

Tobadzistsini (NE Lesser God of War)  
(from the Deities & Demigods Guide)

ARMOR CLASS: -2

MOVE: 15"

HIT POINTS: 344

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-10/3-30 (+14)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 30%

SIZE: M (6½')

ALIGNMENT: Neutral evil

WORSHIPER'S ALIGN: Warriors

SYMBOL: Crossed spear and shield

PLANE: Prime Material Plane

CLERIC/DRUID: 10th level in each

FIGHTER: 18th level ranger

MAGIC-USER/ILLUSIONIST: 10th level in each

THIEF/ASSASSIN: 10th level assassin

MONK/BARD: 8th level monk

PSIONIC ABILITY: IV

Attack/Defense Modes: (determine)

S: 25 (+7 +14)

I: 20

W: 19

D: 25

C: 25

Ch: 20

LEVEL/X.P. VALUE: (determine)

This god usually appears as a massively built male, but he can *Shape Change* at will. He occasionally, on a whim, enters into battles between tribes that interest him, either by personally taking a hand or increasing the abilities of one side or another.

His arrows strike for 1-10 points of damage and his spear is used only for hand-to-hand combat and strikes for 3-30 points of damage.

Worshiping warriors promise him kills in battle, which are burned after the victory.

