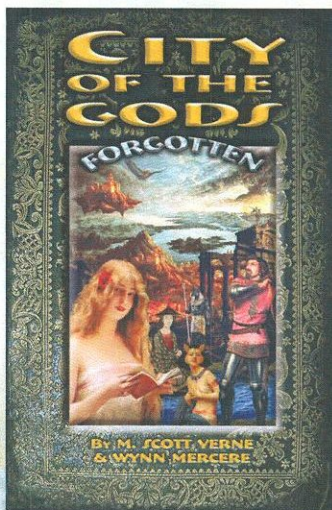
*"I'm reminded a bit of Edgar Rice Burroughs, in the way that [the book] casually and easily (and skillfully) drops upcoming AND preceding story points into the narrative, and on how swashbuckling is immediately presented as a major story element."* — San Diego Reader



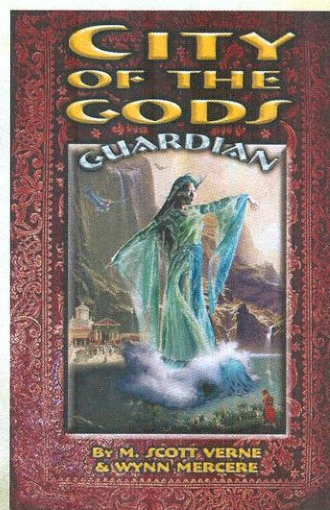
Mythic Tales Illustrated Anthology 152 pgs \$10.95



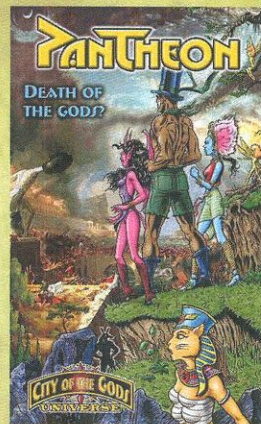
MAP PACK includes: 11 x 17 color map of the City of the Gods, Map of the Realms, scenario & location booklet, 18 color NPC Cards plus Pantheon 1 & 2 comics \$18.95



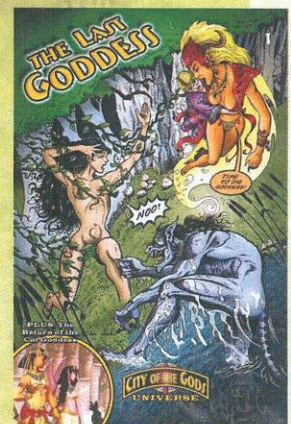
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# VISIT THE CITY OF THE GODS

## NOVEL

### City of the Gods: Forgotten

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## ANTHOLOGY

### Mythic Tales: City of the Gods #1

A collection of new illustrated stories featuring many of the gods of myth and legend. Travel to Olympus, the Celtic Realm, the Grand Pyramid of Horus, and walk the streets of the City of the Gods. With tales of dark fantasy, touching pathos, swashbuckling adventure and humorous hijinx, you'll experience the many moods of the gods. Perfect for anyone who wants to read new tales about the classic deities of our past or as an introduction to the City of the Gods Universe. 152 pg - \$10.95

## COMIC

### The Last Goddess #1

The Gods left Earth long ago - or did they? At Dunwich Asylum, two evil gods secretly attempt to rebuild their powers and gain new converts on Earth. One remaining goddess of the light is reborn to try and thwart them, but is it already too late? Can this naked, beautiful and confused woman rediscover her godhood and stop the coming of a reign of evil that would make Earth a living Hell? Can she adapt to the

modern world after being dead for over a thousand years? Gorgeous art throughout! Also includes a sample chapter from the novel *City of the Gods: Forgotten* with full-color illustrations. **This comic is for mature readers** and contains some nudity and horror elements. 48pg - \$6.95

### Pantheon #1 - Death of the Gods

After eons of relative calm in the City of the Gods, Valhalla, along with its gods and heroes, is wiped from existence by an unknown force. Yet even in the face of such a threat, most of the gods are unconcerned. After all, the destruction of Valhalla was foretold long ago. Four gods team up to try to stop the destruction before it spreads to other realms. This book includes a bonus story from *Mythic Tales: City of the Gods* with full-color illustrations. 32pg - \$3.95

## GAME SUPPLEMENT

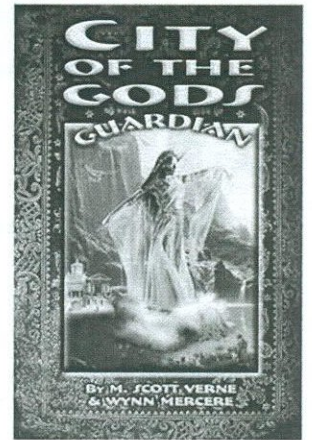
### Map Pack: City of the Gods

Game Masters can take players to meet the gods with the City of the Gods map pack. Usable with any role-playing system, the pack includes: 11 x 17 full-color detailed map of the City of the Gods, booklet describing over 105 locations, details on the realms along with a full color map, and 54 scenarios to play. Meet characters from the books in 18 full-color art cards of gods and citizens from the City. Includes a 32 page signed City of the Gods comic plus a booklet with a chapter from the City of the Gods novel. \$18.95



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## About the Authors

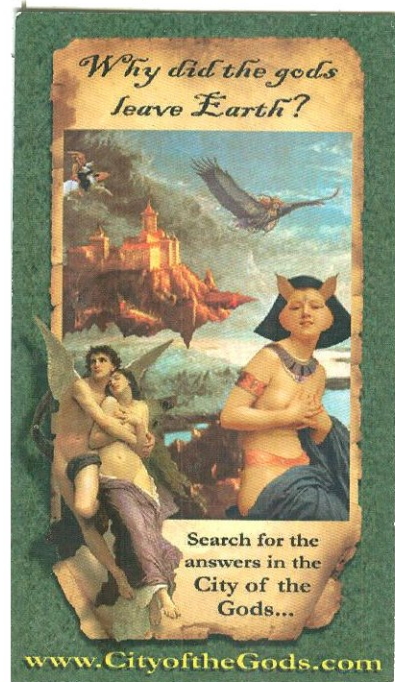
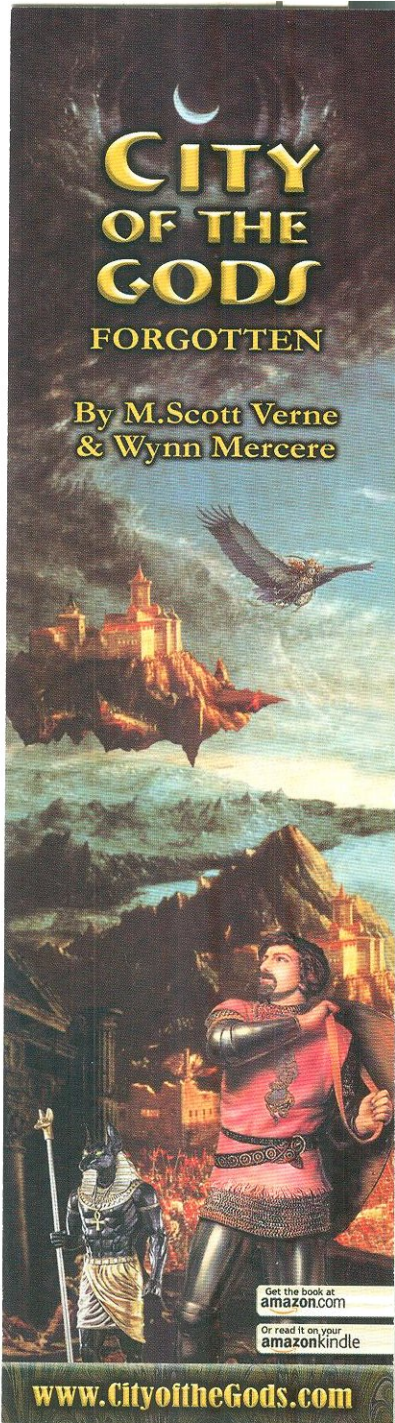
**Wynn Mercere** writes fantasy, horror, and historical fiction. Past work in the gaming and comics industries includes titles in the *Catalyst*™ Citybook, Traps and Maps series. She has scripted radio and television commercials, short documentaries, and several indie comics such as *Peg!*

**M. Scott Verne** has been a major force in the *Catalyst*™ line. Other game work includes *Tunnels & Trolls*, *Mega Traveller*, and *Space 1889*. Over a dozen of the projects he has worked on have been nominated for H.G Wells Awards by the Academy of Adventure Gaming Arts & Design. Two of them were entered into the Gaming Hall of Fame.

## Do You Have a City of the Gods Story Idea? Our Submission Guidelines

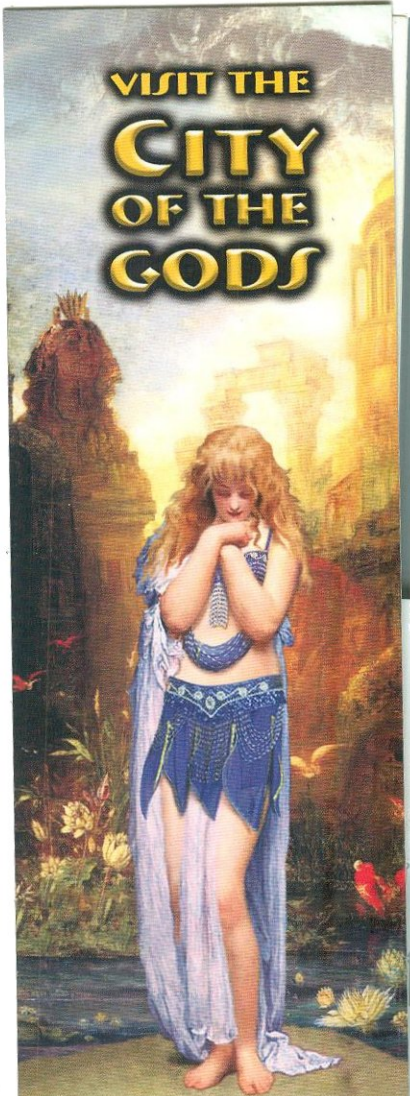
**Tips:** Read *City of the Gods: Forgotten* and *Mythic Tales*. Familiarity with the *Map Pack* is not necessary, but recommended as it contains important details about the City's layout and locations. No previous publishing credits are required, but if you have them, please let us know. **What to send** (2 Options): Send a 500 word writing sample featuring D'Molay encountering any god or goddess of your choice. The scene must take place in the City. This sample need not be part of a complete story that you wish to submit if you successfully complete the audition process and are invited to do so. OR: Send a description of the story you want to write for the next Anthology. The story should include at least one of the characters that appears in *City of the Gods: Forgotten*. A brief sample of some of your story writing would also be helpful. Some writers will be invited to submit a story for *Mythic Tales 2* (to be published in 2013). Invitations will contain complete details on that process. Writers whose stories appear in *Mythic Tales 2* will receive a credit for writing the story and a contributor's copy of *Mythic Tales 2*. Email your audition to [MScottVerne@gmail.com](mailto:MScottVerne@gmail.com) as a Microsoft Word .doc file or PDF attachment. Please include an email address you check regularly so that we can contact you. **Deadline for auditions is September 30, 2012.** Now's your chance to get your first publishing credit; no tricks, no fees. Just write a good story that fits in our little universe.







# VISIT THE CITY OF THE GODS



Long ago, the gods left Earth, but why did they leave? The answers begin to be revealed when a woman with a forgotten past awakens in the City of the Gods...

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Long ago, the gods left the Earth. They abandoned their temples, their mountain tops and left their followers. Where did they go and why? The answers begin to be revealed, as a beautiful woman with an unknown past, awakens in the City of the Gods...



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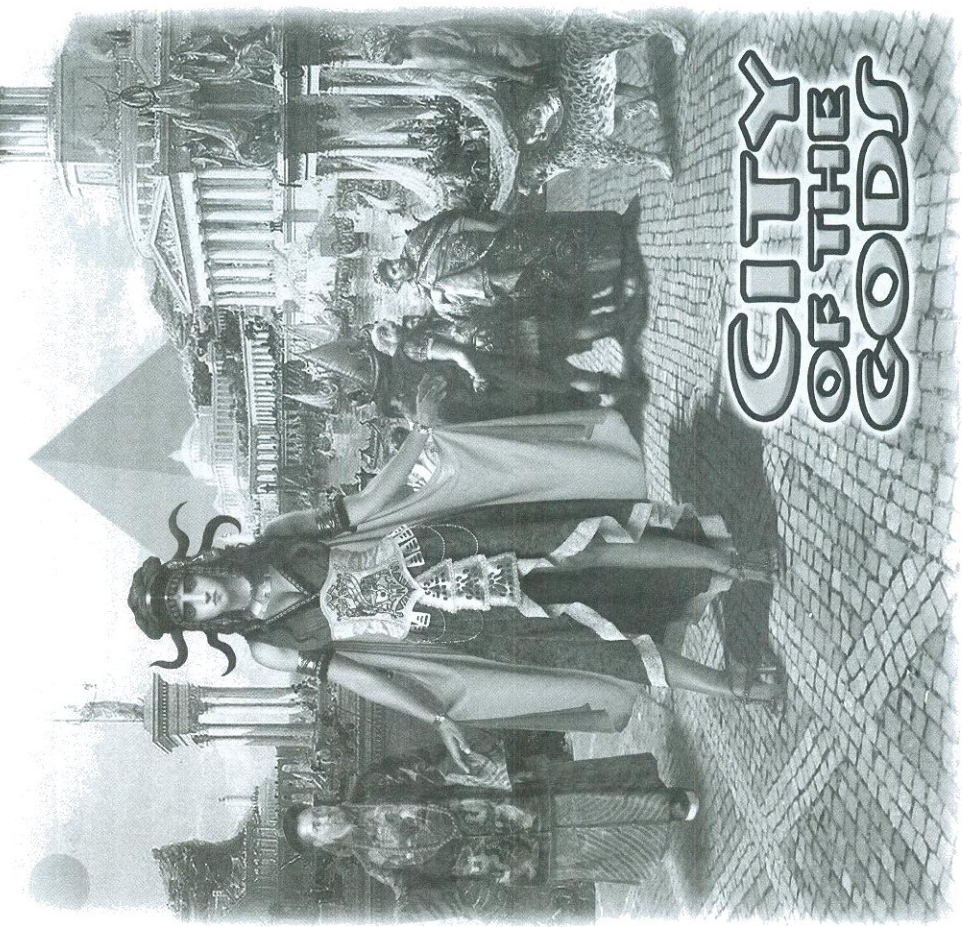


Some jobs feel like they last for eternity, but in D'Molay's case they actually do. Granted longevity and trapped in a timeless city governed by all the old gods of Earth, D'Molay makes a fateful choice to assist a hapless girl. He slowly discovers she's more than she even knows and may be somehow connected to a huge beast ravaging the Olympian realm.

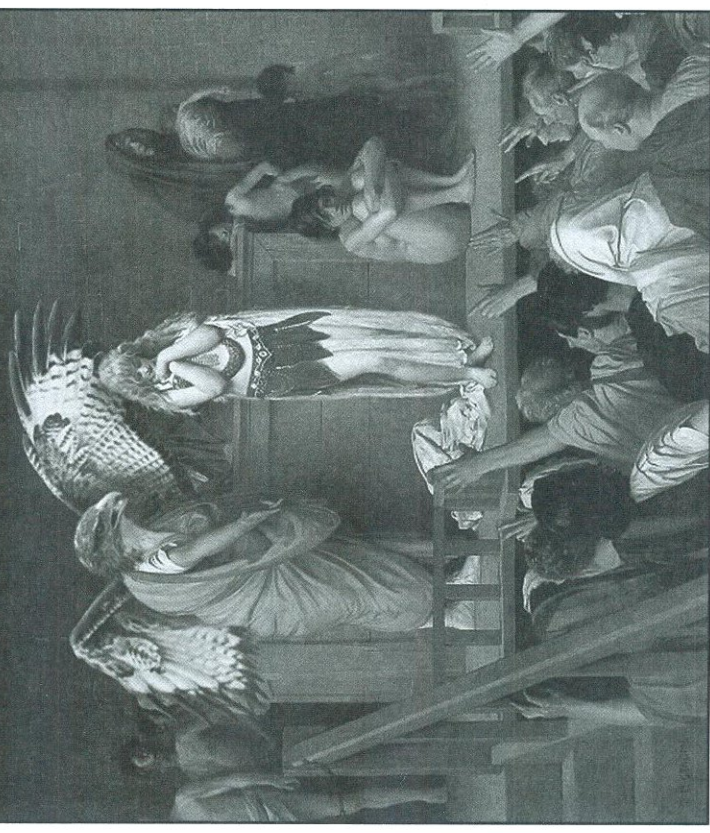
D'Molay is torn between his duty to the eternal world and the leading of his heart. His compulsion to protect her pits the wit of a man against the guile of the gods. Visit the wondrous City of the Gods and discover the answers to who the girl is and why the gods left Earth cons ago...

# CITY OF GODS

## SAMPLE CHAPTER



# CITY OF GODS



BY M. SCOTT VERNE  
& WYNN MERCERE  
ART BY STEVE CROMPTON





# City of the Gods: Forgotten

By Wynn Mercere & M.Scott Verne All materials copyright 2013

Here is an abridged version of the first two chapters from *City of the Gods: Forgotten*. This first novel in the series is a mystery/fantasy that hinges on the identity of a helpless woman and how she may become a direct threat to the Gods themselves.



