

Csilla (f)

Description: Human Deity of Paladins

Other Names Known By:

N/A

Csilla's followers are sworn to rid the world of those that follow any dark god. If they are given proof that someone follows an Evil or Neutral Evil deity, then it is their job to kill that individual. They particularly have a grudge against the follower of Izzak for it was the high priestess of Izzak that corrupted one of their own and caused their order to fall from grace. Since that dark day, no member of this order has been able to communicate directly with Csilla. Csilla still grants favors to the chosen but will not have direct communication with those of the order until the day the order redeems itself.

It is for these reasons followers dedicate their lives to wiping out evil in any form, but are most vigorous in their pursuit of evil that results in the animation of the dead.

Csilla's followers also believe that there are many battles in a war. It is un-important how many battles you lose so long as you win the war. Although all of the followers of Csilla know this, it is to their shame that they were the ones that held the ultimate responsibility of stopping the second great purging and it was their failure that allowed it to take place. This happened because one from their order was tricked into betraying the order. It was a dark day and nearly saw the destruction of the order itself. This betrayal is not only viewed as a failure of the Cesarie (the lady that founded the order) but of the order as a whole. From that day on, the order's focus crystallized and shifted somewhat. Their renewed prayers and vigor were answered in part by additional blessings from Csilla (the ones to determine loyalty and intent). The temple is now much more concerned with finding evil and destroying it, putting the aid and protection of the weak secondary to this goal.

The followers of Csilla have their own prophecy of the Armageddon. It is at the final Armageddon that they will redeem themselves completely in the name of their god. They will bring down worshippers of Izzak as well as the worshippers of Ulbane. They alone will forever put an end to their reign of terror these two gods have brought upon the world. They will prevent either from aiding in the Armageddon.

The Legend

The battle was over and they had won the day. Cesarie had fought long and hard against the forces of darkness. Again and again her great sword had found its mark. Again and again had an enemy soldier fallen to her righteous might. She shuddered to think that in all the battle not one prisoner had been taken. Not a single one of them had surrendered when offered mercy. They had all died for him.

She walked slowly among the bodies now. None of those here now had been friend or companion. Only the enemy's bodies remained on the battlefield. By order, they had only be given time to bury their own. Cesarie did not really agree with this but knew it must be done. The army was needed. A second force was on the move to the great city of Teulane. They would not be given free reign in the city. They would be found, like this force and cut to pieces if need be.

"You have done well for me Cesarie. You fought bravely and with unwavering certainty of purpose. You are worthy of my blessings."

Cesarie spun upon hearing the voice and dropped to her knees, "I live to serve you," she told Csilla. "To champion the weak. To protect those that cannot protect themselves."

"I know child," Csilla responded, "but that is not enough. Get up now and come with me."

Cesarie rose and followed Csilla. Csilla had tested Cesarie, had wanted her to prove her worth in battle. She had.

“Such carnage is always a waste Cesarie,” Csilla spoke as she led Cesarie through the bodies. “But sometimes it is necessary. Sometimes it is unavoidable. Their leader was so charismatic, so persuasive that all were willing to follow him to their death.”

Csilla paused for a few moments as she looked around the battlefield, to the thousands upon thousands of bodies that lay scattered like so much chaff. She continued, “some Gods worry that people can do so much with such a tiny piece of the Devine Spark.” She looked directly at Cesarie. “I do not. I think that the All Mother and the All Father knew what they were doing when they gave the gift of the soul. And they knew well what you would do with it.” She turned to look away from Cesarie. Her gaze shifted slowly downwards, to a body by her feet. “Do you recognize this person?” she asked Cesarie.

Cesarie looked at the fallen soldier. At first glance something was not right with him. She thought for several moments before realizing what it was. Most soldiers had one or two severe wounds. This one had a good dozen. She had fought this one, after she had seen him cut down half a dozen of her fellow warriors. He had taken blow after blow, any of which should have killed him. “Yes,” she told Csilla. “I killed him.”

“Actually,” Csilla told her. “You killed him twice.”

“I don’t understand,” Cesarie said.

“Today, I take you as my follower Cesarie. From this day forth you are my champion and my priestess. Most of the duties you already know. I know that you will work hard to build a holy order that will follow my way. But I feel that you must know some of what is to come so you know how important your task is.” Csilla paused for several seconds as she looked back from Cesarie and down to the body by her feet. “The greatest enemy you have stood not 20

feet from you when you killed this man,” she continued. “She will come very close to destroying your work and will be responsible for more carnage and blood than you can imagine.”