There was no heroic last stand to stop the invasion. There were only three meddling gods whose sudden interference no one had foreseen. One challenged, the second seduced, and the last gambled all of their might on a single, dirty blow. To say the heavens shook would not be true, but what transpired over the realm of Olympus was like the catalyst of so many wars, a unique and pivotal act. As ash whirled above a smoking crater, one of the trio turned to leave, already bored now that the deed was done.

“Wait. We must be sure.”

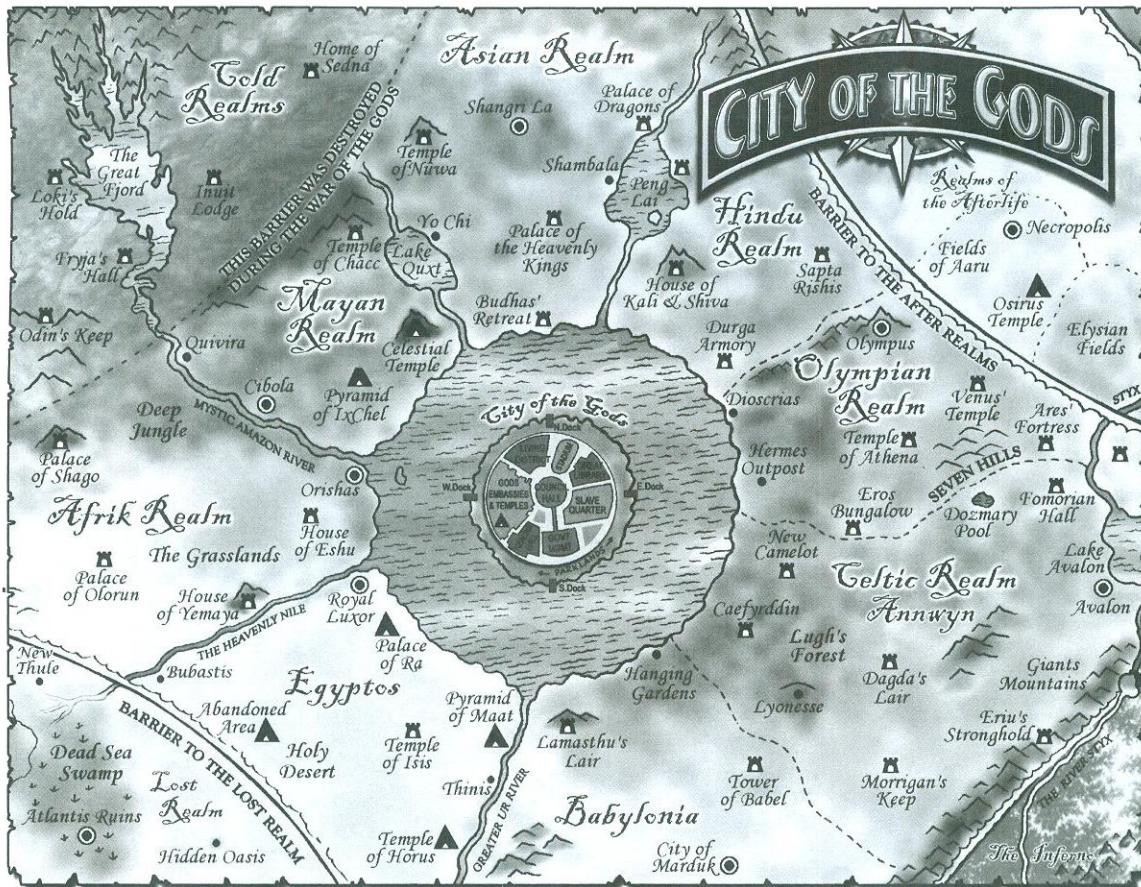
The most cautious, still clad in residual flashes of lightning from the attack, pinned the other two with hard eyes. Of all of them, he had the most reasoned basis for intervening. He prided himself on the moral rightness of what had just been done. He viewed the others with a slight disgust, well aware that they had assisted for reasons more self-serving than noble. While he was willing to overlook their innate deficiencies, he was not open to allowing those failings to undo his own plan.

“Sure of what?” his darkest accomplice sneered. “That it’s dead? Death is no absolute here.”

“You struck so quickly and now chide us for haste?” the female chimed in.

“I’m sure you have been accused of far worse.”

The object of the righteous one’s accusation shrugged, sidled closer to the dark one and stroked the side of his neck. A streak of blood was left behind. He pulled away from her touch.



The novel takes you to the home of the gods and you learn they dwell in a place where deities from all of Earth’s cultures must live together. How they work with or against each other is part of the appeal of the book. Where else can you see Zeus and Quetzalcoatl plot against each other, or Set and Ares wage war?





“Linger if you must,” he said. “I will not be caught here.” With a last glance at the burning landscape and an irritated swipe at the gore left on his throat, he merged with the cloud of ash and vanished. After an awkward moment of glaring at one another, the remaining defenders also fled the scene. The countryside of Olympia burned in bright testimony to what they had done for the sake of the City far beyond its borders.



In the City of Gods, everlasting life ran its course, the populace ignorant of the greater deeds on the fringes of their world. A small house on one of its humblest streets was home to D'Molay, a man who was a tracker for the gods.

The front door opened and he stepped out to join the crowd heading toward the temple district of the City. The going was slow, as he had feared.

Even those in official processions found their progress impeded. By City law, common foot travelers had to give way for temple parades, but even those granted the privilege of walking in ritual formation did not enjoy a pleasant stroll. D'Molay was trapped behind one such procession. *I need to just stand to the side and wait for this procession to pass*, he thought. He stepped back and leaned against a wall. It was then that he noticed what looked like a statue lying in the nearby side street.

The pale statue remained undisturbed by the busy residents of the City. No one noticed as a slight trace of pastel spread across its feminine form. A series of shudders wracked it, the movement disproving the assumption that it was made of stone. The power of life forced itself in. A trickle of wastewater flowing around the side of a beautiful face coaxed senses into operation. The touch of wet, cold street stone dominated several other vague feelings. It was uncomfortable, and she didn't like it.

The cobblestones broadcast a shuffling song to her awakened ears. What made the noise was unseen, for her eyes were still shuttered to the



outside world. Movement seemed a very unnatural concept, but the girl managed to open her eyelids. A wisp of curly hair, almost white with a hint of honey color to it, lay across her face. She peered through it.

She could see the uneven surface of the street on which she lay, and one of her hands, but the rest of the world was out of focus. Indistinct things were moving - people walking? Wheeled boxes rolling? The girl wanted to get away from the things, yet at the same time wished to be closer so that her weak eyes might see them better. But to progress either forward or backward, effort would be required. She wasn't sure she could shift her body, but she had to try. She stared at her hand. Would it respond if she tried to make it move? It twitched as she concentrated, then slowly and painfully reacted to her thoughts. It seemed odd and unnatural to make it obey in such a way.

The girl tried to sit up, using her hand and arm to steady herself. This all seemed very wrong somehow, but she accomplished it with some effort. A moment later she felt very dizzy and almost fell right back to the cobblestones, but was able to resist the sense of vertigo until it passed. Feeling steady again, she realized the fog had lifted from her eyes. She sat stunned for a few more seconds, taking in her surroundings. Nothing was familiar to her at all - including herself.

As she sat frozen in shock trying to remember who she was, she noticed that not everyone on the street was walking by. A group of men in colorful garb had stopped to stare intently at her. Some of them were talking in hushed tones. A few seemed amused. Several had a strange flushed look on their faces that she did not recognize at all. Others in the crowd, which continued to grow, seemed annoyed, even angry. One of the angry ones approached her. He was an older man with an air of authority, clad in a long burgundy coat with a brushed sheen. His black boots were wrapped with leather straps. She especially noticed the long curved sword at his side.

“How dare you lie out naked in the streets like this, harlot!” he said in a loud clear voice. His accent was heavy and almost rhythmic.

“N-naked? I - I'm naked?” It was the first time the girl had heard herself speak. She had a soft, gently pitched voice that immediately contrasted the rough sounds of those around her. She quickly looked around and saw that no one was naked except for her.



for your whoring!" The offended man removed his outer garment and threw it down to her. She held it over her body as he quickly walked away. A pair of youths began to laugh at her as a different man from the group stepped closer.

"What's your name, girl? Who do you serve?"

She looked up at his stony face for a few seconds. "I'm sorry. I don't know my name," she replied somewhat ashamedly. She wasn't sure if she even had one. As for the man's second question, she had no idea how to answer.

"Well my name is D'Molay. You look like you need some aid. Did you fall from the sky and strike your head?" Everyone but the girl laughed at his incredulous question.

"Don't see any wings," one of the laughing boys pointed out. "Maybe she hit a wall. Look for a dent."

The older man exhaled a weary sigh and looked up at the surrounding buildings as if he might actually see such evidence. "Well, did you hurt yourself?" he asked.

"I don't know." She stiffly turned to get a better view of the man, still getting used to moving her body. "I don't feel like I hit my head." She reached up to touch it for the first time. Her fingers met the warmth of soft, thick curls.

"Whether you did or you didn't, you can't lie in the streets with no clothes. Something must have happened to you. I'll take you to a healer who can help. Can you stand up?" He held out his hand, but she was very slow to respond. For a moment it seemed she didn't understand the question or his gesture. Then, clutching the heavy coat with one hand, she reached out and took his hand with her other. She held on tightly as he pulled her up. To her, it seemed like an awkward way to do things.

As she rose from the ground she felt a rushing sensation in her head. Unable to balance, she fell forward. The man was quick to move his arms under her own to catch her. The coat she was holding dropped,

leaving her completely exposed once again. Her creamy white skin and blonde hair stood out against his darker complexion and brown clothing. Men of all ages around them chuckled again, some making odd hooting and whistling sounds.

"Perhaps it will be easier if I just carry you. You can't weigh too much."

"I feel like I weigh a thousand minas. I don't mean to be so much trouble," she whispered.

He looked her directly in the eye for a few seconds to evaluate the truth of her words. "I think I can bear the trouble of carrying a beautiful woman down the street," he said at length, casting a glance at the grinning spectators who were nodding as if they already knew his answer. "No, I won't mind a bit. Hold on!" And with that, he scooped her up in his arms and marched off, leaving the coat behind on the ground. After all, he couldn't hold her and pick up the coat at the same time. Besides, he was enjoying the view as he carried her away.

Continuing down the street with the light burden in his arms, he realized he had no idea what one 'mina' weighed, let alone a thousand of them. The girl probably just imagined she was heavy. In D'Molay's experience, women, especially maidens like this one, often overestimated their own weight.

As she rode along in her benefactor's arms, the mystery of her current predicament was foremost. Looking up at the confident face of her new friend, however, pushed some of the fear away. Perhaps if she relaxed and observed the world around her she would remember something. She tested this first by examining the man. His dark hair hung straight to his shoulders, uneven edges brushing a thick half cape that hid the mass of his upper arms. Those were encased in a thinner coat that closed in the middle with hard, oblong protrusions that nested into rope loops. His coat was not as soft against her naked side as the one the other man had thrown, and it was plainer and darker in color. She reached up to touch the side of his cheek. Her fingers brushed against hair that grew densely around his mouth and on parts of his chin. Checking her own face, she found nothing at all like that. She wondered if everything in this place felt different from everything else.

At her touch, he smiled very slightly. "It's been too long since I've seen a barber."





“Is a barber like a healer?” she asked, and his smile broadened into an open laugh.

“They like to think they are, at least when it comes to cutting things off. But I wouldn’t trust them with anything beyond my beard.”

The mention of things being cut off caused a small gasp to pop from the girl’s mouth. She wasn’t sure why this was so upsetting. She didn’t feel like she was missing anything, and from what she could see she had the same number of body parts as everyone else here. Since everyone else was clothed, however, she couldn’t be absolutely sure.

Her body shifted in his arms as he began to ascend a new kind of street, one made of smooth stone steps. Up and up they went, and the man exhaled a weary sigh of relief when they finally came to the top. “Why is it that no one ever sets up shop at the bottom of a hill?” he grumbled to himself.

An amused voice from behind them answered. “Because, D’Molay, there is no drama in convenience.”

“Kafele, you appear like an actor from a stage trapdoor. Foolish of me to think I’d find you in the apothecary where you belong,” D’Molay said. Kafele had the jarring gift of being in the right place at the right time. Many patients would be dead today if not for his effortless ability to arrive with aid at the critical moment. For as long as D’Molay had known the healer, this trait should no longer be surprising; yet he still found it uncanny.

“Your assumption was reasonable, just incorrect.” Kafele took a step closer and looked down at the girl.

“She is ill?”

“No,” she bravely responded for herself, comparing Kafele to her friend.. While D’Molay was strong and solid, Kafele was taller. His gestures were more fluid, and his face, along with most of his head, lacked hair. The robe he wore was enveloping and it seemed thinner than the fabric of D’Molay’s garments. Aavi’s embarrassment

was increasing as she realized she had no clothes, lacked a name, and had no idea how she’d even gotten here. “I don’t know who I am,” she admitted nervously.

“Interesting. Let’s go inside.” Kafele shifted a knapsack that was slung over his left shoulder and withdrew a set of keys from it. “Despite D’Molay’s belief that I’m a frustrated street entertainer, I do not normally treat patients in the City square.”

“You would if you had an audience,” D’Molay charged.

“And you two are drawing one.” Kafele gestured to a few men grouping around the three of them, hoping to get a better look at the naked girl. “I think we should continue our visit at my new dispensary. Come.” Kafele turned in the very direction from whence they’d just come and started down the great stone steps.

“Don’t tell me I climbed these steps for nothing!” D’Molay balked.

At the sound of his protest, Kafele grinned back over his shoulder. “If you’re tired, I will mix you a vitalizing tonic. Now hurry up before our patient catches a cold.”



*Editor’s note: Our heroine gets an exam and they discover something unusual about her. They also give her a name... Aavi. In this next chapter we learn a little more about D’Molay and the workings of the City of the Gods.*

“W

e’ll get a horse cart, and then I’ll take you to the ferry. I’m sure I can get the ferrywoman to go with you to Buddha’s Retreat,” D’Molay assured Aavi. He had helped the ferry operator several times in the past and she owed him at least one favor. “Who knows,” he added, “maybe the fresh air will clear your head and you’ll start to remember a bit about your past.” D’Molay gave Aavi an encouraging smile. His initial resentment at being saddled with her was being quickly dispelled by her sweet and gentle nature.

“Thank you for all the help you’ve given me, D’Molay. I’d still be lying in the gutter if you hadn’t come forward to help me.”

“Helping people is what I’ve always done, even before . . .”

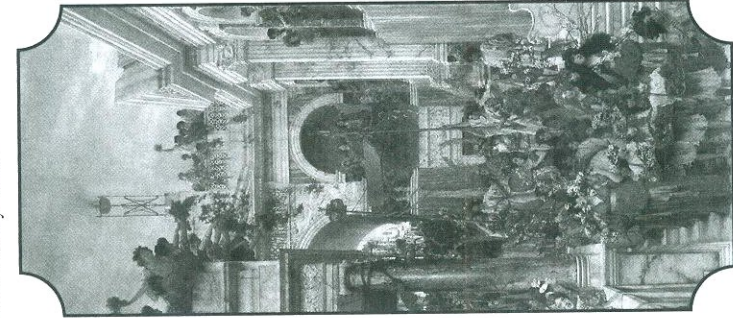
Aavi waited expectantly for D’Molay to explain, but he merely continued to walk. “Before what?” she asked.

“Before I came to the City of the Gods,” he said, quickly breaking free from his memories. “Now, let’s find that cart and get you on your way.” D’Molay smiled again at Aavi, hoping his simple answer would be enough for her.





“All right then.” Aavi looked at D’Molay in a new light. Beneath his rugged features and gregarious smile, there was a deep hurt in his heart. She could sense somehow that something terrible had happened to him. He had been betrayed, and then suffered in the worst way imaginable. Aavi wondered how she knew this. Was this some unique power that she alone possessed, or did everyone have this ability? Without her knowledge of her past, she had no way of really knowing. She hoped that the Oracle across the lake would be able to shed some light on who she really was.



They continued along rose-colored marble palisades past other elaborately dressed healers and patients. Everything in this part of town seemed grandiose, elegant and perfect. Aavi was fascinated by the amazing blend of cultures and peoples she saw as they walked along. She had no previous memory of people coming in such variations of shape, color and size. There were nine foot tall muscular amazons in shiny brass armor; tiny thin men in animal furs with skin as dark as the night sky; a golden man in a red robe with a long braided beard, his body as round as a ball, and more kept passing them by, more than she could take in. All the people she had seen while in the City, and the City itself, were breathtaking. Aavi felt as if she could spend a lifetime just exploring this street. If it weren’t for her predicament she would be deliciously happy. But she had to find out who she was and how she ended up in this amazing place.

A few minutes later they arrived at a grand stone-columned stable that rented out horses and carts. She noticed that, as he had at the healer’s, D’Molay gave the person in charge the things called coins.

“Where do you get these coins?” Aavi asked as they got into the rented cart.

While looking at her in the way a kind teacher might regard a slow stu-

dent, he explained. “I do tasks for the gods, usually things like tracking down rare items or taking someone safely to a destination. In exchange, they give me coins that I can use to obtain things like this cart.”

“I see,” Aavi replied with some interest. It dawned on her that she would have to get some of these coins if she was going to stay here for any length of time. She and D’Molay would be parting soon, and she needed to know more about this. “Is there a way I can do tasks for coins?”

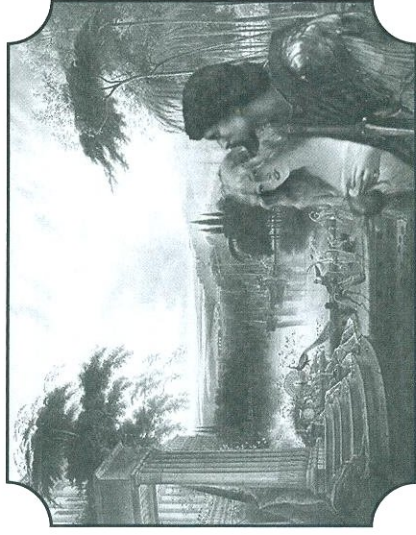
D’Molay almost winced at the thought of what others might want the girl to do to earn coins. He answered her as delicately as he could. “Well, Aavi, there are many ways that someone of your beauty might earn coins, but just promise me you won’t tell anyone you want to for now. It could be very dangerous for you to attempt that . . . in your current state. Trust me on this, Aavi. I shall lend you some of mine. After your memory has returned, you can worry about paying me back. Now - promise you won’t try to earn any coins.”

Aavi was confused, but D’Molay hadn’t yet given her any advice that wasn’t helpful. “Very well, I promise not to try to earn any coins.” She straightened up on the cart’s bench; still not really understanding why he could earn coins and she could not.

D’Molay looked satisfied by her reply as he guided the horse cart along the boulevard toward the City gate. With his free hand, he pulled out a small green leather bag about the size of his fist and handed it to Aavi. The bag made a chinking sound as it landed in her hands. “Here. Take these coins with you. You need to understand that there are gods and people here that would want to do very strange and sinful things to you that I don’t think you are ready for yet.

When you have your identity and your memories back, then you can make a clear decision about the kinds of tasks you want to do for coins.”

She could feel the great concern in his voice. For a moment,





the darkness in his heart seemed to soften and grow fuzzy. "I promise, D'Molay, and thank you for the coins. I'll return them to you one way or the other," she replied as she held the leather bag and looked at it.

"Good . . . good," he replied with relief. They rolled under the City gate and drove toward the vast parklands beyond. Those who wanted to enter the City were massed in a long line. Guardians with golden spears stood on either side of the entrance to make sure each entrant was properly examined. They paid little attention to anyone leaving the City. Aavi stared at several beautiful crystal pillars that the people were waiting near as she and D'Molay passed by them.

As the horse clip-clopped along in the midday sun, they moved in and out of the shadows cast by the trees that lined the path. Aavi suddenly remembered another question she wanted to ask. "I heard the healer call you a Freeman. What does that mean?"

He answered without looking at her. "Almost everyone in the realms is bound to a particular god or pantheon. Some are slaves, some are priests, some are mythical beings and demigods, but almost all of them belong to or are protected by a higher level god. A few people are not bound to any god at all for one reason or another. I am one of them. They call a person like me a Freeman."

Aavi smiled. "So it's a title you earned?"

"Yes. I earned my title when I helped a god escape from Purgatory. That was many years ago." He paused at this, as if nothing more needed to be said on the matter.

Aavi looked pleadingly at him. "But how did you get here?" She truly wanted to know. Perhaps if she knew how he got here, it might help her learn something about her own situation.

Looking back at Aavi's perfect, yet anxious, face, D'Molay could not refuse her an answer. "I'd been in Purgatory for quite a while, and as one who had always traveled the roads, protecting others, I was driven to travel that dreary land fully and see all that it contained. I saw all its empty grey splendor and sad inhabitants, all filled with regrets and sorrow. Just being there drains one's soul, and there is no way out for any mortal sent there, not until the final judgment day, assuming there ever is one." D'Molay paused as if he were trying to decide something. He looked out over the grassy hills, the pond, and the fluttering fairy folk

travels there I found three huge iron gates that led out of Purgatory. One of them led to where we are now, the City and its realms."

"So you came through the gates," Aavi assumed as they traveled down the dirt trail. A thin wisp of flaxen hair blew across her face as she looked at her protector.

D'Molay gave her a woeful smile as he looked back at her. "Not at first. I tried to open those gates for many years, with no luck. Finally, I gave up and took shelter in a broken down hovel outside of one of the cities of the dead. I accepted my fate and tried to live in the dark ennui that permeates Purgatory. It is an empty existence where nothing happens and nothing changes."

"So how did you escape Purgatory?"

"Well, a few years later, someone brought a young godling to my door. He was trapped there due to some kind of teleport accident and he was looking for a guide to lead him out. Word had gotten round about my explorations so I was the natural choice. I knew where all three gates were and which one led to the realm of the gods. The gates are far apart from each other and it is a long journey. Should you go to the wrong gate, it would take you many years to travel to the next one. If this god could get to the right gate, he hoped that he might be able to open it and leave Purgatory. I felt that it was my duty to escort him, but had no real expectation that his efforts would even open the gate. After a long, perilous journey we arrived and he was able to open it." D'Molay guided the cart around another bend. They could now see a small wooden dock jutting out into the lake in the far distance.

"We had traveled together for so long that I think he felt honor bound to offer me the chance to leave with him. I gladly accepted, of course, but told him I could not pledge myself to his service. I had long before decided I would never pledge myself to anyone or anything





ever again. Luckily for me, he was glad enough to escape Purgatory and he let me leave with him. That's how I came to the City of the Gods and I have lived as a Freeman ever since." D'Molay went silent and looked out to the shoreline again.

Aavi had absorbed every bit of D'Molay's story and was slightly envious that someone could know so much about their own past. To remember so much about where you have been and what you had done would be exhilarating. She had many more questions she wanted to ask him about his past. How did he end up in Purgatory? What did he do once he got to the City? And why had he promised he would never pledge himself to anything or anyone? Aavi felt she dare not probe any deeper into his past. She could tell that he did not want to discuss those times any further.

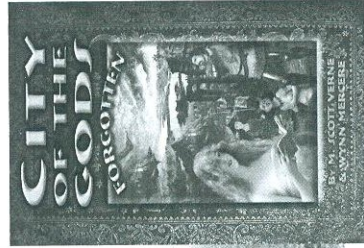
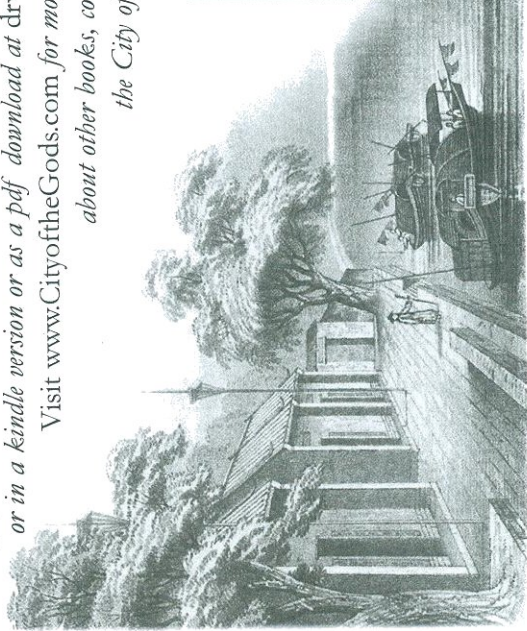
"We're almost to the boat that will take you to Buddha's Retreat. They should be able to restore your lost memories," he said, pointing at the wooden dock on the shores of the lake. Through the trees, Aavi could see a red building, a few boats and a lone figure wearing a triangular shaped hat standing on the dock.

"I hope so..." Aavi wondered who else she would meet in this strange new place.

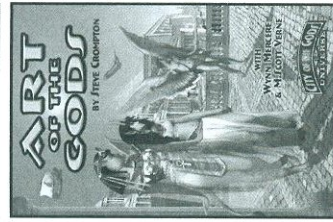
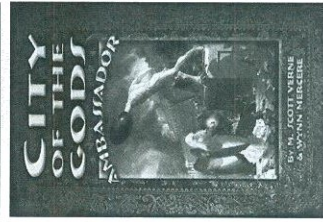
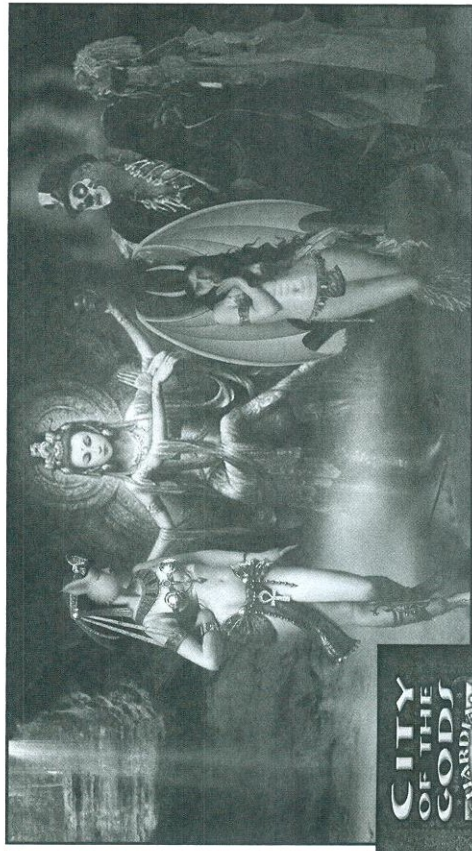


*City of the Gods: Forgotten is available on Amazon.com as a paperback or in a kindle version or as a pdf download at drviethruction.com.*

*Visit [www.CityoftheGods.com](http://www.CityoftheGods.com) for more news, art and info about other books, comics and games from the City of the Gods Universe.*



## DISCOVER THE CITY OF THE GODS UNIVERSE



The 1st novel (*Forgotten*) is a stand alone story.

The 2nd novel (*Guardian*) picks up where the first ended and continues the adventures of D'Molay the tracker, Mazu the Chinese water goddess and Aavi the naive outsider. In that adventure, they must search for the Greek sorceress Circe and in doing so, discover a terrible truth that shakes the foundations of the realm of the gods.

The 3rd novel (*Ambassador*) wraps up the trilogy and reveals the final secrets and ultimate fate of the City of the Gods.

Two short story collections (*Mythic Tales*) and related gamebooks, comics and a book highlighting the art from the series, along with an amazing **audio book** version of the first novel. All of these are available at **Amazon.com**. Just search for "City of the Gods Wynn Mercere."

For more information and updates email [msscottverne@gmail.com](mailto:msscottverne@gmail.com)

Visit [www.CityoftheGods.com](http://www.CityoftheGods.com)



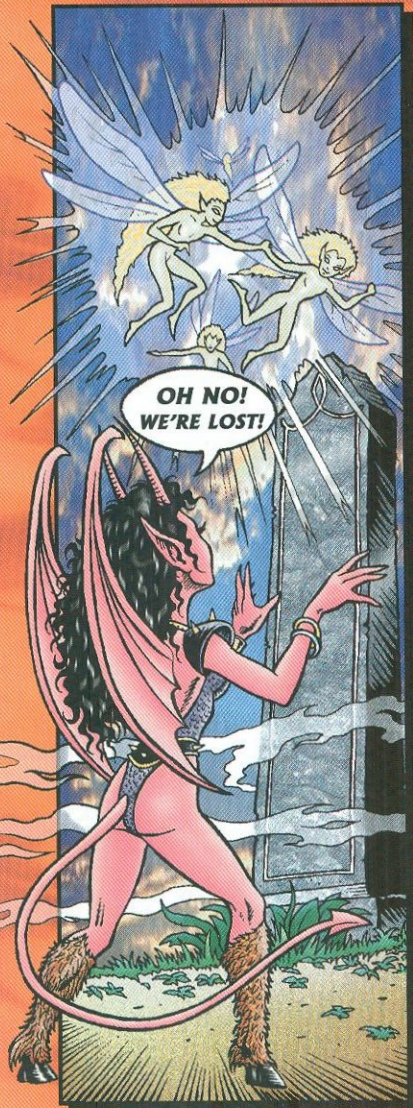
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# YANTHEON

**THIS  
ISSUE:**



**A WORLD  
DIES  
SCREAMING!**





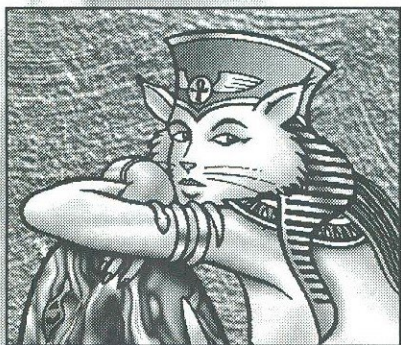
# INTRODUCTIONS

**I**t's been a long time, but we're excited to welcome all our readers back to Pantheon! The delay, due to commitments by our creative staff to other "paying" work, gave us plenty of time to tighten the story and polish the artwork. We hope that you will like what you read and see. Current trends in Hollywood would seem to indicate a large audience for books like this one, so pass the word to all the fantasy fans you know and let them in on this small press gem.

Since late 1995 when our first issue appeared, there has certainly been a resurgence of both mythology and disaster themed entertainment. Television action adventures starring Greek heros are giving tried and true science fiction shows respectable competition in the ratings, and our theater screens have been filled with tornados, volcanos, and alien races bent upon the destruction of Earth. The cinematic perils of our world fit right in with the reign of terror currently plaguing the gods!

However, our immortal heroes have not yet discovered the source of their destruction. Can Lord Ghede or the Council of the Gods help Tara prevent another realm from being annihilated? Read on . . .

— *Debora Kerr*



**P**antheon returns! Many of you who wrote us are intrigued by the mysteries of issue one. Who's that kid? Who are the villains? What does Set really know? This issue will begin to answer some of those questions as the story deepens and things begin to come into focus.

It's been a while since issue one. For that I can only say sorry. I have been deeply involved in other comic and book projects that had to take priority. When larger publishers call, you can't say maybe later. It's either now or never. One's own personal projects are forced to the back burner.

It's a lot of work, but we've all enjoyed putting together this issue, and will work harder to get the next issue of Pantheon out to you sooner. Meanwhile, we really look forward to hearing from you about what you liked or disliked about this issue. So drop us a note with an SASE or an extra stamp and we'll write you back, plus you'll get some other cool stuff too.

Well that's it for now. Check out the letter column in the back to see what other readers thought about the first issue. Bye!

— *Steven Crompton.*

## CREDITS

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*Inks and Cover Coloring by*

*Steven S. Crompton*

*Computer Texturing by Bill Kerr*

*This issue is dedicated to Steve's nieces  
& nephew Paige, Chase & Shaylin  
Willcoxson who I hope will learn to  
enjoy comics as much as I do.*

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AT THE HEAVENLY COUNCIL OF PANTHEON

WHY DO THE NORSE GODS SHUN OUR COUNCIL?

THESE REBELS MUST BE CASTIGATED!

WHAT'S THAT MEAN IN LITTLE WORDS?

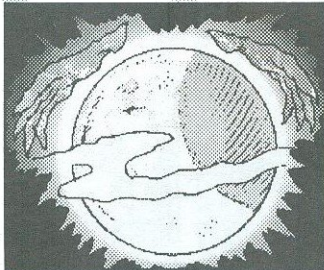
IF YOU WERE ENLIGHTENED, YOU WOULD UNDERSTAND

HE MEANS SOMEONE'S BUTT IS IN A SLING!

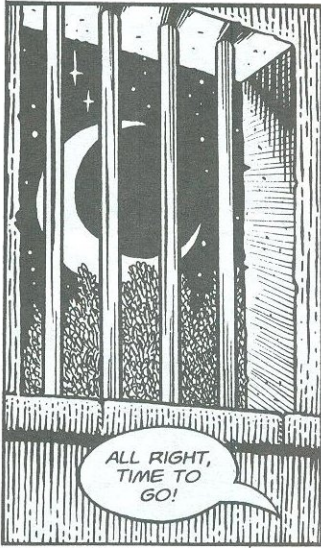
HOPE IT'S NOT MINE!











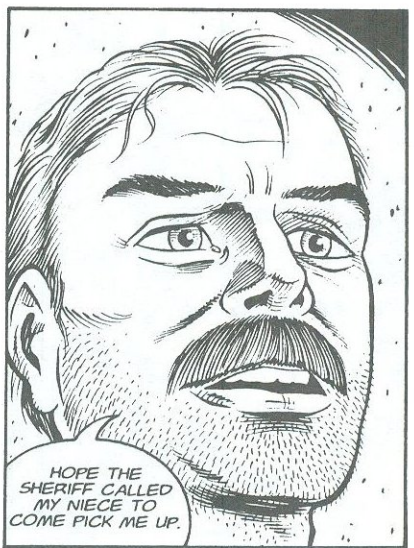
ALL RIGHT, TIME TO GO!



I NEED THESE CELLS FOR MORE DANGEROUS PRISONERS.

YOU MEAN WE CAN GO?

THAT'S WHAT HE SAID SON.



HOPE THE SHERIFF CALLED MY NIECE TO COME PICK ME UP.



I STILL CAN'T LEAVE THE COUNTY. MY CAR'S IMPOUNDED

WE'LL GIVE YA A RIDE TO OUR PLACE.

I... I DON'T HAVE ANYWHERE TO STAY.



THIS IS VALERIE, MY NIECE.

VALERIE, THIS IS TOM.

UHH... HI, NICE TO MEET YOU.



UNCLE SAYS YOU'LL BE STAYING WITH US FOR A SPELL.

YEAH, I GUESS SO... THANKS.