“I will find him and kill her!”

“No you will not!” Csilla told her. “There is only one way to avert what she will do. You must build a temple that is above corruption. You must instill in my followers the same loyalty that was shown by these soldiers here in this battle. If you do that, then the order will prevail!”

Cesarie was silent for several moments before answering. “I will not fail you,” she told Csilla.

“I know you wont,” Csilla nodded as she answered. “I know you wont...”

Worship

Each deity in the world of Panjere is treated as a separate independent entity. As such, each deity has its own special background and worship requirements. Some deities require vast amounts of affinity if you want to worship them; others require vast sums of money. It all depends on the deity.

Like all skills, worship is a skill. You have a base value in it, plus a bonus. When a character starts worshipping Csilla he or she must pay **300** affinity points. In addition to this, the character must place at least **30%** of all further earned affinity into his or her worship skill to Csilla.

When these worship requirements are met, the character becomes a follower of Csilla.

Getting a roll on the favors table

Each time the character’s synergy bonus in worship to Csilla goes up by one point, roll **1d8** on Csilla Favors Table (see below).

Csilla Favors Table

1. The character receives a Damage Undead spell. Each time the character rolls this favor she can cast the spell once per day. The spell has a casting

Legendary Deities: Csilla, Human Deity of Paladins (f)

speed of 24/2d12, a range of 30 feet and does 1d8 damage. Each time the favor is rolled, the character may either cast the spell one additional time each day OR increase damage done by the spell by 1d8 (roll it 10 times and you could cast the spell 4 times each day with each casting doing 6d8 damage).

2. If fighting the Undead, the character adds +1 to his damage bonus if using melee weapons. Each time this favor is rolled, the damage bonus increases by another +1.
3. Add +1 to the character's WR dice roll if fighting any type of Undead Creature. Each time his is rolled add an additional +1 to this bonus.
4. Roll 1d10. This is the percentage chance that the Paladin can sanctify an area. Each time this favor is rolled, roll a d10 and add it to the chance. This allows the character to remove the influence of evil from an area. For example, the Paladin might sanctify and ruin an evil temple. This disrupts the evil of the area and makes the area neutral. To perform this magic the Paladin must find the heart of the evil (usually a temple's main altar).
5. Roll 1d10. This is the percentage chance that the character will be able to exorcise a demon or evil spirit from a person or area. Each time this favor is rolled, roll 1d10 and add it to the result. The act of exorcising something is not easy or quick. One exorcism may be performed per week if the character is under 100%. If over 100% the excess is the chance to perform a second exorcism (the first will automatically work). There is no limit to the total number of exorcisms the character can eventually perform (one for each 100% or part thereof).
6. Damn undead. Roll 1d10. This is the percentage chance the character can outright kill an undead creature. The power is useable once per week for each 100% (or part thereof) the character has in this favor. If the character has 255% in this favor she may outright kill 2 undead a week and has a 55% chance of being able to kill a third. The power has an attack rank of 24/2d12. The character may destroy one undead at a time and undead so destroyed must be in the character line of sight and within 10 feet of the character. The character can perform no other actions when using this power.
7. Roll 1d10. This is the percentage chance that the character will be able to tell if a character or creature will eventually betray the character or will remain true to the character. This can only be used on NPC's and not on group members (sorry, you are on your own with group members). One check may be made each day if the character is less than 100%. If over 100% the excess is the chance to perform a second check on a second individual (the first will automatically work). There is no limit to the total number of checks the character can eventually perform (one for each 100% or part thereof).
8. Roll 1d10. This is the percentage chance that the character is able to *Know Someone's Heart*. Knowing someone's heart means the character will know the intentions held by another. This includes knowing the person's alignment and having a rough idea of where the individual's loyalty lies. Each time you roll this favor, roll 1d10 and add it to the previous total. When the total is over 100% you can check and automatically know one person's heart and have a chance to perform the same check on a second individual (one check per 100% or part thereof can be made each day). If you do not roll the required percentage, then you must wait until your base chance increases before trying again (i.e., if you have 155% and choose to make the attempt using the 55%, then you must wait until you are over 155% to try again on the same individual).