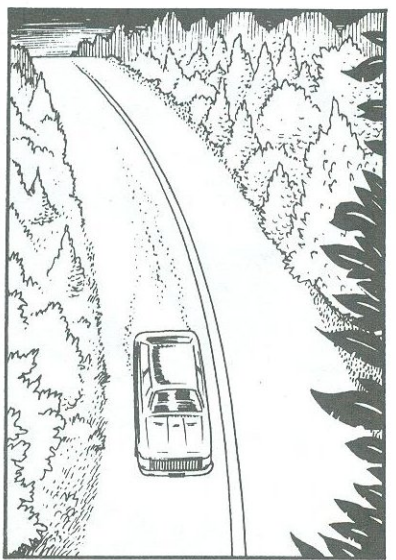
WE LIVE IN A BIG OL' HOUSE-

OUTSIDE OF TOWN.

GREAT!



I'M SURE I'LL LOVE IT...





...AND IN OTHER AFTERWORLDS.

PERHAPS I CAN HELP YOU, LADY TARA.

MY BOOK OF WONDERMENT MAY CONTAIN SOME CLUES.

...AND MY VISIONS HAVE LED ME HERE, LORD GHEDE.

CLUES? TO WHAT?

EVERYTHING! TO ALL THE MYSTERIES EVERYWHERE.

MUST BE A BIG BOOK!

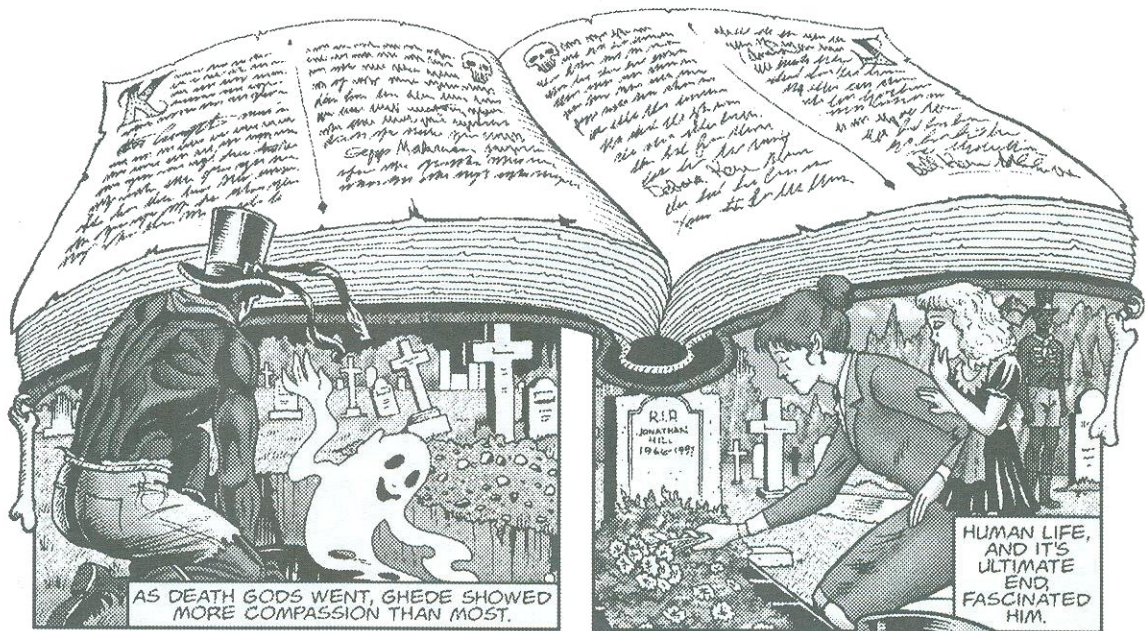
WHAT HAVE YOU LEARNED SO FAR?

MANY, MANY, SECRETS. HAVE YOU MORE TO TELL ME?

I DO HAVE A STORY, BUT I DON'T KNOW WHAT IT MEANS.

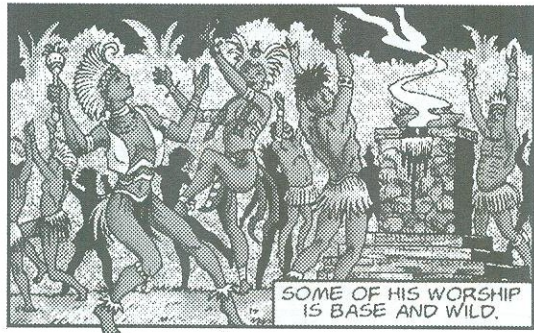
THEN TELL IT TARA, AND I WILL FIND A CLUE FOR YOU.



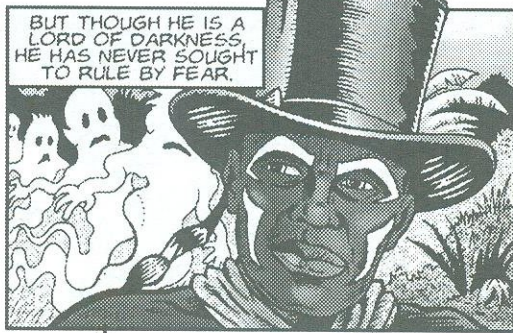


AS DEATH GODS WENT, GHEDE SHOWED MORE COMPASSION THAN MOST.

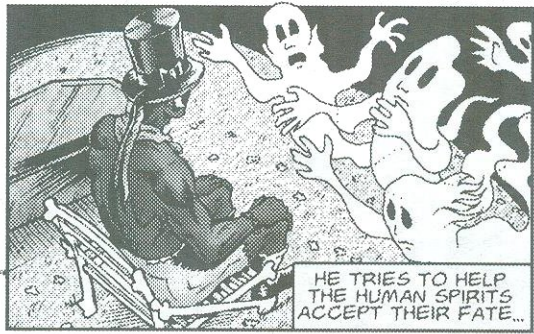
HUMAN LIFE, AND ITS ULTIMATE END, FASCINATED HIM.



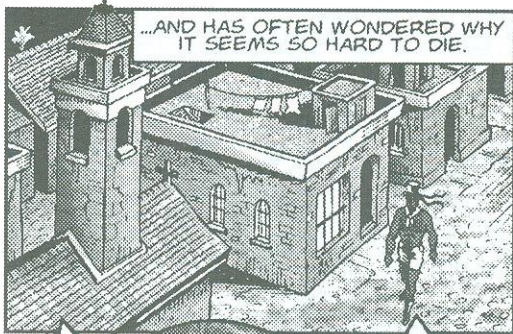
SOME OF HIS WORSHIP IS BASE AND WILD.



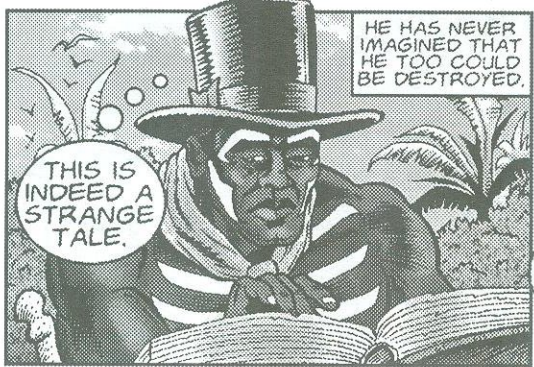
BUT THOUGH HE IS A LORD OF DARKNESS, HE HAS NEVER SOUGHT TO RULE BY FEAR.



HE TRIES TO HELP THE HUMAN SPIRITS ACCEPT THEIR FATE...



...AND HAS OFTEN WONDERED WHY IT SEEMS SO HARD TO DIE.



THIS IS INDEED A STRANGE TALE.

HE HAS NEVER IMAGINED THAT HE TOO COULD BE DESTROYED.



...AND SET NOW RULES VALHALLA.





AND YOU'RE CERTAIN ALL ARE GONE?

THERE'S NO ONE LEFT... NOT EVEN THOR.

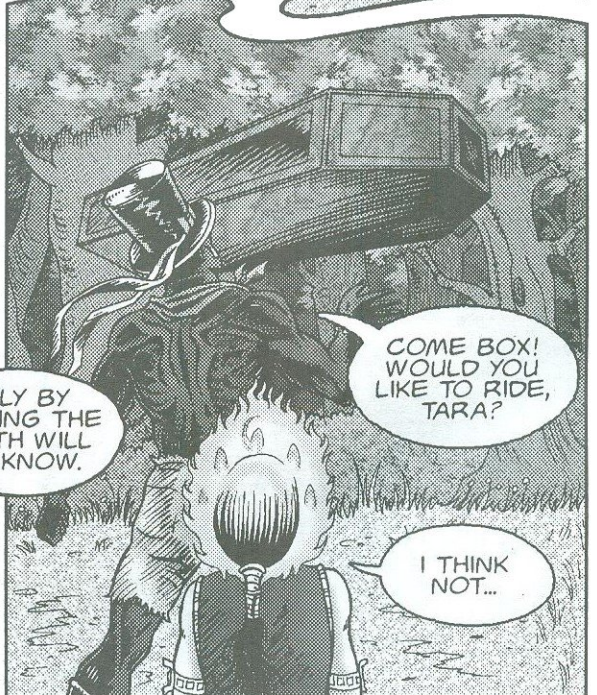
SURELY THE GODS WERE ONLY DISPLACED. NOT DESTROYED.

EVEN WHEN WE BATTLE EACH OTHER, WE ARE NEVER COMPLETELY VANQUISHED.



I WISH I COULD BELIEVE THAT.

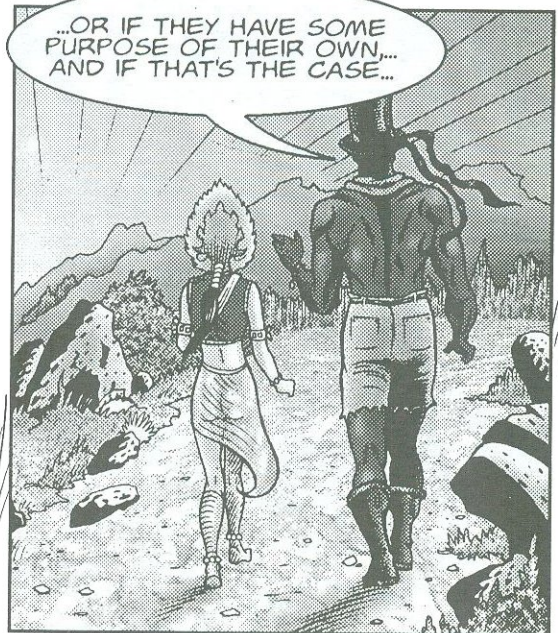
ONLY BY SEEKING THE TRUTH WILL WE KNOW.



COME BOX! WOULD YOU LIKE TO RIDE, TARA?

I THINK NOT...









WE MUST CONVINCE THE OTHER GODS TO FIGHT THEM!

TWO KINDRED SPIRITS MEET, FOCUSED ON REVENGE.

LET IT BE RECORDED THAT THIS BEGAN THE RULE OF SET OVER ALL THE LANDS.



PERHAPS MY QUEEN'S TEMPER HAS IMPROVED. I SHALL HONOR HER WITH A VISIT.



KIT-RA!



I DO HOPE THIS MONSTROSITY IS YOUR TOMB. MAY I HELP SEAL YOU IN?!







MOTHER KIT-RA!  
I HEARD THAT OSIRIS  
HAD SET YOU FREE.

FOR 3000 YEARS  
I'VE NURSED MY  
HATRED FOR YOU!



I'VE COME TO  
PUNISH YOU  
MY SON.

YOU  
WON'T  
FIND  
THAT  
SO  
EASY,  
MOTHER.  
I'VE  
GROWN  
UP.



W..WHAT HAVE  
YOU  
BECOME?!

A GOD AMONG  
GODS -- AND  
YOU SHALL  
SERVE ME.



NO!!



NO? PERHAPS  
MY PETS WILL  
CHANGE YOUR  
MIND.

PROVE YOU  
ARE WORTHY  
TO CARE FOR  
MY BEASTS...

AND I MAY  
LET YOU  
SERVE MY  
QUEEN.

TARA IS  
GONE!! I  
RELEASED  
HER.

THAT WAS  
YOUR LAST  
MISTAKE.

CRANK  
CRANK  
CRANK

MY DEATH  
INDEED! WHERE  
ARE YOUR  
INSIGNIFICANT  
MINIONS?

SHE'LL TELL  
EVERYONE  
WHAT YOU'VE  
DONE HERE.

ENTER  
BRAVE  
KIT-RA,  
AND  
SEE  
FOR  
YOURSELF.

TOO  
BAD...  
HER  
STORY  
WON'T  
TELL OF  
YOUR  
DEATH!



KIT-RA SEEKS AN EXIT TO SET'S CATACOMBS.

NO DOORS,  
JUST MANY  
CHAMBERS.

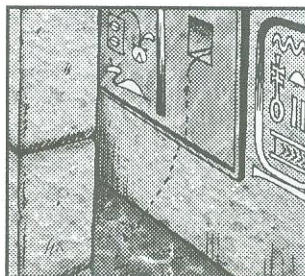
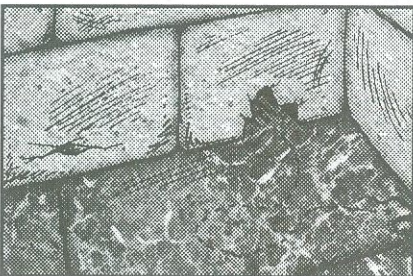


WHY AM I  
COMPELLED  
TO LIE UPON  
THIS BED?

SOON, KIT-RA FALLS PREY  
TO THE DARK GOD'S MAGIC.

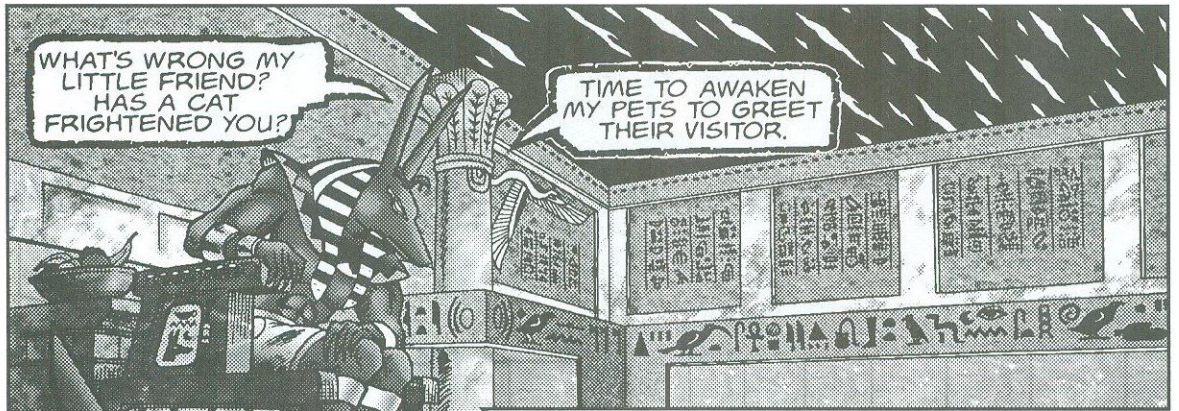


I FEEL... SO  
WEAK... YET I MUST...  
NOT... SLEEP...



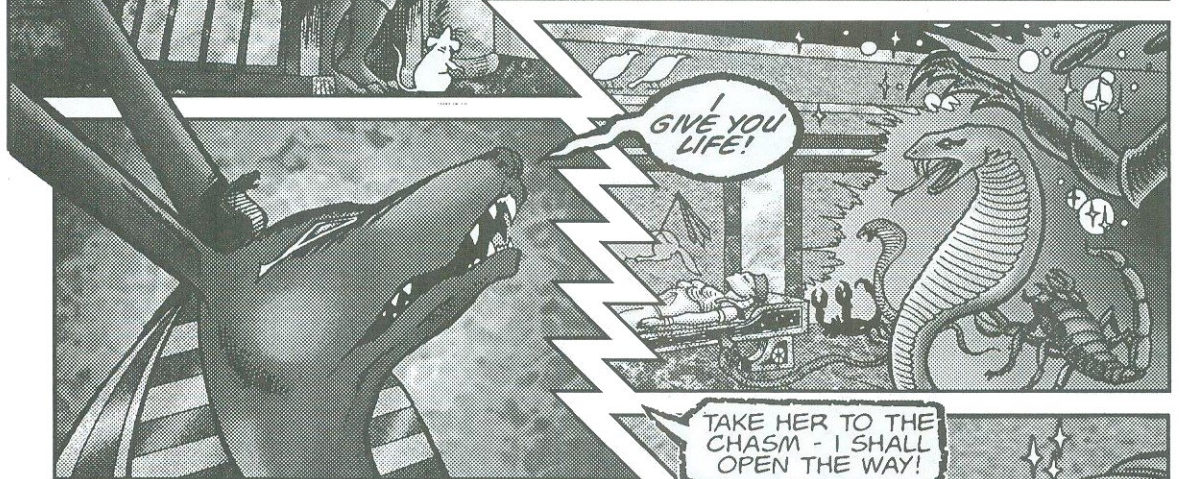
SET HAS CONCEIVED  
A DANGEROUS TRAP  
FOR KIT-RA...





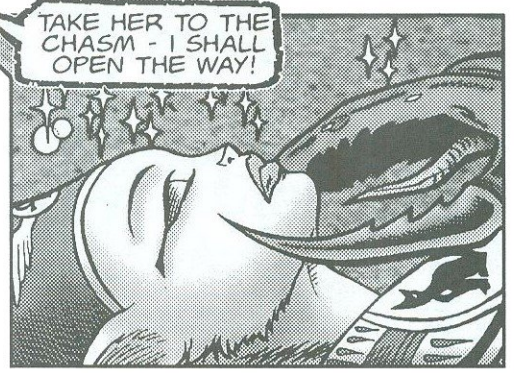
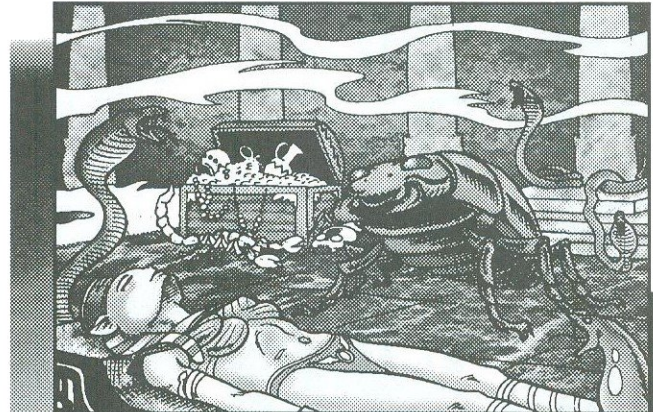
WHAT'S WRONG MY LITTLE FRIEND? HAS A CAT FRIGHTENED YOU?

TIME TO AWAKEN MY PETS TO GREET THEIR VISITOR.



I GIVE YOU LIFE!

TAKE HER TO THE CHASM - I SHALL OPEN THE WAY!



NOW FLY! FIND TARA SO THAT I MAY AGAIN CLAIM HER AS MINE!



I KNOW THE SECRETS OF PANTHEON! SHE CANNOT HIDE FROM ME!



GHEDE AND TARA SEEK THE TRUTH.



OVER THERE - THE SKY SEEMS STRANGE.

WHERE? I SEE NOTHING.



BUT SOMETHING IS WRONG - I CAN SENSE IT.



WE MUST GO TO THE BRINK!

WHAT'S THE BRINK?

A TEMPORARY HAVEN FOR CONFUSED MORTAL SPIRITS.

IS IT DANGEROUS?

IT IS A GATEWAY WHERE EITHER GOOD OR EVIL MAY PASS.

GHEDE, LOOK! THE SPIRITS ARE BREAKING THROUGH!





WE HAVE TO HURRY! WE'LL FOLLOW MY VISION AND...

NO, TARA.



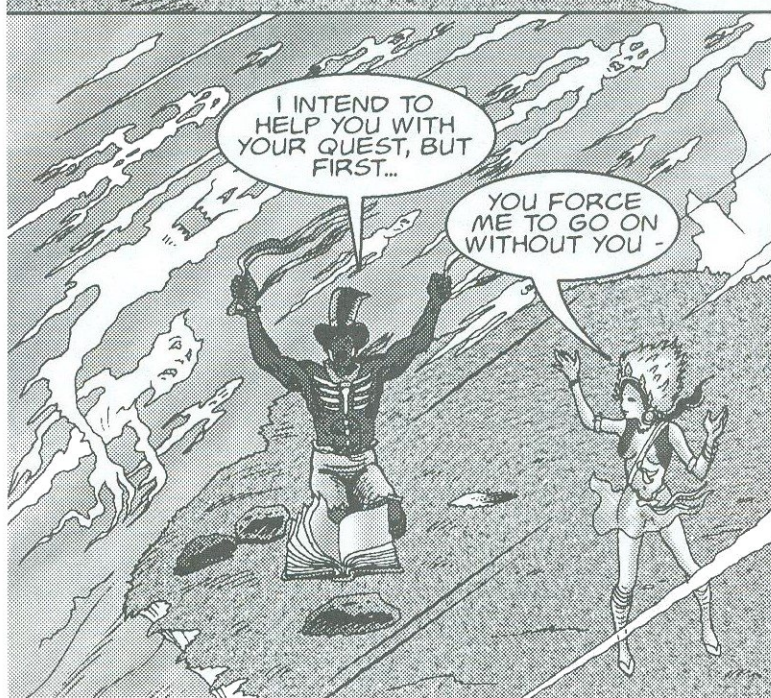
THESE SPIRITS MUST BE DRIVEN BACK INTO THE BRINK.

IF THIS WERE YOUR HOME, WOULDN'T YOU TAKE THE TIME?

WHAT HARM CAN THEY DO? CATCH THEM LATER!



I'M TRYING FOR ALL OF OUR WORLDS!



I INTEND TO HELP YOU WITH YOUR QUEST, BUT FIRST...

YOU FORCE ME TO GO ON WITHOUT YOU -



I'LL FIND YOU WHEN I'VE FINISHED HERE.

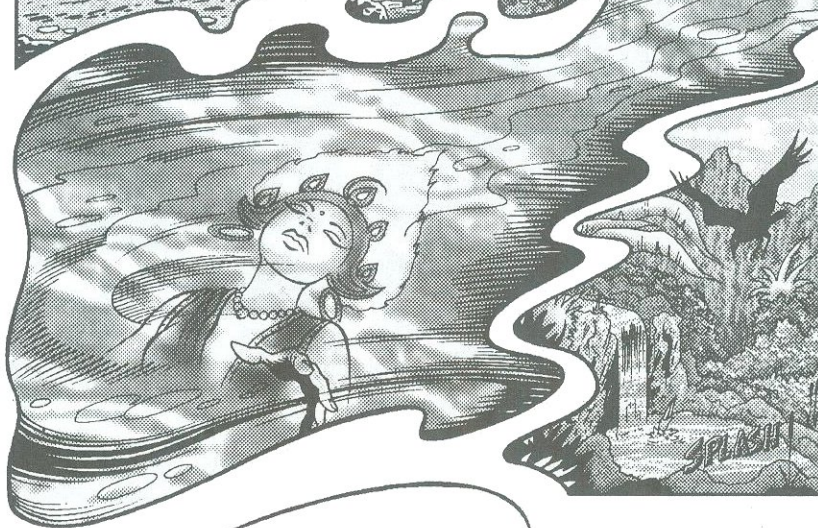
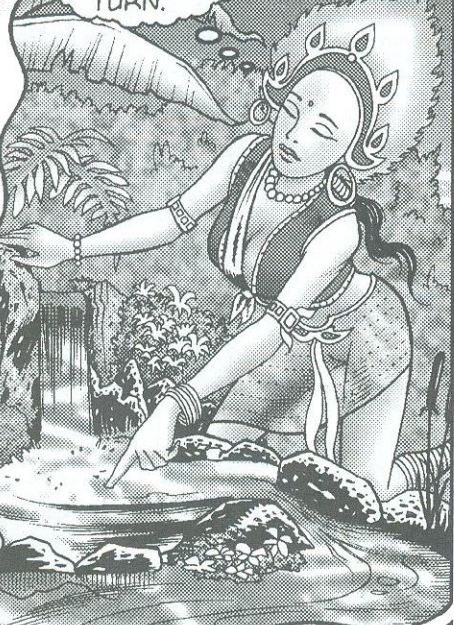
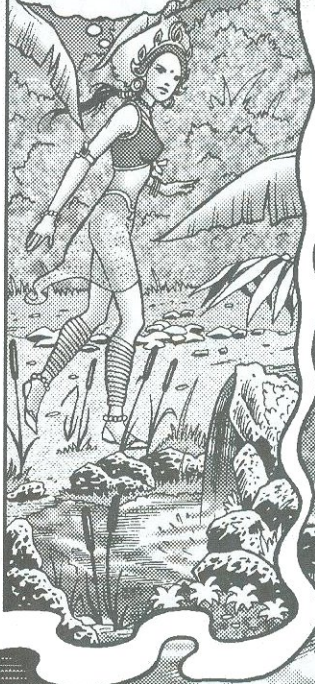




I CAN SENSE WATER NEAR... THERE!

A TRICKLE AS SLIM AS MY HOPE FOR HELP FROM THE COUNCIL.

BUT I DON'T KNOW WHERE ELSE TO TURN.





MEANWHILE...



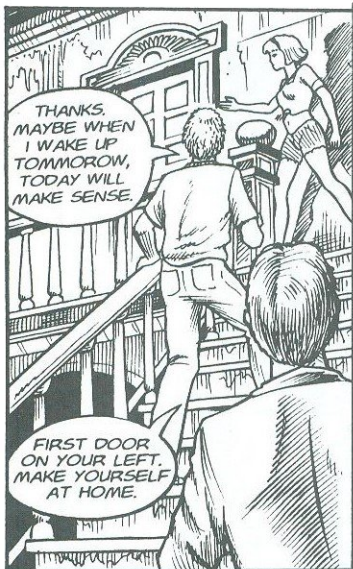
THIS IS SOME HOUSE VALERIE.



I THOUGHT THERE WERE ONLY FARMS OUT HERE.

IT'S A LITTLE RUN DOWN. I HOPE YOU DON'T MIND.

YOU CAN HAVE THE GUEST ROOM.



THANKS. MAYBE WHEN I WAKE UP TOMMOROW, TODAY WILL MAKE SENSE.

FIRST DOOR ON YOUR LEFT. MAKE YOURSELF AT HOME.



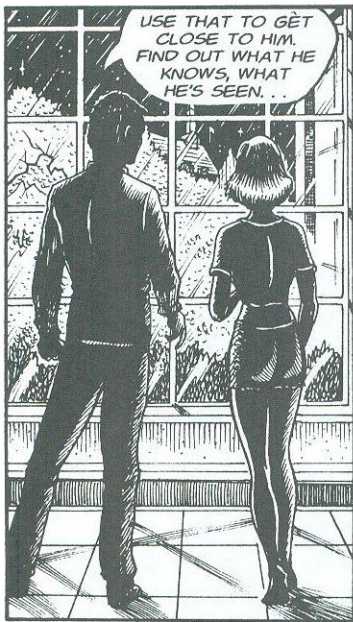
DO YOU THINK HE SUSPECTS ANYTHING?

NO. TO HIM I'M JUST SOME DRUNK HE MET IN JAIL.



AND I'M THE 'GIRL NEXT DOOR', RIGHT?

HE SEEMS ATTRACTED TO YOU...



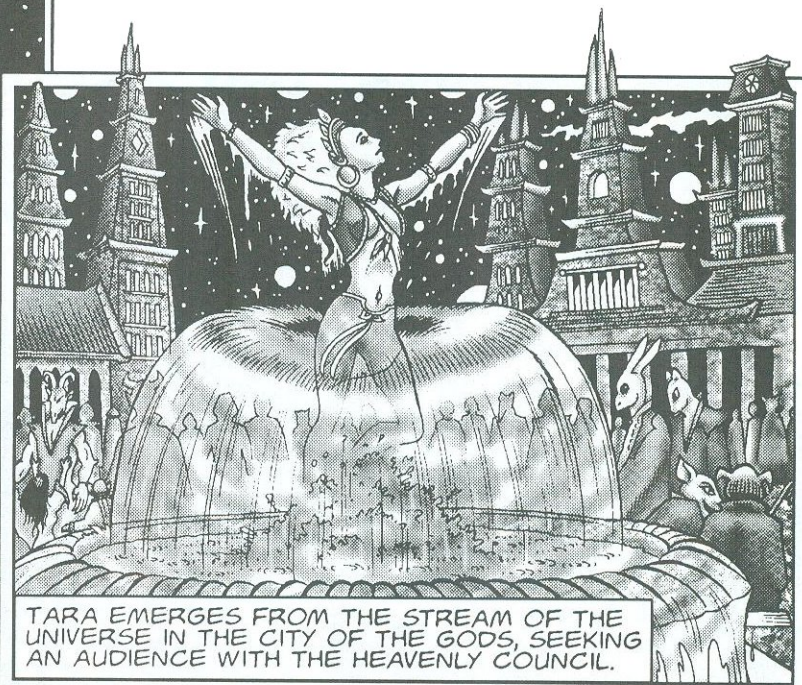
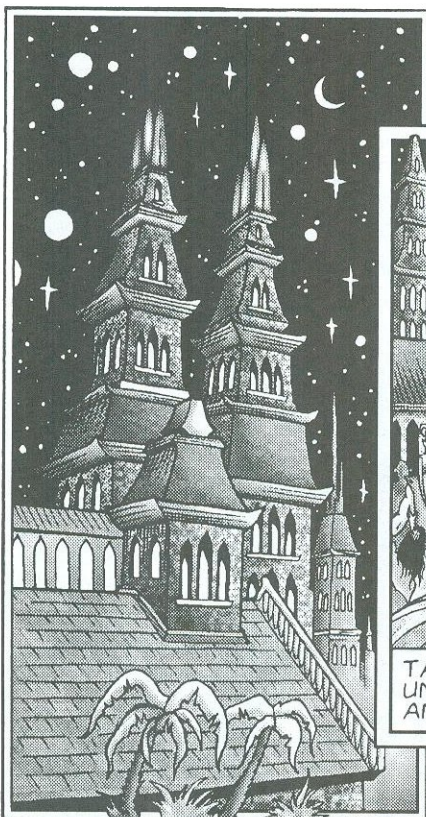
USE THAT TO GET CLOSE TO HIM. FIND OUT WHAT HE KNOWS, WHAT HE'S SEEN...



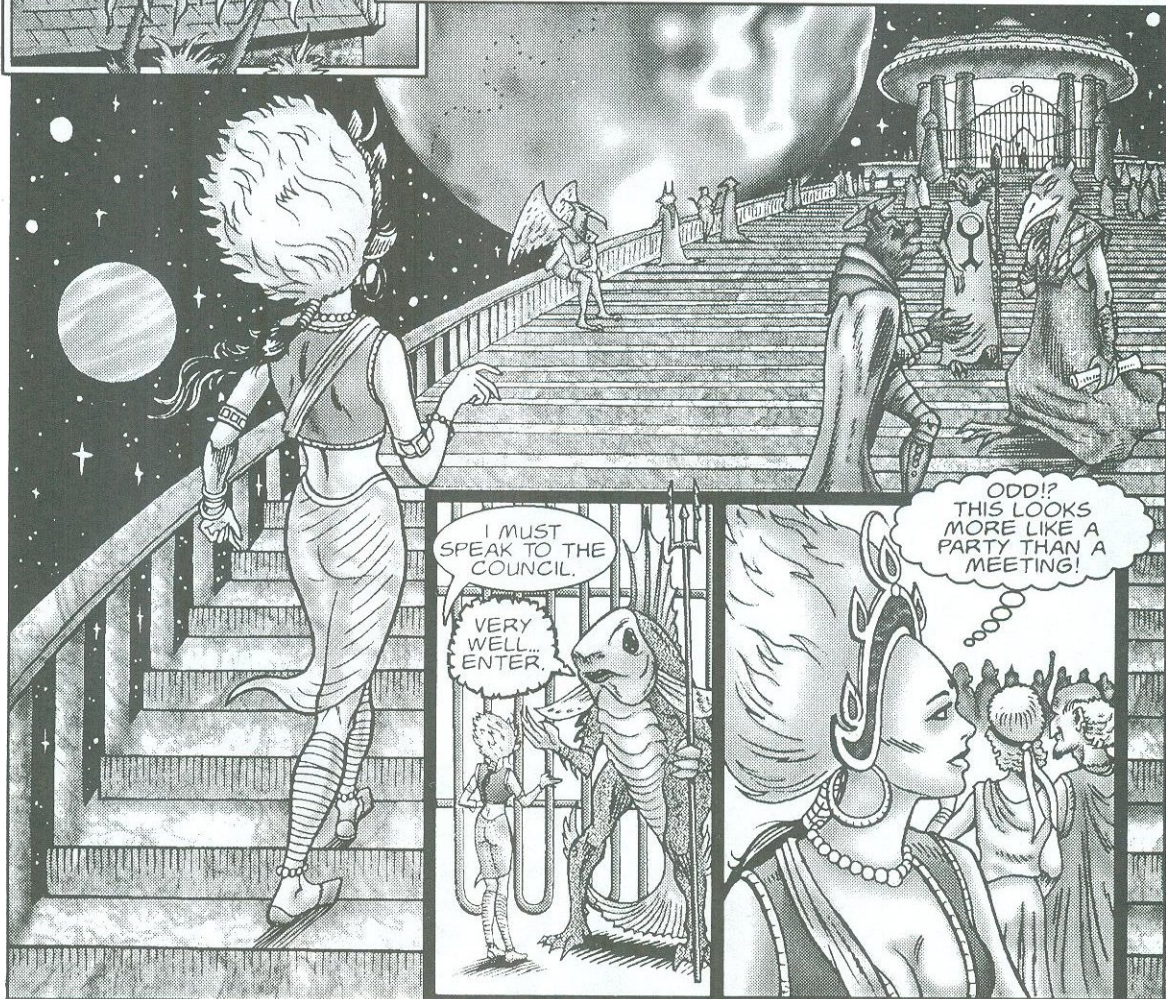
PERHAPS HE'S SEEN A WAY FOR US TO FINALLY GET HOME.







TARA EMERGES FROM THE STREAM OF THE UNIVERSE IN THE CITY OF THE GODS, SEEKING AN AUDIENCE WITH THE HEAVENLY COUNCIL.



I MUST SPEAK TO THE COUNCIL.

VERY WELL... ENTER.

ODD!? THIS LOOKS MORE LIKE A PARTY THAN A MEETING!





ISNT THE COUNCIL IN SESSION TODAY?

DOES IT MATTER? GO SEE...



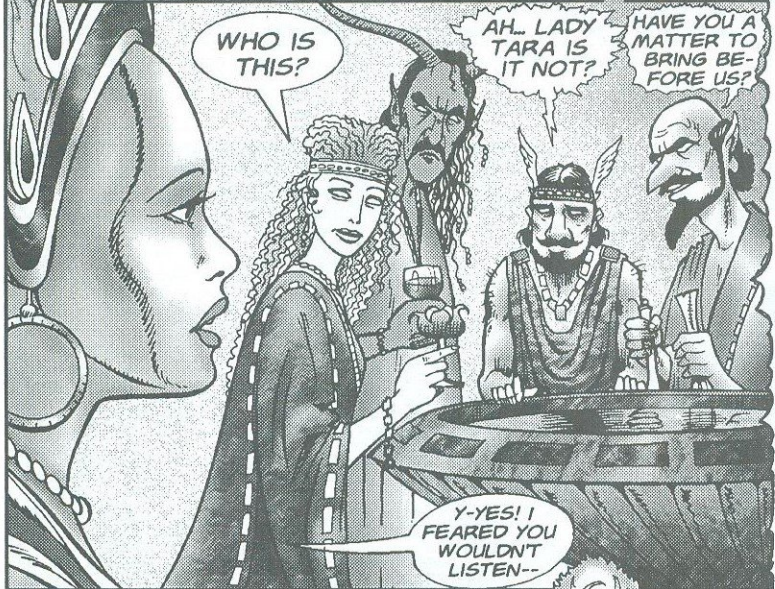
THEYRE STILL NOT HERE!

LOOKS MORE LIKE FAMINE TO ME.

POUR IN SOME MORE OIL...

A KING'S DEATH?

EXCUSE ME...

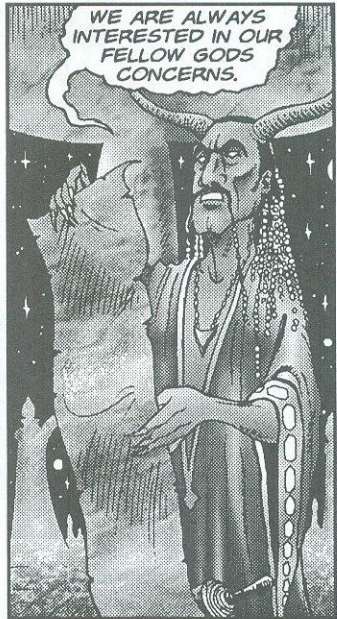


WHO IS THIS?

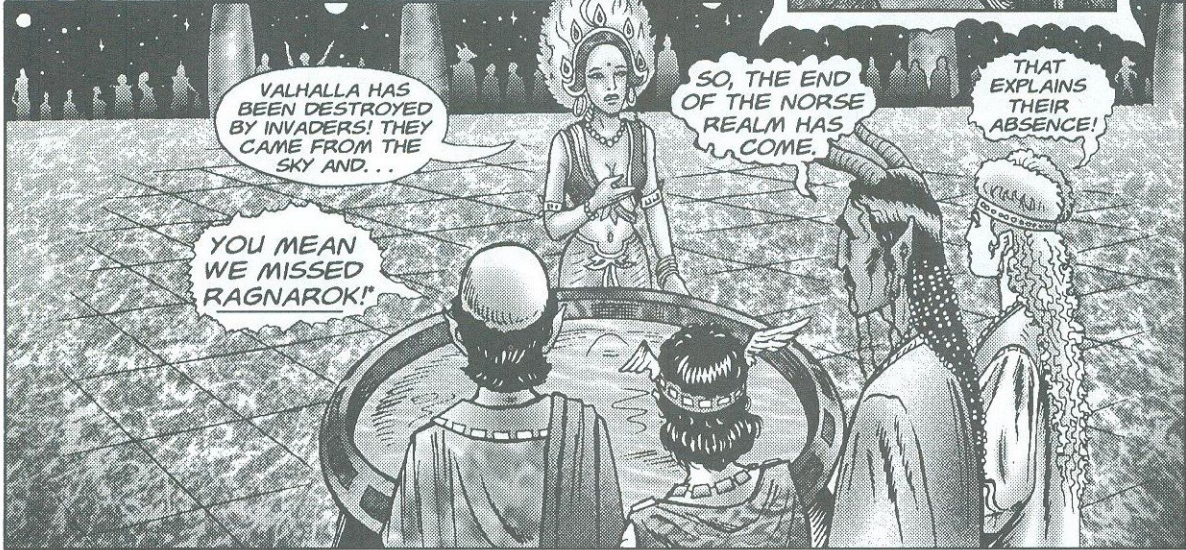
AH... LADY TARA IS IT NOT?

HAVE YOU A MATTER TO BRING BEFORE US?

Y-YES! I FEARED YOU WOULDN'T LISTEN--



WE ARE ALWAYS INTERESTED IN OUR FELLOW GODS CONCERNS.



VALHALLA HAS BEEN DESTROYED BY INVADERS! THEY CAME FROM THE SKY AND...

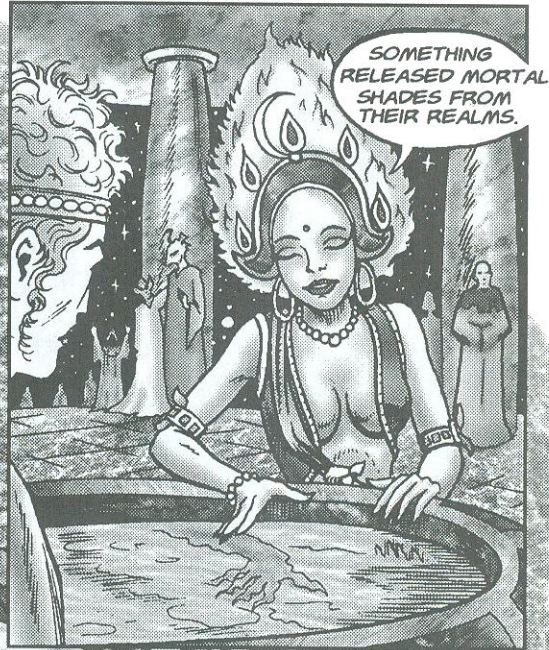
SO, THE END OF THE NORSE REALM HAS COME.

THAT EXPLAINS THEIR ABSENCE!

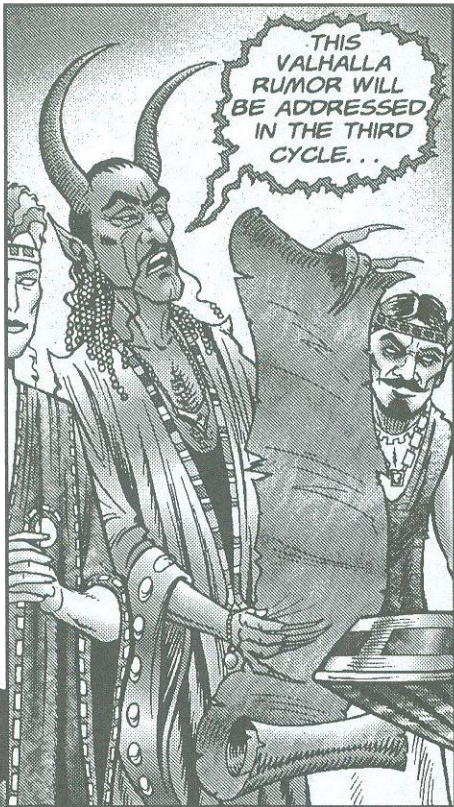
YOU MEAN WE MISSED RAGNAROK!

\*MYSTICALLY PREDICTED ENDING OF THE NORSE GODS.

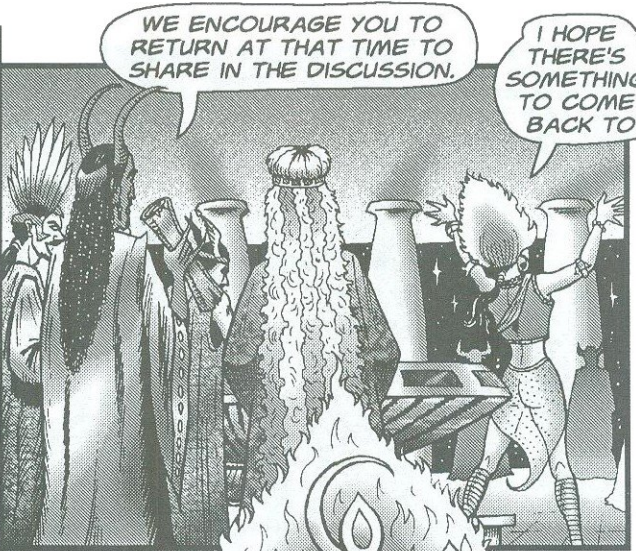








THIS VALHALLA RUMOR WILL BE ADDRESSED IN THE THIRD CYCLE...



WE ENCOURAGE YOU TO RETURN AT THAT TIME TO SHARE IN THE DISCUSSION.

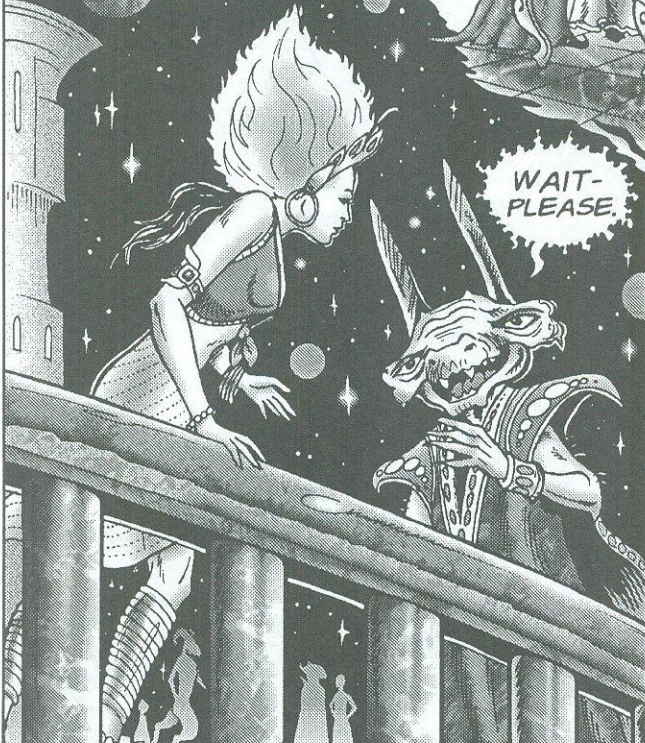
I HOPE THERE'S SOMETHING TO COME BACK TO!



I STILL SAY IT'S A KING..

I'LL GET NO HELP FROM THESE GODS!

DISHEARTENED, TARA LEAVES THE COUNCIL TO ITS MUSINGS.



WAIT- PLEASE.

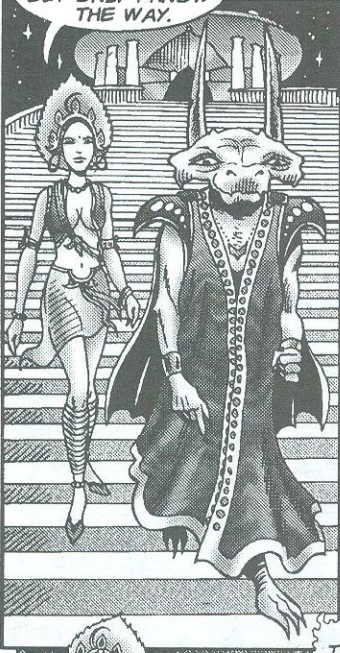


I'M SORRY, I'M IN A HURRY.

IF YOU SEEK HELP FOLLOW ME.



HELP IS WELCOME,  
BUT ONLY I KNOW  
THE WAY.



OH BUT I  
DO KNOW  
WHERE TO  
GO NEXT...



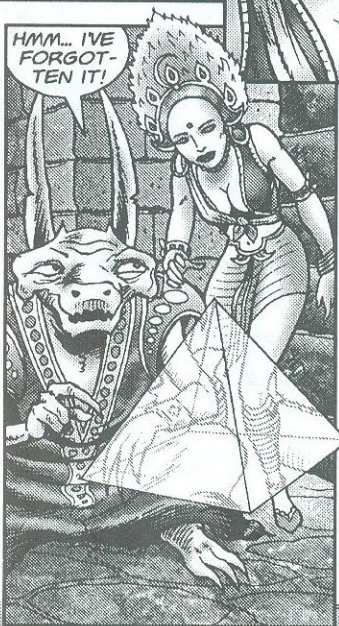
AND  
THERE'S  
A QUICKER  
WAY!



YOU CAN  
SEE MY  
VISIONS?

I READ  
THOUGHTS,  
AS MANY  
GODS DO.

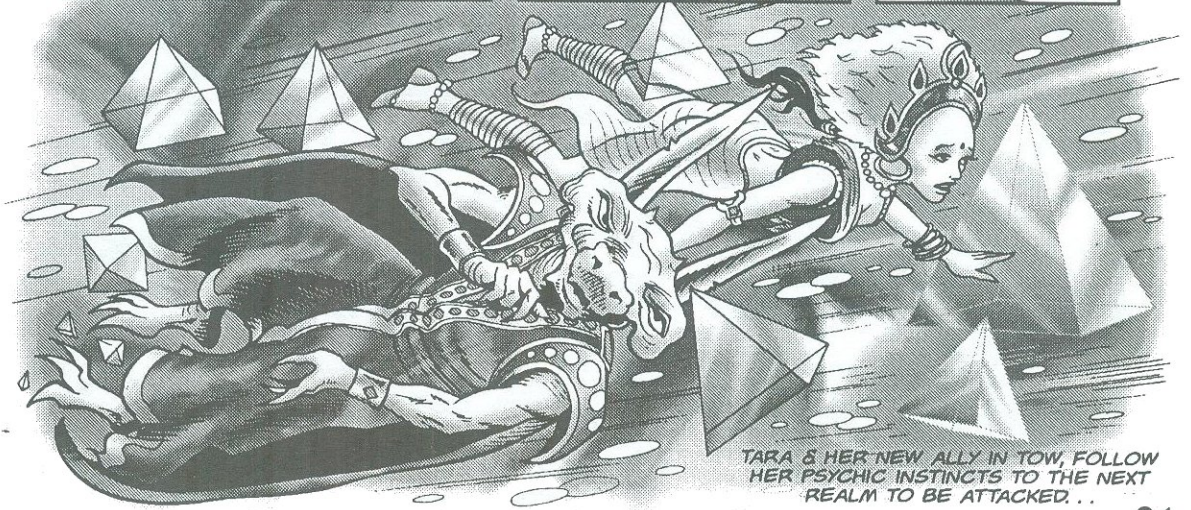
YOU ASKED  
MY NAME, NONE  
HAVE CALLED  
UPON ME IN  
EONS...



HMM... I'VE  
FORGOT-  
TEN IT!



TAKE MY  
HAND &  
THINK OF  
THE VISION.



TARA & HER NEW ALLY IN TOW, FOLLOW  
HER PSYCHIC INSTINCTS TO THE NEXT  
REALM TO BE ATTACKED...



TO AN AFTER-  
WORLD UNDER  
ATTACK...



I'M NOT  
GOING IN  
THERE!

WE MUST  
CONVINCE  
THE GODS  
TO FLEE!

COME BACK!  
THEY'LL NEVER  
ABANDON  
THEIR HOME!

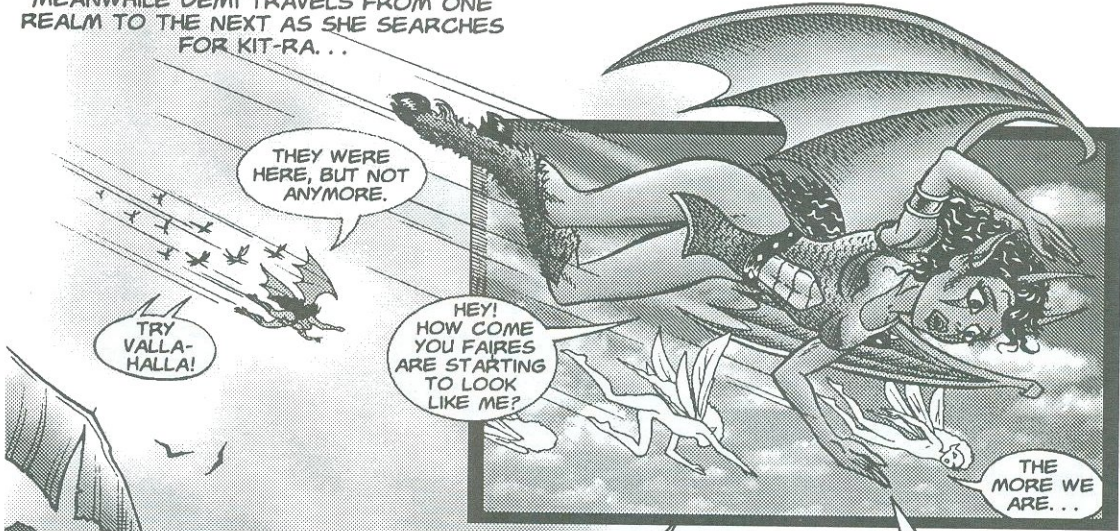
TARA'S COMPANION  
THEN REVEALS HIS  
TRUE APPEARANCE!

KANG!

I'LL  
SEE TO  
THAT!!!



MEANWHILE DEMI TRAVELS FROM ONE REALM TO THE NEXT AS SHE SEARCHES FOR KIT-RA...

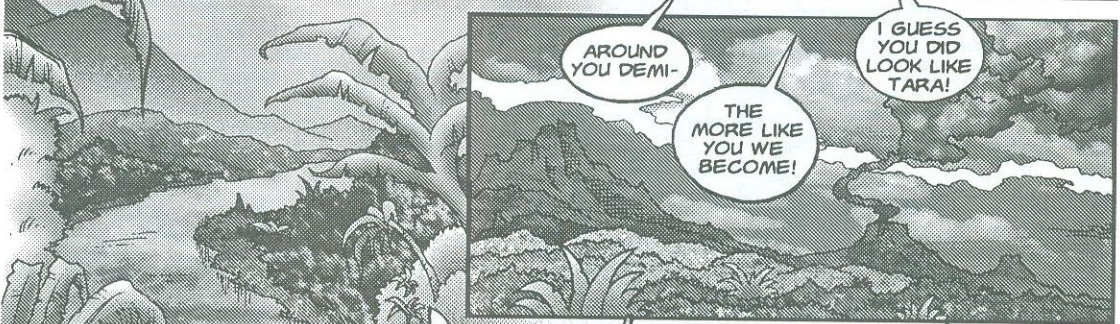


THEY WERE HERE, BUT NOT ANYMORE.

TRY VALLA-HALLA!

HEY! HOW COME YOU FAIRES ARE STARTING TO LOOK LIKE ME?

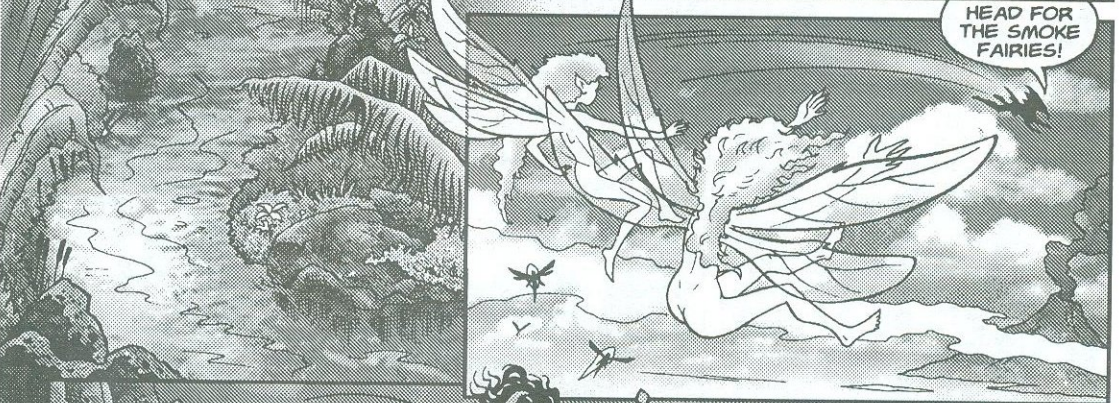
THE MORE WE ARE...



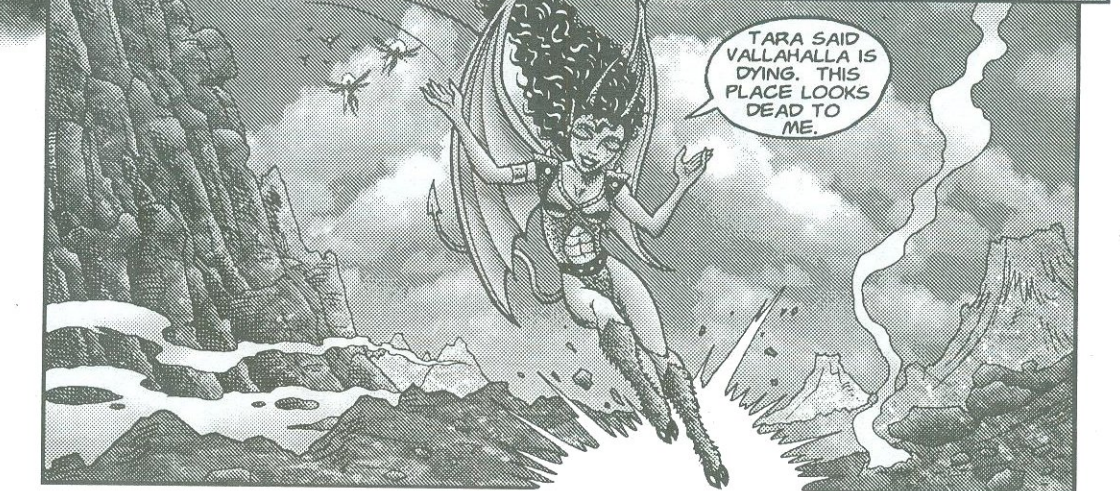
AROUND YOU DEMI-

I GUESS YOU DID LOOK LIKE TARA!

THE MORE LIKE YOU WE BECOME!



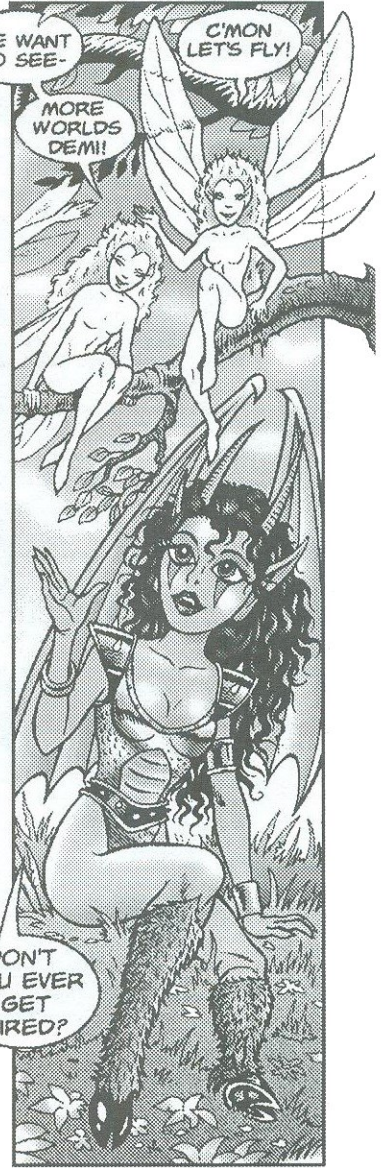
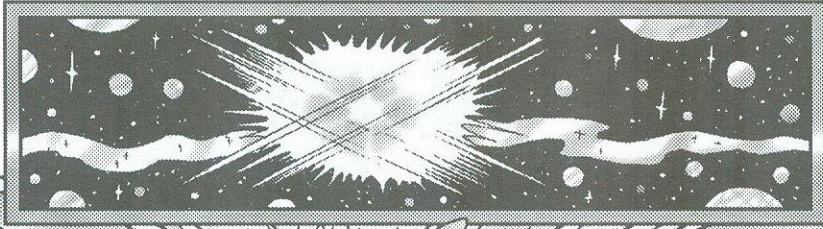
HEAD FOR THE SMOKE FAIRES!



TARA SAID VALLAHALLA IS DYING. THIS PLACE LOOKS DEAD TO ME.



LOOKS CAN BE DECEIVING...







YAWN... I'M NOT GOING ANYWHERE WITHOUT A NAP!

DON'T REST HERE.

IT MAY NOT BE SAFE!



TOO LATE! SHE'S SOUND ASLEEP!



WE'LL KEEP WATCH!

LET'S GO UP TOP...



OH NO! THE WRITING'S ON THE OTHER SIDE!

IT'S A WARNING!





RUN, RUN!  
DON'T TRY TO  
FIGHT IT!



BUT THERE'S NO WAY OUT-  
THANKS TO SET!



HURRY!  
CLIMB  
ON!



IT IS  
COMING  
FOR US!



RISING FAR ABOVE THE DESTRUCTION,  
THEY TRY TO DODGE THE DEATH  
THAT PURSUES THEM...

HOLD TIGHT!  
THE SPIRITS  
ARE WITH US!

WE'RE  
GOING TO  
MAKE IT!

THE SPIRITS HAVE  
TOLD ME A SECRET...

GHEDE, DO YOU  
THINK THAT IT LET  
US ESCAPE?

CONTINUED NEXT ISSUE!



## LETTERS

*In the time since Pantheon #1 appeared, we've received a number of great letters from our readers. We can't reprint all of them in their entirety, but here are a few excerpts:*

Mythology (especially Egyptian) fascinates me; your independent comic fascinated me even more! Issue #1 really left me hanging; I was in suspense. I have no real idea on what the hell's going to happen next.  
-Michele, NJ

*Glad to hear we kept you on the edge of your seat. Write back with your prediction of what will happen in the next issue!*

I really liked the story, it was different from other Demi stories. I'm interested to see how a demon female can do, in a battle where even bigger gods are getting killed. I'm looking forward to reading Pantheon #2 and #3.  
-Eddie, NY

*In #3, Demi will come face to face with a very "big" god. You'll see how she fares then . . .*

Dear Archer Guys,  
I got Pantheon from Steve at the San Diego Comic Con and I really loved the characters. (especially Kit-Ra) Keep me on your mailing list!  
-Jill S.

Dear Steven,

I wanted to send along my thoughts on Pantheon #1. To begin with -- nice art! The cover is fabulous! I mean that literally! (It encompasses fables -- myths -- gods!) The textures and highlights are especially nicely laid on: the blue-faced Set looks very much like a stone statue, a lovely effect!

The story, too, is fun. It's amusing for those of us who have seen Demi in her disporting and pleasures to see her, here, indulging other more "carnal" appetites -- chowtime! "Is there anything else to eat?" But I actually do like the light, bright, and sprightly waywardness she displays in this issue. What we really see of her here is loyalty and diligence and a cheerful, youthful, girlish vivacity. It falls on Set to show us the broader range of wickedness.

I was a little bewildered by the interwoven

"real world" story line, although I did admire the transitions, especially the invocation of the symbol of justice on the policeman's badge. (I also admire the way that the art-style is simplified whenever you return to the "real world." By contrast, the realms of the gods are richer, more vibrant, more real than real, in the way that myth can best celebrate. We mortals cannot live there long, but enjoy our brief visits.

I have just finished a journey of a similar sort, through hell and purgatory to heaven: Dante's *Divine Comedy*. I had read the Inferno four times but had never managed to move on to the next stage. It is strange but true: Purgatorio is less interesting than the Inferno, and the Paradiso is less interesting than Purgatorio. I'm not sure why. Was Dante less inventive in his rewards than his punishments? Or is "evil" simply more compelling to us than "good"?

Of course, speaking as an avid devotee of the relentless furry fandom, I have to admit Kit-Ra is my favorite. (I loved the joke, "Got to land on my feet!") Thanks for Pantheon: it was spiffing, both in art and story, and I do look forward to seeing more.  
Best wishes, Jefferson P. Swycaffer

*Thanks for the great letter! I can't really add anything to that except to say we tried to make Pantheon the best thing we have ever done. By the way, Jeff is the author of Warsprite and various other books, games and articles for TSR and other fantasy related publishers. Amazingly, I didn't meet him at a con or store, but at the Phoenix Zoo! Well, as you can see we're just about out of room this issue, so bye!*

- Steve

*For more info about other books & comics we've done check out the Steve Crompton web page at: <http://www.flyingbuffalo.com/sscrompton/index.html> Or write us at: Archer Books, P.O.Box 27686, Tempe, AZ 85285-7686*





# NEXT ISSUE OF PANTHEON



*Demi and the Fairies continue their search to find Kit-Ra and Tara, but what they find is the unexpected!*

*Will Kit-Ra be able to deal with Set and his minions, or has Set finally won?*

*Tara and Ghede discover more about the forces they are up against. What they discover will only make matters worse!*

*And in the mortal realm, strange things are happening at the old mansion, but how are they connected to events in the realm of the gods?*

*Find out in the next issue of PANTHEON.*

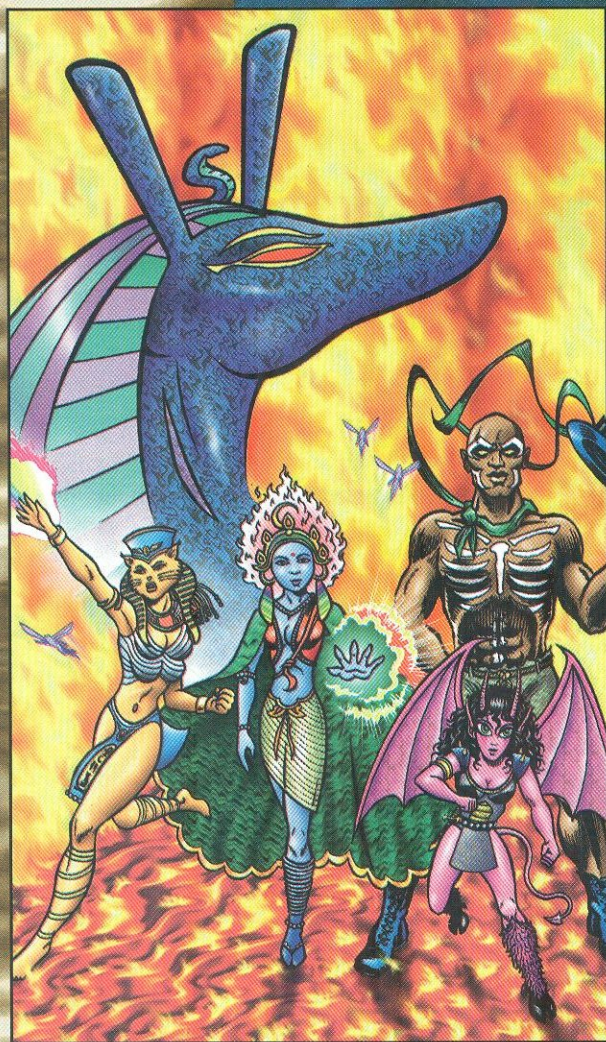


*Production Note:  
These two Demi Pictures are from the next issue of Pantheon and show what the artwork looks like before the computer effects are added to the art.*



# PANTHEON

**THEY'RE NOT SUPER-HEROES . . . THEY'RE GODS!**



## **SOMETHING IS DESTROYING THE GODS. . .**

In PANTHEON, a vast dimension of ethereal planes, the gods of all human cultures have endured for millennia. After eons of calm, the deities are stunned when Valhalla, along with its gods and heroes, is wiped from existence by an unknown force.

Issue 2 Continues the story . . .

One man's encounter with the unknown may open the eyes of the world to the realm of Pantheon. Will he survive that meeting, or will the force bent on destroying every heaven & hell defeat the gods?

Seeking the destroyers of Valhalla, Tara meets Lord Ghede, whose own afterworld comes under attack. Meanwhile, Set imprisons Kit-Ra in the catacombs of his new pyramid, and plots to prevent Tara from recruiting more gods to her cause. Lost in the afterworlds, Demi the Demoness encounters danger as she seeks her friends.

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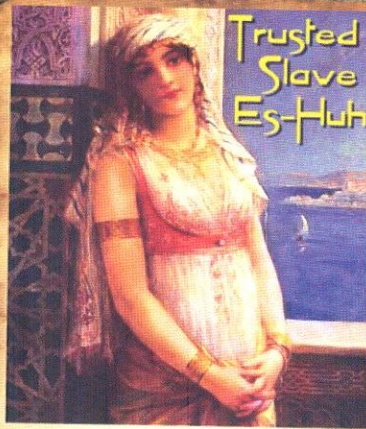
## TAU the GUARD



BASE: Egyptian District - map #16  
RANGE: Conditional  
ALLEGIANCE: Gods of Egyptos: 5  
Civil Priests of Egyptos: 5  
SKILLS: Combat: 7, Observation: 6,  
Interrogation: 6

3

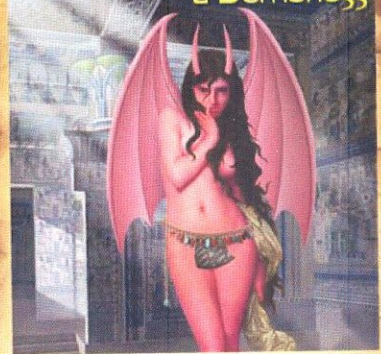
## Trusted Slave Es-Huh



BASE: Slavers' Temple - map #63  
RANGE: Limited  
ALLEGIANCE: Gods of Babylos: 8  
SKILLS: Service: 9, Rites: 8,  
Training: 6

2

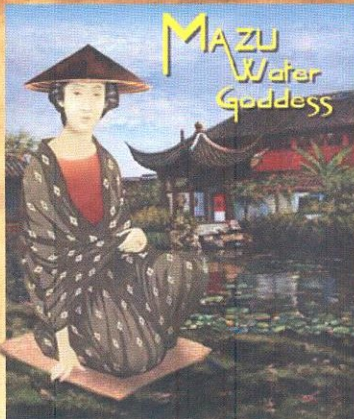
## Tenh-Mer a Demoness



BASE: Sekhmet's Chambers - map #18  
RANGE: Citywide  
ALLEGIANCE: Sekhmet of Egyptos: 7  
SKILLS: Seduction: 9, Flight: 4,  
Combat: 3

1

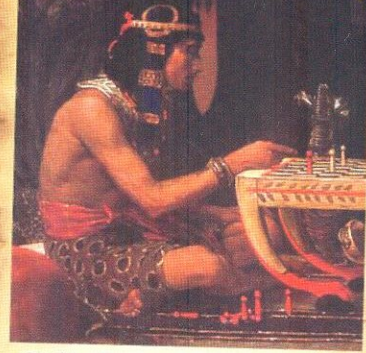
## MAZU Water Goddess



BASE: The Docks - map #10  
RANGE: Citywide  
ALLEGIANCE: Asian Pantheon: 9  
SKILLS: Transformation: 70,  
Resurrection: 70 Terrain: 40

6

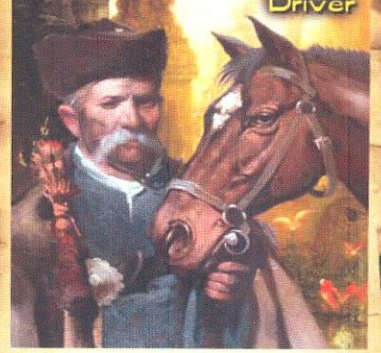
## KAFELE the HEALER



BASE: Healing Halls - map #5  
RANGE: Citywide  
ALLEGIANCE: Set of Egyptos: 9  
SKILLS: Healing: 8, Intuition: 8,  
Surveillance: 5

5

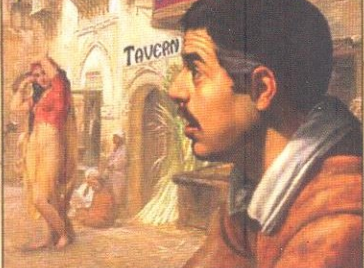
## VOLUND the Carriage Driver



BASE: Temple District - map #3  
RANGE: Citywide  
ALLEGIANCE: 9 The Lost Gods  
SKILLS: Terrain: 9, Driving: 8,  
Gossip: 7

4

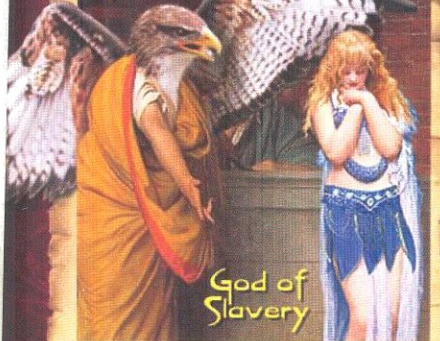
## Sergius the Tavern Master



BASE: Jolly Rajah Tavern - map #59  
RANGE: Citywide  
ALLEGIANCE: Gods of Olympia: 7  
SKILLS: Surveillance: 8, Combat: 5,  
Barter: 7

9

## NAMTAR



## God of Slavery

BASE: The Slavers' Temple - map #63  
RANGE: Citywide  
ALLEGIANCE: Lamasthu of Babylos: 9  
SKILLS: Flight: 90, Commerce: 60,  
Logistics: 40

8

## SAUDA the Merchant



BASE: Marketplace - map #33  
RANGE: Limited  
ALLEGIANCE: 6 Afrik  
SKILLS: Barter: 9, Logistics: 7,  
Languages: 6

7



### TAU the EGYPTOS GUARD

The City has treasures and wonders at every turn - someone has to guard them. The guards of Egyptos pantheon are among the best. They are many, enough to spill out of the Egyptian district into other neighborhoods on assignments for the gods.

Typical of these guards is Tau. He is task-oriented and difficult to distract. However, he can be bribed, he can be bought too many drinks, and he can be seduced. The further Tau strays from the watchful eyes of his gods and their priests, the more likely he is to succumb to tricks. But beware; he is a strong fighter and a careful observer who will feel little mercy for his captives or anyone who crosses him.

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### TRUSTED SLAVE ES-HUH

Es-Huh has lived as a slave for her entire life. Unlike many miserable servants, Es-Huh has been selected and trained from childhood to fill a respected role in Lamasthu's temple. Es-Huh is in charge of preparing special slaves for auction and dressing the temple halls for key ceremonies. Trusted by her master Namtar, she is sometimes allowed to leave the temple on errands.

She is keenly focused on doing the best work possible to please Namtar. She has even convinced herself that her eventual sacrifice to Lamasthu will be a great honor. An encounter with Es-Huh will introduce strangers to the cultural mindset of divine fate that pervades many in the City.

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2

### TENH-MER the DEMONESS

Tenh-Mer is an unusual resident of the City, for she was not born there or brought in to serve a god. Her curiosity tempted her to explore a magical passage. Luckily, she met a friendly goddess at the other end, Sekhmet of Egyptos. Tenh-Mer is happy to stay in the City as her companion as long as she is welcome.

Tenh-Mer is often judged harshly for her demonic appearance, but is a kind creature unless attacked. She possesses an aura of charisma that makes her irresistibly attractive to men and women. She cannot control this effect but makes the best of it, using her charms to distract enemies or obtain things that she wants.

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1

### MAZU the FERRYWOMAN

Mazu is a semi-retired goddess who ferries travelers across the waters which separate the City from the greater realms. Wary of the spiritual and political exertion required to maintain followers, Mazu stepped away from her glory and took on the simple occupation of ferryman. Her boat makes regular runs from the North dock.

As long as she is not in a total desert, Mazu can change herself to water and flow with any watercourse to travel quickly through the world. She can save any victim of drowning, and is familiar with much of the world from actively exploring it. Mazu is quick to dispense strict but motherly advice and is helpful to her passengers.

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6

### KAFELE the HEALER

Kafele is one of the most skilled healers in the City. He can treat and negate the harmful results of injury, disease and curse. An impartial man of medicine who will help any being who can pay a basic fee, Kafele spends most of his time in the wards of the Healing Halls but will visit those who are too ill to leave homes or temples.

He has been granted a boon of intuition by his patron god, Set of Egyptos. This gift guides him to be just where he is most needed at any given time. It also allows him to quickly assess patients and diagnose their ailments. In return for Set's favor, Kafele reports all things of interest and is often involved in the god's intrigues.

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### VOLUND the CARRIAGE DRIVER

Appearances are everything in the City; riding in a hired carriage shows you have money and status. Carriages can be found on any of the streets. A driver like Volund will answer questions about places to go and things to do, but is generally not talkative, unless you offer a significant bribe to get him to chat.

Volund is a devout follower of gods so old and mysterious that few know their names, or even believe that they still have shrines in the City. His deities are trapped in the Lost Realm, but Volund has made a vow to do whatever he can to help them return to prominence.

Those who express respect for his obscure pantheon will find him very helpful.

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### SERGIUS the TAVERN MASTER

Sergius is a man of many rough occupations who knows the City and its realms well. A former soldier, slave trader and adventurer for hire, he now runs a busy tavern near the slave traders. It is not a genteel ale house; the furnishings are worn, the drink base but strong, and the customers have no pretense of civility. Yet it's not a dangerous place, for Sergius deals swiftly and severely with any troublemakers.

Sergius is faithful to the gods of Olympia in his casual Roman way. He'll tell you that they are the best of the lot. However, he does his best to associate with beings of all cultures because that's where great opportunity lies - in selling information between all the factions.

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9

### NAMTAR the SLAVER GOD

Namtar is a god of the Babylonian Realm. There's no missing him in a crowd; he has the head and wings of a giant hawk and the strong body of a man. He is subservient to the goddess Lamasthu and runs her great Slavers' Temple in the City. Namtar's operation must seek out and capture undedicated beings to enslave. These unfortunates are auctioned to the highest bidder or given directly to Lamasthu.

Namtar is a businessman, not a fighter. He employs tough human guards to secure his slave pens and special creatures to catch his prey. He is terrified of the power of Lamasthu; he is as much enslaved by the goddess as the slaves on his auction block.

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### SAUDA the MERCHANT

The marketplace thrives with sellers of food, clothing and other goods. Sauda must be clever and competent, for not only does she have men for customers, but also strange creatures and sometimes gods. She is devoted to the pantheon of Afrik, but also gives honor to major gods of commerce such as Mercury. Only the sneakiest buyer can out-deal a seller so favored.

Merchants may only legally sell their wares in the marketplace and are responsible for reporting all sales to the Civil Priests in order that taxes may be levied. These rules, however, are viewed as "guidelines" by many. There is a thriving underground economy and Sauda knows all about it.

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## KASTOR the Soldier



BASE: Roman Sector - map #25  
RANGE: Conditional  
ALLEGIANCE: Ares of Olympia: 9  
SKILLS: Combat: 9, Command: 8,  
Athletics: 7

12

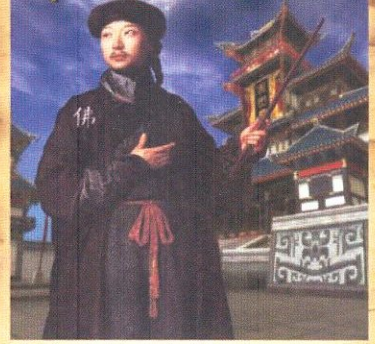
## JARDINE the PARROT



BASE: The Great Library - map #44  
RANGE: Limited  
ALLEGIANCE: Orunmila of Afrik: 10  
SKILLS: Flight: 10, Speech: 9,  
Rites: 1

11

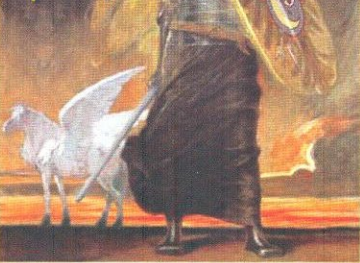
## NIANZU the SAGE



BASE: The Great Library - map #44  
RANGE: Citywide  
ALLEGIANCE: Buddha of the  
Asian Realm: 9  
SKILLS: Literacy: 10, Languages: 8,  
Psychology: 7

10

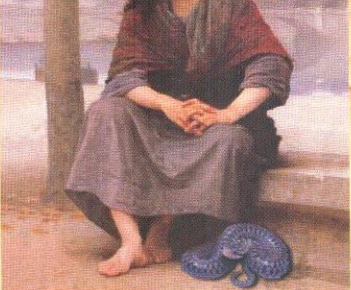
## Geirronul CITY GUARD



BASE: Odinhall - map #19  
RANGE: Citywide  
ALLEGIANCE: Odin of the  
Cold Realms: 10, The Council: 9  
SKILLS: Command: 8, Combat: 8,  
Judgment: 7

15

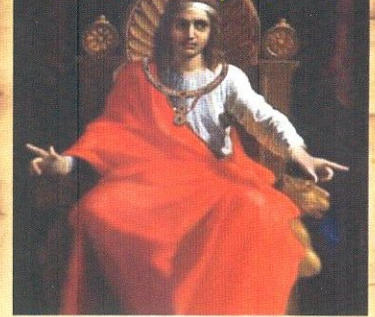
## Niele the Urchin



BASE: City Streets - map #33 51  
RANGE: Citywide  
ALLEGIANCE: Cernunnos of the  
Celtic Realm: 3  
SKILLS: Theft: 6, Speed: 5,  
Concealment: 6

14

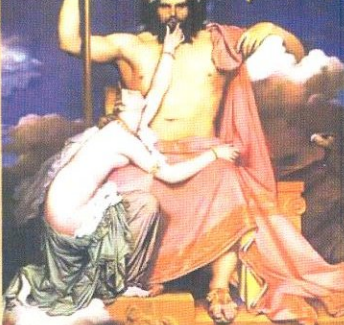
## PARHAM the CIVIL PRIEST



BASE: Embassy & Temple District  
- map locations # 1 18 25  
RANGE: Citywide  
ALLEGIANCE: The Council: 10  
SKILLS: Law: 9, Persuasion: 8,  
Magic: 2

13

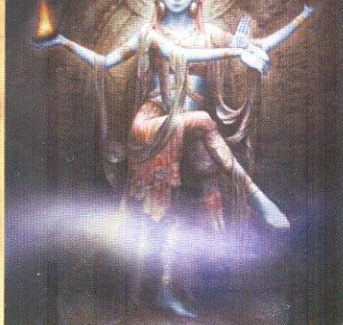
## ZEUS God of Olympus



BASE: Council Chambers - map 1 25  
RANGE: Citywide  
ALLEGIANCE: Olympian Pantheon: 9  
The Council: 5  
SKILLS: Combat: 100, Command: 50  
Transformation: 80,

18

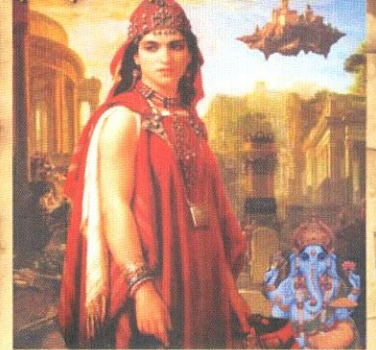
## TARA Goddess of Life



BASE: Her Temple - map #27  
RANGE: Unknown  
ALLEGIANCE: All Life: 10,  
Hindu Realm: 9  
SKILLS: Preservation: 100,  
Wisdom: 80 Resurrection: 50

17

## Naya - Freewoman



BASE: Residential District - map #51  
RANGE: Citywide  
ALLEGIANCE: 8 The Mayan Gods  
SKILLS: Terrain: 7, Negotiation: 6,  
Law: 2

16



### KASTOR the SOLDIER

Kastor is a professional soldier in the service of Ares, the Olympian god of war. When there are no great battles to fight in the outer realms, he is often assigned to guard important Civil Priests in the Roman Sector. It's a lackluster job for a man who thrives on glory. Kastor escapes the tedium by frequenting gambling dens and taverns, or by volunteering to fight in spectacles in the City stadium.

Kastor is a skilled tactician and leader. He is in prime physical condition and has simple tastes. There's no one better, gods excepted, to have on your side in a melee fight. He does have a bit of an ego, however, and is easily persuaded by flattery.

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### JARDINE the PARROT

Jardine assists Orunmila, the Afrik god who keeps the sacrificial registry book within the Great Library. Jardine has the gift of intelligent speech, but if the bird does not wish to converse it will play at being only a mindless, imitative, creature.

Jardine rarely leaves the Great Library, but can be sent on special missions by Orunmila. Should any disaster or invasion disrupt the peace of the library, the bird will fly to a place of safety. In times of trouble, Jardine might be found anywhere in the City - and have plenty to say about the inconvenience! The bird knows a bit about sacrificial rites from listening to Orunmila read from his book.

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### NIANZU the SAGE

Nianzu is a famed sage known throughout the realms. He is connected to a mysterious Oracle that operates from his school for children at Buddha's Retreat. When he is not busy there, he can be found in the Great Library where he writes scrolls of wisdom and studies the ancient books of other cultures.

Nianzu can read every language save the most obscure and can converse fluently in many of them. He has studied human behavior for centuries and knows how to manipulate the weak minded with a single word or a subtle gesture. Nianzu has a keen wit and enjoys answering questions, provided they are intelligent ones. If the asker is polite, much can be learned from the sage.

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### GEIRRONUL the CITY GUARDIAN

City Guardians are a police force. They break up fights between humans, keep traffic running smoothly, and investigate crimes. These guardians are a mixed bag. Some are just, some are corrupt. Geirronul the valkyrie is one of the good ones. However, she has no patience for those who waste her time with lies. If she questions you, tell the truth, tell it plainly, and quickly.

Like all City Guardians, Geirronul carries a magical spear. It is formidable in traditional combat, but its unique feature is the ability to set anything ablaze. It can cremate a body or burn an overturned wagon to ashes in just a few moments. Geirronul rides a winged horse and wears armor.

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### NIELE the URCHIN

It is uncommon to encounter a stray mortal in the City. However, there are a few homeless folk lurking in the shadows of the City trying to live outside the rules. Niele appears to be one of these as she darts among the crowds stealing to feed herself and her pet.

In truth, Niele has nothing to fear from the slavers, for before her parents were sacrificed, she was bound to Cernunnos of the Celtic Realm. God of all things wild, Cernunnos is amused by Niele's bold behavior on the streets. He gave her an enchanted blue snake to help her survive and to use in her tricks. She knows that despite his gift, Cernunnos is no protector. Some day his men will come to take her as a sacrifice.

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### PARHAM the CIVIL PRIEST

What do you get when you combine a bureaucrat, a lawyer, and a monk? The answer is a Civil Priest, who can be your best ally or your worst enemy.

Civil Priests keep the social structure of the City running smoothly. They make known the laws passed by the Council. They set up temple courts to settle disputes. They see that all show the gods proper respect, in deed and in donation. Their powers are broad.

Parham is the man to see to get any legitimate business done in the City.

All Civil Priests have at least one low-level power granted by their patron god. Parham has been blessed with a mild stun attack and a small degree of personal shielding defense.

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### ZEUS of OLYMPIA

Zeus is the leader of the Olympian gods. He wields divine and political power in the blended world created by the pantheons. Eons of history have shown that Zeus is not a god to anger. Unlike some deities who are detached from emotion, Zeus exhibits all the traits of the human heart. His actions may be just or selfish. Ego and lust often overwhelm his better qualities.

Only the top gods dare challenge Zeus. Both his thunderbolts and his Council-backed decrees are to be feared. His ability to transform himself into animals is a snare to the unwary. Zeus can also turn mortals into animals and performs this trick regularly as a form of punishment.

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### TARA the LIFE GODDESS

While few people in the City worship Tara, all of them should. Humans there enjoy a vastly extended lifespan thanks to the presence of this goddess.

Tara is connected to all living things and her custodial energy slows the normal aging process. Barring sickness or injury, many mortals in the realms will live to serve their god for centuries.

Tara has the ability to perform resurrections, but uses it rarely. She can see far beyond the moment and considers seriously the consequences of changing someone's fate. Tara is everywhere, but hard to find. Those who hope to contact her will need an intermediary, such as Nianzu or Naya who can ask Tara's good friend Mazu for help.

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### NAYA the FREEWOMAN

Naya bears the brand of a Freeman, which grants her special status in the City. The magical mark is earned by those who have provided remarkable service to the Council or have performed an epic feat to impress one of the greatest gods. She saved the City.

Now she offers her skills as a guide and problem-solver to those who need help navigating the complex society of the City. Naya knows how to get the cooperation of Civil Priests and City Guardians. Fiercely proud of her heritage, she idolizes the achievements of her ancestors. While not bound formally to any god, the deities of the Mayan Realm are the ones she worships with honest devotion.

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